

AMIGA news

NEWSPAPER
OR
MAGAZINE?
SEE PAGE 3

75¢

DECEMBER 1991



A SCENE FROM NICKELODEON'S NEW GAME SHOW "NICKELODEON ARCADE" WHICH FEATURES AMIGA'S IN ITS PRODUCTION. HOST PHIL MOORE IS SHOWN DIRECTING ACTIVITIES
See Casual Observation, Page 11

COMMODORE CHRISTMAS PROMOTION

Commodore is making its Amiga computers more affordable during a special Christmas promotion.

During the holiday promotion, Commodore will reduce the prices of its line of Amiga computers, beginning with the Amiga 500 Starter and including the 3000 16/40, 23 percent to 38 percent.

The Amiga 500 Starter - with floppy disk, 512K RAM, mouse, keyboard, word processing, three games and joystick - will be priced at \$399, a savings of \$170

off the \$599 MSRP. The 500 Starter is for the family that requires the power and flexibility of a real computer, but is operating on a budget.

The 2000 - with floppy disk, 1M RAM, mouse, keyboard and AmigaDOS operating system - will be priced at \$999, a savings of \$599 off the \$1,598 MSRP.

The 2000 HD/P is at \$1299, a savings of \$699.

The 3000 16/40 - with floppy disk, 2M RAM, 40M hard drive, mouse, keyboard,

SCSI Interface, video ports, math co-processor, AmigaDOS and AmigaVision, will be priced at \$1,849, a savings of \$1,149 off the \$2,998 MSRP.

Commodore is supporting the Christmas promotion with consumer print and radio advertising in major U.S. markets. In addition, Commodore has made arrangements to offer pre-approved credit to nearly 500,000 potential customers in the targeted markets.

Christmas shoppers will have until December 31, 1991 to take advantage of these discounts. Purchasers during this holiday special also receive a one-year warranty with free pick-up and delivery service.

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LETTERS

Dear Editor,

I am very impressed with your Nov. 91 'Amiga News' and I wish to subscribe to your publication.

I am interested in your unbiased opinion on scanners, I've been looking at hand scanners, but have not yet found a dealer who has had the time or desire to demonstrate them.

William Moeus
Warminster, PA

- Your comment about dealers in your area is interesting, to say the least, we have found that Amiga dealers are in general the driving force behind sales. In your search for a hand scanner we would advise you to look at the Migraph company's products. Migraph's telephone number is (206) 838-4677.

Dear Editor,

I read my first issue of your magazine today. I can promise you that I'll continue buying and enjoying it as long as you make it possible for me to do so. My congratulations to you and your staff. Now, if you could only include some classified ads, it would be perfect.

Fernando Kurka
Forest Hills, NY

We always appreciate praise and judging by the amount of mail and telephone calls, it seems we are on the right track. But we also need criticism.

We love to receive your letters and comments and in future any letters published will receive a year's free subscription.

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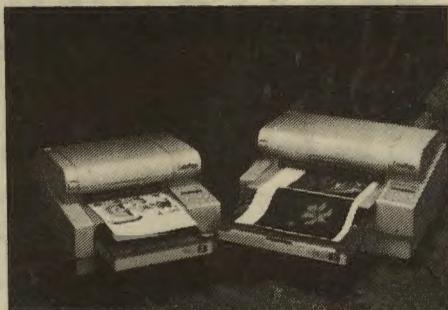
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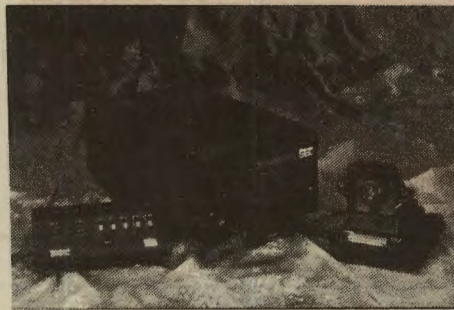
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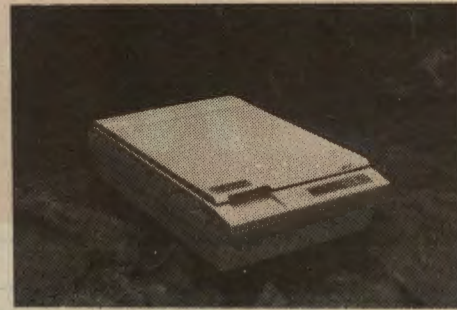
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View from the top

It was a snowy New Hampshire Saturday morning, I was nursing my morning coffee, looking at the production schedule for the second issue of Amiga News, when the phone rang. It was still too early for any regular staff to be here, so I answered it. "Why should I buy an Amiga?" the voice asked.

Forty-five minutes later the conversation ended with "Thank you, I most certainly will buy a 2000." Obviously Amiga News is the first listing under Amiga, my question is: Why should a potential consumer have to resort to calling a publication to find out basic information? Could it be that 1-800-66-AMIGA is not well advertised and not listed in the 800 directory information.

I asked the people who normally answer our phone, and was amazed to find out that this is a regular occurrence. We field several calls a day from perplexed consumers trying to locate the elusive Amiga computer company. It would be helpful (profitable?) if Commodore

would list Amiga Computer in the 800 directory.

On the other hand, I have spoken to a lot of dealers who are carving out specialized niches in the marketplace, from the dealer who has sold four hundred Amigas to the local department of education; to the dealer who specializes in the higher end and will fly to your location, install, instruct and make sure everything is on-line. There are a lot of hard-working dealers out there, but there are also some that just sit there and do nothing.

Until things change at the top, I am afraid that Amigadom is doomed to remain perpetual runners-up. Maybe one answer is to allow clones, (laptops etc.) to proliferate, I assume that the basic royalties from using the custom chip set, would be a considerable amount of free money, bearing in mind that the clone makers would be responsible for marketing their own product. This would have the secondary benefit of

expanding the dealer base from the present 1,000 or so in the U.S., this in turn would encourage other developers to enter the Amiga marketplace. With the arrival of 2.0 and the 3000 it is obvious to even me that we have the superior platform, that should have IBM quaking in its shoes with its collaboration machine years away.

On a different note, it seems that Amiga News is going to grow a lot faster than we had projected, the first months press run of 30,000 was inadequate to meet demand and while the overall reaction to the newspaper format was extremely positive, it seems that the U.S. Snail (mail) has certain limitations about printed matter. The debate in the office at the moment is whether to switch to a magazine format. The magazine format would enable us to take advantage of the bound matter rate to fulfil subscriptions easier, and also enable us to go to newsstands. Keeping the newspaper format would

maintain our distinct identity. Being the decisive person I am, I am leaving it up to you. Write and tell us what you think. Until next month.

Graham

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LAPTOP AMIGAS?

A PORTABLE or not a portable that is the question. Whether it is nobler in mind to suffer the trials and tribulations of owning a desktop bound system, or to take your portable on the road.

A portable Amiga is a sorely needed addition to Amigadom, with the demise of the German attempt to produce a portable and Commodore's lack of interest in the area, it seems that the Laptop Amiga is in limbo.

But wait, a new player wants to enter the game. Newer Technology a respected Mac and MessyDOS developer have announced the development of a true portable. Measuring 2" tall, 11.7" wide, and 8.3" deep when closed. Based on the Motorola 68000 processor running at 7.16MHz. Designated the Model 10 and is 100% software compatible and capable of accepting 1.3 or 2.0 ROMs. A monochrome LCD display is standard and a color LCD display will be available. A 68030 Model 30 with an optional 68882 math co-processor, is also planned.

The Model 30 portable would be the ideal platform for software developers,

graphics applications, video animation, audio/MIDI users. Weighing from three to six pounds depending upon configuration. It features 2MB of internal memory on the motherboard with expansion upto 8MB total. An 86-pin expansion bus is available. One 3.5" 880K floppy is standard. Battery life is dependent upon configuration and attached peripherals.

Available peripherals includes an internal 20MB hard disk, an external 40MB hard disk, and a PC hardware upgrade. Projected peripherals include a CD-ROM drive, sound output interface, SCSI II Dart RAM drive, external tape drive and external color display.

The portable was scheduled to be announced and to be on display at the World of Commodore show in Toronto, Canada December 6-7-8 1991. However after a top-level meeting, on December 2nd, the only official comment from Newer Technology was "We are reassessing viability".

This comment is open to a lot of reading between the lines! Obviously if Newer Technology has a product ready to show then there must be legal problems.

IMAGEMASTER

by Geo. McCalip

BLACKBELT SYSTEMS has named **Imagemaster** appropriately. In this program they not only give us a masterpiece of image control software, but the ability to truly master any graphic image with the Amiga. The program's many features and strengths far outweigh its few drawbacks, especially for the serious user.

Imagemaster uses a primary buffer to hold the current picture. The user may alter this image directly, or add or blend images from other buffers. Another buffer may contain a clip from the picture magnified for easier manipulation. Yet a third buffer can contain an even more detailed view from the second clip. The user may then declare this the primary buffer and modify the greatly magnified part. After modification, the user can return each clip to its correct position in its parent buffer.

Combining isolation by buffer, an Undo feature and a powerful 24 bit paint program gives the user true pixel by pixel control over any image, but Imagemaster offers much more control over each buffer than just a paint program. Composing

After having painted and/or processed an image (see below), the Compose Panel gives the user the tools to include it in another image. Choices include various ways of blending, merging, rubbing through, adding and subtracting.

Combining the composition menu options with the program's ability to rescale images and switch between various formats (e.g. low res HAM and high res 16 color), the limits on what the user can create come more from the bounds of the imagination than the constricts of the software. Processes and Effects

The Main Process Panel provides over 70 different options including the F/x Panel. Thirty more choices appear on the F/x panel. Using these panels can generate some very artistic results without ever going into the Paint Panel.

In addition to the expected Contrast, Brightness, Gamma, two levels of Sharpen, Anti-Alias, Horizontal and Vertical Flips, the Process menu lets the user to change the image into Line Art, or do a Motion Blur or Spiral Blur. For those not satisfied with Line Art, the options also include Blue Print and Water Color. By going to the F/x menu, the user can also do Oil Brushed, Bas Relief, or Lined art (like the logos for AT&T or, pardon the expression, IBM).

For those interested in taking their images to film, the Process Panel offers options including Make Mono, Mono Neg and Color Neg. The last two let you do both slides and prints on the same roll. With the monochrome image, the Antique feature will make the picture look slightly old and yellowed. UnAntique on the other hand will filter out the yellowing in an image digitized from an old photo or document.

Remove Pixel, Remove Streak, Remove Chunk and Remove Feature help to edit digitized images from the Process Panel. The F/x Panel has Zipper Removal for DCTV images and Scan Contrast Correction for scanned pictures.

One option on the F/x Panel even lets the user Realign Color Guns. By changing the red, blue and green color guns, you can generate some interesting effects. Experimentation with the red and blue guns, and a set of 3D colored glasses can yield some interesting results. The documentation does not include this feature as Arexx addressable, so the user will apparently have to do any 3D animation projects manually. Arexx

The manual dedicates 34 pages to the Arexx interface and commands. Documentation for Arexx, as for everything else, appears thorough, well organized and easily understood by someone with a basic knowledge of the subject.

Except for realigning the color guns, the user apparently has program control over almost all of the features. This control can take the form of an Arexx script invoking and running Imagemaster, or the user calling a Macro from within the program. The Real Cost

All of this power comes at some cost. Although the list price of \$199.95 represents a bargain when compared to programs nearly as powerful on other systems, it could also begin to seem like the camel's nose in your wallet.

To start the program takes 2 megabytes of RAM; using it takes 3 meg. An 8.5" x 11" image scanned or printed at 300 dpi in 24 bit color requires just under 25 meg (300*300*3*8.5*11). Yes, you can actually run out of RAM with 32 meg.

Of course, a floppy cannot begin to hold this kind of data. Serious graphics users trade Syquest cartridges the way

programmers trade floppies. Animation can start to justify the \$3,500+ for an optical read/write drive.

Even with all of the above, what can you do in 24 bit graphics without a 24 bit graphics adaptor? Blackbelt originally developed the software for their HAM-E adaptor. They now offer an upgrade for Firecracker owners for the extremely reasonable fee of \$10, or time to download it from a BBS.

Do not blame these costs on Imagemaster, or the people at Blackbelt, but know that to use the power requires some expensive equipment. Other Drawbacks

Blackbelt has to accept blame for one drawback however -- the extremely limited hours of technical support. 2 to 4 p.m. mountain time weekdays does not give the user much of a window for contact. It also will not help if you have a deadline of 4 p.m. on the east coast, or 1 p.m. on the west coast.

The tech support issue coincides with another drawback; as with any other program this powerful, expect a serious learning curve. The manual offers some good to excellent isolated examples of how to use the program, but budget a few hours to explore and learn what Imagemaster can really do.

Digressing to the hardware issue, budget more than just a few hours if you do not have an accelerator. Some operations can take the better part of an hour. This program performs some serious manipulation of massive amounts of data. That in short is both the good news and the bad news.

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Volfied retails for \$39.95, further details are available from Readysoft Incorporated, 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada L4B 1B9 (416) 731-4175.

NEW DIRECTORY UTILITY

Directory Opus is a software package that provides a range of directory capabilities for the Amiga. It performs all the standard directory utility features such as two directory windows for file copying and deleting, and renaming. In addition, Opus presents a variety of features that are new to this type of program. By simply clicking on the filename in the directory window, IFF pics, brushes, and anims can be viewed, sound files played, text files read and executable launched. Also, Opus can be configured with more

than one hundred user-definable buttons and menus. Opus includes online help for all features (as well as for AmigaDOS error codes). It provides memory and CPU usage meters, an Arexx port, and allows users to create icons.

Directory Opus retails for \$59.95. It requires DOS 1.2 or higher, and one meg of memory.

Opus is a product of INOVAtronics Inc. 8499 Greenville Avenue, Suite 209B, Dallas, Texas 75231. 214-340-4991.

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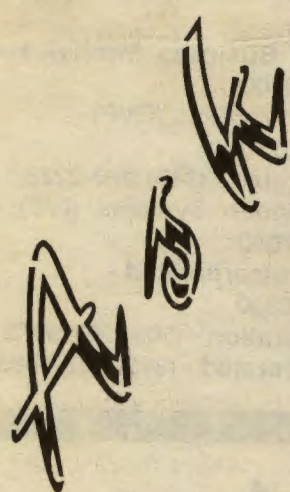
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By
Joe Rothman

Mr. Hardware

Last month I gave you enough information to get started with using your modem to communicate with the outside world. This month, let's get down to the nitty gritty of being hooked up to a remote computer via modem.

There are many different circumstances under which you may connect to another computer via modem. Many articles I have read have dealt with the on-line pay services. These pay services are often worth the connect time costs associated with them, but they are by no means the final word in telecommunications.

Many, less expensive, Amiga specific bulletin board systems exist throughout the world. These systems don't usually allow the caller to play games on-line with dozens of other callers, but some of them offer quite a lot of semi-free software, and tons of technical assistance. I used the words less expensive and semi-free because even free bulletin boards have a price.

The first and foremost thing to remember when you are calling a Bulletin Board Service (BBS) is that you are a guest in someone's computer. A computer located in someone's home or store, with a screen that's often visible to real people in everyday life. It is all too easy to forget the human element while on-line. Once people forget that, they forget to be considerate of the person who has graciously allowed them to enter their daily life via modem.

There are other real people, who call the same computer, who need to be considered too. With the foregoing in mind, I think a crash course on BBS etiquette is in order. Basic manners apply to your on-line sessions, just as they do to your other relationships with people.

"Please" and "Thank You" go a long way when communicating with others on-line. However, there are some things that don't come off well when typed on a BBS. Phrases like "Excuse Me" can easily be taken harshly or sarcastically. Without the normal tone of voice and facial expressions associated with talking, words can take on undesired meanings.

There are certain unwritten rules for telecommunication that are universally understood by most long time modem users. One often misused key on the novice modem user's keyboard is the Caps Lock key. In an effort to make dealing with the keyboard easier, they turn

on the Caps Lock and start typing. What they don't realize is that typing in caps is used as a means of expressing anger or displeasure.

The phrase "Can you please increase my access level?" has an entirely different meaning than the phrase "CAN YOU PLEASE INCREASE MY ACCESS LEVEL?" The first is seen as a request by a calm and rational human being, but the second is seen as a request by an impatient, LOUD person who has a serious attitude problem. Save shouting for when you really mean it.

Another common mistake made by new modem users is inadvertently caused by many Bulletin Board System Operators. Starting and maintaining a BBS is a time consuming, and often frustrating, job. Many Sysops (pronounced sis-ops) tend to judge the success of their BBS by the number of callers, rather than by the quality of system usage.

A belief in the number of calls philosophy makes these Sysops promise the world to their callers, and deliver nothing since everyone is expecting to get a free ride. This eventually leads to disappointment for both parties.

The solution to this problem is in your hands. Don't expect more from a BBS than you are willing to put into it. Maybe you don't have any files to contribute, but you can spare a few bucks to help pay for the operating costs of the BBS. Maybe you have no money, but you can offer some other form of compensation to the Sysop for a fair share of system access. The point is, nobody rides for free, so never expect a free ride, even if the sign says so. Sysops need all the help they can get, and good boards are made of good callers.

Another thing to consider is the fact that you will be dealing with other people through a machine. You may attempt to write a message to someone named Joe Rothman, who always signs his messages as Joe, but the BBS knows him as Joseph Rothman, not Joe Rothman. Is it any wonder if he never replies? A good habit to get into is to always address your messages to the person's full name and start the message with their first name on the first line. Do not start a message with the word "Hey," I'm sure no one has that name. That might be OK in person to person contact, but it is totally unacceptable on a BBS.

Your next consideration as a new BBS participant is that you should always remember to read the text files that are presented to you when you log in and when you register for an account. This will allow you to get a feeling for what you can expect to find on a particular BBS, and to know what the Sysop expects of you. If you don't like what you see, you are free to log off and never return.

Whenever you call a BBS or any other on-line service, it is important that you log off the system properly. DO NOT JUST HANG UP. Excuse me for shouting, but for some reason some people don't realize that they need to say goodbye to a BBS, just like they need to say goodbye to a person on a voice call. It is not only rude to hang up without logging off properly, but it shows a lack of respect for the Sysop. He spends many hours keeping things in order on his BBS. He doesn't need extra problems that may be caused by an improper log off.

Sometimes it is impossible to avoid a lost carrier disconnect. If this happens while on-line, the correct procedure is to call right back, establish a connection and log off properly when you are done. This not only assures proper BBS operation, but it reassures the Sysop that you had no intention of being rude. If the phone is busy when you call back after losing carrier, well, at least you tried.

One frequent cause of lost carrier disconnects can be completely avoided. If you have call waiting, try using *70 to disable it before calling out on your modem. If this doesn't work, call your phone company and ask them how to disable it. If there isn't any way to do that, just make your calls after you are likely to get any voice calls.

Downloading Files

Probably the most popular activity on any BBS is downloading. Downloading is defined as having the BBS send you files, while uploading is defined as the act of sending files to the BBS. They are similar to each other in many ways but differ slightly in others. Uploading and downloading both require a file transfer protocol that matches on both ends of the modem connection. All this really means is that both machines know how to deal with the information being transferred.

Using a file transfer protocol is easy. Simply set up your terminal software to use one of the protocols available on the

BBS you are calling. You will find the method of changing protocols in your terminal software menus under the name protocol, transfers, or parameters. Three of the most popular protocols are Zmodem, Ymodem and Xmodem. Zmodem has the most features, so if given a choice, you should select that one. If you called the BBS using a phone book entry, you may have to set the protocol for that entry separately to insure that you will use that protocol when dialling that particular BBS.

Once you have the file transfer protocol set up, and have been granted download privileges by the Sysop, you are ready to begin receiving files. Select the file you want by following the menu prompts on the BBS you are using. Instruct the BBS to send the file to you before telling your terminal program to receive or download the file. The BBS will put up a message informing you that it is waiting to send the file to you. When you see that message, instruct your terminal program to receive or download the file.

Earlier, I mentioned that Zmodem has the most features. Some of its more advanced options include auto download, resume, and the ability to adjust its speed according to phone line conditions. Auto download simply means that Zmodem will sense that the BBS is ready to send the file, and receive it without your intervention. Resume means that downloads which are partially transferred when a carrier loss occurs, can be resumed from the last good data block sent. If you are transferring a 200K plus file, and you lose carrier after 100K has been transferred, you will really appreciate this feature.

Well, here we are at the end of my allotted space, and I still didn't get to the different types of file compression utilities. I'll just have to hold that over until next month.

Until then, call my BBS and say hello. It's called A.M.U.G., and the number is 516-234-6046. You can call at baud rates up to 9600 baud unless you have an HST, in which case you should use 2400 baud.

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AmigaDos 2.0 Hard Disk Compatibility

by Joe Rothman

AmigaDos 2.0 contains so many wonderful improvements that most of you will probably want to upgrade your systems and take advantage of all the new features. What you may not realize is that there is much more to be considered than software compatibility. Some hard disk controllers may not operate properly under AmigaDos 2.0. This article will attempt to provide all the information you will need to successfully install 2.0 on hard disk based Amigas.

Before installing AmigaDos 2.0 in hard disk based Amigas, it is important to find out exactly what hard disk controller you have in your machine. You will also need to check the version numbers on the controller ROMs, and the installation software version you currently have on hand.

Some controllers have no problem at all adapting to the 2.0 operating system. Installation of the 2.0 ROM and software is completely trouble free on all systems equipped with any of the following controllers.

Commodore Amiga 2090 & 2090A

Commodore Amiga 2091

GVP All Series II

IVS TrumpCard & TrumpCard 500

IVS TrumpCard & TrumpCard Pro 500

IVS Grand Slam & Grand Slam 500

IVS TrumpCard 500 AT

Other controllers will work properly if they have the correct ROM and installation software versions equal to or greater than the ones listed. The following controllers would fall into that category.

GVP Series I with FaaastROM

ICD AD-IDE with Advantage disk v2.10

ICD AD-SCSI with ROM v2.01 and Advantage disk v2.10

Microbotics HardFrame with v1.9 Installation Software

Supra Series II with AMAB4 ROM and SupraFormat v1.10

Supra Series III with AMAB5 ROM and SupraFormat v3.0

Xetec FastTrack with v1.5 ROM and v1.6 Installation Software

Xetec FastCard with v2.1 ROM and v2.2 Installation Software

Still others require special handling to make the conversion to 2.0 go smoothly. They include the following controllers. These controllers can be used without purchasing an upgrade, call the manufacturer for complete details.

Xetec FastTrack with older than v1.5 ROM

Xetec FastCard with older than v2.1 ROM

ICD AD-IDE with Advantage disk older than v2.10

ICD AD-SCSI with Advantage disk older than v2.10

I apologize if I have left anyone's hard disk controller out. Unfortunately, some manufacturers have gone out of business so I could not get any information about their controllers. Others were not listed in the product guide I used to locate the manufacturers, so I had no way of

contacting them. Still others were located outside the United States and would have been too expensive to call. If you have problems with an unlisted controller, call Mr. Hardware at 516-234-8110, or A.M.U.G. BBS at 516-234-6046 and I will be glad to try and help you out.

The following is a list of manufacture's phone numbers for your convenience. Happy upgrading! See you on Highway 2.0.

Commodore Business Machines - (215) 431-9100

Great Valley Products (GVP) - (215) 337-8770

ICD Incorporated - (815) 968-2228

Interactive Video Systems (IVS) - (714) 890-7040

Microbotics Incorporated - (214) 437-5330

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BLACK BELT SYSTEMS

BARBARIAN II

by Lee Heywood

BAM! the door flies off its hinges, and Hegor the Barbarian strides into the room, fixes his steely glaze on the armorer, clamps one massive hand onto the armorer's doublet and with barely a ripple of his mighty thews hosts the armorer 15 stone (210lbs.) bulk effortlessly into the air. "Tell me, about Necron", Hegor grunts.

And so Hegor's quest starts again in Barbarian II from Psygnosis. The thing I love about Psygnosis is their ability to produce quality products time after time. It also helps that I love the hack and slash genre, mainly because my introduction to computer gaming was via Automated Simulations 'Temple of Apsai', a 1981 TRS-80 program.

Barbarian II comes on three disks, and it looks like disk one is dedicated to the opening titles and credits, so really it is a two disk set, but those two disks are packed with good solid stuff, over 2,000 frames of sprite animation, 6 levels of outdoor/indoor adventuring, and 50 different enemies.

Hegor's quest starts in the Forest where the calming call of the Beadle Bird belies the coming onslaught, you start out empty-handed, but fortunately chests containing goodies abound, unfortunately various characters of disreputable origins also abound and they take umbrage at your presence. Also lurking in the forest are goblins which are wont to relieve you of some of your hard-won possessions. A further hazard are the hidden pits - some deadly, some not - generally faeries are markers of these pits.

After the forest comes the Caves of No Hope where locked doors are the puzzle,

careful use of keys and mapping is the order of the day here. Also beware of the Spikey Normans, there may be a way of killing them, but with the weapons I have found, the only way I found of dealing with them was 'Run Away'.

Progressing onwards, next comes The Village, where the populous can be helpful, try not to let the blood lust cloud your vision in the village, as the information some of them carry is very useful and you can upgrade weaponry if you possess enough gold.

From the Village its back out into the Forest with tougher bad guys and bigger mazes.

The next obstacle in your quest is The Castle where the major puzzle is the chains! Pull them in the correct order and you'll be "flushed with success" (a little English toilet humor).

From thence The Dungeon awaits with multitudes of Dungeon Dudes just waiting to separate your head from your shoulders. The first time this happened it elicited much laughter from the gathered throng and I must admit it bring a smile to my countenance.

The final level is Necron's Temple which is definitely not a nice place to stop and smell the roses.

Barbarian II combines smooth animation with atmospheric sound effects to become addictive, keeping me glued to advancing further into the mire. This game also abounds with a subtle humor which betrays its English origins.

For more information contact: Psygnosis N.A., 29 St. Mary's Court, Brookline, MA 02146. Tel: (617) 731-3553.

GOLD DISK ANNOUNCES CASH BACK COUPON PROMOTION

Now available at Amiga software dealers, this cash back program offers rebates when end users purchase selected Gold Disk software titles.

Gold Disk announced a new rebate program for customers who purchase Gold Disk software titles through Amiga dealers. This cash back offer is available on most of the products available from Gold Disk Inc.

"From our video titles to desktop publishing software to home office productivity packages, Gold Disk is offering its valued customers the opportunity to save a little of that holiday spending money when they purchase our software through Amiga dealers," said Kailash Ambwani, president of Gold Disk Inc. "We also expect it to increase holiday

sales for those dealers involved with the rebate program."

The cash back rebate is available on Advantage 1.1, All in One, ComicSetter, Desktop Budget, Gold Disk Office, HyperBook, MediaShow, MovieSetter, PageSetter II, Professional Calc, Professional Draw 2.0, Professional Page 2.1, ShowMaker, TransWrite, and VideoFonts. The rebates range from \$5.00 to \$30.00 and are redeemable through Gold Disk Inc.

Customers must mail the cash back coupon and proof of purchase to Gold Disk Inc., and in four to six weeks they will receive a rebate check. Complete rules are printed on the back of the Cash Back Rebate coupon. The products must be purchased between December 1, 1991 and February 28, 1992.

For more information, contact Gold Disk Inc., 5155 Spectrum Way, Unit 5, Mississauga, Ontario, Canada L4W 5A1. Tel: (416) 602-4000.

EYE OF THE STORM

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For further information: ReadySoft Inc., 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada. L4B 1B9. Tel: (416) 731-4175.

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1991 Amiga Devcon *Developer's Choice: Best Educational Program for the Amiga*

User comments on Distant Suns 4.0...

"Distant Suns is absolutely fabulous and extremely well done. Mike Smithwick (Distant Suns developer) should get industry honors!" — V.L., PA

"Best manual I have ever seen with a computer program! DS is so neat, I went out to buy Vistapro just because it is published by VRLI!" — L.R., IL

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MEMORY MANAGEMENT FOR STACK BASED LANGUAGES

by Jeff S. Dickson

High level languages such as C and Pascal use the process stack to pass parameters to functions. The functions given here expect parameters to be passed to them in this fashion. They are written in assembler and can be assembled by any 680x0 assembler including the one supplied with your high level language package.

The philosophy behind the memory management scheme presented here was first realized in C and used in place of the virtual memory facilities provided by Sun 3 and 4 UNIX mini-computers. Later, it was ported to the Amiga and rewritten in assembler; not only for a minimal increase in speed, but so that it could be re-entrant as well.

In a nutshell, all memory is allocated out of a common pool. This pool may be comprised of memory obtained from the system (i.e. AllocMem), the program stack (i.e. alloca), or arrays. In addition to its unprecedented flexibility, very little overhead is required and all memory allocated is longword aligned. This means that it can be used for Amiga system data structures just as memory allocated by AllocMem can be.

The base address of the memory pool is never altered and the number of bytes that comprise it can be determined. This could be especially useful if the memory was obtained from the system using AllocMem and is freed afterwards using FreeMem, because this system call not only requires the base address of the memory allocated, but the size of it as well.

The only restrictions imposed are that the memory to be used must be longword aligned and the total size of it must be an integral number of four.

The memory pool is treated as a doubly linked list of Private Memory List (PML) structures. Before the memory pool can be used it must be initialized. A PML structure is placed at the beginning and one at the end. They are linked together and in doing so, the resulting spanse between them constitutes the "pool" from which all memory will be allocated out of thereafter. The size of this region is placed after the first PML structure. The function for freeing memory uses this value for range checking purposes. This prevents, for example, NULL pointers from crashing the system. This figure can also be used to determine the actual size of the memory pool.

Used areas are headed by PML structures. They serve as place holders and to describe the number of bytes allocated. The actual data area follows - the address of which is returned when memory is allocated and is submitted when memory is freed. The format of the Private Memory List structure is shown below in C notation.

```
struct PrivateMemoryList { long len;
struct PrivateMemoryList *prev; struct
PrivateMemoryList *next; };
```

The "len" field is set to the number of bytes allocated. This figure accounts for the number of bytes consumed by the PML structure and the number of bytes

requested. The linkage fields "prev" and "next", allow the PML to be inserted and removed between any two PML structures in the memory pool.

No record of free memory is maintained, but because the PML structures, that are used to describe allocated memory, are linked together, the sizes of unused areas that exist or develop between them when intervening memory areas are freed can be easily determined. Free memory is computed by measuring the distance between the first unused byte following a PML up to the address of the PML structure that follows it. When memory is to be allocated, this spanse must be large enough to accommodate the size of the PML structure, the number of bytes requested, and the number of bytes required to assure that the PML structure begins on a longword boundary. Finding a suitably sized area involves walking the list, starting at the beginning, until an appropriately sized region is found. If successful, a new PML structure is inserted and a pointer to the beginning of the data area is returned. Otherwise, a NULL is returned to signify that no more suitably sized free areas remain.

Allocating memory can be a time consuming process, because the sizes of unused areas must be implicitly calculated. In contrast, however, freeing memory is much faster, because the underlying PML structures that correspond to the areas being freed are simply unlinked! In addition to the aforementioned range checking the function for freeing memory performs, several validity checks are also made. This further prevents, for example, the same memory pointer from being freed more than once. If a memory pointer is freed successfully, it is returned. Otherwise, a NULL is returned.

When the memory pool is first used, most allocations will be back to back or more precisely few bytes will remain between used areas. But, as earlier allocations are freed, greater gaps will open up between used areas. Sometimes the size of these areas will be large enough to accommodate subsequent allocations.

The form of memory management presented here is not without its quirks. Perhaps the greatest is that it defeats the memory debugging tools recommended by Commodore - namely Mungwall and the Enforcer. Also, because the memory pool is static, a memory area that was just freed can still be de-referenced. The notable exceptions are if the memory pool is shared and access to it is not inhibited. Counting on this behavior is strongly discouraged, because if another form of memory management is ever "dropped" in its place, your code would certainly break.

The functions provided are:

`long pinit((char *)pmp, (long)size)`
Initializes the memory pool and returns the number of allocable bytes.

`char *palloc((char *)pmp, (long)number)`
Tries to allocate the number of requested bytes and returns a pointer to the beginning of the data area on success, else a NULL if the request cannot be satisfied.

`char *pfree((char *)pmp, (char *)pointer)`
Tries to free the memory pointer and returns it on success, else a NULL if not.

`long psize((char *)pmp)`
Returns the size of the memory pool.

All of the functions are written in assembler using the old syntax.

The example program shows how the pinit, palloc, pfree, and psize functions are used.

The program is designed to aid in printing source code. Some printers do not expand tab characters. This program reads each line from the input file, expands tab characters up to four spaces, and writes the resulting line to the output file.

The usage of this program is as follows:

`mkpf <input file> <output file>`

It was written to be compiled with the Aztec C compiler version 3.6. All integers are 16 bits wide (short) as opposed to 32 bits wide that most of the newer compilers default to.

Assuming the C source code is named `mkpf.c` and the assembler source code is named `mkpfasm.asm`, the example program could be generated as follows.

`cc mkpf.c as mkpfasm.asm ln -o mkpf mkpf.o mkpfasm.o -lc`

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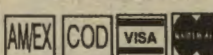
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My God! It's full of Stars...

by Terry Kepner

Transform your computer into a planetarium par excellence with Distant Suns 4.0

THE STARS have always attracted people's attention, but learning more about the night sky has always been the domain of the dedicated amateur or professional astronomer. It required braving late-night cold with expensive telescopes, often rewarding that dedication with last-minute clouds. And it was inconvenient. You could see only what was provided by the season. Plus, to see more than just the northern night sky required a king's ransom to travel to and stay in the southern climes.

But now you can explore the heavens easily, quickly, and conveniently, in your own home. All you need is your Amiga and Distant Suns 4.0. This dual-disk software package offers 4,211 of the brightest 6,000 stars visible to the naked eye, as well as plotting and displaying the orbits of all the planets in our solar system, and the Moon. If that's not enough for you, you can increase it by 10,000 or 20,000 additional stars that extend well below the threshold of normal visibility.

What it's all about

Like the traditional planetariums, Distant Suns 4.0 will let you brighten and dim the night sky, to simulate background light pollution from countryside (no lights nearby), to a small town, to a large town, or even to New York City (practically no stars visible). Distant Suns can also draw the outlines of all 88 constellations, list their names, and add in the various measuring marks and circles (ecliptic, horizon, degrees of altitude, declination, and right ascension) to its display of the night sky.

You can rotate the sky to any location on Earth (for a quick look at the night sky of Sidney, for example), and any time period you find interesting. Astrology buffs will be disappointed to learn that everything they have been told is wrong, as you can prove by seeing where the planets, moon and sun were at the exact time one was born. (Here's an easy way to prove astrology is bunk. I was born Jan. 19, 1952. According to the astrology books, I'm a Capricorn on the cusp of Aquarius. But on Jan. 19, 1952, the sun was just moving from Sagittarius into Capricorn. It is a simple and easy fact to check with Distant Suns 4.0.)

But Distant Suns 4.0 offers far more than a simple snap shot of the night sky with planets and moons added (which is all that a fancy planetarium can offer). You can turn on the display of deep sky objects from the Messier (110 objects) and NGC (341 objects) catalogs, with optional legend display so you won't have to refer to the manual to see which ones

are globular clusters, open star clusters, diffuse nebula, planetary nebula, spiral galaxies, irregular galaxies, or elliptical galaxies.

Each item is identified by its name, position in the sky, brightness, optical size (how big it is in the night sky), and class. Special information, such as the time it rises and sets on the horizon, is calculated by Distant Suns 4.0 for whatever day you set as the target. On some objects there is an additional display of historical or astronomical information. If you purchase the optional image disks, many of these objects have attached scanned photographs of how they look through a large telescope.

You can narrow your field of view -- how much of the sky you can see on your screen -- from 180 degrees (the entire northern hemisphere of stars if the Polaris is in the center) to as little as three degrees (the moon as it would appear in a good pair of binoculars). This lets you focus your attention, and makes the program faster when it looks up and lists information you request.

You can have the program list the names of any planets in the night sky, and also any deep sky objects, stars, and any items you've entered into the program's user database. This brings us to the outstanding part of the package. Every star in the program has thirteen blocks of data following it, which you can display on the screen. Most of this information is interesting only to amateur and professional astronomers (absolute magnitude, B-V Color, NASA Sky map number, Henry Draper Number, and the Smithsonian Astrophysical Observatory number). The other information, though, how far away it is, its official name (usually just a constellation number), if it is a double star or a variable, and so forth is quite interesting to both neophytes and amateurs.

You don't have to access this information one at a time either. By selecting the appropriate menu, you can have all the stars on the screen display their distance from Earth, or their names,

or their brightness, or any of the thirteen data listed. You can, of course, put the pointer on a star, click on it, and have only that star's data displayed. As you do this, a grey arrow appears beside each star so you know you have looked at it already.

To make it easy to find things, the program lets you select targets by name or the constellation it belongs in. This is easier than it sounds, since you can also select from lists of selected items. Thus, you don't have to know how to spell the constellation Equuleus to find it.

What makes Distant Suns 4.0 unique is that you can select any of the nine planets as the place to view the stars. Ever wonder what the Earth looks like in the Martian night sky?

Speaking of planets, Distant Suns 4.0 lets you view the solar system from anywhere up to 400 Astronomical Units (37.2 billion miles) away from the sun, with optional orbital lines and comet trails indicated. You can even program in your own comets and asteroids for the system to track. Naturally, you can plot their orbits for any time period you want. (Was there a Great Conjunction of planets 1,991 years ago?)

There are other features as well. If you are a history buff, you can go back and see the sky as the ancient Egyptian's did, with Earth's precession automatically

calculated to give Thuban as the pole star instead of Polaris. What would the constellations look like 50,000 years ago, or 50,000 years from now?

You can turn on star trails, twilight, and star twinkle, to make the night sky more realistic. You can decrease the number of stars that display, based on brightness, so that only the brightest stars appear. When looking at the planets or moon, you can lock on the Earth's Shadow, or lock on a particular planet in the night sky so you can trace the constellations as it passes through them.

Then there are the preferential controls that are available: the control panel (for scrolling around the night sky and incremental changing of the field of view); colormap IF (setting the different display windows to different degrees of brightness so you can actually use it as a guide at night, outside, to locate objects); colormap stars (map the stars by color, but with the same brightness; map the stars by brightness, but only one color is used; and make them all the same color and the same brightness); mark the center of the screen with a crosshairs; lock title bar on/off; display names (separately selectable for stars, DSO names, nebulae, galaxies, clusters); and set the mouse pointer to center (clicking makes whatever was pointed to by the mouse the new center of the display), identify (whatever is pointed to by the mouse is identified), and zoom (click and draw a box to zoom in on that spot).

As if that weren't enough, you can also click on the Tools menu and play with animation (making the night sky move); star charts (full 360 degree view of the sky on the display, with any or all of stars, grid, constellation names, constellation outlines, messier catalog objects and NGC catalog objects mapped into place); ephemeris data for specified dates;

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flashcard game (it centers on a constellation and asks you to identify which one it is—my planetarium professor would have loved that one for giving tests); display the magnitude legend; save the screen to an IFF file for loading into a paint program; generate your own on-line references with custom data; display any planet, comet, or asteroid's path for a two month period of your choosing; and display what's up for the night listed.

Images

If that was all, this package would still be great. But that isn't all. Virtual Reality Laboratories has included a series images that make extensive use of the Amiga's graphics to give you breath-taking pictures of stellar object.

If you have a hard disk drive, you can keep all this on it and have rapid access to everything. If you have a dual drive system, you'll have to make do with disk swapping (which is what I did). Tedious at times, but not that slow at all. All the images are spectacular, and most will stun you with their beauty and accuracy to real photographs.

Being able to just select an object and call up a photograph of it is truly inspiring. It gives you a real feel for how people get hooked on telescopes and all-night vigils just to get a glimpse of some of these objects. Many of these objects are visible only to the most powerful telescopes, appearing as colorful smudge in the smaller scopes. No problem with that with Distant Suns 4.0.

The Manual

The biggest problem I have with this program is the manual. It is obviously written by the programmer and suffers from that. Being intimately familiar with the program, the author sometimes skips over instructions (he knows what's supposed to happen and how to do it, and doesn't really explain to a novice what is expected). It took me several hours before I discovered that changing the mouse pointer from center to identify was the only way to make the Comments option under the Star Data menu work properly.

Using the images disk was similarly difficult. Under the heading "How To Use The Image Disk", he tells you that the disk will work with a dual drive system, but that's all. Only when I called the publisher did I find that I had to first load the image disk in drive two and click on the icon that said Use Floppy before Distant Suns 4.0 would acknowledge and use the files on the image disk. After doing that, it prompts you to swap disks when appropriate (on a hard drive, this is not necessary).

The other problem was the Image disk itself. There is no menu or list of the objects it has! So, while it has about 20 images, you don't know which ones of the 4,000+ objects are these twenty. Not very convenient.

The publisher says you can look on the image disk for a drawer (used by the program) that contains a list of the objects. This list is readable by a standard text editor, but this is an awkward way to do things. A simple written list on a card would solve this problem.

In Conclusion . . .

All in all, this program will do just about anything you want to do in exploring the night sky. If your interest is Earth crossing asteroids, rare comets, or interplanetary satellite tracking, Distant Stars can do the job for you. Adults and children will be fascinated by all the information.

If you have any interest in astronomy at all, you need this package.

Virtual Reality Laboratories
2341 Ganador Court
San Luis Obispo, CA 93401
(805) 545-8515
Distant Suns 4.0 -- \$99.95

Requires either a hard drive system or dual drive system, with a minimum of one megabyte of RAM.

Four program versions available: AmigaDOS 1.3 or AmigaDOS 2.0 in either FFP (software floating point) or FPU (hardware floating point) math functions.

Three expansion disks are available for Distant Suns 4.0 (also available for version 3.0): Yale Bright Star Catalog (\$18, 10,000 additional stars), NASA SkyMap (\$25, 20,000 additional stars, includes Yale Bright Star Catalog), and Deep Sky Objects (\$18, 213 scanned observatory images).

Terry Kepner is a former astronomy major from the University of Az. He studied Planetarium Technology at the Grace Flandrau Planetarium in Tucson, AZ. He is currently the Publisher of Portable 100 Magazine.

LA FONTS

LA FONTS published by Moonlighter Software Development, Inc., is a new series of spectacularly animated fonts for the Amiga Computer. LA Fonts require any model Amiga and will operate under Workbench 1.3 and 2.0. LA Fonts are available immediately and are priced at a suggested retail of \$59.95 (US) for each set.

Effects such as exploding fonts and sparkling fonts are now readily available to the novice as well as accomplished graphic artist. These animated fonts were created using a combination of 3-dimensional rendering and ray-tracing packages and advanced image-processing multi-step techniques. LA Fonts are invaluable for anyone who wants to build a library of special titling effects.

These animated fonts are intended to be genlocked over video in the 16-color hi-res mode and constructed with 320 to 1280 frames of animation per character set. Upper case, numeric and symbol characters are included in each set. Each character set comes with a set of palettes designed to give flexibility to the video producer even after the title is created. LA Fonts allow the creation of 3-dimensional special effects titles which normally require hours of render time in just a few minutes. LA Fonts allow the use of 3D graphics without the need to understand 3D software.

The fonts now released are: PLODERS - Exploding and imploding cloud textured characters - 30 frames; FINE SPARKLE - Chrome with sparkling stars - 90 frames; ELECTRIC - Tubular characters reflecting and conducting electrical phenomenon - 30 frames.

For more information concerning LA Fonts or to order, contact Hap Aziz, Moonlighter Software Development, Inc. at 3208-C East Colonial Drive, Suite 204, Orlando, Florida 32803. Tel: (407) 628-30055, Fax: (407) 628-4525, BBS: (407) 292-6080.

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Installation in machines that are still covered under warranty should be done only by an authorized Amiga dealer or warranty will be voided.

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A CASUAL OBSERVATION

With the holidays fast approaching, the Christmas spirit abounds here in the office, or at least as best it can. In case you didn't know, most of the time here in Florida its 80 degrees on Christmas day. Those of us totally wrapped up in (or drinking the) Xmas spirit run our air conditioners down to 60 in a desperate attempt to set the mood. Bear in mind we have no chimneys for Santa to climb down, no fireplaces on which to hang stockings, and not a flake of snow for Santa's sleigh (my Dad used to tell me he came on the bus). As a matter of fact, a big problem is putting your tree up too early because the heat of the day wilts it before Christmas even gets here.

You might also want to know that the mailman is just about worn out from delivering all these cards and letters in support of not letting some DOShead take over my column. Maybe that's a bit of an exaggeration, but there have been several glowing letters that . . . what? Liars don't get anything for Christmas? . . . well, one guy did write in and say that he read about animation in my column and wanted to know if I could give him Ray Trace's address. Perhaps he belongs to the same user group as the guy from last months column.

NICK ARCADE - THE TELEVISION SHOW

Nearly three years ago Karim Miteff called from Nickelodeon Studios in New York looking for the latest in video games. While working on Nickledeon's "Total Panic", they were planning a future project involving high end games with the Amiga as a platform. Imagine, I thought, a chance to tell Nickelodeon "The Network" about my favorite machine! Immediately I began preaching the Amiga gospel. No need, he says, I too have an Amiga at home (as it turns out, he also published his own Amiga newsletter). A few conversations later he once mentioned it was really cold up in New York. I said you should be down here in Florida, our Christmas trees wilt. As a matter of fact, he said, we're thinking of producing our show at the Nickelodeon Studios facility in Orlando. Imagine that. A national television show produced on the Amiga, and right in my own backyard! Shortly after that however, I sold my software publishing business and lost touch for a few months.

Then one day on a lark I called Nickelodeon Studios in Orlando and asked the switchboard operator for Karim Miteff. When she connected me, I could hardly believe it. After exchanging pleasantries, he invited us out for a tour of

the facility, and to catch up on what was happening. They had planned to do the show, including a segment of interactive virtual reality games that would be a network television first. Contestants (via Mandala and a network quality chroma key device called Ultimatte) would actually be INSIDE the video game and climb and jump and fight the enemies themselves. Then, sitting in his office, I heard a horror story about how doing the show may not be possible. It seems that after numerous exchanges with Commodore and their ever changing Public Relations firm(s), Karim and partner James Bethea were fearful that CBM would never cooperate to the extent such a effort would demand. For months it was on again off again for one reason or another. Then early this year, every free piece of Amiga equipment we could find in central Florida was assembled in Orlando one night to shoot a pilot episode. A tape was patched and edited and sent off to the powers to be. After all the necessary politics were played out, the ok to do the show was given. And after acquiring more Amiga related equipment than is in most states, James and Karim basically disappeared into the Green Slime that is Nickelodeon and began to work their Amiga magic, surfacing only briefly at times for an upgrade or repair.

For over a year I had seen bits and pieces of the graphics of Nick Arcade. We

were always more preoccupied with getting something to work properly, and never really took the time to look at show material. Then, during the last three weeks of November, the Nick Arcade staff and crew shot 42 episodes of what will be a history making television show. Not only is this the first time such interactive games have ever been used on network television, but its the first show I know of anywhere that used the Amiga as its main driving force. Amiga's are used for all sorts of things in the production and are evident everywhere on the set. Contestants watch Amiga graphics as they answer questions to control the show mascot 'Mikey', an Amiga animated character who is maneuvered around a 'video wall' consisting of a square grid. Custom written software reveals the challenges behind the squares as contestants battle for control of the video wall. In the 'bonus round' contestants compete in the interactive games that Karim and James designed using the Mandala system, and even the scores on the front of each team's station are generated by CDTV units. Not only were Amiga's used, they were needed! As both Karim and James have said, "Nick Arcade would not have been possible without the Amiga".

Last Sunday night they finished shooting the first season of Nick Arcade. This morning Karim was talking about

returning some borrowed equipment, and the next season of Nick Arcade crept into the conversation. "Next season we've got some really neat things planned . . . but we're going to need a few more 3000's..."

Nick Arcade airs exclusively on Nickelodeon beginning in January. Its tentatively scheduled for Saturdays and Sundays at 5:30 pm. Tune in and see Amiga history . . .

AMIGA LAPTOP

A company called Newer Technology has announced the release of an Amiga LapTop style computer. According to a press release, the portable will come in two versions, a conventional 68000 model, and a 24Mz 68030 version. The dimensions are compact: 2" tall, 11.7" wide and 8.3" deep when closed and weighs from three to six pounds depending upon configuration. The 68000 version features 2MB of internal memory soldered onto the motherboard with expansion to up to 8MB total. An 86-pin expansion bus is available. One 3.5" 880K floppy drive is also standard. Battery power is completely dependent upon configuration and attached peripherals. Supposedly a working version will be displayed at the Toronto World of Amiga show first week in December. Commodore followers have noted that Newer Technology hails from Wichita, Kansas, home of the former and controversial C-Ltd. A background look has revealed that Newer Tech has done work on other platforms. Its known that Commodore is none to happy about someone using their custom chip set, so this could get nipped in the bud. More as it develops.

THE YEARLY USERS CHOICE KUDO AWARDS (YUCK)

As the year draws to a close, it brings us to the Yearly Users Choice Kudo Awards (YUCK). The YUCK awards

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ef'fi-cà-cy, n. power to produce effects or intended results.


Not everyone needs the ability to typeset complex mathematical equations or complicated tables. Many can do without the accents and special characters required for foreign languages. People even exist who don't want a powerful macro facility in their document production system. Ligatures and kerns are overkill for some documents. But your documents are more than simple letters to Mom.

Some folks shun included IFF/ILBM images or ARexx compatibility. Many can do without PostScript graphics inclusion or support for PostScript fonts—on the screen and to any printer. A few are willing to hyphenate by hand, or accept poorly spaced lines. And some folks will even accept the jaggies—output at less than the full resolution of their printer.

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AMNIOS

by Lee Heywood

When Psygnosis releases a new game then my hands start making sporadic grasping movements, why? I guess it must be the fact that Psygnosis have become a force in Amiga gaming. Everything Psygnosis does is redolent of professionalism, from the packaging to the minor creature comforts of control options.

Amnios is a shoot-em-up spanning ten living planets, each one crawling with multitudes of malodorous malevolence. Your mission on each of these living worlds is to either destroy a given percentage of the planet's vital organ or to rescue a number of humanoids. To help you there are a liberal amount of power-ups scattered around, including Smart bombs, Laser enhance, Invulnerability, Shield etc. There are also organ specific weapons available, while any weapon will destroy individual organs, given enough shots, it requires just one from the organ specific weapons.

Movement is reminiscent of classic Asteroids, you are able to rotate right and left and then utilize thrust to move in that direction, unlike Asteroids your ship stays centered on the screen and the backgrounds scroll, which is necessary as the bad guys come at you thick and fast. In the top right of the screen are four icons representing the Heart, Brain, Eyes and Living Parts. As you destroy a Brain for instance the Aliens become dumber, destroying Eyes lessens the constructs ability to track you, destroying a Heart

leads to a reduction in production of the Aliens and destroying Arteries will slow down the attacks.

If you choose to make rescuing humanoids your main criteria then beware of the Snatchers guarding them, the Snatcher will then hunt you and they seem to be invulnerable.

In the bottom right of the screen is a scanner which shows most of the planet's surface and indicates where everything is via color coding. There is also a fathership(s) present on the planet, which is very useful for replenishing energy sources as well as manufacturing new weapons for you.

Once you have battled your way through and destroyed enough organs or rescued the required number of humans on each planet, then you get to meet Mr Not-so-nice-alien and it is really ticked off at you. Then it's off to meet your next challenge.

Amnios is a joy to play, everything is well thought-out, Amnios recognizes extra memory and loads to take advantage of it. Input is via either joystick, mouse or keyboard and is configureable to your own preferences. My only complaint is, it is difficult to get Amnios on to my hard-drive, a minor complaint as the loading speed is good and once loaded into my two-meg Amiga it required no further disk-swapping.

Amnios lists for \$49.99. For further details contact Psygnosis N.A., 29 St Mary's Court, Brookline, MA 02146. Tel: (617) 731-3553.

Migraph Ships Two New Products for the Amiga

Migraph, Inc. have released two products for the Amiga, Mirgraph Merge-It(TM) with Scanning Tray, and Mirgraph Scan & Save(TM).

"Both of these products reinforce Migraph's commitment to the Amiga market," state Migraph President Kevin Mitchell. "We have spent the last two years expanding our product line across several platforms, including the Amiga, Atari and PC. Now we are actively developing new applications which will continue Migraph's tradition of providing powerful graphics solutions in these markets."

Merge-It and Scanning Tray

Merge-It and the Scanning Tray is a hardware/software team that allows hand scanner owners to scan full page graphics for desktop publishing, multimedia and Optical Character Recognition (OCR) applications. "This package offers the most accurate, low cost alternative to flatbed or sheetfed scanners," states Kevin Mitchell. "The beauty of it, is that the Tray can be used on all three platforms and holds almost any scanner head. For instance, a person could use the Tray on the PC with another scanner, save the image in .IFF format, and bring it back to the Amiga for merging."

The Scanning Tray consists of two precision molded plastic pieces, a cradle, which holds the scanner head, and the tray, which hold the artwork in position. The cradle moves along two tracks in the tray. The allows the user to accurately scan a full page in two strips without worry about uneven scanning. The cradle holds these monochrome scanner heads:

Migraph, DFI, Genius, Golden Image, Logitech, Marstek 105 and the Complete Hand Scanner.

The Merge-It software is used to merge the two scans into one complete image. After loading the left and right hand images, portions of each are displayed on the screen. The user then moves the "strips" into position. When finished, all the data from both images is combined and the new merged image saved in IFF format. Even the most complex images can be merged within minutes.

Merge-It will load any file saved in .IFF format enabling format, enabling people to use files from other programs on the Amiga or other platforms. Touch-Up owners may load scanned images in other formats and use Touch-Up to convert the files to .IFF format before merging.

The retail price for Merge-It and the Scanning Tray is \$149 but it is available from Migraph at an introductory price of \$99.

Scan & Save

Mirgraph Scan & Save provides the capability to scan and save an image for those occasions when that's all that is needed. It requires little memory since there are no editing tools. Scan & Save directly drives the Migraph and Golden Image scanners. Once an image has been scanned, the user may save the image as an .IFF file or use the Save as Grey feature and save the file as either 16 level true grayscale or 31 level apparent grayscale file.

Scan & Save retails for \$20 and is available only from Migraph.

For further information about Migraph and its products call (206) 838-4677.

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GAMES

- ☐ #139-WARGAMES: Two excellent games that will keep you occupied for hours on end: SEALANCE - A great submarine simulator up to par with "Silent Service" and "Attack 688". AIR ACE 2 - Patrol the skies and keep your trigger finger ready.
- ☐ #404-GAME HINTS: Hints, cheats, and maps for "Chaos Strikes Back". Includes Super Characters plus many more tips and tricks for all your other favorites.
- ☐ #154-FLIGHTSM: This disk contains DC-10 instrument flight simulator. Also on this disk, PETER'S QUEST - A Rainbow Island clone.
- ☐ #191-ST:TNG: Star Trek: The Next Generation - Another great addition to the Star Trek game library. Digitized sounds and other effects.
- ☐ #020-CARDGAMES: CONCENTRATION: A classic 1 or 2 player game. VIDEO POKER - Bet, draw, hold or fold; just like the machines in Vegas. THIRTY-ONE, THIRTEENS, MONTANA, KLONDIKE, CARD-O-RAMA (source inc.). Also on this disk: CARMAKER - Design your own cards to use in your program.
- ☐ #022-BOARDGAMES: This disk is full of classic board games for multiple or single players. MONOPOLY, REVERSI, OTHELLO, CLUE, BACKGAMMON, and CHESS.
- ☐ #025-ARCADE2: Some of video gaming's best known and classic games are contained on this disk. AMOEBA - A space invaders clone. SUPERBREAKOUT, ASTEROIDS, 3DBREAKOUT, and many more.
- ☐ #029-BOARD&STRATEGY: BULLRUN - Choose the Northern Union Army or the Southern Confederate Army and relight this historic battle. CONQUEST - Set up Colonies and fight interstellar battles to keep your territory or invade others. CLUE - A nicely done Clue board game.
- ☐ #030-ARCADE3: This disk is loaded with exciting Arcade type games to include TETRIX - A Tetris clone. VOLLEYBALL, BOUNCE, BOOMERANG, MINIBLAST, COSMO, CATMOUSE, many more.
- ☐ #111A&B-STNG-TRIVIA: Star Trek: The Next Generation Trivia Game. 2 Disk set - priced as 1.
- ☐ #125-MINDGAMES: The authorized distribution disk of RICK HUGHES' MINDGAMES. Using the Can Do Interface, Rick has put together a collection of games that will challenge your mental prowess, while providing hours of entertainment for all.
- ☐ #135-STARTREK: The Tobias version from Germany. Commercial quality and highly adding. 2 disk set priced as 1.
- ☐ #184-TRAIN: A great computerized ELECTRIC TRAIN set. METRO - Plan and control the transit system by building rail lines. SLOTCARS - Race along avoiding hazards and making death defying jumps.
- ☐ #190-MOONBASE: An excellent Lunar Lander game. Disk also includes BALLY2, BREAKOUT, & YABONIG2.

PROGRAMMING

- ☐ #147-NORTH C: A very powerful C compiler at a very low price.
 - ☐ #200-CODES: Several code generators. To help assist you in your programs - DOREVISION - Creates revision headers similar to the ones at the top of every Amiga C header file. MENUWUILDER - Automatically builds menus. EGAD - A gadget editor. BLK - For making requesters.
 - ☐ #205-CURSOR: A powerful and versatile Basic compiler. Also on this disk - MODULA 2.
 - ☐ #208-PASCAL - A complete 2 disk set of everything you need to program in PASCAL. Assemblers, sub-set compilers, etc.. Also - P2C - A Pascal to C translator.
- #### TELECOMMUNICATIONS
- ☐ #013-TELECOM: Includes COMM(v1.3), AMIGATERM, AZCOMM, A-HOST, and HANDSHAKE(v2.12). These support all the popular protocols: Xmodem, Zmodem, Ymodem, etc.. Many other features. An unbeatable value anywhere.
 - ☐ #014-BBS's: Set up your own Bulletin Board Service with these well written programs. TAG, SOFTSPAN, LINKBBS, and PROBBS. A great way to add to your file collection.
 - ☐ #041-TELECOM: PHONEMAN - A War Games type auto dialer that seeks out other computers by calling a range of numbers that you specify. Logs results to printer, disk, or RAM. SPEECHTERM - A talking terminal program. VAXTERM - Terminal program for communicating with VAX computers. SENDMORSE - A morse code terminal program. TEKTRONIX - A VT100 graphics emulator.

HOME & BUSINESS APPLICATIONS

- ☐ #017-SCIENCE: WORLDMAP - An excellent 3D presentation of the earth. WORMS, BUGS - Two evolution simulators. ELEMENTS - A nicely done chart of all the known elements. Click on an element and it displays the information. GEOTIME - Display a 2D or 3D view of the earth with all the time zones. FIRE - A forest fire simulator. You pick the size and the number of fires. Much more included.
- ☐ #034-HOME OFFICE: BLACKBOOK - Keeps track of important phone numbers & addresses. HYPERBASE - Database management system. CALENDAR - A calendar/diary program. AMCAT - A disk cataloging system. CARDFILE - A study aide program. Also on this disk is a spreadsheet program plus a few extras.
- ☐ #037-SCIENCES2: Educational programs dealing with topics such as Evolution, Gravity, Aerodynamics, Physics and more.
- ☐ #152-HOME APPLICATIONS: GROCERY LIST - Great helper prints out a grocery list with item name, location and price. AUTOGRAPH - Keep a log of your auto use for tax purposes or just to find out how much it costs to operate it. Prints out many reports with functional graphs. PENNYWISE - Helps you keep all your finances in order. FURNISH - An excellent floor planner. Rearrange your furniture, custom design, etc..
- ☐ #330-ANALYTICALC: A full feature numerical analysis and spreadsheet program. Uses memory for instant access to data. Drive any cell from macro. Has built on matrix algebra and much more. List too long to print. This is a top notch program and puts many other similar commercial programs to shame. This is a 2 disk set for the price of 1.
- ☐ #B400-BIBLE: The New Electric Word Bible. Includes the Old & New Testaments. 3 disk set only \$9.99.

GRAPHICS & ANIMATION

- ☐ #082-PICTURES: Disk 1 of the Nagel Collection. Pictures 101 to 121 of beautiful women, plus Nagel Tiger. Viewer included.
- ☐ #065-FANTASY: Black Knights, Dragons, Wizards, Elves and lots more all arranged in a point and click or slideshow format.
- ☐ #068-COVERGIRLS: 18 beautiful faces of models from around the world. Disk 1 of the series.
- ☐ #063-ANIMALS: 25 pictures of all sorts of animals. Point and click or use the slideshow projector. Also can be used in multimedia presentations or other projects.
- ☐ #068-MOVIESTARS: All your favorite TV and movie stars from today's shows. Point and click or slide show.
- ☐ #071-RAYTRACE2: More stunning Ray Trace pictures. Great for showing off your Amiga or using in a project.
- ☐ #072-COMBAT JETS: Disk is loaded with great pictures of modern combat fighters and bombers.
- ☐ #075-SPACE/ROBOTS: This disk is packed with great shots from space and a collection of assorted robots.
- ☐ #80-CARS: Porsche, Lamborghini, Ferrari, and fourteen other exotic sports cars are all here in stunning high-res pictures.
- ☐ #083-SCENIC1: Beautiful art and pictures of the outdoors. Waterfalls, mountain ranges, sunsets, much more. Disk 1 of the series.
- ☐ #88-SPACE: Some excellent shots of our solar system, moon landings, shuttle flights, and unmanned probes. Great for multimedia applications.
- ☐ #89-SCIFI: Star Wars and Star Trek fans this disk is packed with your favorites. Point and click.
- ☐ #145-HACKS: This disk is loaded with all sorts of amusing and interesting screen hacks. Melting screens, exploding pointers, etc.
- ☐ #151-3DMASTER: An easy to use yet powerful 3D rendering program.
- ☐ #158-POPART: Create "Andy Warhol" type prints with this amazing graphic utility. Also includes ROT - A good Ray Trace Program.
- ☐ #46-MARILYN MONROE: In living animation.
- ☐ #051-ANIMATIONS - NUHAND - An excellent 3D animated sculpture. BEACHBIRDS - Beautiful scenic demo. FROG - Nice little movie.
- ☐ #053-ANIMATIONS: CAR - Get in on the joke with Allen Hastings classic animation of the speeding sports car and the runaway unicycle, a must-see. HSHILL - An excellent animation using the Amigas "Extra HalfBrite Mode" with music in the background. Also included are some interesting pictures.
- ☐ #054-ANIMATIONS: AMIGAWAVE - Another excellent animation by Allen Hastings. BONGTHROWS - This classic took 325 hours of runtime to generate. DARK - Animation demo with source.
- ☐ #059-ANIMATIONS: TOOMUCH3D - Don't miss this excellent animation of a spaceship that flies straight out of the monitor and plays havoc on the room, only to return from where it came. Also on this disk: BILLIARDS, 3SPACE, and a couple of good cycle pics.
- ☐ #61-ANIMATIONS: 3 great animations: ROCKER, SPIRAL TOWER, HEADANIM, and 3 great pictures: BUGEYE, AMERICA, and MISCHIEF.
- ☐ #120-AEROTOONS: A wacky collection of high altitude shenanigans from Eric Schwartz. STEALTHY MANEUVER, SKYDIVE, AGGRESSOR, SOVIET SOFT LANDING.
- ☐ #300-ANIMATIONS: Go along with "Amy the Squirrel" in AT THE MOVIES by Eric Schwartz. This is a long running movie about a persistent data who won't take no for an answer. A must-see. Rated "PG-13"

MUSIC & SOUNDS

- ☐ #038-CZED: This is a complete, full featured midi package for use with all Casio CZ synthesizers. Full sound editor, a split editor for CZ-101/1000/230S, a bank loader and memory dump for CZ-1. A former commercial program, now shareware.
- ☐ #044-INTUITRACKER: An outstanding music player that will captivate you for hours with it's music quality and CD user interface. You won't believe your ears when you boot this one! Hour upon hour of listening enjoyment including the smash hit "She Drives Me Crazy".
- ☐ #090-CLASSICROCK: DMCS scores of the classics "Stairway to Heaven", "Smoke on the Water", "Riders on the Storm"; also some modern Rock tunes. Over 35 scores in all (DMCS needed to play scores.)
- ☐ #100-SOUNDS: All your favorite lines from Saturday morning cartoons. "What's up, Doc?", "That's all Folks!", etc..
- ☐ #101-SOUNDS: Over 800K of sounds from around the home. Breaking sounds, doors closing, dogs barking, etc.. Great for multimedia applications.
- ☐ #102-SOUNDS: Animal Collection from A to L.
- ☐ #104-SOUNDS: All the great one liners from the Star Trek series. "He's dead Jim!", "Beam me up Scotty!", etc..
- ☐ #105-SOUNDS: Sounds from 2001, Lost in Space and Star Wars.
- ☐ #106-SOUNDS: Monty Python Sounds, "The Knights Who Say 'NI'", Wizard of Oz sounds and many others.
- ☐ #115-MODES: Great selection of MOD files for use with IntuitTracker, MED or other MOD players.
- ☐ #116-MODES: More MOD files including "MAMA" by Genesis.
- ☐ #126-MED: MED(v3.10) - A powerful and fun to use music editor with features such as cut/copy/paste tracks or blocks. Adjustable Vibrato, Tempo, Crescendo, and note volume. Low pass filter on/off, lots more.

BEST BETS

- ☐ #186-Collectors: 3 excellent Database programs for keeping tabs on your Comic Book, Video tapes and Music collections. Search and Print options.
- ☐ #C45-ClipArt: 2 disks full of B&W/Color Clip Art Dealing with just about every subject from sports to business. Only \$6.00 for both!
- ☐ #FFS-FREDFISH: Disks 420 to 520 (100 disks) only \$140.00. Unbeatable value ANYWHERE!
- ☐ #PTB-C-PROGRAMMERS! This is a 4 disk set that will unpack into 7 disks! Contains the complete Amiga C Manual, Matt Dillon's C Compiler, C-Tutor disk and Steve Ballam's Debugging tool Kit! All this for only \$12.95

UTILITIES

- ☐ #001-VIRUS PROTECTION: Protect your data with these Virus Utilities. BERSERKER, VIRUSX(v4.1), VCHECK, GUARDIAN, XENOTAP, plus many more.
- ☐ #002-PRINTER DRIVERS: This disk contains many useful utilities for your printing needs. PRTRDRIVEN - Generate your own custom drivers for any printer. PRINTSTUDIO - Print hardcopies of any type of IFF file (HAM, Extra-halfbright, Overcan). Print it all or just the part you want. LABELPRINT - Reads your disks and prints out labels for them. Also catalogs and allows custom editing. Much more.
- ☐ #003-COMPRESSORS: 18 file compressors, to include LHARC, ARC(v2.3), LHARP(v1.4), PKZIP, ZOO(v2.0). These will compress your files up to 50% and are indispensable for the Telecommunicator, or Hard Drive Owner. * LZ, the full working version, now included!
- ☐ #015-DISKUTIL1: SID - List directories, copy, delete, move and rename files with a click of a button. View text files & IFFs, hear sounds, compress and decompress Arc files. Allows for custom commands. If you don't have this program get it and you won't have to mess around with CLI commands ever again. TURBOBACKUP - Copies disks in less than 105 seconds. FDDISK - Recover files from defective disk, even unreadable tracks. DISKSPED - Gives accurate results of true disk performances. RAMCOPY - For one drive users. Allows you to copy disk on one pass. Also on this disk - FASTDISK.
- ☐ #035-MOUSE: DMOUSE - Auto-activate any window without clicking. MACHIE - A mouse accelerator with hot keys (and other stuff). Many more Mouse enhancements to include a mouse driver for left handed users.
- ☐ #036-KEYBOARD: KEYMAP EDITOR - Allows you to edit the keymaps used with Setmap. KEYMACRO - A keyboard macro program that also supports hotkeys. ESPERANTO - Allows you to type in Esperanto and Welsh. TYPE & TELL, KEYMAP TEST, and more.
- ☐ #039-MISC: A grab bag type disk full of useful tools and applications from ARP projects to ANSI editors.
- ☐ #074-CONVERTERS: GIFTIFF - Converts IBM GIF format pics to Amiga IFF format simply. AMGF - Converts IFFs to GIF. ANIM2IFF - Convert animation files back to IFF pictures. MACVIEW - View or convert MacPaint pictures to IFF format. SEARCH - A handy little program that searches an entire disk for IFF picture and sound files. Multiview is also included on this disk.
- ☐ #076-ANPOINTERS: A great collection of animated pointers. Replace your old workbench pointer for a new colorful animated one. Dragons, mermaids, fish, crosshair, globe, rainbow, spinning ball, snakes, many more. If you can't find one to suit your needs, POINTERANIM allows you to design your own.
- ☐ #096-ICONS: Over 600K of various icons for projects, tools, drawers, etc.. Something for almost everyone. If you can't find it custom design your own with ICOMBSTER - A versatile icon imaging program.
- ☐ #010-HARDDRIVE: Everything needed to maintain your hard drive. MR BACKUP, KWIKBACKUP, BACKUPPI - Great utilities for backing up your data - similar to Quarterback. DISKSALV - A powerful disk repainer with a well down user interface. LOOKFOR - Finds any file on your drive. FILEMASTER - Allows you to manipulate bytes of data, like NewZap, but much better.
- ☐ #112-A-44 Package: A complete C-64 Emulator.
- ☐ #127-ANSI: Loaded with great applications to create and display ANSI text and screens. Great for BBS Sysops.
- ☐ #146-FILE EDITORS: Includes FEDUP, FILEZAP, FILEMASTER, and NEWZAP.
- ☐ #210-IBM: This disk is loaded with programs to bridge the gap between MSDOS machines. Includes MESSYDOS(MSH).
- ☐ #345-BACKUP:XCOPYIN & NIS - Copies what others won't. Gets rid of annoying codewheel protection and other protection schemes. Lots of parameters included.

MULTIMEDIA

- ☐ #098-VIDEO: STILLSTORE - A program designed for freelance, corporate and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list of files or as input directly. Full screen display or 1/4 display. Many more features. TITLEGEN - A program to title videos through a genlock, implementing the bottom-to-top "Rolling Credits" that are used at the end of productions. Using a very easy-to-learn script format, you can generate complex title sequences.
- ☐ #129-CLIPART 1: This disk is loaded with Color and BW clip art for just about any presentation purpose. Subjects range from business to sports.
- ☐ #130-MAGNETIC PAGES: Create your own disk based magazine with pictures, text, sounds, music and other effects. This is shareware, but well worth the registration fee.

Adults Only (\$8.00 each)*

- ☐ BV1: A great slide show presentation of beautiful models*.
- ☐ BV2: It's amateur time on this great slide show.
- ☐ BV3: Ladies from the Far-East as you've never seen them before!
- ☐ BV5: Blondes, blondes and more blondes!
- ☐ BV12: Adult digitized animation.

New! Euro - Demos

- | | |
|---------------------------------------|------------------------------------|
| #211: "Laser Light Show" | #218: "Heavy Metal" Demo |
| #212: "Filler All" Demo | #219: "Just For Fun, Just For War" |
| #213: "Hang Over I & II" | #220: "Maddonna & More" Music Demo |
| #214: "Digital Concert" | #221: "Last Ninja II" Demo |
| #215: "Digital Innovation" by Anarchy | #222: "Alpha Crew" Music Demo |
| #216: "Vision Mega Demo II" | #223: "Zeus Mega Demo" |
| #217: "Fractal Frenzy" | #224: "Depeche Mode" Music Demo |
| | #225: "Blood Suckers" Music Demo |

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TRACY BATTLES CRIME WAVE!

Walt Disney Computer Software latest release is titled "Dick Tracy: The Crime Solving Adventure." From the pages of comic books, to movie theaters and now the computer screen, Dick Tracy brings alive those days when you could tell the good guys from the bad guys and is now available for Amiga computers.

Blending 1940's radio crime drama, action and deductive detective work, and based on the hit Touchstone film Dick Tracy allows game players to assume the role of the famous detective. As Dick Tracy, players will try to clean-up a metropolis overrun with sinister gangsters, get the dope on crimes, and try to get the goods on Big Boy Caprice.

Dozens of crimes are randomly generated in Dick Tracy. The challenge for players is to build a solid case against a suspect, locate the perpetrator, and make the arrest. It may be necessary to be a tough guy when faced with mugs found in Dick Tracy, or be labeled a patsy.

Looking for clues, following up leads, interrogating suspects, tracking down criminals and making arrests are only part of the picture. The ultimate challenge is rescuing Tess and collaring Big Boy Caprice.

Dick Tracy suggested retail price is \$39.95.

continued from page 11

A CASUAL OBSERVATION

allow readers and users across the globe to vote on their favorite Yucker of the year. So far, there are two categories, one for companies and one for repairs. Please select your favorites and send them either by Email or by U.S. Mail (address and bbs number appear at the end of the column). Because I started so late, I just have a few nominations from the local bbs's, so feel free to "write in" anything you feel deserves a YUCK. Next month we'll sum it all up and announce the winners... er winners. Don't assume (like we do with good government) that your fellow man will do the right thing. Speak your mind. Maybe I can have some of those little "I Voted" stickers printed up to send out so you can be the envy of all your friends.

And for our first category...

The Guru Of The Year Award (GOTYA)

The Guru Of The Year is perhaps the most difficult of the two. Someone suggested that the Guru award could be mistaken as a good thing, as in the mainstream meaning of the word 'guru'. Be assured this is hardly the case. Traditionally this award goes to the company and or institution that has shot itself in the foot so many times, that you can't help but wonder if there is any left

SCALA 500

Great Valley Products announced exclusive North American distribution rights of a special version of Scala, designed specifically for the A500.

Digital Vision, the creators of Scala 500 have designed this titling/presentation software with the same attention to detail as the original Scala, and they have included many of the same features.

Transitions, including fades, wipes, colorfades, etc. enhance the mood of the presentation. A variety of classic easy to read fonts are available, as are special effects such as tilt, drop shadows, underling, color and 3D effects.

In describing Scala 500, Jon Bohmer president of Digital Vision, calls the titling/presentation software, "much more than names and dates, titles and facts." In fact, he says, Scala 500 lets you make the most of your home video with a large number of symbols and graphic effects, included on two clip art disks.

Gregg Garnick, vice president of sales and marketing for GVP, praises Scala 500. "This is the same powerful, yet easy-to-learn-and-use program that made Scala the number one selling titling and presentation package for the Amiga" he says. "We predict that Amiga 500 users will greet this version, designed especially for them, with the same enthusiasm that has made the original so popular."

The suggest retail price is \$179.

For further information contact: GVP, 600 Clark Ave., King of Prussia, PA 19406. Tel: (215) 337-8770.

for a shoe. Since there wasn't time to contact the masses (I'll do better next year), I left messages on the local bbs's asking for nominations. This years candidates include former champions, as well as a few new contenders.

Commodore Business Machines - Long running champion CBM is once again a strong contender. Using the resources of a multi-million dollar company, they have a lot easier time of munging something up than their smaller but viable competition. Their efforts to win this years GOTYA include (but are hardly limited to) charging big \$\$ for what should be a free AmigaVision RunTime Module, stretching out the release for so long that announcing a new DOS upgrade will be considered bad news, and failing to recognize viable (and low cost) promotional business opportunities (such as Nickelodeon's Nick Arcade television show).

Word Perfect Corporation - The maker of the worlds most prolific word processor made a last minute play for the prestigious GOTYA. After announcing that they would be attending the recent Oakland Ami-Expo, they then announced that they would not be producing the Amiga version of Word Perfect any longer. Apparently they have given new meaning to WYSIWYG - What You See Is What You Got.

NewTek - NewTek formally headed up the group of non-contenders, by

OCR AT LAST!

Migraph Inc., announced the upcoming release of an Intelligent Optical Character Recognition (IOCR) application for the Amiga systems.

"Since the release of the Migraph Hand Scanner, we have been searching for an OCR solution that would meet Migraph's high quality and performance standards," states Migraph president Kevin Mitchell. "Migraph OCR is the result of a joint development effort between Migraph and a top developer of OCR software on Unix based systems. The combination of the OCR engineer and Migraph interface provides a powerful, yet easy-to-use program."

Optical Character Recognition is the process of using software to recognize text characters that have been scanned into the computer. The end result is an ASCII file which can be loaded into word processor or desktop publishing programs.

Optical Character Recognition is the process of using software to recognize text characters that have been scanned into the computer. The end result is an ASCII file which can be loaded into word processor or desktop publishing programs.

Omnifont Technology

Migraph OCR uses Omnifont technology, widely recognized as the leading technology for OCR products. Omnifont technology enables the program to recognize characters based on mathematical definitions rather than a set pattern. This greatly increases the speed of the application as well as its accuracy.

"Having the Omnifont engine makes this a quality product. Adding 'Intelligence' makes it a superior product" states Kevin Mitchell. "Trainable OCR programs have the capacity to learn new symbols aided by the user. Migraph OCR uses lexicons and linguistic dictionaries to help recognize characters, so that fewer characters are presented for identification by the user. The end result is quicker and better character recognition and a more satisfied user."

Migraph OCR includes these additional features:

- Directly supports the Migraph and Golden Image Hand Scanners.
- Loads IMG and TIFF files.
- Define text and graphic areas; save out text as ASCII files and save graphics in TIFF or IFF formats.
- Includes three different linguistic databases: English, French, German and Dutch.
- Allows the user to create dictionaries for multipage documents that have the same type of characters (mathematical, Greek, etc.)
- Easy-to-use interface.

Requirements: Migraph OCR will run on any Amiga with 2MB RAM and a hard disk drive.

Availability: Migraph OCR will be available in January 1992 through normal distribution channels as well as direct from Migraph. The suggested retail price is \$299.00

For additional information on Migraph or its products, call (206) 838-4677.

producing a truly wonderful product in the Video Toaster. However, this year we heartily welcome them to the list of nominees based on the strength of their New(tek) Math. When you attempt to sell their version of arithmetic to the public (\$1595 + \$395 = \$2495) under the guise of doing original Toaster owners a favor, you truly should experience a system crash of some sort.

The Service Center's User Disaster (SCUD) Award

The SCUD award is for the most outrageous thing to hit a service center. This is primarily a write in ballot. Examples of those in so far -

Computer went through Volcano - This poor Amiga 500 system endured a volcanic eruption when in the possession of a serviceman stationed in the Philippines (and only needed the ashes cleaned out).

Monitor dropped and fell down stairs - This is pretty self explanatory.

Cat Marked Territory on Keyboard - This may not be exactly self explanatory, but it certainly wouldn't do to explain it.

So much for the YUCKS...

RUNTIME MODULE

You may be wondering about the AmigaVision Runtime Module I was blasting CBM about a little earlier in the column. A recent BIX message from Catherine Godfrey (CATS) says that

Commodore is releasing one. Its basically AmigaVision without the Icon editor which frees up some 350K of disk space and 50K of memory. And as a friend of mine says, "here's the kicker". It costs \$500 for the first year of use (\$100 every year after that) and a per copy fee. After hearing this, I'm not even sure why we bothered nominating anyone else for a GOTYA.

TIM POWERS DOWN

In an effort to stimulate sagging 8-bit computer sales, TimCo Enterprises (one of the Timbleton companies) has announced their new 'Power Down' program. If you bring us your A3000, keyboard and mouse plus only \$50.00 you can 'Power Down' to a VIC-20, Apple II or IBM PCjr. Not only is this an outstanding value, it's also a rare opportunity to be one of the first on your block to avoid the cutting edge of technology and to grab a piece of history.

Not only that, but you get to keep the front manual cover.

To vote in this years YUCK competition, to share any interesting Amiga stories or comments, or to just complain in general about the content of this column, write to me at 949 N. Semoran Blvd, Orlando, Florida, 32807 or send me E-Mail at 407-381-2249. If you send me something I use in this column, I'll send you a dollar.

(C) Copyright 1991, Tim Perez

BibleScholar!

EasyScript! Software recently released BibleScholar!

The exhaustive concordance (99% or all the words in the Bible, except for words like "the", "or" etc. are included) will allow you to search for any word or combination of words. Using the "Context Search" allows you to find any combination of words in an instant. Other programs often refer to this feature as a Boolean search. For example you can find all of the passages from a verse or chapter contextual setting that contain: "Love AND Jesus OR Grace NOT Sin".

Mark any block or text and port the Bible text to a file or directly to your AREXX compatible word processor. If you don't have a word processor, no problem, Use BibleScholar!'s own built-in word processing features.

Bound or independent multiple windows allows you to view and compare verses from different parts of the Bible, or from different translations.

Just double click on the displayed Strong's number and BibleScholar! displays the Hebrew or Greek transliteration and definition. If the Strong's reference calls out another reference just double click again. You can display as many reference screens as you want. (Strong's numbers and translator footnotes can of course be turned off if you want to browse the Bible.

The standard Amiga user interface allows you to choose between the use of pull-down menus, buttons or keys (the program even provides high quality digitized voice prompts, if you want them.)

The straight forward, powerful user interface makes it a snap to perform even the most complex type of research easy and fast. (Once you decide on a running configuration that's right for you, simply save the settings for later use.)

Among other things, the personal study "Work Pad" lets you combine and expand the provided library of topical references, prepare Bible study lessons and record your studies without leaving the program. Saving the contents of the "Work Pad" to your printer or disk file allows you to share your studies with others. Margin note capability allows you to save your personal commentary the instant the thought crosses your mind.

"Smart Maps" allows you to click on an area of interest from the maps incorporated into BibleScholar! and instantly view related verses by simply choosing from a list of verse choices.

BibleScholar! features include:

- Choice of Translations: (KJV, NIV, NASV or NKJV). The KJV is the standard translation provided. BibleScholar!'s flexibility will allow you to add other translation modules as they become available.
- View multiple translations at the same time.

- Instant access to any chapter or verse of the Bible.
- Locate 99% of the words or combination of words contained in the Bible. You can also search for phrases up to 200 characters long within a book.
- Print or transfer any portion of Bible text (Just mark the block of text and hit the transfer gadget). All Bible text is available in the ASCII format.
- Edit your lesson text or copy Bible text

directly into your lesson. Save your personal lessons and libraries for later reference.

- Display any verse, or jump instantly from beginning to end of any book. Forward and reverse paging is also provided.
- Limit your range of study by defining search start and end.
- Auto install routine makes installation simple.

Requirements: Any Amiga with a minimum of 1 meg memory (2 megs or more recommended. Floppy and Hard disk required along with 1.3 or 2.0 operating system.

BibleScholar! suggested retail prices: King James translation \$149.95. Demo Disk \$10.00. New International Version Module \$79.95. Greek transliteration/lexicon \$79.95. Hebrew transliteration/lexicon \$79.95.

For further information contact: EasyScript! Software, 10006 Convington Dr., Huntsville, AL 35803. Tel: (205) 881-6297.

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When the game is important, there's no doubt that you want to send in your best players. The same holds true for your data: it's important, and you can't depend on second-string backup software. *Quarterback* has just been benched in favor of *Ami-Back*, and it's clear who you should put on the starting line-up.

Player Stats	Ami-Back	Quarterback
Backs up to floppies (regular & HD)	✓	✓
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Built-in graphics scheduler (no scripts!)	✓	
Compare mode (to check data integrity)	✓	
Multiple device backups and restores	✓	
Image backups (i.e., AMAX partitions)	✓	
Supports file & directory links	✓	
Support BBS	✓	

Ami-Back is the premier hard disk backup program for the Commodore Amiga. *Ami-Back* is the fastest backup program for the Amiga, and it makes the job of backing up your hard drive quick and easy to do. With *Ami-Back* you have a variety of options for performing backups and restores. You can see why *Ami-Back* is the #1 draft choice of today's power user.

AMI-BACK

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For more information contact: Digital Processing Systems Inc., 55 Nugget Ave., Unit #10, Scarborough, Ontario. M1S 3L1, Canada. Phone: (416) 754-8090.

FANTASTIC VOYAGE

by Lee Heywood

Many moons ago 20th Century Fox released a half-way decent sci-fi movie: "Fantastic Voyage", the basic premise of the movie was, a group of people were reduced in size and injected into a defecting scientist to save his life from a life-threatening blood clot. Well strangely enough Centaur Software's new release "Fantastic Voyage" (FV), has a group of people reduced in size, etc.

The game itself is composed of 3 levels. You make your way through the body to

the brain and remove the blood clot which threatens the life of your patient. Along the way, you must find different pieces of a circuit board, which you'll need to make your laser operate in the brain.

During the voyage you encounter numerous obstacles, because the body sees you as an invader. Interestingly enough, much of what you see in F.V. is based on scientific fact. For example in level one the graphics are based on electron microscope photographs of the interiors of blood vessels and various blood cell types like leukocytes and erythrocytes. Although I'd like to see the microscope that's capable of photographing laser welding cancer cells.

The backgrounds in level two are based upon the tracks created in the bubble chambers of particle accelerators, some of the objects in level two had to be artistic creations because as far as I know, nobody as seen gluons, quarks and protons. Level three's backgrounds are based upon electron microscope photographs of the brain's neural network. Incidentally these backgrounds are that good, that I recommend playing the game in a darkened room to get the full detail. The background music is also worthy of hooking up to your stereo system to get the full effect. Although you'll need 1 meg of chip RAM to hear the music during game play, otherwise you will have to toggle between sound effects and music.

The game itself features smooth eight-way scrolling, via a joystick, three difficulty levels, the only difference I found between difficulty levels was the amount of damage your craft will take before blowing up. The game also rewards you for accuracy of firing as each time you kill three enemies in succession without missing, then your shields energy is increased. Although sometimes it pays to try to sneak past the baddies.

The enclosed manual gives some of the Technical Specs of F.V. which I personally found extremely interesting for instance the Assembly code was developed with DevTop 1.8 on a 2000. The graphics utilized Deluxe Paint III on a 3000. Music was composed by Bjorn A. Lynne using a Roland D-50, U-110, a Korg Juno 2 and a DW-8000. Level size is 200 screens, the graphic data consists of 2.5 megabytes with 630 frames of animation. The music score takes 700 kilobytes for 23 minutes duration with a sample rate of 20 kilohertz. 48 blitterobjects are present, and the project took 9 months.

The only minor faults I found with F.V. was its inability to recognize a second floppy drive and no hard-disk support. On the other hand F.V. is a superb example of shoot-em-ups and if you are fan of this type of game then F.V. belongs in your library.

Fantastic Voyage is product of Centaur Software Inc., P.O. Box 4400, Redondo Beach, CA 90278. Tel: (213) 542-2226.

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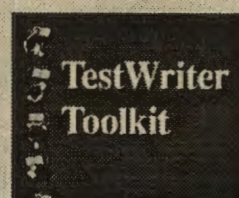
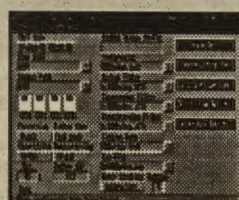
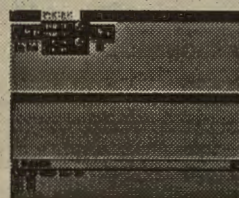
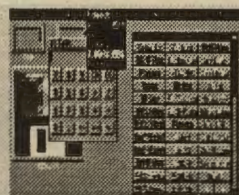
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CLOANTO PERSONAL WRITE v3.0

by Pamela Rothman

Personal Write could be described as a "personal" word processor, since it has a list price of \$49.95 and can run on a single drive 512K machine, though with reduced features. It provides the basic tools needed for a letter or a simple term paper.

Hard drive installation is easy and works well. After clicking on the InstallPwrite Icon, the user is shown a requester and allowed to choose which directory Personal Write will be copied to. If the user needs a directory created, they can type in the directory name and the installation script will create it. Adding an assignment to the startup sequence completes the installation.

Personal Write supports multiple document handling, but the user has to start a new text window and then load a document into it. The loading and saving requesters are easy to understand. When a series of documents are loading into the file requester window the file you click on does not scoot out from under the mouse before you get to click a second time.

The user can load style types, printer formatting, and encrypt or compress documents while saving. The option Destroy Document will not only remove the document from the storage device, it will overwrite every single byte so it cannot be retrieved by normal "undelete" methods.

There is no simple way to save. There is a Save Same function on the menu, but it has no keyboard shortcut. The Save requester has a keyboard equivalent, but a return keypress is required. I consider this a drawback because it discourages saving by making it a little extra trouble. This increases the chances of losing your document because of a power failure or system crash.

Personal Write lets the user cut or copy blocks of text by highlighting with the mouse. There is a Mark Block menu option, but if the user selects any editing command that requires a block to be marked, Personal Write goes into Mark Block mode automatically. Once the user lets go of the mouse button, the block does not stay highlighted, which can be confusing.

If you decide to mark the block first, the sub menu under Mark Block requires the user to choose between five different variations of marking blocks, such as All of the document or To Document Beginning. The only variation in this menu that worked in the version I tested was the manual block mark.

There are keyboard equivalents on the function keys for many of the editing options, and a reminder strip with graphics at the bottom of the document that the user can click on. This was less helpful than it sounds. I was confused by the fact that some operations required one press of the function key, while others required two. Other shortcuts required combinations, such as F8 and F9.

By using deleting functions in the menus, I could delete to the end of a word, the end or beginning of a line, or whole lines. These deleting functions used Amiga key shortcuts instead of the function keys. Since there was no easy pattern to understanding the keyboard commands, I found myself using the menu all the time.

Different styles of text, such as centering or underlining, can be selected but do not show onscreen. The only way to tell if a particular block of text is italicized or underlined is to place the mouse on the text and pull up the attributes menu to see which attribute is selected there. I was unable to make these attributes print properly with the version I tested, but my printer works perfectly with other programs.

Centered or justified lines also do not show onscreen. There are supposed to be letter codes in the header bar that show the different styles for the line the cursor is on, such as centered or justified, but I could not make the codes show as described in the manual.

Pictures are loaded into a separate window, and cannot be mixed with or printed with text. A graphic window and a text window cannot be active at the same time. The manual describes a method of alternate text block printing and picture printing to create letterheads, but I was unable to make this work with my HP Laserjet III using the latest HP printer driver.

According to the menus, Personal Write allows the user to print a whole document, range of pages, selected block, or to a file, but I couldn't get the program to print only one page or a range of pages. I used the menu option Terminate in an effort to terminate the printing job, but this did not work.

There is a PostScript option which allows the user to choose fonts according to the way text attributes are set, such as Helvetica for italicized text, Times for underlined text, and so forth. I had no problem with plain PostScript printing, but my attempts to change the text attributes to use different fonts within the document were unsuccessful.

Personal Write offers some unusual features in the area of foreign languages, such as grammatical and accent corrections and the user's choice of keyboard language and user interfaces. All sorts of screen, sound, and color options can be saved to a default file and will be loaded on startup. There is a built-in mail merge function which merges text from a separate file.

Unfortunately, Personal Write is lacking in some areas that are extremely useful, such as the ability to indent paragraphs. The Tab function only moves the cursor, not the text. The user can place the mouse on any place on a blank line and begin typing, and this will indent the text so typed, but trying to edit text that has been indented this way is confusing and creates a mess onscreen.

There is no dictionary for spell checking. There is no provision for headers, footers, title pages, or page numbering, so it is not practical to use this program to create any complex or professional documents.

The manual has no index, so any information extracted from it has to come from finding the menu that might have the function and finding the section in the manual that covers that menu. There is a "quick start" section in the beginning of the manual that covers starting up and some interesting tidbits about the program, but to cover all facets of an operation requires reading the entire manual.

In conclusion, I can't recommend Personal Write. While its editing features will move words from one place to another, and delete the words you don't want, I found the editing commands so annoying and confusing that I would often retype whole sections rather than struggle with the program to get them the way I wanted. Personal Write is the cheapest word processor to offer Postscript capability, but even this feature is crippled and unreliable. Anyone who can afford Postscript and a laser printer can spring for a more expensive, better written, word processor.

Cloanto's Personal Write word processor is distributed in North America by Centaur Software in Redondo Beach, CA. Centaur can be reached by phone at 213-542-2226.

CENTAUR'S REPLY

The review contains numerous erroneous and/or misleading statements.

For example: "Personal Write supports multiple document handling, but the user has to start a new text window and then load a document into it." This statement is absolutely true, however, the author's use of the "but" in that sentence implies that this method for loading many documents at the same time is perhaps unusual or cumbersome. How would she prefer to accomplish this task?

Her statement that there is no simple way to save is again misleading and I believe, overly judgmental. Using the mouse, the user can quickly choose "Save Same" and the task is accomplished. On the keyboard, is pressing [Amiga] M (which brings up an excellent file requester displaying the last name under which the file was saved) and then hitting the [Return] key so difficult? Ms. Rothman's contention that "This increases the chances of losing your document because of a power failure or system crash" is simple ludicrous.

"There is a Mark Block menu option, but if the user selects an editing command that requires a block to be marked. Personal Write goes into Mark Block mode automatically." Again the reviewer's use of the word "but" makes this statement sound like a negative criticism of the product. In fact, any editing command does require a block to be marked, but that Personal Write would then automatically enter the proper mode is a nice feature, not a shortcoming.

In several places in the article are references to the interface design. Such as "I was confused by the fact that some operations required one press of the function key while others required two." and "there was no easy pattern to understanding the keyboard commands." I would suggest that, like any any program which utilizes numerous

keyboard commands to facilitate it's speedy use, it takes some to become familiar with the many keyboard short-cuts.

"Different styles of text, such as centering or underlining, can be selected but do not show on screen." This sentence and the rest of the paragraph which follows it are just wrong. Selecting "Block...Style" from the Block Menu (or [Amiga] F) instantly lets you select a text style, which is then displayed on screen. Similarly, selecting "Print...Test" from the Print Menu quickly displays to the user a formatted version of the document, including centering, text styles, etc. exactly as it will appear when printed.

We have not been able to duplicate the problems which the reviewer describes with her printer, an HP Laserjet III. In fact, Personal Write's printer handling characteristics are superior to the vast majority of Amiga word processors on the market today. It works great on my Laserjet IIP, as an example. "I used the menu option Terminate in an effort to terminate the printing job, but this did not work." Since computers can send data to a printer very quickly, it is very likely that multiple pages of text reached the printers buffer before an attempt was made to "terminate" the process. Like other word processors, Personal Write allows the user to print multiple page documents one page at a time, requiring a key press between pages. This allows the user to examine each printed page before proceeding. All of this is explained on pages 64 & 65 of the manual.

Personal Write has provisions for headers and page numbers, the reviewer says that it does not. It is true that the manual has no index but its chapters and sub-chapters are laid out in a cohesive fashion which makes it easy to find what you're looking for. The reviewer says that "to cover all facets of an operation requires reading the entire manual." It really is not necessary for the entire manual to be read for the average user to create a document. However, it is obvious that anyone who wants to competently review a product should read the entire manual. It is also obvious that the reviewer did not.

Since Amiga News gave such a fine review to Personal Write's companion product, Personal Fonts Maker, I am surprised that you did not choose to expound a bit upon the way in which the products work together to compliment each other. The combination of Personal Write and Personal Fonts Maker gives the user unequalled printer control.

Some of Ms. Rothman's criticisms of the program are valid, however, most are not and I've only attempted to cover some of the most glaring errors here. We stand by the product and believe that it is an extremely fast, powerful and versatile program containing many unique features. It's text handling, printing, formatting and other miscellaneous features are excellent. And, with a suggested list price of just \$49.95, Personal Write and the technical support which we provide for the product are a great value.

Sincerely,

John Sievers,
General Manager.

PASS IT ON PUBLIC DOMAIN & SHAREWARE Utilities for Workbench 2.0

by Geoffrey Williams

Now that the 2.0 version of the operating system is out, a virtual flood of new public domain and shareware utilities designed for 2.0 are appearing. They will not work under 1.3, so it may be further encouragement for you to upgrade to 2.0.

If you are concerned that all of your old PD software will no longer work, don't worry. Most of what I've tested so far works just fine. There are a few games that blow up, and some programs that do strange and bizarre things don't work, but for the most part, you'll still be able to use your old PD software.

A lot of utilities are designed to be used as commodities, a new category of program under Workbench 2.0. These programs are global, in that they function from within any other program, and the official Workbench 2.0 release includes function keys, caps lock disable, a screen blanker, keyboard window sizing, and window activation under the pointer (as a side note, Brian Moates' MachIII does everything that the official Commodities programs do, and much more, as well as working under both operating systems). Commodities can be run just by dropping their icons into the WBStartup drawer.

A number of alternatives to the standard Commodities screen blanker have been created to offer a little more than just a black screen. Two of my favorites are StarBlankerII by Randy Spencer and FracBlank by Olaf Barthell. StarBlankerII blanks the screen with the moving star fields inspired by Leo Schwab. FracBlank draws real plane fractals which look like constantly evolving lace patterns. The best one, though, is Sebastiano Vigna's conversion of Tom Rokicki's Mackie spline routines. Spliner creates endlessly evolving, spinning, rotating patterns that are fascinating to watch.

Stefan Sticht has written several commodities. CenterScreen lets you press a hot key to center the front screen. Window Shuffle can map four functions to any keys: activate next window, activate previous window, activate and bring next window to front, and activate and bring previous window to front. ToBack&Front lets you easily push the window under the mouse pointer to the back or front of all of the others, and you can customize the way that it works.

Jean-Michel Bezeau wrote NewAF to take advantage of the Compugraphic fonts capability built in to 2.0. Soon, most programs will support these scalable fonts, but until then, this commodity will force programs to get Compugraphics fonts. It has been tested with Excellence! 2.0 and ProWrite 3.1.

Speaking of fonts, there is finally a simple font editor that supports Colorfonts. WBFed by Patrick F. Clark offers most of the basics, and while not as

powerful as the commercial font editors, at least it is available.

I like busy pointers that are animated, so that you know the whole machine has not just locked up. There have been several programs to spin the clock hands on the 2.0 clock busy pointer (although some of the early versions do not work with the actual release version of 2.0). My favorite is ClockTick by Michael Sinz. Some programs use their own busy pointers, and this will change them to the standard clock with spinning hands. It even works under 1.3.

Dave Schreiber's WBLink lets you create links to other programs so that you can have icons for a program in several places on your hard drive, but using only one actual copy of that program. You might want a copy of DPaint in both your Paint and your Animation drawers, and with this utility you need only one copy of the program on your hard drive.

A new feature in 2.0 is support for public screens. These are screens independent of Workbench, and PSX by Steve Tibbett lets you manipulate public screens from the CLI or from a Workbench interface. You could, for example, open a new interlace screen in one bitplane (2 color) and redirect your CLI windows to it, which would make for a very fast and large CLI, independent of the Workbench screen. The Shanghai option will steal programs that would normally appear on the Workbench screen and open them on the public screen you've created, which can have as many colors as you want and any resolution.

Another feature of 2.0 is the Tool menu, in which you can add additional menu items. It was designed so that programs could be written to add themselves to the menu, but you cannot use it directly. You can, though, use ToolManager, which lets you add items to the Tool menu with a startup-script. Better yet, it pops up an icon on the Workbench screen, and you can add a program to the menu simply by dragging its icon onto the ToolManager icon (this is known as an Applcon).

One of the new features of 2.0 is the ability to drop an application icon onto the window of a working program to load the application. The IconEditor that comes with Workbench 2.0 works this way. Simply drag the icon onto the Icon Editor's window, and that icon is automatically loaded into the editor. Stuart Compton's IconUtil works the same way, but goes even further. It can load an IFF image, even HAM, and use image processing to convert it into a scaled icon, and it does this simply by dragging a picture or brush icon onto the IconUtil control panel. It will also convert 1.3 color schemes into the standard 2.0 colors.

Along the same lines, Applcon opens an icon on the workbench, with the image contained in the file printicon.info. Drop a text file icon on the Workbench PrintIt icon and that file will be printed.

The ability to drag an icon into a program to load its associated project is pretty neat, and Jarto Tarpio created AppServer to allow you to add this capability to any program. It pops up a window that can be customized to perform almost any action on the icon and its related data (text, picture, etc.).

Super Denise offers new monitor options, and if you have an NEC Multisync or similar monitor, 70Hz is a monitor file for a 70 Hz productivity screen. Besides the new display modes, one of the new features of Super Denise is the ability to blank the screen's border to black instead of using color 0 (the background color). Fabio Rossetti's BorderBlank will toggle the border between black and color 0 on all screens. On some multiscan monitors using severe overscan the display looks much better with a black border. If a 2320 or a 3000's Video Display Enhancer is used, blanking the border to black will also eliminate the flickering line at the top of the screen.

There are several collections of Workbench background patterns floating about on the bulletin boards, but for those who want more dramatic backgrounds, Joe Rumsey's Wallpaper lets you display IFF images in up to 16 colors as Workbench backgrounds. It also lets you load an IFF brush and tile it across the background.

If you do not know what a file on your hard drive is, J. Tyberghein's WhatIs 2.1 comes to the rescue. This version works only under 2.0, unlike the earlier versions that worked under 1.3. This offers much more than the earlier versions. It will look at a file and determine everything that it can about it. It can recognize and identify IFF files, object files and executables (hunks), Aztec object files, PowerPacker crunched data files, archives like ZOO and LHARC, UUEncoded files, .info files, Lattice PGTB files, Warp files, WordPerfect files and macros, MaxiPlan files, font header files, PowerWindows files, ReSource files, Sonix samples, the Preferences file (system-configuration), DBase III files, PCX files, GIF files, TIFF files, Sun raster files, PVSD files (used by PowerVisor), some Microsoft PC files, Turbo Pascal unit files and PC library files. In addition it will print all information for this file.

Jorrit Tyberghein wrote WinMan to give added control over Workbench windows. It adds several options to the Tools menu. Maximize will size all windows on the Workbench to their maximum size. Minimize iconifies all of the windows. Cascade will size the windows in graduated sizes with the largest at the rear and the smallest towards the front. Tile horizontal and Tile vertical will size the windows and place them side by side across or up and down along the Workbench screen.

Chris Papademetrius' Cascade also helps you manage Windows. It recursively searches a given drive, and automatically adjusts the position of all

Workbench drawer windows to fit snugly inside their parents.

Fabio Rossetti's NewLook is a collection of utilities to add the 2.0 font/file requester and the 2.0 embossed look to older programs. One of the more important additions to 2.0 was standardized file requesters, but programs must be written to use them. Many older programs were written to use the ARP file requester provided with the AmigaDOS Replacement Project and called from the ARP.library. A little later on, REQ.library was written to provide an even faster and more powerful standard file requester, and quite a few programs use it. Now that the ASL.library that comes with 2.0 offers a requester standard, ARP2ASL and REQ2ASL let these older programs use the new 2.0 standard requesters. Also included is NuLook, which forces all programs to open with the 2.0 3D embossed look. You also need it to use Req2ASL on windows that open on other than the Workbench screen.

Not everyone was pleased with the new look of the 2.0 requesters. While admittedly better, they were not good enough for Martin Laubach, Peter Wlcek and René Hexel. They worked together to create ARQ, which improves the look of system requesters, and makes them easier to use. The Amiga-V and Amiga-B keyboard shortcuts are replaced with the ESC and RETURN keys, which makes a lot more sense. The new requesters are not only more pleasing graphically, they are even animated.

If you also want to update the screen flashing, Sound from Sylvan Technical Arts lets you add a sound controller to your Prefs directory. It pops up a preferences style requester that lets you turn the screen flashing on error on or off, as well as adding a bell tone or a digitized sample. There are also sliders to adjust volume and period of sampled sounds or the built-in beep.

From the same people, File Pilot is a 2.0 only file directory that is fully customizable. It looks a lot like Disk Master with two scrolling windows with a row of buttons along the center, and several buttons along the bottom. It adapts to user font preferences, can be iconified into an Applcon, and supports dropping of icons on scrolling lists and pattern-filtering of viewed files. All of the buttons and menus are user-definable simply by editing a simple text file. It has a lot of capability, and looks to be one of the better directory utilities.

While all of these programs are available on various bulletin boards, and most can be found on Fred Fish, if you would like a disk with all of the latest versions of the programs mentioned (2View, 70Hz, AppServer, ARQ, BorderBlank, Cascade, CenterScreen, ClockTick, File Pilot, FracBlank, IconUtil, NewAF, Newlook, PSX, Said, Sound, StarBlanker II, ToBack&Front, ToolManager, Wallpaper, WBFed, WBLink, WhatIs, Window Shuffle, WinMan and a collection of 58 Workbench patterns) send \$5 to Geoffrey Williams, 2.0 Utilities Disk Offer, 1833 Verdugo Vista Drive Suite G, Glendale, CA 91208.

Eight Legs, Two Fangs And An Attitude

ONE of man's greatest unnatural fears has made its way to computer screens, in Disney Software's *Arachnophobia*. This blend of action and strategy allows players to deal with the eight-legged creatures of their nightmares - and it's pay back time!

"With *Arachnophobia* we are entering the arena of entertainment for adults," said Disney Software director of marketing Ralph Giuffre. "*Arachnophobia* hits people on several different sensory levels and taps our desire to 'get back' at creepy, crawly things."

Drawing from the hit Hollywood Pictures film, currently on the video rental charts. A highly venomous previously unknown South American spider has inadvertently been transported to the United States, and is leaving deadly offspring everywhere it travels.

Players are sent on a desperate mission through seven different spider infested

towns with thousands of different locations. If they survive, while destroying the crawling hordes, players will travel to the steamy jungles of South America. The skill and luck of the player will determine if it is a round trip or one-way ticket!

Arachnophobia is shipping on two disks with the suggested retail price of \$39.95. Included with the program is the novel *Arachnophobia* based on the movie, with over eight pages of photos from the movie.

Walt Disney Computer Software is an operating unit of Disney Consumer Products, the merchandising and specialty retail group of the Walt Disney Company.

24-bit IFF Backgrounds

BEYOND BACKGROUNDS are 10 disks of professional quality 24-bit IFF overscan images for use as backdrops in video productions, multimedia applications and business presentations. Video professionals and others will no longer need to spend countless hours designing their own backgrounds for use in their productions. Beyond Backgrounds are perfect for the overlaying of titles, animations, logos, or any Amiga generated graphic.

Beyond Backgrounds were created using a Silicon Graphics IRIS workstation, to produce the finest backgrounds available, sure to impress the most demanding of clients. All backgrounds were designed by Derek Grime of Beyond Graphics, whose clients include MTV, Nickelodeon, Commodore and CBS.

Beyond Backgrounds are high resolution 736 x 480 overscan 24 bit IFF images and were especially created to work with the Video Toaster. Beyond Backgrounds work equally well with ImpactVision 24, FireCracker 24, DCTV, HAM-E and any Amiga product which can display 24-bit IFF images. A large selection of backgrounds are contained in the 10 disk set including "clouds", "celebration", "wedding bells", "toon", "trophy", "coffee cup", "human figure", "thick grid", "stage" and many others.

The suggested retail price of Beyond Backgrounds - Pro Set is \$99.95.

For additional information, contact: FrostByte Systems, P.O. Box 481, Station D, Toronto, Ont. M6P 3K1, Canada. Tel: (416) 769-7616.

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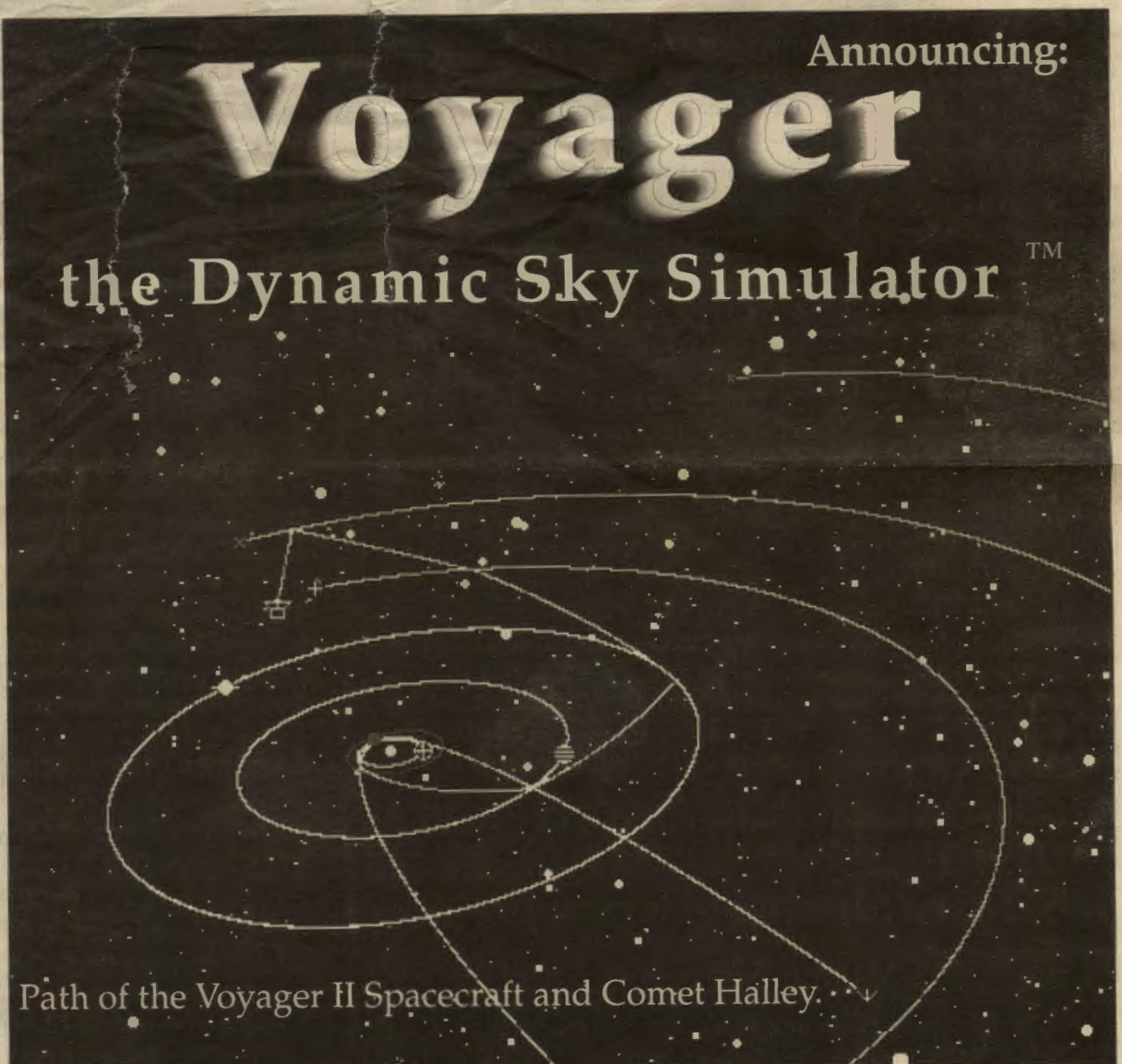
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DO YOU KNOW THE DIFFERENCE?

by Stephen R. Pietrowicz

IF YOU'VE put a lot of hard work into a project, and you'd like to protect your rights, the last thing you want to do is to see someone steal your work. That's one of the reasons it's very important to know how to label your software when you upload it to the library of a BBS or a national computer network.

Sometimes I'll run across a file that's got a message that says "This program is copyrighted, but placed in the public domain". It's pretty clear what the author wanted to do, but unfortunately, because of the way this is worded, the author may have little recourse if the program is used in a way he doesn't like. What the author really intended to say was "This program is copyrighted, but freely distributable". Do you know the difference between "copyright", "public domain", "copyright, freely distributable"?

Most people know that the term "copyright" means the author retains all rights to the program. The program can not be duplicated, given away, or sold without the permission of the author. All commercial software contains a copyright to protect the author or publisher.

By placing a program, picture, or data file in the "public domain", you've totally released your rights to the program. Anyone can use it for anything they wish, without your permission. It can even be sold, and it's more than likely you will not be paid any money if it is sold.

The term "copyright, freely distributable" is the way most authors want to use when uploading their programs, pictures, or data files to a BBS or national network. The author retains his rights with the copyright, and allows the software to be distributed to anyone that wants it. If the software is sold, or otherwise distributed against his wishes, the author has legal recourse. Additionally, if there is a reason that the author wants to remove the program from distribution, he can do so.

An increasing number of commercial programs have begun supporting 24-bit images. One of the major drawbacks to these IFF images is the size of the

resulting files. It's not uncommon to have a 24-bit picture which is over 600K. Even if you use one of the file archiving utilities to compress the image, the file size is still quite substantial.

Fortunately, there is a solution to this problem, and there are freely distributable utilities you can use to solve it. Programs implementing the JPEG compression standard can reduce the size of image significantly. It's not uncommon to see a 24-bit IFF file compressed to 15% of its normal size.

How does JPEG accomplish that? When compressing the file, some of the information about the picture is lost. You might think that your picture will be ruined if you lose some of its data, but you probably won't even notice the difference. Images look almost exactly the same. Purists will probably want to keep their original 24-bit IFF pictures, but for the rest of us who would rather upload and download small files to our local BBS, JPEG is just the answer.

As I said, there is a freely distributable JPEG package available for the Amiga. On CompuServe, this file is called AUGJPE.LZH, and it's available in library 14 of the AmigaArts forum. The archive contains executables for both standard and accelerated systems.

On the Networks:

Now for a quick look at some of the other programs making their way onto BBSs and the national networks:

Persistence of Vision Ray Tracer

The latest freely distributable ray tracing program is an impressive program called Persistence of Vision. PVRay is based on the DKB ray tracing program,

and it's been greatly enhanced it. New features include updated lighting routines, bump mapping, materials mapping, and much more. There are MANY example data files included in this archive, and it also includes executables for standard and accelerated systems.

EDPlayer

If you enjoy listening to those MED and NoiseTracker music modules, take a look at EDPlayer. The interface for this player program is just great! It looks just like a compact disk player. Features such as music fade, volume control, an AREXX port, and even a help button make this player program really stand out. EDPlayer is a shareware program, so if you use the program please send in your shareware contribution.

FASTROM040

If you've installed the Progressive Peripherals and Software 68040 board and the new 2.0 ROM upgrade into your Amiga 2000 or 3000, you'll probably want to look at the program FASTROM040. It will copy the 2.0 ROM into fast ram to further increase the speed at which your system operates. The archive contains both source and executables for FASTROM040, and ROMSPLIT, a developer's utility to create your own EPROMS from a disk-based KickStart. Thanks to Greg Tibbs for this program!

BullFrogger

Weighing in at a total of 6784 bytes unarchived, BullFrogger is one of the smallest uploads to CompuServe. You might think a game that small can't be very entertaining, but you'd be wrong! BullFrogger is similar to the arcade game Frogger, no surprise there, but you might be interested in knowing that it was originally intended to be part of the commercial game Populous. BullFrogger would have been part of the booting sequence, but since the booting speed wasn't a problem, they decided to leave

BullFrogger out. BullFrogger doesn't work correctly with accelerated machines.

Resources

If your interested in getting any of these programs, check with the Fred Fish collection, your local BBS system, or a national network such as CompuServe.

CompuServe (800) 848-8199 (614) 457-8650 in Ohio

Fred Fish 1346 W. 10th Place Tempe, AZ 85281

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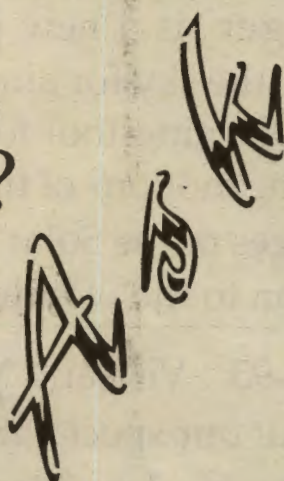
International Sports Challenge is the most exciting and comprehensive sports simulation ever published for computers, with 6 different sports and 21 separate events to stretch your sporting skills to the limit. Each of the 6 sports is superbly recreated using big colorful sprites and 3D vector graphics to give realistic surroundings and enhanced playability.

Four separate swimming events are included, each allowing you to control the stroke to be used, the athletes' breathing and end of lane turns. You'll play four separate cycling events where you control balance, steering and speed. Show jumping offers the horse enthusiast a stunning view from the saddle as you complete four challenging courses with many types of fences and jumps. The diving competition allows you to compete in any of three different events, including high diving, and allows you 50 different dives to choose from. Four different shooting events allow you to make use of your steady hand. The marathon makes an intriguing link between events, but pace yourself carefully. Do you take refreshments, break from the pack or go with another runner? There's more to running the marathon than meets the eye.

For further details contact Readysoft, Inc., 30 Wertheim Court, Suite 2, Richmond Hill, Ontario, Canada, L4B 1B9. Tel: (416) 731-4175.

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THE CBM STORY SO FAR

Early Days (1958-1968)

Commodore was founded in Toronto in 1958 as Commodore Business Machines, a typewriter sales and repair company. It became vertically integrated with the acquisition of a typewriter manufacturer in West Germany. This provided the base for Commodore's large share of the European personal computer market today. By the early 1960s, Commodore was selling and servicing a wide range of office equipment, including adding machines.

C108: First Calculator (1969-1976)

Adding machines led Commodore to produce one of the first handheld calculators in 1969 - the C108 with a suggested list price of \$199.95 - using chips and displays produced by Texas Instruments and other companies. Through 1974, Commodore expanded its calculator line from simple four-function machines to memory machines, scientific machines and keyboard programmable models.

In 1975, TI decided to go into the calculator business in competition with its customers. In response, Commodore became vertically integrated - again. In 1976, it purchased one of its chip suppliers, MOS Technology, Inc., of Norristown, PA. Later renamed Commodore Technologies, Inc., the unit continues making key chips for the company's personal computers.

Commodore also acquired another chip manufacturer and a manufacturer of liquid crystal displays. The acquisitions gave Commodore in-house expertise in more key technologies than most electronics companies several times larger. Controlling manufacturing also provided many product features and cost advantages.

In 1976, Commodore reorganized its corporate structure as Commodore International Limited. Commodore's U.S. subsidiary Commodore Business Machines, Inc., is located in West Chester, PA. Its U.S. executive offices are in New York City.

PET: First Personal Computer (1977-1979)

Commodore's expertise in chip-making in 1977 led the company to introduce the first personal computer - the Commodore PET. The Personal Electronic Totalizer used a MOS-designed 6502 microprocessor, Commodore's operating system and 8K RAM, with a list price of less than \$1,000. Launched at the Hanover Fair in West Germany and the Consumer Electronics Show in the U.S., the PET helped launch the personal computer industry. The line was expanded to include the PET 2000, PET 4000 and the CBM 8000 series microcomputers.

VIC 20: First Home Computer (1980-1982)

Commodore's experience with business computers led the Company in 1980 to introduce the first home computer - the VIC 20 for less than \$300. Previewed at the 1980 National Computer Convention in Chicago, the VIC 20 was launched in the Siebu Department Store in Tokyo. Commodore sold 800,000 units worldwide in 1982, passed the one million mark early in 1983 and was shipping 100,000 units per month by the end of 1983.

C64: Most Popular Computer Ever Sold (1983-1990)

Commodore's next home computer, the Commodore 64, was shipped in August 1982. By the end of that year, the 64K machine had surpassed the Apple II in monthly unit volume. By March 1983, Commodore was shipping its 64 at a rate of 25,000 units per month. Repackaged in 1987 as the C64 with a mouse and the GEM graphic user interface, it is the most popular computer ever sold with more than 10,000 software titles and 11 million units shipped in total.

In 1990, another version of the unit was introduced - the C64 Games System - a games console with joystick and no keyboard that accepts cartridge based videogame software.

Amiga: First Multitasking Computer (1985-1990)

In search of new personal computer technology for professionals and consumers, Commodore in 1984 acquired Amiga Computer, Inc. At a black-tie presentation at Lincoln Center in New York in July 1985, the company introduced the Amiga 1000. It was considered a breakthrough. Based on the Motorola 68000 microprocessor and a special three-chip set developed by Amiga, the 1000 was the first multitasking, multimedia computer with a mouse-driven color graphic user interface. Business Week called in "The Porsche of personal computers."

In 1987, Commodore introduced the self-contained 512K Amiga 500 as a distinct product for the consumer market and the 1MB Amiga 2000 with its many expansion slots for the professional market. Commodore also introduced the first Bridgeboard, which enabled 2000 series Amigas to run IBM compatible software separately or at the same time as Amiga software. In 1988, Commodore introduced the Amiga 2500 with the more powerful Motorola 68020.

By 1990, the installed base of Amigas had exceeded 1.5 million units and accounted for more than 50 percent of sales, with consumer Amigas being successfully marketed as "The Ultimate Home Computer" and professional

Amigas as "The Multimedia PC." In the U.S. professional audio video market, for example, Amigas hold a 14 percent share in paint systems, a 15 percent share in music systems, a 24 percent market share in character generators and a 67 percent share in 3-D modelling/animation.

In 1990, Commodore introduced its next generation Amiga 3000. The 3000 features the 68030 microprocessor and an expanded set of eight special Amiga chips. Byte and Business Week both called it "impressive." It is the only personal computer with out-of-the-box capability to multitask video, display, color, graphics, animation and music functions and use different computer operating systems, such as AmigaDOS, MS-DOS, ARREX and UNIX.

On November 12, 1990, Commodore announced that it had sold the two millionth Amiga, a little more than a year after it had sold the first million.

PC10: First "Clone Killer" (1985-1990)

While Commodore was introducing the Amiga to the U.S., the company became one of the first to develop IBM compatibles, initially for the European market and later for North America and Australia. Commodore's first product in the 1985 was the PC10, later marketed as the "Clone Killer" in the U.S., with a suggested list price less than \$2,000, including monitor, when IBM PCs were selling for \$5,000.

Commodore has since expanded and updated the line to offer a complete series of small-footprint home-office and professional desktop and tower machines, starting at less than \$1,000 and featuring 8088, 80286, 80386SX, 80386DX and 80386 microprocessors. By 1990, sales of Commodore PC compatibles accounted for 30 percent of sales and the machines

were being used by major government agencies and corporations in Europe. For example in Germany, Commodore PC users include the Federal Railways, the Parliament, the Employees Union, Thyssen and BMW.

On September 17, 1990, Commodore introduced its first laptop the C286-LT - 12 MHz 80C286, 1 MB, VGA notebook portable.

CDTV Player: First Interactive Home Information System (1990)

Commodore's expertise in multimedia technology led the company to unveil in 1990 the CDTV Player - the first home information, education, entertainment system, able to play a new generation of interactive, multimedia applications on compact disc for education, information, reference and entertainment. In a major trade publication, the executive director of the Software Publishers Association called it "one of the first truly innovative... products in years."

Key to CDTV is an innovative blend of CD-ROM technology, the Motorola 68000 microprocessor and Amiga technology. By using CDTV's advanced capabilities and expansive memory (each CD has more memory than 700 computer diskettes), CDTV applications are expected to open new dimensions in learning and experience. CDTV features ease of use, true interactivity, and an innovative mixture of words, graphics, motion, sound and videographic detail.

The unit retailing for less than \$1,000 connects to any television, stereo system or video monitor, and operates through a 10-key infrared remote control as easy to use a TV remote control. In December 1990, Popular Science named CDTV one of 1990's "Best of What's New" products for the home.

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Yes! Upgrade!

by Pamela Rothman

WORKBENCH 2.0 has finally arrived. At a list price of \$99.00, you can think of it as a low cost peripheral that adds new features to your Amiga. But what's in it for you? What might you have to worry about?

You should definitely give it serious consideration because Workbench 2.0 is a major upgrade that offers new dimensions to our favorite words, "quick" and "easy."

Quick as in faster bootups and faster file access to any device, floppy or hard drive. Because many commands are now resident in ROM, the Amiga will respond faster. If you reformat your hard drive under 2.0, (be sure to back up first!) you will probably see an increase in speed.

Easy is an even bigger part of the new operating system. If you collect handy utilities, 2.0 offers a simple way of incorporating them into your startup sequence. Simply drag the icon into the WBStartup drawer, and the Amiga does the rest. No more messing with the Startup-Sequence.

2.0 makes it easy to start playing with this new feature by including a number of Commodities in the directory of the same name which resides in the Tools directory. Two of my favorites are ClickToFront, which lets a mouse click bring a window to the front, and FKey, the Function Key programmer. Many of these programs have been available in PD form within the Amiga community, but now everyone can take advantage of them.

Further variations on these Commodities are already available in the Public Domain. My favorite is Spliner, a screen blanker that works the same way as the 2.0 screen blanker, but draws colored splines on the screen instead of just making it black.

I was never a Workbench user... until now. Windows of all kinds are easier to handle under 2.0. There's a single Zoom

gadget to go between the sizes you set. Left Amiga N will always bring you back to the Workbench, and Right Amiga M will cycle through all Custom Screens. If the program you are running supports the Workbench Tools menu option, you can go directly from the Workbench to the program window by choosing its name from the Tools menu.

All the Workbench functions such as Clean Up and Snapshot are still there, but they are easier to implement. With Snapshot, you can snapshot a window, a single icon, or All the icons and their window. If you need a new drawer, pick the menu item New Drawer.

Don't have icons for some programs or files? No problem in 2.0. The menu item Show All Files will have 2.0 assign temporary icons to the files that don't have any. You can also view Icons by name, date, and size in a text window, but they act just like regular icons. You can pick up the name and drop it into another drawer which shows icons. The copied file will appear as a name or an icon, depending on the option selected in each window.

Individual icons offer just as much flexibility. It's easy to handle icons when the Workbench menus offer ways to copy, rename, or delete them. You can Snapshot or Unsnapshot individual icons, Leave them Out on the Workbench screen if you will be using them for a while, then use Put Away to get them off the screen and back into their drawers. Icons which have been left out, stay out, even after rebooting.

You can highlight a bunch of icons by clicking the mouse on the background.

When you move the mouse while still holding the left button, a box will appear. Select icons by dragging the box around them, then let go of the button. By holding down the Shift key and clicking on one of the icons you can move, copy, or delete them as a group.

If I'm on the Workbench and don't have a Shell handy, I can pull down an execute requester and type in a script file or program name and it will be executed just as it would from a Shell. But I'm not giving up the Shell because I have goodies there too. I can copy and paste items from file directories onto my command line and then just hit the Return key to execute them. To cd to mydir: I simply type mydir:.

2.0 has a polished and professional look that makes the Amiga look as good as it performs. You have all the flexibility regarding colors and customization that you had under 1.3, and then some. Not just the palette and the pointer, but patterns too, separate ones for your Workbench and Windows. The new Input prefs let you try out the mouse and keyboard settings before you decide to keep them. You can choose any font you want to use for Workbench, windows and your system font.

If you are nervous about learning a new operating system, relax. Workbench 2.0 isn't that different, it's just better. It builds on what you already know and offers better ways of doing things, whether you are a Workbench or Shell user.

What About Software Compatibility?

Products that will not operate under 2.0 will not do so because the programmers did not follow the rules set forth by Commodore. AmigaDos 2.0 was created with these rules in mind. If something won't work, it's not Commodore's fault.

Even so, Commodore has built in some work-arounds for many popular programs, so incompatibilities are not as predominant you might think.

If your favorite word processor or spreadsheet will not run under 2.0, you have my sincere sympathies. It's tough to contemplate giving up a piece of software that you've used for years. The beaten learning curve and the files you've created with it are all urging you to stay put.

The reason some software hasn't been upgraded is because it didn't sell well enough to make it worth the effort. That may be a clue that there's better stuff out there, market tested and supported by companies who are trying to keep up with the Amiga.

Many files can be converted or saved as text so you won't lose much, if anything, by switching to another program. If you have a bunch of files you absolutely must keep track of, consider how well your old software works under 2.0. Well enough to extract the information if needed? Well enough to print out some pertinent details?

If you call the software company and find that you need an upgrade, get it. It's that simple. If there's going to be a delay, find out what does and doesn't work under 2.0, and decide if you can live with it instead of waiting. If it just looks funny, or is missing some special features for 2.0, you can still use it while you're waiting.

Games are another matter. Many of them are written with a total disregard for the rules, so many of them act strangely or will not run at all under Workbench 2.0. If it's your favorite game, once again, my sympathies. Your chances of an upgrade are lessened because games have a short shelf life and only the wildly popular bestsellers have enough market viability for the software companies to consider upgrading. Think of the new games you'll miss if you don't switch! AmigaDos 2.0 has some interesting new features under the surface that will be very useful to game programmers.

The bulk of Amiga software is already 2.0 compatible. You can look for the light green 2.0 sticker on new software you are contemplating. If you don't see it, ask. I found that all my favorite programs were already 2.0 compatible, including games, word and idea processors, database, desktop publishing and paint programs.

Workbench 1.3 was introduced in 1988, so the Amiga was certainly due for an upgrade. Get some power into your life. Go 2.0!

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2.0 LATEST

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AMIGA NEWS
P.O. Box 23
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VIDEODIRECTOR THE PERSONAL VIDEO EDITING SYSTEM

Priced under \$200, complete system includes easy to use video editing software and VCR/Camcorder control hardware.

Gold Disk Inc. announced the immediate availability of VideoDirector for the Amiga. VideoDirector is an easy to use video editing system that will give everyone the ability to edit their home or business video tapes quickly and easily.

"Most videographers spend several hours trying to produce just a few minutes of cleanly edited video," explains Kailash Ambwani, president of Gold Disk Inc. "VideoDirector solves this labor-intensive problem with its simple push-button interface. Now it's possible for anyone to easily assemble their favorite video-taped

moments into a single, smoothly recorded tape, in a fraction of the time required for manual editing."

The VideoDirector package will ship with software, a universal "learning" Infrared remote controller, and a serial port interface for control VCRs or camcorders equipped with "remote". "Control-L" or "LANC" inputs.

The system allows the user to view his video tapes using the computer to control the camcorder and VCR. Any number of passages or "clips" can be selected, named and arranged in any desired order. VideoDirector will then assemble the clips into an accurately edited final tape.

VideoDirector also maintains a video library system of each clip the user

defines. The library keeps track of the clips name, the name of the tape containing the clip, and the clips exact location on the tape. Any clip in the library may be easily located and played by selecting "View"; VideoDirector then indicates which tape to put into the VCR and automatically forwards the tape to the selected clip.

Editing features include genlock support, push button scene arrangement and cut and paste, as well as audio cues. VideoDirectors manual mode allows for the use of non-remote controllable video equipment. On screen prompts instruct the user to enter tape counter information and position the tape when required.

VideoDirector supports Video/Computer interfaces such as the Selectra

VuPort and Sony Vbox. Using Selectra's VuPort, Panasonic AG1960 editing VCRs may be used as the source and record decks. Using Sony's Vbox, and Control-L or LANC compatible VCR or camcorder may be used as the source deck, and any Control-S compatible VCR or camcorder may be used as the record deck.

VideoDirector is now shipping with a suggested retail price of \$199.95. VideoDirector will operate on any Amiga and is 2.0 compatible. Memory requirement is 512K. Additional memory and hard drive is recommended for overlaying graphics via a genlock.

For more information contact: Gold Disk Inc., 5155 Spectrum Way, Unit 5, Mississauga, Ontario, Canada, L4W 5A1, or Tel: (416) 602-4000.

Public domain like you've never seen...

Split Dimensions The Wall by Pink Floyd

This is the largest Euro Demo I've ever seen, six disks, and will run on a one mb. Amiga. Included FREE is our NOSBoot disk to load your system in PAL mode. This demo was created on an Amiga 500 by Split Dimension's Group in England. Fatter Angus must be installed to run in PAL mode.

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Mind Games by Rick Hughes

This is the BEST games disk in our entire PD library. Rick Hughes the programmer of the Electric Word - The Bible, compiled this disk of twenty-one mind-challenging games. No joystick required, uses your friendly mouse, installs easily on a hard drive, just drag the Mind Games drawer where you want it.

Single Disk.....\$5.00

TOP TEN PD GAMES

The top ten public domain and shareware games of 1991. About half of this year's top games come from overseas, especially from Europe. The following games are on this seven disk set: 1. Rings of Zon; 2. Llamatron; 3. Dungeon; 4. Omegs1.51; 5. Nebula; 6. Megaball 2.0; 7. Wizzy's Quest; 8. Missile Command; 9. HeadGames! 10. Eternal Rome.

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