

BRITAIN'S LONGEST RUNNING AMIGA MAGAZINE

AMIGA

C O M P U T I N G

May 1991

Issue 36

£2.95

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NEW!
Easy to use
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for Amiga
Workbench
See Pages 70-71

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Written by Leo Schwab.

Produced by
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and Walt Disney
Computer Software, INC.



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THE COVERDISK

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MED v3.00: SUPERB Utility Of The Month. Quite simply THE BEST EVER music program for the Amiga - and it's FREE! Includes sampling software, sample editing, and in-built sound synthesiser! Dare you miss this month's coverdisk?

MED v3.00

The new MED v3.00 is a fully featured music creation and playback utility. It includes a powerful sample editor, a built-in synthesiser, and a complete set of tools for creating and editing music. It's the best music program yet for the Amiga.

AMIGA COMPUTING

Amiga-Tanx:

A brilliant COMPLETE game of top quality. Action-packed, with disgracefully good graphics and digitised sound, this has to be one of the most addictive coverdisk games of all time.

The Graphics Ripper: Ever wished you could draw? Gone green with envy at someone else's super sprites? Now you too can grab some graphics glory with The Graphics Ripper.

LandScape: A unique CAD-style program for all the budding gardeners. Allows you to design your garden in 3D without having to go near a spade!

PsonLink: Make your Amiga talk to a Pson Organiser with this first ever Amiga-to-Pson communications program. Exclusive to Amiga Computing!

PPType: Easy to use printing program which will print normal files and those crunched with PowerPacker! Essential for those who want a hard copy of coverdisk documents.

AutoScript: Example program from our CU beginners' series. This neat little script file will create a bootable disk in your extra drive!

WHO'S WHO

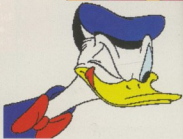
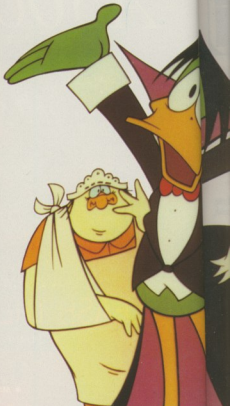
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ALMANAC

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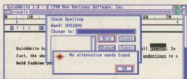
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If you have ever cursed the Amiga Workbench, this is an offer you just can't miss **70**



Words on one drive

Word processing is now within easy reach of even the most modest Amiga **75**



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Expand & deliver!

You can add a lot more to your Amiga than just more ram. Ask Jason Holborn **97**

THE GAMES ZONE

The section of Amiga Computing that takes having fun seriously is bursting at the seams with many new features. The official Amiga chart, percentage scores and the ultimate accolade - The ACJ award. Get your joystick ready to do battle! **47**



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Stuck with C? The Code Clinic may have the cure

Great offer for new subscribers - Page 112

Presenting PROTEXT 5.0

Five years to the month after Protext version 1 was launched Arnor are pleased to present version 5, an enormous leap forward in both ease of use and performance.

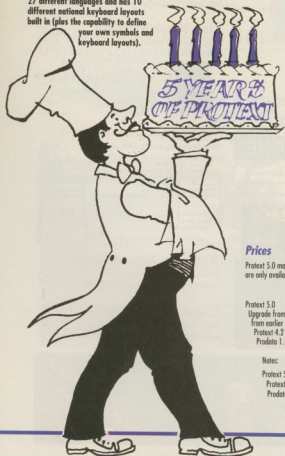
Protext 5.0 introduces a completely integrated system of pull down menus and dialogue boxes. The menus are among the many operations that may now be carried out with either the mouse or the keyboard. Protext really does give you the best of both worlds.

Protext 5.0 handles printer fonts flexibly and accurately. You can make full use of any number of proportional printer fonts, mix them freely within any line, centre them in headers, use automatically formatted footnotes. And Protext correctly formats your text as you type it, no matter how many font changes you use, showing you line and page breaks exactly as they will be printed.

Protext 5.0 is still the fastest word processor around. Even though we have made all these major improvements we have taken great care to ensure that text editing is as fast as ever. The menus work smoothly and quickly even with high resolution displays. But of course, you can use Protext's efficient set of commands and keys just as before and 5.0 remains compatible with all earlier versions from 1.0 onwards.

Protext 5.0 is a worthy successor to version 4, which was described as "the best word processor at any price", "the best text processor on the Amiga" and "the most powerful word processor on the Atari ST" (All, ST/Amiga Format, ST User).

Protext 5.0 heralds a new era of multi-lingual European software, in time for 1992 and the opening up of Eastern Europe. Protext may be used in at least 27 different languages and has 10 different national keyboard layouts built in with the capability to define your own symbols and keyboard layouts).



The Features



- ✧ **New fast & easy to use pull down menu system** with dialogue boxes and alerts; file selector; mouse dragging to set blocks. Menus complement existing commands and keyboard shortcuts, do not replace them. Menus may be used with mouse or keyboard. Amiga version follows intuition guidelines.
- ✧ **Enhanced printing capabilities** supports multiple proportional fonts; mixing of different font sizes on the same line; proportional formatting whilst editing; side margin, headers and footers independent of main text font. Tabs, decimal tabs and centre tabs. Extensive range of printer drivers supplied.
- ✧ **Multiple file editing** - up to 36 files may be open; split screen editing.
- ✧ **Graphics mode support** on PC allows use in virtually any text or graphics mode including 132 column or 75 line VGA modes; user defined characters and on-screen bold, italics and underlining now on all versions; use of 13 different accents on any character.
- ✧ **Language support** includes Albanian, Basque, Czech, Danish, Dutch, English, Esperanto, Estonian, Finnish, French, German, Hungarian, Irish, Italian, Latin, Lithuanian, Norwegian, Polish, Portuguese, Rumanian, Serbo-Croatian, Slovak, Spanish, Slovene, Swedish, Welsh. (Note: some printers do not support all languages).
- ✧ **Index and contents generation.** Indexer takes marked words or phrases; contents entries automatically taken from titles wrapped in control codes; many options for style of contents output.
- ✧ **Spelling checker** features completely new 110,000+ word Collins dictionary with very fast phonetic lookup. Anagrams and find word pattern. Foreign language dictionaries (German, Swedish available now, others to follow).
- ✧ **Many other enhancements** including multi-line footnotes and endnotes; automatic timed save; add column or row of figures; indent tabs; find word at cursor; 40 column mode support; sentence operations; inter-paragraph space; much improved expression evaluator; self incrementing variables; Roman numerals; newspaper-style column printing; file saving utility with special options for names and addresses; revised manual plus new tutorial guide.
- ✧ **And don't forget Protext still includes** background printing; box manipulation; macro recording; exec files; headers and footers; find and replace; mail merging; undelete; file conversion utility; configuration program; auto reformatting; on screen help; time and date; typewriter mode; line drawing; disc utilities.

Prices

Protext 5.0 may be purchased from any good computer shop or directly from Arnor. Upgrades from earlier versions are only available from Arnor and the original discs should be returned with your order.

	PC	Amiga	ST/TT	Archimedes
Protext 5.0	£149.95	£149.95	£149.95	£149.95
Upgrade from v4.2	£60	£60	£60	N/A
from earlier versions	£75	£75	£75	N/A
Protext 4.2	£99.95	£99.95	£99.95	N/A
Prodato 1.1	£79.95	£79.95	£79.95	N/A

Notes:

- Protext 5.0 requires at least 640K of memory on all machines
- Protext 4.2 requires at least 512K of memory on all machines
- Prodato requires 1MB of memory on the Amiga

ARNOR

Arnor Ltd (AMC), 611 Lincoln Road, Peterborough, PE1 3HA. Tel: 0733 68909 (24 hr), Fax: 0733 67299

Amiga - Computer of the year?

TOP computer publications in both Greece and Italy have named the Amiga 500 as their choice for Home Computer of the Year in the European Computer Leisure Awards 1991. They have also chosen Amiga Vision as Multimedia Package of the Year.

Now in their second year, the awards are being run in conjunction with the European Computer Trade Show to be held at London's Business Design Centre from April 14 to 16.

This year, Amiga Computing is one of the official UK sponsors of the awards and we have now made our nominations in the Amiga categories. Nominated for Best Art Package is Disney Software's Animation Studio; Best Music Package, Gajit's Sequencer One; Best Home Education Package, Fun School 3; Best Home Productivity Package, Protext 5

from Amior; and Most Innovative Peripheral, Newtek's Video Toaster.

Our nominations will join those from top magazines in nine European countries to go forward for the final judging at the European Computer Trade Show with a glittering presentation night at London's top night spot The Hippodrome on April 14.

Budget trio launched

THREE titles are to receive the budget treatment on Digital Integration's Action Sixteen label. Previously issued at full price, Sherman M4, Kult and North & South will each sell for \$7.99.

Sherman M4 is Loriciel's tank simulation featuring World War II battles, authentic tanks and weaponry and Kult is Infogrames

WHAT'S new

icon-driven adventure which challenges players to solve puzzles in The Five Ordeals.

Also a former Infogrames hit, North & South is set in the American Civil War featuring battles on a variety of different levels and scenarios. Action Sixteen are on 0276 684959.

Perfectly satisfied

WHILE 1990 saw the recession start to bite for many companies, WordPerfect report that their total UK sales last year were 73 per cent up on 1989.

The WordPerfect Corporation achieved sales of \$452 million for 1990 - an increase of 61 per cent on 1989. Since 1979, sales have now passed the one billion dollar mark.

'Allo 'Allo - French buy Palace

PALACE Software has gone continental. Paris-based Leisure Holding, which owns French games publisher Titus, has bought

the entire entertainment software division of the Palace film and video organisation for an undisclosed sum.

No immediate changes are planned at Palace Software, which publishes titles such as Dragon's Breath and International 3D Tennis.

There are no plans for a merger with Titus, best known in Britain for games like Crazy Cars.

Palace Group managing director Chris Crab says the software division needed more specific direction than could be given by Palace, which is concentrating on the expansion of the movie and TV production areas.

CDTV set to break the sound barrier

AMIGA Computing has had confirmation from Commodore UK that their long awaited multimedia system, CDTV, will be officially launched at the end of April.

CDTV has been victim of numerous prelaunch delays and

Amiga helps Gulf effort?

STAFF Sergeant Wough, of 58 Battery, 12 AD Regiment, Royal Artillery, is a happy man.

He's written to us from the Gulf where, among other things of course, he's apparently managed to continue a relationship with his trusty Amiga.

In a letter dated March 12, written in Kuwait, he expresses his thanks to Page One Public Domain who recently sent some clip art disks to him in the Gulf at his request, "after reading the review in your mag".

Sounds like Amiga Computing has been getting through to the Gulf, too!

All this, and a successful con-

clusion to the war for the Allies.

SSgt Wough (we haven't discovered his first name yet - we'd like him to get in touch with more information about the Amiga's precise role in the Gulf) adds: "The disks are very good and great value for money, and I would recommend them to anyone who requires clip art."

Take a bow, Public Domain.

AMIGA
people



Using their loaf (and berets) to get into the French mood - Palace Software staff

WHAT'S new

► Industry speculation. It would now appear that Commodore are ready to bring their fledgling multimedia product to the market.

The price point has been a matter of intense speculation over the last six months. All CBM's tight-lipped public relations company were prepared to concede was that the unit would weigh in with a sub-\$600 tag. Other industry sources have hinted at \$399 as a probable price.

Commodore spokesman Andrew Ball also confirmed that a CDTV external drive for the A500 will be available soon. The unit, referred to internally at CBM as the A600, is expected to be available at the end of May.

The most recent demonstration of the CDTV's capability was on the BBC's Tomorrow's World science programme last month.

A new sound encoding technique developed by Roland, called RSS (Roland Sound Stage) was used during the mix-down of the Xenon II "Megablast" soundtrack, performed by Bomb the Bass.

Both Roland and Commodore claim that RSS gives the impression of aural three dimensionality. RSS places individual tracks of sound around the listener, making sounds appear wider.

The major strength of the system is that it does not require any additional hardware to be purchased. Two standard Hi-Fi speakers are sufficient.

Making movies Amiga style

TURNING an Amiga into the ultimate movie making machine is the aim of Kallash Ambwani, president of Toronto-based software developers Gold Disk, with the aid of their multimedia sequencer MediaShow.

Aimed specifically at Amiga 500 owners bent on creating presentations and desktop video productions, MediaShow allows them to combine animations, graphics,

music and sound effects. It also runs on 1000, 2000 or 3000 machines and needs at least 1Mb of ram.

"The easy-to-use timeline interface and our patented multitasking engine makes creating long-running presentations and movies a reality for every level of Amiga user," said Ambwani.

Needing no additional hardware, MediaShow supports files from most paint, 3-D rendering, animation and music programs and sound digitisers. It is Workbench 2.0 compatible.

As Amiga Computing went to press UK distributors HB Marketing (0753 686000) said delivery was imminent but the price had not been fixed. Gold Disk have announced a launch price of \$129.95.

Lamont lament

THOSE of you who managed to wrench yourselves away from important things like working and playing on your Amiga to listen to the Budget news on March 19 will know that the dreaded VAT has been increased from 15 to 17.5 per cent from April 1. As you'll appreciate, this is entirely due to circumstances beyond our control.

Unfortunately, it was too late for either advertisers or ourselves to take account of the change in this issue of Amiga Computing.

Gallery takes a break

THOSE looking for striking artistic creations from the Amiga will undoubtedly notice that our Gallery feature is missing from this issue of Amiga Computing.

The good news for AC's art appreciation society is that Gallery is taking a one-month break only. It will return in the June issue in all its colourful, bit-mapped glory.

A tablet for the mice

GRAPHICS input specialists TD5-Numerics (0254 676921) have launched a new low-budget addition to their GraphicMaster series of digitiser tablets aimed at Amiga users.

Claimed to be far better than a mouse, it offers 1000ppi resolution, absolute accuracy to 0.025 cm and an output rate of 160 pps making it ideal for DTP, CAD/CAM, 3-D modelling and paint software.



Numerics Graphics Tablet

GraphicMaster costs \$185 for a 12" x 12" active surface and \$290 for 12" x 18".

It has a choice of four button puck or pen stylus with two switches for \$275 but comes with Amiga software driver and cabling free.

Operational features include user definable origin, metric/imperial units, non-volatile memory, tablet surface menu for set-up and automatic pen tilt correction.

With very low power consumption, it is run through the RS232 interface.

Beastly good news

WHEN the people of Portsmouth go for a dip in the town's new Pyramid Leisure Pool they can now enjoy live and recorded broadcasts, advertisements and public announcements on a huge video ►

Adolfo plays for laughs

CURRENTLY doing his bit to brighten up the often serious image of computing is Adolfo Gianni, managing director of Contivier (Europe).

"Serious computing does not mean that computing has to be boring", he claims.

"At Contivier we have recently re-designed our packaging in a way which emphasises the fun aspect of computing, using a mouse of the furry four-legged kind pushing a computer mouse round a desk.

"We are also carrying this image of fun computing through to our advertisements".

And Amiga people who fancy walking round with Plug In, Switch On and Boot Up emblazoned on their chests can take advantage of another new move from Contivier (0273 652622).

The company are offering a free Tee shirt printed with the logo to customers who buy their Five in One or Multi DPI mice.

Incidentally, Contivier's Five in One Mouse missed the deadline to take its place with the rest in the rodent roundup in the March issue, but nevertheless it's well worth a look.

The Contivier is a cute creature that stands up well against the opposition for both styling and smoothness, the excellent ergonomic design making it a pleasure to use for long periods. If you've ever had to hover over



Adolfo Gianni - fun computing

**AMIGA
people**

the buttons of some other rodents you'll know what a pain trying to avoid accidental clicks can be.

The resolution is easily on a par with the best of the rest. The general feel is impressive with the only real moan concerning the rather bulky multiple connection which might be useful if you're mad enough to own an ST, but if you don't, it just gets in the way.

CITIZEN PRINTERS

Silica presents some of the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), **FREE OF CHARGE!**

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- Print Speed 144cps Draft
- 30cps NQ
- Epson & IBM Graphics Emulation
- Full Tracker & Bottom Feed
- Superior Graphics - 240x216dpi
- FREE Starter Kit

RRP £228.85
STARTER KIT £29.95
TOTAL RRP £258.80
SAVING £110.45
SILICA PRICE: £148.35 +VAT = £178.35

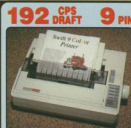


CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing with every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LD Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC PB+ Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP £239.85
STARTER KIT £29.95
TOTAL RRP £269.80
SAVING £144.95
SILICA PRICE: £224.85 +VAT = £269.85

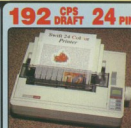


SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black & colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 3 NQ Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE COLOUR KIT

RRP £399.35
STARTER KIT £29.95
COLOUR KIT £39.95
TOTAL RRP £469.25
SAVING £191.80
SILICA PRICE: £277.35 +VAT = £327.35



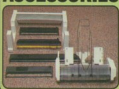
SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won several European Printer Of The Year 1990. Its rapid print speed, quality and black & colour options, make it a natural choice.

- 24-pin Impact Printer
- Print Speed 192cps Draft
- 4 NQ Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC PB+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE COLOUR KIT

RRP £419.75
STARTER KIT £29.95
COLOUR KIT £39.95
TOTAL RRP £489.65
SAVING £191.80
SILICA PRICE: £297.85 +VAT = £357.85

PRINTER ACCESSORIES



SHEET FEEDERS

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PRA 1215	£29.75
PRA 1220	£29.75

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PRA 1215	£29.75

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RIB 3536	£4.85

COLOUR KITS

PRA 1236	£29.75
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- 3 1/2" Dual Format Disk with Amiga & ST Printer Drivers
- 3 1/2" Disk with Drivers for Microsoft Windows 3
- 2 Metre Parallel Printer Cable
- 200 Sheets of High Quality Continuous Paper
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WHAT'S new

► wall affectionately known as The Beast. The little beauty which controls the beast behind the scenes is an Amiga 500 running LimeLife software from Future Software Systems (0628 24318).

The Picblox wall was installed by Electrosonic and is controlled either by direct input from the Amiga's keyboard or by an operator generated schedule.

Through LimeLife staff can decide the time, the frequency and length and even the date when messages or announcements will appear, then leave things to the Amiga fitted with a hard disk drive.

Beating up the opposition

CLAIMING to have produced the ultimate compilation, Virgin Games (071-727 8070) say their new offering *Fists of Fury* includes the cream of the beat-'em-ups. For \$24.99, customers get *Ninja Warriors*, *Double Dragon II - The Revenge*, *Shinobi* and *Dynasty* Dux.

X-clusive new games weekly

INTERACTIVE Publishing, the people behind some of Britain's biggest computer magazines including *Amiga Computing*, are on the verge of launching a new weekly title designed to cater exclusively for games enthusiasts.

Games-X is set to be the biggest ever computer entertainment publication launch in the UK. Over a quarter of a million copies of the preview issue are being distributed. The news-stand launch is backed up with a massive promotional campaign which includes extensive TV advertising and wide distribution of the preview issue.

The publishers claim Games-X is a new concept in computer magazines, combining "lifestyles" features with the most in-depth games coverage available.

Take a look at the preview issue

How many tractors for your Amiga?

COMMODORE are making inroads into the growing market of Eastern Europe, and playing a leading role in this drive is American Gregory Koler, the product marketing manager of Commodore Electronics.

His efforts are recognised as one of the main reasons for the company's sales increase of 25 per cent last year.

Outlining his successful brand of marketing expertise directly related to good customer service, Koler gave an insight into Eastern Europe at the Computer Arena conference held in Marbella.

The going is not always easy, with lack of cash hampering the developing Eastern bloc and leading to such bizarre suggestions as bartering tractors for computers, but Koler's experience is winning through.

He's a high flier, or so part of his career would suggest, since he



Gregory Koler - high flier

spent 10 years leading the marketing and cabin services programmes for Qantas Airways in Australia.

Based at the Swiss headquarters of Commodore International, he is now responsible for international marketing programs in all

the countries not covered by marketing subsidiaries - Finland, Turkey, Greece, Malta, Eastern Europe, Middle East, The Gulf, Africa, Pakistan and India.

"We work closely with our marketing partners to ensure that not only is the most up-to-date product always available, but that there is an infrastructure of ancillary services such as servicing, education and software support", he said.

"The continued success of Commodore in its worldwide locations is due to the close relationship of both companies ensuring that market needs are understood and met by both ourselves and our distributors".

AMIGA
people

Waving a 24-pin lure

IN a move aimed at luring nine pin printer users onto 24 pin machines, Citizen (0895 72621) have cut the price of their entry level 124D 24 pin printer by 11 per cent. An 80 column model offering speeds of 120 cps in draft and 40 cps in letter quality, it now costs \$249.

Mice and Scanners

PANDAAL Marketing (0234 855666) are now offering Amiga owners a new mouse and handheld scanner.

The DAATAScan Pro is a Mitsubishi scanner running on DAATAScan software offering 105mm scanning width, 100, 200, 300 and 400 dpi resolution and choice of either black and white or three different patterns representing 64 grey scales.

Other features include contrast control, real-time scanning display, zoom and pixel perfect editing, crop, resize, rotate, flip and invert images and full printer support.

A clipboard facility allows selectable cut, copy and paste and the scanner also supports the IFF file format. Price, \$189.99.

The DAATAmouse can be used with both the Amiga and Atari ST, being converted between the two

bundled with Amiga Computing and make up your own mind. The first Games-X proper hits the streets on 26 April 1991.

Screen Gems gets 1 meg boost

COMMODORE UK are heading off the recession by adding yet more value to their top selling Amiga "Screen Gems" bundle.

For the first time, the company is selling the A500 with one megabyte of memory whilst retaining the attractive \$399 price point. The extra half meg is supplied in

the form of Commodore's A501 trap-door ram expansion which normally retails at \$99.

The offer commenced on May 1st and runs until the end of June. When asked about the prospect of a 1 meg Amiga becoming the standard entry level machine, Commodore spokesman Andrew Ball was reserved, pointing out that the unexpanded A500 would still be on sale through the life of the promotion.

The Screen Gems package comprises an A500, modulator, Shadow of the Beast II, Days of Thunder, Nightbreed, Back to the Future II and Deluxe Paint II.



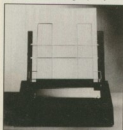
Amiga "Screen Gems" bundle

WHAT'S new

machines by a slider switch beneath the mouse. Offering 280 dpi, it features two microswitched buttons with a claimed lifetime of one million cycles and an anti-static lightweight ball which can be removed for cleaning. Price, \$39.99.

High quality from portable printer

THE new MT730/735 portable printer from Mannesmann-Tally uses thermal technology to print what is claimed to be high quality text



Mannesmann Tally - portable printing

and graphics at a resolution of 300 x 300 dpi.

It has 1MB RAM as standard and features H-P Laserjet and Deskjet, IBM Proprinter X24 and Epson LQ 850 emulations. Fonts are Corpora, Maths, Swiss and Times.

Pricing may vary, but as an example, Action Computer Supplies of Wembley are retailing it at \$684.

Pricey Prestel

BRITISH Telecom has dramatically restructured charges for its view-data information service, Prestel.

The first increase in tariffs since 1988 is a significant one. In a letter to all Prestel subscribers BT point out that inflation has risen 20 per cent since the last Prestel price increase.

Residential off-peak time charges are being increased some 10 times higher than inflation with a 200 per cent increase from 1p a minute to 3p a minute. BT claim this increase is to bring charges more in line with costs.

The standing charge for Prestel also increases, to \$20 a quarter.

The revamped pricing is significantly better news for members of the Micronet closed user group. The quarterly charge increases to \$30 a quarter but off-peak time charges are scrapped.

In effect BT have provided two different pricing packages for their viewdata service.

Subscribers can opt to pay \$20 a quarter and \$1.80 an hour in off-peak time charges for access to Prestel only. Alternatively a Micronet subscription at \$30 a quarter will provide greater access to the system, with the added benefit of no off-peak charges.

Kevin Smith, Micronet marketing manager commented "Our more canny users will notice how favourably the costs compare against rival services, once usage goes past one hour a month".

The message is simple. If you are a Prestel subscriber who currently pays more than \$10 a month in time charges, upgrade to Micronet and avoid being caught by a rather expensive British Telecom April fools joke.

Share a printer

A NEW device from Micro Control Systems (0602 391201) allows four computers to share the same printer. The Simple-4-Switch is available in both serial and parallel versions and can be used either automatically or manually.

Based on the MCS Simple-2-Switch, it enters automatic mode when first turned on. When data comes from a computer it locks on and passes it to the printer.

If other users try to print while the device is busy their data is frozen until the printer becomes available.

Simple-4-Switch works with all kinds of printers and plotters. Price, \$129.

Billiards AD 3,000

PLAYING normal billiards can be hard enough but imagine the complexity of futuristic billiards on an eight-sided table. Amiga owners won't have to use their imagination for long thanks to French games house Infogrames (071-738 8199).

Due soon is Billiards 3D, a simulation which includes American pool, French pool and Fantasy Billiards on an octagonal table.

If that isn't enough, there are two different sets of rules for each game and they all come in either 2D or 3D. For one or two players,

Billiards 3D re-creates the atmosphere of a billiard hall in which one player can vie with any of five computer opponents willing to bet thousands of dollars on one game.

Games can be saved and resumed and the mouse-controlled program allows a full range of well-simulated trick shots. Written for Infogrames by Spirit Bonanza, Billiards 3D will be available for Amiga 500, 1000 and 2000 and will cost \$24.99.

Mighty Mo joins Motormouth

RENEGADE have now taken to the small screen. Magic Pockets, the Bitmap Brothers' offering due to be launched this summer, is being used for the phone-in game section of popular Saturday morning TV programme Motormouth.

With The Bitmap Kid, quickly rechristened Mighty Mo for the

programme, the game has been simplified for television and is voice-activated by young viewers who ring in. First players of the TV version were presenters Andy Crane and Steve Johnson and the series will last for nine weeks.

When Magic Pockets is launched by Renegade (071-481 9214) it will feature music from the winking eyelashes herself - Betty Boo.

One more round

ACCOLADE (071-738 1376) have released their latest Jack Nicklaus accessory disc. Called Great Courses of the US Open it includes the challenges of Pebble Beach, Oakland Country Club and Balthus Golf Club.

Compatible with both Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and Jack Nicklaus' Unlimited Golf and Course Design. Price \$11.99.

Masterly touch in chess programming

WHEN you have ranked as an International Master in the competitive world of chess and you also have an interest in computing, an obvious outlet is to write chess programs.

Chris Whittington has both these attributes and has put them to good use through his company CP Software and its publishing subsidiary Oxford Software (09382 3463).

With 20 chess programs under his belt, Chris achieved his greatest success to date when his latest offering recently took the title World Personal Computer Blitz Chess Champion.

Running on an enhanced Amiga, the program Chess Champion 2175X claimed its impressive victory at the World Microcomputer Chess Championship held in Lyon, France.

Running alongside the World Championships for human chess players featuring top Russian stars, the computer programs played off against each other, the only human involvement being to transmit each move between the different machines.

Blitz chess is played in the usual way except that all the moves have to be completed in 10 minutes, so allowing many games to be played in a short space of time.

"Blitz chess is particularly chal-

lenging as moves have to be made 'very quickly indeed', said Chris. "Accuracy of calculation, chess knowledge and speed are all of prime importance and this result is a great measure of the program's performance."

In his years of competitive chess Chris reached a level only surpassed by the International Grand Master grading, but gave up competitions 20 years ago.

"If you want to be really good at chess you have to play it all the time," he said. "I stopped playing because it was taking up too much time when I had other things to do".

He started CP Software eight years ago and has progressively enhanced his programs.

"I used to be able to beat them, but it doesn't work like that any longer," he said. "The computer thinks further ahead. Through the program, it carries out relatively simple evolutions many hundreds of thousands of times and quite complex concepts emerge."

Chess Champion 2175 for the Amiga costs \$29.95.

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Dave Westwood finds his Amiga can
speak in tongues to a Psion Organiser,
and with a straight face, too

Tower of Babel

It doesn't take long, when using a Psion Organiser, to realise just how quickly the DataPacks can fill up, leaving one desperate for more storage space.

In the early days pleas for help brought the Psion Comms-Link package to connect the pocket maestro to a PC, but there has previously been no easy way out for the Amiga owner.

Look no further for the answer. You will find a program on this month's Amiga Computing coverdisk called PsionLink which will enable you to transfer files to and from the Amiga and Organiser with ease.

Unfortunately, the Psion Comms-Link is still required to provide the hardware connection and the Psion communications software as well as the conversion of Psion's non-standard serial output to standard RS232 signals.

This shouldn't be too much of a problem, because if you're serious about connecting your Organiser to the outside world, the Comms-Link is an essential buy in any case.

Parlez-vous Amiga?

Why use a special program? You might think that with a Comms-Link pack it would be easy to transfer files to the Amiga with the help of a standard comms program, but you'd be wrong.

The high occurrence of spurious characters you get as a result of a straight transfer makes this exercise barely worthwhile, so a program to iron out the bugs soon becomes more than welcome.

If such a program is to be worth the effort put into coding it, however, it must do more than just allow for file transfer and conversion. For this reason, PsionLink will perform several extra functions.

It will, for instance, directly read and edit files, and automatically convert a Psion Data File into what is known as an ASCII-delimited file on the Amiga. These are perfect for direct importation into SuperBase or any other Amiga database.

The major problem with PsionLink was the inclusion of protocols, most notably Psion's own protocol for which there is no available documentation. I decided to pursue this and to include the same three protocols used in the Comms-Link's own software - none, X-Modem, and Psion. The "none" bit is easy -

what comes through the serial port is what you get in your file. X-Modem and PsionLink, however, are a bit trickier.

The X-Modem protocol works by splitting the file to be sent into a series of 128 byte blocks. It numbers these consecutively and transmits them along with a checksum (a special number derived from adding all the bytes together), which the

receiving machine uses to check whether the data has arrived intact. If it has been corrupted, the transmitting machine is informed and fresh attempts are made to successfully transmit the data until it arrives in an uncorrupted state.

The Psion protocol was the real toughie. As mentioned, there is no published data on its structure, and Psion were initially reluctant to furnish the relevant details. This is a most important aspect of the pro-

gram, however, and I persevered until they were kind enough to give me what I needed. After all, with a third party already producing the equivalent ST program, there's no reason why the same facility shouldn't be available on the Amiga.

The Psion protocol allows for several extremely useful extra features. You can, for example, transfer accidentally deleted files from the Organiser's DataPacks to a new host, and can transfer password protected Notepads without first having to de-protect them.

More usefully, it allows the transfer of GPL object code to and from the Amiga, so that Organiser programs can be developed in the much larger and friendlier environment of the Amiga.

For programmers looking to develop software for the Organiser, the advantages offered by not having to run one's eyesight and patience squinting at the diminutive Psion screen cannot be underestimated. The chance to use a decent Amiga text editor when coding is also a great boon.

For those not interested in programming, the link allows for the saving of invaluable data to floppy disk for future use, and relieves the burden on over-populated DataPacks.

Shareware

Unfortunately, I spent so much time trying to scrounge the protocol details out of Psion and sweated so long and hard when actually programming PsionLink, the program on your May

coverdisk is a demo version only.

The full version, including Psion protocol and my own file editor, is available if you get in touch at the address included in the disk readme.comms file.

On a final note, I am currently working on a developer program which should make it possible for users to write, test, debug, and compile GPL programs on the Amiga, then bundle them as a complete Data Pack that will auto-boot itself into the Organiser's top level menu.

Look out for more about this in future issues of Amiga Computing.



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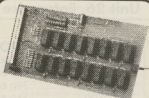
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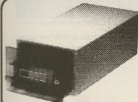
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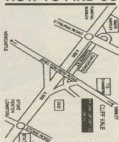
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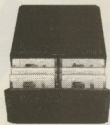
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The Don Bluth epic games based on the continuing adventures of Dink the Dog have offered the most impressive example of animation sold as computer entertainment



Possibly the greatest contribution to Western civilization to come from across the Atlantic – that's one way of describing the cartoon industry, especially if you're a GBK (Great Big Kid) like most of the Amiga Computing staff.

Animation is now beginning to hit the micro market with a vengeance, so it is fortunate for those of us with a love of moving pictures that the Amiga is eminently well qualified as a machine on which to produce home-grown cartoons.

The Amiga's abilities in this department seem at last to be on the verge of professional recognition, with a variety of commercial animation studios either exploring the possibilities offered by the Amiga, or already using it in the production chain.

Of these, the name Cosgrove Hall Productions stands head and shoulders above the rest.

Cosgrove Hall have been making cartoons since 1976, when Mark Hall and Brian Cosgrove set up shop with six staff in a converted warehouse. Since then, animations such as *Wind in the Willows* and *The BFG* have helped them win four BAFTA awards and an EMMY, and the company has grown to 130 people, filling out a plush custom studio building just south of Manchester.

Meanwhile, Cosgrove Hall's bread and butter productions, *Dangermouse* and *Count Duckula*

have been delighting children and GBKs for the best part of a decade. Against a background of almost total U.S. domination, Cosgrove Hall and a handful of other studios have produced cartoons of a distinctly British flavour, offering a refreshing reprieve to the sort of one-way transatlantic traffic which has seen 'Masters Of The Mega-Blasters' clones come to dominate our tellys.

Cost-efficient

Enough of the banner waving, what about the Amiga?

Cosgrove Hall are one of the first British studios to look seriously at the use of computers not only for the control of cameras but for the production of graphics and the development of characters as well.

In their search for a cost-efficient system offering quality animation at a decent price they alighted, not surprisingly, on the Amiga, and it was this decision which sent us scurrying up the M6 to see how they were using our favourite machine.

We spoke to Phil Atack, the man with the job of assessing the Amiga's potential, and asked him what he thought. "We're looking into using the Amiga for line testing," he told us, hurriedly pushing *F29 Retaliator* under a pile of papers, "but we're having difficulty

with the image resolution." Line testing is the animator's jargon for rough sketch, and is the first step in the process of bringing characters

to life. Normally, a line test would involve a series of drawings done manually then filmed one at a time until the animators had a simple

Tune in to 'toons

Amiga Computing's big kiddies, Stevie Kennedy and Paul Austin, take a look at animated Agnuses.





The Space Ace and Dragon's Lair games opened the eyes of many Amiga owners to the potential offered by even the humble A500. Disney's latest release reinforces this

pencil-sketch cartoon on video. This is a time-consuming procedure, and difficult to experiment with.

Lining them up

Using an Amiga, however, line testers such as Phil can produce a full line test without recourse to video, changing as many aspects of it as they please before passing it on to the animators for the point job.

At this stage the Amiga falls short of requirements. "We find that computer graphics can't achieve the resolution we get with ink and acetate", said Phil. This isn't a slight on the Amiga, however, as no other micro fits the bill either.

At the moment, Phil is using an Amiga 2000 with hard drive and 8Mb memory, along with Chroma-Colour software and a digitiser linked to a high quality still frame video camera. The set-up isn't cheap, and would burn a large hole in \$10,000, but it is for more attractively priced than anything

previously available to the professional.

Armed with this array of desirable equipment, Phil was hard at work on Cosgrove Hall's newest cartoon, Victor and Hugo, when we arrived.

"It's something I knocked up the other day to test the software a bit," he said. The

sequence showed Hugo smoothly animated for a fragment of speech, and amply demonstrated the advantage of the pencil over the mouse. "Using a mouse is a bit

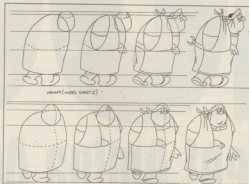
of a nightmare," we were told, "especially if you have to do dozens of cells."

Drawing on-screen, however, needn't be carried out with a

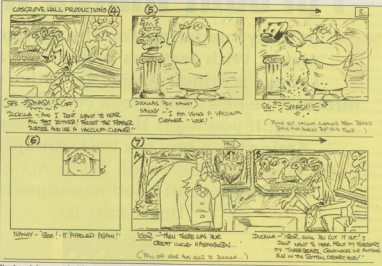
cheese-chaser, and Phil admitted to never having tried a graphics tablet for sketching. The addition of a tablet could quite easily dispense altogether with the video camera at the line testing stage, leaving the line tester to sketch straight onto the Amiga.

Disney does it

We asked Phil for his opinions on the newly released Walt Disney Animation Studio (IAS) and his eyes lit up. The general reaction was that although not up to the job of creating professional cartoons, IAS is a much cheaper tool, ideal for the animator experimenting at home or for training beginners. "We need the four level animation and digitiser options from Chroma-Colour" he affirmed, "but the



There can surely be no better illustration of the art of character development...



Storyboards from an actual Cosgrove Hall Count Duckla cartoon show how advance planning is essential to a good cartoon



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Disney package looks great for developing an idea or for the amateur who wants to produce his or her own stuff."

Cor. chief!

We were more than a little reluctant to terminate our day out of Cosgrove Hall, and refused to leave without an armful of souvenirs and a posed photo with Igor and Duckula himself. After all, the Arrigo is at heart a fun machine, and to see it put to good use by the company which has brought so much enjoyment through its cartoons was a most welcome treat.

If our Army is capable of service at the professional level and with such an illustrious crew of animators, then there's surely some hope for those of us at the mere amateur level who'll be diving with glee into The Animation Studio.

Paper to pixel

In the world of computer animation there are two distinct routes employed to create the moving pictures we all know and love. Your approach to the subject is usually determined by your background, whether it lies either in the hand draw approach of the illustrator or the digital trickery of the artistic techno-junkie.

The average Amiga enthusiast will no doubt be more at home with the conventional Amiga environment of the paint package, with imagery being provided from the somewhat less than subtle touch of the various processing tools employed, not least of which is the rather clunky Amiga mouse.

The second approach is a more traditional one combining the hard-earned skills of the conventional illustrator along with the pro-

cessing power of the computer. It's this approach which Chroma-Colour's Softoons is designed to exploit, combining the two talents with the aid of video digitising.

The biggest complaint from free hand artists when confronted with computerisation is the prospect of using a mouse. This is a definite non-

Early attempts

Walt Disney isn't the first company to attempt a dedicated low-end Amiga animation package — it's just the latest and most successful. There have been several previous offerings, including Antic Software's Zoetrope package.

This suffered originally from being low-res NTSC only, and utilising its own picture format, but was a hint of what we might expect from the Amiga.

Since we reviewed Zoetrope in the April 1989 issue, there has been a dearth of animation packages with the notable exception of DPaint III.

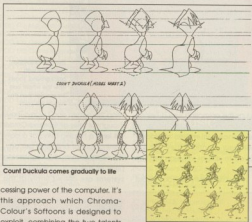
Programs such as Animagic and Fantavision have tried to raise an eyebrow, but none have been sufficiently feature-packed to become a mainstream rival for the all-conquering DPaint III.

What has been missing from nearly all previous animation programs has been an approach which,

follows along similar lines to that taken by the professional animator. Zoetrope was stuffed with special effects, such as fades, wipes and shatters, which you could apply to your graphics, but none of these were of any particular use.

Clever though they may be, such effects are really only useful if your animation is designed for a professional presentation rather than a cartoon. Zoetrope was too crude for the former and unsuitable for the latter.

Zoetrope was and remains an excellent program in a technical sense, especially when you remember its age. However, it is also the best example of an early Amiga package which, while being dreamily put together, was dismally deficient in its appreciation of just which market it was supposed to be aimed at.

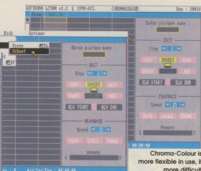


Count Duckula comes gradually to life

starter with most animators. As a result an alternative method is required and it's here that the digitiser comes into its own, importing hand drawn cels direct from the



Chioma-Colour's digitize option shows its professional touch



Exposure sheets can be loaded in a form which any pro will feel comfortable with.

paper to the line-tester for editing, composition and of course play-back.

It's fair to say Softoons is the answer to an animator's needs rather than that of the Amiga enthusiast hoping to dabble in a touch of the Disneys. As a result of the specialised approach and the consequent limit for potential sales the Softoons system is not for the financially faint hearted with a starting price of \$630 for the software alone.

If you were to go the whole hog and invest in the complete system of cameras, rostrum stands and monitors it would add up to just under £3,000. As I said, it's not aimed at the amateur.

The system comes in two distinct formats, either an A500 version which is designed to suit the needs of an animator working from home, or the more advanced and expensive Amiga 2000-based system designed specifically for studio use.

The principle difference between the two systems is the number of available levels of animation. The A500 version only manages one level similar to that of TAS, whereas the studio version is capable of up to four level combinations.

This basically means that all the elements of the animation produced on the A500 system must be drawn and shot onto a single cel, the studio alternative being capable of combining four individual drawings onto the same exposure sheet to form the finished cel. Each element joins with the rest but still retains its individuality for editing purposes.

To be realistic, the price of the

studio version complete with all the hardware is strictly for the pros. As a result I'll be concentrating on the slightly more affordable A500 version which might still be within the reach of the affluent enthusiast.

The do's and don'ts

Perhaps a more accurate heading might read what you can do, and what you can't. With the Softoons system you can import black and white line tests, compile sequences and adjust, improve, and generally test out your creations prior to spending heaps of cash on the phenomenally expensive process of creating full colour animations.

Softoons in effect is an animation utility rather than a stand-alone package like TAS.

The idea is to speed up the process for a pro. As a result there's no paint package available, no internal editing and no colours. Softoons talents are devoted purely to digitising and running hand drawn images, and this as you might expect it does well, but certainly not cheaply.

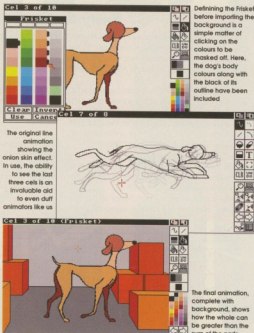
Flip through

The standard set-up will support up to 200 individual drawings within the machine. Considering the frame rate on certain animations this is not exactly impressive, but with the addition of some extra memory things would become a little more acceptable.

The number of drawings shouldn't be confused with the number of frames used. It's quite common for an animation to use the same drawing on several frames depending on the effects required.

Once you've captured a drawing with the digitiser it can be played instantly or cycled with the other frames in the sequence. This can be done at any rate between 1 and 99 frames per second.

The frame rate can be rate adjusted.



as the animation runs a helpful feature when composing a sequence. When you're happy with your creations they can be saved to disk or copied direct to video.

If you're slightly nervous about

using the system don't worry. Those thoughtful folks at Chroma-Colour will lend a helping hand at a daily training rate of only \$250 per day. It's obvious from the frightening price list that both Chroma-Colour systems are aimed firmly at the

Defining the Frisket before importing the background is a simple matter of clicking on the colours to be masked off. Here, the dog's body colours along with the black of its outline have been included.

commercial market, but if you're a real enthusiast who needs to digitise his handy work it's the only dedicated equipment around.

Cheap alternative

If like me your bottom lip will still be trembling at the prospect of spending all your hard earned cash on Softoons, dry your eyes. There is an alternative method to get your freehand skills into the Amiga, and as a result your anims - look out for our review of graphics tablets soon.

Walt Disney Animation Studio

We tried and we tried and we tried, but we found nothing that comes close to The Animation Studio in the home animation market. Chroma-Colour is an expensive alternative for the professional market, but for cartoon-loving Joseph Public harbouring a secret desire to bring Tom & Jerry to life on the Amiga, there's no real choice.

Disney, as you might expect, has written TAS entirely from the viewpoint of an animator. From start to finish, emphasis is placed solely on producing cartoons, such that although not of professional standards, TAS engenders a professional feel which carries beginner

The DPaint contribution

Dan Silva's DPaint program, especially in its third incarnation, has been one of the prime movers in the world of Amiga animation for several years, and there are many who owe it a debt of gratitude.

DPaint II established the now accepted ANIM format and spread the gospel of Amiga movies to the wider audience through myriad PD demos and, in a very important way, boosted the success of the Amiga as a whole.

Its animated brushes were a revolution in Amiga graphics techniques which are only now being incorporated into other packages such as Spectracolor. Animations thus created could be saved in IFF or ANIM format and played back using Electronic Arts' Play routine.

Since then, the proliferation of stand alone PD ANIM player programs has allowed amateur animators to pass their pro-

grams around freely, and although sound isn't catered for, programs such as Movie will put anims through their paces at a very respectable frame rate.

The major drawback when animating with DPaint is that it was designed primarily as a paint program. Animation is possible, but it is obviously an added extra rather than the program's raison d'être. For this reason, DPaint loses out badly when compared to The Animation Studio, but that's not surprising.

For those who want a paint package fast, and a dabble in animation as a bit of fun on the side, DPaint is still a very attractive buy, and should continue to provide animations for the ever expanding public domain demo libraries.



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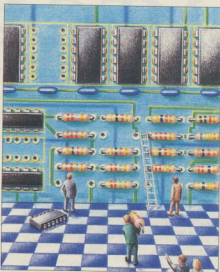
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The Demo-disk is a good example of the overall quality of the Disney product. This excellent Donald Duck animation was put together by Walt Disney artists specially for The Animation Studio and is as good an advertisement as you can get for its potential

along with it rather than leaving them stranded.

The main disk contains two programs, Pencil Test and Ink & Paint. The first of these is the line tester and it is here that any animation begins its life.

The user progresses from rough sketch to finished line-art animation, then loads the whole thing into Ink & Paint for the application of colour. The overwhelming



impression during all this is TAS's extreme ease of use.

Let's face it - how many of us can draw? Not us. Disney, however, doesn't simply leave the beginner to get on with it.

To take as much of the pain as possible out of cartoon production, there is a library of sample animations on the program disk and a second disk packed to the gunnels with clips from actual Disney animations.

The library animations can be used in the user's own productions and loaded into Ink & Paint for colouring. The Morgue disk containing the Disney clips, howev-

er, is protected by copyright and the animations cannot be tampered with.

If you want to create Britain's answer to Mickey Mouse you're going to have to put in a certain amount of work!

The Pencil Test part of the package will be familiar to anyone who has used DPaint, as it sports very similar menus and all the usual drawing gadgets.

Circles, boxes and ellipses, filled or unfilled, are all there, as are the more advanced brush and airbrush facilities. This isn't just an ordinary drawing program, however, and it has several fea-

tures designed to make animating as easy as possible.

Knows his onions

There is a variable zoom option, and a group of cel manipulation devices for copying cels to and from a buffer, cutting them out or inserting them anywhere in the sequence.

By far the most specific options, however, and those which set Pencil Test apart, are the three at the bottom of the toolbox gadget bar.

The two arrow gadgets are used to flip back and forth through the sequence of cels at the click of a mouse button. They are useful when the user wants to travel through a relatively small number of cels, but they really come into their own when they make it possible to see the 'onion skin' effect at its best.

'Onion skin' is a term and an effect dating from the earliest days of animation when cels were drawn on a series of semi-transparent layers of paper.

By 'looking through' these layers, the animator could discern the dim outlines of the previous three cels or so, and thus achieve a much better appreciation of how the movement was developing.

The Animation Studio simulates this effect so



And I bet you thought walking was easy!

Real Things

Representing one of the few commercial attempts to spread the animation word, RGB Studios' Real Things series is aimed at providing the beginner with the tools he or she needs to begin producing original work.

The series consists of three packages, Birds, Horses, and Humans, all of which contain a disk of DPaint anims and a manual. The latter sets out to dispense advice on all aspects of anim brushes, including their creation, development, and editing, and goes on to give hints on backgrounds and so forth.

Each disk contains a large number of good quality animation sequences which the beginner can use in animations or as a guide to the techniques of, for example, making a horse run without making it look like a table having a fit.

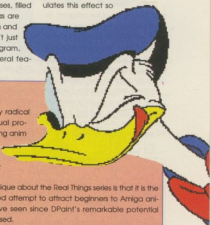


None of this is particularly radical or new; the DPaint manual provides a similar guide to using anim brushes, and the animations themselves

are relatively simple.

What is unique about the Real Things series is that it is the only sustained attempt to attract beginners to Amiga animation we've seen since DPaint's remarkable potential was first realised.

If you're desperate to the point of financial profligacy, Real Things at \$20 a throw is one way to build up an instant animation library. If, on the other hand, you don't let setting fire to tenners among your hobbies, try the public domain when looking for animated inspiration. Real Things is good ... but not that good.



that the beginner can flip forward without losing sight of the preceding three cells, all of which are visible as progressively fainter grey outlines. The effect is simple but invaluable, and alone is facility enough to place The Animation Studio high on my shopping list.

The bottom left hand gadget is a simple player which flips through the existing sequence cell by cell in a loop to make testing the animation as easy as possible.

It simply doubles up for an option available via a pull-down menu, but its inclusion on the toolbar bar is an indication of the thought which has been put into this package's design.

Decent exposure

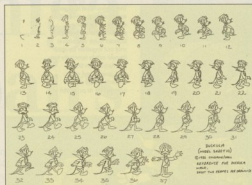
The last gadget, on the bottom right hand corner, takes the user to what the pros call the 'exposure sheet'.

This section of the program simulates the real life exposure sheet you will find at the heart of all cartoon productions.

It is used to keep track of timings, frame rates and events such as music, speech, and special effects. The exposure sheet is not an optional extra - if you're serious about putting decent cartoons together you must use this technique.

Disney's exposure sheet is one of the trickier parts of the program. To use it properly, the user has to master a dozen or so commands and their syntax. These allow .SMUS (Sony) format music scores to be played, paused, faded out, and generally mucked about with.

Unfortunately, flexibility is limited by the insistence on Sony generated music scores, but this is partly offset by the acceptance of any IFF sample as a special effect



This is the sort of character sheet you should always develop to give a character some life before he is committed to celluloid. Cosgrove Hall strikes again!

Product Information

Walt Disney's Animation Studio is a product of the Walt Disney Company

Available: Now

Supplier: Entertainment International (0258) 541126

Price: \$99.95

Softoons Personal Line-Tester and Chroma-Colour Animation Line-Tester are products of the Chroma-Colour company.

Available: Now

Supplier: Chroma-Colour Animation Supplies & Equipment Ltd (061) 675 8422

Price: From \$630 for software alone to \$4,000 for software, A2000, camera, lights, and rostrum equipment.

(ISFX). Musical scores and samples, once decided upon, can be tweaked in a number of ways. The syntax of the ISFX command allows the user to choose sample playback speeds, which channel it will play through, whether or not it will

be in stereo, and the number of times it will loop.

The SCORE command can be used to fade a tune out and set its tempo, and peripheral commands such as ITEMPO, IVOLUME, and INOTE offer occasional control of any sounds or scores presently being played. Altogether, the exposure sheet is an indispensable part of the animation process, and The Animation Studio would have been incomplete without it.

Ink blots

Once the pencil animation is complete and the user is satisfied that the exposure sheet is arranged correctly, the data is stored on disk for later importation to the second part of the main program, Ink & Paint, for the final touches.

This is the weakest chink in Disney's armour, because it's not really a paint program at all. There are up to 32 colours available, more with dithering, but the only painting facilities available are a couple of fill and line-drawing options for touching up any 'leaks' which threaten to let a colour spill out of its allotted area.

The idea is that the animation is already complete and merely requires colouring, but it would have been nice to have had a few more options even at this late stage.

That grumble aside, the Ink & Paint program does everything required of it with little fuss. Its best feature is the ability to use a 'fisker' so that backgrounds can be slotted in behind the animation without overwriting any of your hard sweat and tears.

Fiskers work by specifying which

colours cannot be overwritten, so all you need do is pull down the fisker option, click on the colours you've used in your animation, then import your IFF background behind the relevant cells.

You can load different backgrounds for different cells, so there's no reason for bland backdrops. The major problem with the backgrounds is that they can only be static - there's no multi-level animation such as that found on the more expensive Chroma-Colour configurations.

This reinforces the apparent Disney ethos that demands of animation details be finalised before Ink & Paint is used, but there's no great difficulty in this.

If the user plans ahead using a storyboard and organises the animation before starting, the finished product will be better thought out and more efficiently reached. Disney's emphasis on their own methods and the insistence on a structured approach are in the last analysis a help rather than a hindrance to the beginner.

Conclusion

Amiga animation is on the up and up - there's no doubt about that. With the wide availability of DPaint animations, and the appearance of a new low-end dedicated package in the shape of Walt Disney's Animation Studio, the home market could be said to be buoyant.

In the professional sector, too, the Amiga is establishing itself as an excellent machine for line-testers and animators alike.

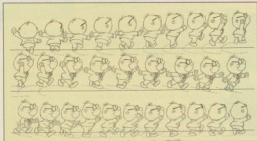
The Chroma-Colour software, though expensive, has proved its ability to meet the demands of an expanding user base, and should continue to bring the Amiga much deserved credit in this new sector.

With success apparent in both areas, the Amiga can only continue to improve its standing as the only home micro which is both great fun and a truly serious buy.

● All Cosgrove Hall characters, including Count Duckula and Dangermouse, are copyright 1991 Cosgrove Hall Productions.

We would like to take this opportunity to thank Phil Atack, Willard I Kitchen, Chris Philips, Carmel Wilson, and all at Cosgrove Hall for their help.

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Penfold comes to life on paper in this early artist's character sheet

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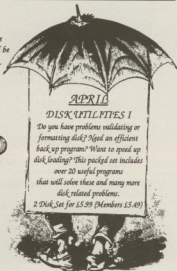
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Years ago a couple of hundred well worn notes would not have allowed you to gather much speed in the communications race. For that sort of money most comms freaks would have been delighted to pick up an acoustic coupler type modem with very low speeds and even lower reliability.

These days though your money goes a lot further both in terms of modem speed and features.

Which modem you need depends very much on what you want to achieve. The occasional call to a local BBS service won't warrant a super speedy modem.

On the other hand the cost saving offered by high data transfer rates will be welcome if you are a frequent caller to the US.

EuroLink

The EuroLink modem is a perfect illustration of how comms hardware has become more affordable of late. Your hard earned \$264 delivers a unit which allows communication at a respectable 2400 baud.

Like each of the modems featured in this overview it is entirely software controlled. This means that rather than pressing buttons on the front panel to configure the unit, all tweaking is done over the keyboard via a software command set.

The EuroLink is fully Hayes compatible. This is a real boon for anyone wanting to dabble in comms without learning the detailed ins and outs of modem control before going online.

Popular public domain packages for the Amiga including NComm, JRComm and SuperText come pre-configured for use with Hayes compatible decks.

Plug in and go is the order of the day. The modem also includes

Going online is getting cheaper. Eddie McKendrick gets up to speed with a range of modems for all pockets

Modem operandi

some useful help screens for those not content to go with a standard package.

In an effort to provide an all round package, EuroLink have bundled a free subscription to CompuServe into the price. This is a truly massive information system of American origin. On it you will find messages, news and over 30,000 public domain programs.

Having said all that, CompuServe is not the most user friendly of places and although your membership is free, the usage charges soon mount up. CompuServe is far too extensive to do justice to in this article and we will be covering the service in its own right at a later date.

As well as getting cheaper, modems have got smaller and sim-

pler to use over the years. At first glance the EuroLink is nothing more than a slimline plastic brick with six lights on the front and no switches to play with. At second glance it is much the same. Gone are the days of twiddling dials, setting DIP switches and pressing buttons to get online.

The function of each light on the EuroLink is clearly indicated by diagonal labels on the front panel. This commonsense approach to labelling is most unusual. The bulk of modern manufacturers usually insist on using confusing two letter abbreviations rather than plain English.

The EuroLink has indicators for power, connecting, responding,

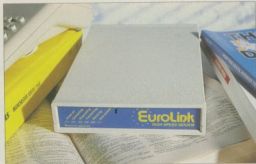
transmitting, receiving and auto answer mode. Rear panel ports are provided for power, telephone and serial connections.

The only notable omission is that of a power switch. Removing the power lead is the only way to give



EuroLink Modem

Price:	\$263.35
Manufacturer:	EuroLink
Telephone:	0625 878888
For:	Very good value Hayes Compatible
Against:	No power switch
Verdict:	The EuroLink is an ideal modem for anyone wanting to dabble with comms without having to re-mortgage their Amiga.





plastic design which is only let down by a flimsy front panel and two inexcusably tacky go-faster stripes down the side. The unit sports a positively psychedelic collection of 11 lights giving information on everything from the current connection status to active speed.

Cosmetics aside, the most important additional feature of the EC 2400 is the provision of the two MNP systems. MNP is a three letter acronym for Microcom Networking Protocol. The Hi-Tec comes with two different types of MNP:

MNP Level 4 is an error correction protocol designed to ensure safe transport of data even if phonelines are bad. MNP Level 5 on the other hand is a data compression protocol. This is used to speed up data transmission from point to point.

With MNP 5 it is possible to achieve a data transfer rate increase of almost 100 per cent, meaning that the EC 2400 has a maximum throughput of 4800 baud. MNP is only of any relevance to you if the services you call support it. Prestel for example does not although most other commercial services do.

One major plus, where the EC wins hands down over the other modems on test, is the provision of a power switch on the front panel.

It is reassuring to have a means of hard reset within easy reach, ideal for situations where the modem is semi enclosed and the back panel is tricky to get to. The Hi-Tec doesn't crash, but sometimes a power-off is the easiest way to reset a line after a failed connection.

The EC 2400 does not look as mass-produced as the other decks reviewed within these pages. The user guide in particular, although extremely informative, lacks the

Hi-Tec EC2400 Deluxe

Price: \$399 (\$299 on special offer)

Manufacturer: Hi-Tec Modems Ltd

Telephone: 0733 897333

For: MNP protocols
Front mounted power switch

Against: Unattractive styling

Verdict: The Hi-Tec EC 2400 deluxe should be a serious contender for your attention if you are looking to upgrade from an existing slower modem. The provision of MNP is a real bonus, but only if the services you want to use support it.

level of presentation offered by the other three contenders. Don't get me wrong, the EC 2400 is a positive Volkswagen build-quality wise. Hi-Tec's design boys just need to apply a little more in the way of cosmetic surgery before it will look as sexy as the others in its class.

Hayes 9600 +Quad

Just as Hoover have made a name for themselves in vacuum cleaners, Hayes have been at the leading edge with modems since the emergence of the technology.

With that sort of introduction you would be justified in thinking that the Hayes Smartmodem 9600+Quad might be something special. Depending on what you want to do with comms, you could be right.

As the name suggests the Hayes is a 9600 baud modem. Well it is, as long as you are talking to another compatible 9600 baud modem. Otherwise the +Quad tagged on to the end of the name is of more significance to you.

Quad relates to the ability to transmit and receive data using four universally recognised CCIT modulation standards. You will be less than surprised to know that the highest speed available with these

is 2400 baud (V 22 bit). The others are 300 (V 21), 1200 (V 22) and 1275 (V 23) respectively.

Hayes are a key player in the corporate comms sector. In practice, finding another 9600 baud modem at the end of a residentially run bulletin board could prove to be a little on the tricky side.

This means that to all intent and purpose you have to assume that the bulk of your calls will achieve 2400 baud connections. With the provision of MNP the data throughput is increased to a respectable 4800 baud.

The story doesn't stop there. By use of special protocols it is possible to achieve a nippy data transfer rate of 19,200 baud. This relies on another Hayes modem being at the other end of the link.

All of these additional features invariably mean increased complexity in configuration. The Hayes goes some way to resolving potential setup heartache by incorporating intelligent feature negotiation software.

Theoretically the Smartmodem will automatically establish the highest speed of connection possible. The practice is not entirely silky smooth, but configuration is significantly easier than it would be without the artificial intelligence.

The most striking attribute of the Hayes is its construction. In complete contrast to the other plastic units, it lives in a smart robust metal box. The usual complement of status lights is provided, as is a power switch on the back panel. There is no question that if build quality is important to you, this is your ideal modem.

In line with its distinctly corporate price tag of \$1,149, the Hayes 9600 provides a wide range of facilities geared to the more serious comms buff. The most notable of these is

your EuroLink a good night's sleep after many hard hours of conversing over the wires.

Hi-Tec EC2400

If the EuroLink modem can be considered ideal for the beginner, the Hi-Tec EC2400 deluxe is well suited to people wanting to upgrade from aged manual modems.

Like the EuroLink, it is a 2400 baud Hayes compatible unit. The Hi-Tec normally weighs in at \$399 but it is currently on offer to Amiga Computing readers at \$299.

What you get for your extra outlay is a slightly more robust case, more lights and the MNP error correction and data compression systems.

Let's tackle each of these areas in turn. The chassis is a very robust





X25 PAD. The letters PAD stand for Packet Assembler/Disassembler.

Using PAD it is possible to have virtual rather than physical connections. This means that with a single modem you can be linked to more than one online service.

In simple terms a PAD link works by taking the information from each virtual connection established (the packets) and assembling them into a single data stream for transmission. This stream is disassembled at each end of the link.

PAD has very specific applications and most residential users have difficulty finding a justification for connecting to one online service never mind several simultaneously.

Hayes modems are not cheap. I don't think it is 100 per cent fair to say that all you are paying for is the name, nor is it fair to say you get what you pay for in terms of features genuinely useful to the home user.

The V-Series Smartmodem 9600 +Quad has a very specific appeal to corporate communicators.

There isn't a great deal to sell it to home hackers though.

The other large market for high end modems is bulletin board sysops. Hayes are now promoting their entire range to this influential bunch by offering a more than generous 50 per cent discount.

To qualify for this saving, the bulletin board concerned must carry a promotional message for Hayes modems. The sysop scheme should go some way to getting more units



online. Any sysops interested should contact the company at the number below.

Miracom Courier

We wrap up our look at modems with the Miracom Courier HST DS. This deck combines most of the features found in the Hayes with one very important additional feature, HST - an acronym for High Speed Technology. Using the

tool is supported side by side with the widely accepted slower V standards.

If first impressions last, I have been sold on the Courier. Despite the unit's immense sophistication, getting online was just a simple matter of plugging in a couple of cables and clicking on my JRCComm icon.

Miracom must be commended for the user friendliness of the entire Courier package. The manual is clear, concise and easy to follow. The built-in help screens and command summaries are convenient to access. The level of user support even extends as far as printing a complete command summary on the base of the A4 sized unit. There is no excuse for not having the information you need close to hand if you are the proud owner of a Courier.

On the face of it the Miracom does everything that the Hayes does and more for around the same price. The only feature the Hayes can boast over the Miracom is PAD. This won't be a great loss for most users.

This is an ideal modem for bulletin board sysops. The automatic support of both widely used communications standards (V and HST) means that the Courier is happy to answer the phone and talk to a wider range of modems than any other in its class.

Miracom offer a Sysop price scheme similar to the Hayes one, making these excellent modems available at virtually give-away prices to established bulletin boards.

The only niggling curiosity is that Miracom have not seen fit to provide a telephone socket on the back of the Courier. This means that if you wish to share a line for voice and data the purchase of a socket doubler is a pre-requisite.

Miracom Courier HST

Price: £1,144.25
Manufacturer: Miracom Technology Ltd
Telephone: 0473 233888

For: HST protocol
Dual Standard
User friendly

Against: No telephone through-port

Verdict: If you intend to take comms seriously and money is no object, this is the modem for you. BBS Sysops should leap at the chance to pick up one of these units at 50% discount. It will be a very long time before a better price/performance package comes along

Hayes 9600 +Quad

Price: £1,148.85
Manufacturer: Hayes Microcomputer Products, Inc.
Telephone: 081 848 1858

For: 9600 baud
PAD
Excellent build quality

Against: Expensive
Requires some configuration

Verdict: The Hayes 9600 +Quad is an excellent modem for serious comms users. I would be inclined to say that it was overkill for domestic users and the Miracom HST DS modem reviewed next is a more realistic proposition for Sysops. If PAD and reliability are important to you then Hayes is the natural choice.

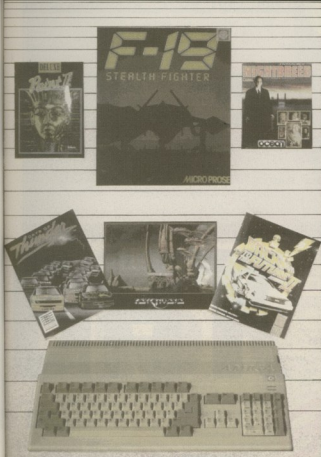
Miracom it is possible to achieve a data transfer rate of 14.4k. There are quite a few HSTs doing sterling service at the front end of numerous bulletin boards up and down the country.

HST is a proprietary protocol designed by Miracom's American parent company US Robotics. Each of the other modems we have looked at use the elderly CCITT V standards for data transfer.

Talking of the V standards brings me to the other acronym in the Miracom's wordy title. DS indicates that the Courier is a dual standard modem.

This represents a best of both worlds scenario where the HST pro-

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The amazing MED v3.00

Stunning improvements push Teijo Kinnunen's mega-popular MED to the musical high ground. Sample this...

If a deluge of disks is anything to go by, MED v2.13 must have been one of the most popular coverskiss programs of all time.

Musical creations from readers of all ages have been flooding through our letter box since last December's cover disk hit the newstands, and at such a rate that we've been hard pressed to give them all a hearing.

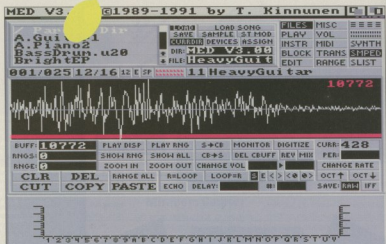
With such a reaction to MED, we didn't really have much choice when the latest version appeared - we had to bring it to you as quickly as possible.

Indeed this is the first magazine coverskiss to include MED 3.00, and it's all thanks to author Teijo Kinnunen and Ray from the Amiganuts United PD library.

If you're unfamiliar with MED in its previous versions, you might be confused at first by its rather daunting front end. The disk, however, contains full documentation covering the program's main features in detail, and a bit of perseverance should help you through the rough patches.

Version 3 brings three major new features to the program:

- Synthsounds is a facility for creat-



ing and editing your own waveforms for instrument voices or special effects.

- SampleED allows you to edit an already existing sample.
- SampleList is a new way for MED to organise samples.

Sample List

This feature is a boon for people with huge sample libraries. The Sample List is a text file in which you set

out the drives and directories in which samples are to be found and lists the samples in each of these directories.

When loading MED 3.00 examines the file MED_paths for this information so that when you want to load a sample into

THE

MED all you have to do is click on the SMPLIST gadget to go to a screen with the directories and samples immediately available for selection.

There's no more messing about in MED's tiny file window for one sample in a list of hundreds!

Synthsound

This feature allows you to design and create waveforms for use within your own tunes, then save them to disk. The waveforms can use the whole five octave range and can be made up of 64 individual sections, each with its own type of wave.

To access this function go into the INSTR panel and click on the SYNTH gadget.

You should now be faced with a screen mostly taken up by two panels on which the synthsounds are created.

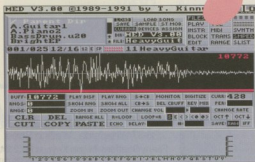
Between the two are controls for adding and

mixing waveforms together, and below you will see controls to select wavetype and drawing methods, along with more editing controls.

The pre-set wavetypes are handy for standard sounds, and as a starting point for the editing process. Users can choose from sine, saw, and triangle wavetypes, then go into the panels and edit them by hand using the freehand or line drawing tools.

Cut, paste, copy, and other editing features are also available, along with the more advanced TRANSFORM, which will smooth one wavetype into another.

With practice, Synthsounds should allow you to add your own sounds to a song. The main advantage of synthsounds, however, is that the sounds themselves



The all-new Sample Editor offers MED v3.00 users more musical muscle than ever

00

SYNTH
SLIST

9772

428

AGE RATE
RACK
IFF

EDISK

together, and controls to with more

apes are sounds into for access.

and edit them behind or line

ly, and other also available, the advanced with will smooth

practice, could allow you in sounds to a in advantage , however, is its themselves

How to use The Disk

First of all, you must make a back-up copy of the coverdisk. To do this, boot-up with your copy of Workbench, then double click on the Workbench disk icon, followed by the Shell or CU icon. Now type:

DISKCOPY FROM SFD: TO SFD:

or if you have an extra disk drive, put a blank, formatted disk in DFI and type:

DISKCOPY FROM SFD: TO SFD:

Follow the on-screen prompts until the copying procedure has ended, then put your original disk away in a safe place. Now switch off the machine and wait for 30 seconds before re-booting with the copy. Wait until the CoverDisk17 icon appears, double click on it and away you go.

That's all you need to do to make a straight copy of the entire disk. However, you may also want to copy individual programs from

your copy of the coverdisk to a separate disk. In this case ensure that you fully understand which related files need to go with it.

For example, all of the document files on the disk require that the text editor PPMore is in the current disk's C: directory. Therefore, if you copy the docs to a new disk you will also have to copy PPMore to the new C: directory before you can read them.

Some of the smaller docs will not have been crunched, so for these you need only change the tool types on the icon's info screen to reflect whichever text editor you do have on the new disk.

As a general rule, you should carefully read the documentation for any program you copy from disk to disk.

This can save a great deal of messing about and can help you avoid all those infuriating error messages!

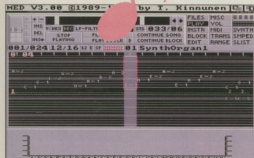
are very small in memory terms compared to their sampled cousins.

Sample Editor

With the inclusion of this feature MED has become something more than just one of the better Soundtracker clones. The sample

editor transforms MED into a program rivaling commercial products like the Audiomaster/engineer packages - and all for a couple of quid.

MED can now control sampling from within itself using the sample



to make it easier for beginners, MED can now display songs in a format closely resembling traditional musical scoring, and can swap between formats of a click

MED v3.00

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Amiga-Tanx

The Graphics Ripper

Author: Peter Edwards

Last month's coverdisk brought you Hunter for ripping samples out of memory. Now we offer The Graphics Ripper to do the same job on your favourite piccies, demos, or games backdrops.

Although not as easy to use as Hunter, TGR is not too difficult to get to grips with. It works on a similar basis as Hunter in that it relies on the Amiga not to wipe memory after a warm restart.

Although some commercial games will do this to prevent hacking and precisely the sort of graphics grabbing TGR is designed for, most leave enough around in memory to rip out.

You're not doing anything illegal if you rip graphics from PD demos, and if you grab screens from commercial games simply to look at and mess about with on your own, there's no harm done. Just don't try to make money out of it!

To begin ripping, boot up with your favourite demo or game and wait till you're sure the best graphics are in memory, then re-boot. It would be best to transfer TGR to a bare bootable disk - you can make one of these with Auto-Script - for this purpose as you ensure that memory is disturbed as little as possible by the re-boot.

Once TGR is up and running, you will find a selection of search controls relating to memory position, bitplane manipulation, and colour control.

The ins and outs of these can

be found in the comprehensive on-disk documentation, but for fast results, just click on the RND button at the bottom of the screen and move the mouse to scroll through graphics memory.

If all is well you should at least be able to spot some Workbench graphics, including icons and scroll bars. You should come across the graphics you're interested in if you persevere - remember that the PL1 to PL6 controls relate to the six bitplanes and are expressed in hexadecimal.

For owners of 512K Amigas, this means the area of concern is up to memory location 580000. For owners of machines with 1Mb chip RAM, such as A2000s and converted A500s, this is location 1000000. Don't bother to search beyond these locations - graphics memory won't be found in the areas not directly accessed by the custom chips.

When you find the graphics you want TGR will save them to disk as IFF files - but beware of screen freezes. If the mouse seems to freeze while saving, the program has run into a problem such as a write-protected or full disk.

To release the mouse pointer press the left Amiga key and B at the same time. This is one of the program's quirks, but one you'll have to live with if you want to rip graphics without resorting to the expense of a commercial cartridge gadget.



editor and the two important functions MONITOR and DIGITIZE.

With a sampler up and running MONITOR will display the real-time signal in the editor's main panel. To begin sampling, click on DIGITIZE then on the left mouse button. The sample buffer will now start to fill up.

To stop sampling, click on the right mouse button or if you like just wait until the 131017 byte sample buffer is full.

Once the sample is in memory it will be displayed on the sample editor screen ready to be messed about with, and MED now offers several editing options for that very purpose. You can zoom

and out, change the volume, add echo, define loops, and alter sample rates.

In addition, the sample can be moved up and down an octave at a click, or transposed to another rate, and thrown in and out of buffers with ease. When satisfied with your now mangled sample it can be saved in either RAW or IFF



The plethora of options ensures that TANX has long term appeal

We guarantee this game will hook you faster than Jack Charlton with a trowl net! Amiga-Tanx is a two player tank shoot-it-out which we just couldn't stop playing. Its excellent sound and graphics provide instant appeal, while the deceptively simple gameplay is sure to keep you playing for hours.

The game is so colourful it takes up about 400k of chip RAM, so if you own a standard A500 be sure to run it with as few windows open as possible.

If you have problems, and the game runs out of memory, the best solution is to interrupt your startup-sequence using CTRL-D and then type:

```
of gas-of-the-north <return>
tas <return>
```

The game will now run. The only

problem with this approach is that once you quit out you will have to LOADWB8 or type EXECUTE S:STARTUP-SEQUENCE to access the rest of the disk in the usual way.

When loading has stopped you will see an options screen from which you control the game's complexity and thus its difficulty level. The options open to you control wind, gravity, landscape type, and shot affectors.

The relevance to your shot of wind and gravity are obvious - I defy you to hit the target with both on random - and different landscape types such as mountains make it easier to hide from incoming shells.

Amiga-Tanx

Author: Gary Roberts



With all options active, the game becomes incredibly difficult, and loads of fun!

The truly difficult options, however, are the shot affectors - pushers, pullers, and blowers.

Pushers and pullers are trampoline-type objects sporting bouncing arrows and they litter the landscape when the option is turned on.

Depending on the direction of the arrow, they will either pull the shot down towards them or push it higher in the air, making ranging on a tank which has one of these close by a bit of a nightmare.

They can cause infuriating last minute deflections which will turn a certain hit into a clear miss.

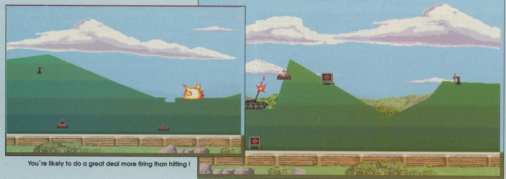
Blowers are almost as difficult to cope with. They look like little

windmills and cause lateral deflections by applying a puff of wind to any shot which strays too close.

When all the affectors are selected achieving a hit on target can be extremely difficult, and when random wind and gravity are selected things become even more uncertain.

As Amiga-Tanx is a two-player game - there's no one-player option - it soon develops into a highly entertaining battleships style shoot-out, with both players desperately attempting to hit the other first.

Parallax scrolling, sampled sound, and 50 frames-per-second action combine in this excellent coverdisk submission to deliver a game you won't be able to leave alone. Enjoy!



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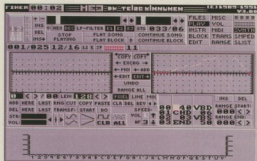


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MICROSNIPS



BSVX format for later use. Everything in this section smacks of Audiomaster on which it was apparently modelled. Indeed, MED is now so good that you need never leave the program. You can sample in MED, edit the samples, and finally compose your masterpiece.



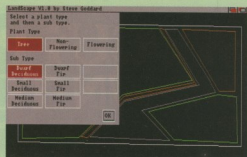
The Synthsounds section is ideal for creating memory conscious sounds of your own

Conclusion

MED 3.00 is the best music program available in PD for the Amiga - it's as simple as that. The new features are excellent, and substantially add to the program's appeal.

Unfortunately constraints of space meant we could not bring you all the MED 3.00 files. We had to leave out the programmer's notes, demos, and most of the samples on the new disk, so if you want these and the all important source code get in touch with Ray at Amiganuts United PD on (0703 786680).

Don't forget that although the author, Teijo Kinnunen, has refrained from making MED shareware or going commercial, he is still not averse to receiving the odd fiver in the post. You'll find his address in the documentation on the disk.



LandScape

Author: Steve Goddard

If you're a gardener as well as an Amiga user you will find this highly original utility very useful. Even if you don't have a garden, and the mere thought of using a rake brings you out in cold sweats, you can't fail to appreciate the rare nature of this particular program.

LandScape is a garden generator which allows a prospective shovel-wielder to plan the layout of his or her corner of beautiful Britain before cutting a single sod.

This is one of the most novel uses we've seen an Amiga put to for some time, and it's a neat and interesting utility for even non-gardeners.

The program loads to a black screen with just a menu bar at the top. By accessing the first

menu and selecting NEW, the second menu's garden building options become available.

From here you simply point and click with the mouse until the garden boundary, lawn, path, and areas of earth are set out, then go on to add plants.

The list of plants available isn't huge and merely offers general types, but as the program aims to give just a guide to how the garden will appear this isn't really a drawback.

It is important at this stage to bear in mind the garden's dimensions as chosen at the start of the procedure. If you try putting a medium sized fir in a small garden there won't be much room left for a washing line misadventure.

When the design process is finished the garden is drawn from whatever viewpoint you select. This can take quite some time, as everything is mathematically calculated to look as close to real life as possible.

However, if you're prepared to go away and have a quick cuppa, the results on screen when you get back can be extremely pleasing. The drawing algorithms have obviously been carefully worked out.

The finished garden can now be saved to disk as an IFF file and touched up in DPaint if you like. There are only two omissions which damage the program - water and stone. We would have liked to have seen a pond/cascade design feature and a way of incorporating walls into the garden, but these are the only major moans.

Try LandScape and see if you could be the next Capability Brown!

From plan view to pseudo 3D simulated garden, LandScape makes designing easy



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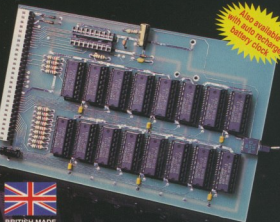
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finds he has
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Learning the script

If you've followed this series up to now you should be reasonably comfortable with AmigaDOS as an operating system, but may not have realised its true potential.

To do this, you'll have to begin to think of it as a crude programming language, and when you use script or batch files this is exactly what it becomes.

The startup-sequence, which we dissected last month, is the first

script file most users encounter, and if you mastered the knack of playing around with and editing it by following last month's column, you should find little difficulty here.

Startup-sequences are typically simple scripts executed one command at a time from start to finish, so they usually don't contain any of the more advanced options open to script file writers.

We'll now take a more in depth look at the sort of trickery one can

indulge in when using script files and examine some of the more complex tasks they can perform.

Pointer power

The script file we'll use as an example, Auto-Script, is listed here and is present on your coverdisk complete with its own icon. If you click once on this icon and use the Workbench INFO option, you will see that its default tool type is set to ICONX.

This is the routine which, if called as a default tool type, opens a CU window and runs the script file, thus turning it into a crude program executable from Workbench.

If you choose to write a script file of your own, it should be simple enough to copy and rename the icon for use with your new script.

The AmigaDOS commands highlighted this month are the IF ... ELSE ... ENDIF group, ASK, LAB, and SKIP. By examining Auto-Script and following what it does, you should be able to use these commands in your own script files with little hassle.

The IF ... ENDIF command is one of the most important commands you might use in a script file. It is the

most common way of testing for conditions, variables, and program parameters, and as such is one of the essential building blocks of any script. It has the syntax:

```
IF (Condition)
(Action)
ELSE
(Action2)
ENDIF
```

This construction will be familiar to BASIC programmers, but may confuse beginners. When encountered in a script file, the IF command looks to see if the condition is satisfied. If so, the Action1 series of commands is carried out, then execution skips to ENDIF.

If the condition is NOT satisfied, the ELSE command forces execution of the Action2 sequence instead. The ELSE part is optional, but its use renders the whole a lot more flexible. With no ELSE statement, the execution of the script file would simply jump to the first command after ENDIF.

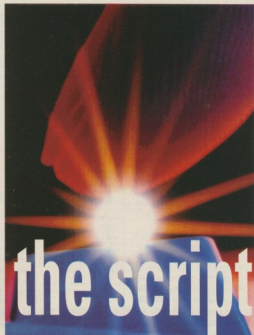
The first line of the script concerns variables and/or command parameters. The key var1 line simply tells the Amiga that there is one program parameter called var1 which will be passed to it. Normally, if this isn't done in the EXECUTE

Fancy text effects

You'll notice from using Auto-Script that it uses text effects other than the standard type and colour. These special effects are accessible through commands within ECHO statements in the form "e1/nm where n is one of the following numbers:

- | | |
|-----------------------------------|----------------------------------|
| 0 = cancels all effects | 1 = bold text |
| 3 = italicised text | 4 = underline turned on |
| 7 = inverted text | 30 = text colour 0 (blue) |
| 31 = text colour 1 (white) | 32 = text colour 2 (black) |
| 33 = text colour 3 (orange) | 40 = background colour 0 (blue) |
| 41 = background colour 1 (white) | 42 = background colour 2 (black) |
| 43 = background colour 3 (orange) | |

For example, if you type ECHO "e1m"e3m"e4m"e32mAmiga Computing"e10m" you will get 'Amiga Computing' in bold, underlined, black italics, and text will be switched back to normal.



command using the form EXECUTE <scriptname> <parameter>, the command in question assumes a null entry.

Auto-Script doesn't utilise true variables - we'll cover those next month - but it does require certain values to be passed to it in answer to ASK commands. This command has the syntax

ASK "string"

It halts operation of a script file, prints the string, and polls the keyboard until a key is pressed. If ASK detects the Y key, it returns a WARN - returncode value 5 - and carries on. Any other key results in a zero returncode and the resumption of the script file.

Please note that though it makes no difference to the operation of Auto-Script when you EXECUTE it from CLI, when you try to run a script from Workbench using ICONX you must have the key line at the start of the script or it goes bananas when it reaches the first ASK command.

Try removing the line and running the script from its icon to see what I mean. With the line in place, Auto-Script will halt obediently at the ASK command and await a keyboard entry.

Used this way in conjunction with the IF ... ENDIF sequence and

What does it do?

Auto-Script will give you the option to format a disk in dfl: then will create an auto-booting system disk in that drive complete with Shell and KDVIll running from the startup-sequence. It will only work if you have an external drive as it's not worthwhile, given the limitations imposed by a single drive system, to write a script to do the same job for dfl:

You must run Auto-Script from a system disk containing all the files expected to be copied across. Specifically, you must ensure that SimpleStart is in your S: directory, and KDVIll and SIZE in your C: directory,

the conditions WARN and NOT WARN, the ASK command can carry out simple question and answer operations and redirect

program operation accordingly.

Auto-Script's main sequence contains an ASK command leading into an IF ... ELSE ... ENDIF

Conditions for the IF ... ENDIF command

Condition	Description
EXISTS <filename>	Satisfied if the file exists
FAIL	Satisfied if the returned error code is >20
ERROR	Satisfied if the returned error code is >10
WARN	Satisfied if the returned error code is >5
NOT	Satisfied if condition not satisfied (think about it)
<< EQ >>	Satisfied if x = y

Plus the following operators available only under Workbench 1.3 and above:

VAL	Forces testing of condition as a number rather than a string
<< GT >>	Satisfied if x is greater than y
<< GE >>	Satisfied if x is greater than or equal to y
<< LT >>	Satisfied if x is less than y
<< LE >>	Satisfied if x is less than or equal to y

sequence which itself contains a nested ASK command with its own IF WARN ... ENDIF test.

Nesting, for those unfamiliar with the term, is the practice of using loops within loops or routines within routines, and is often essential if more complex tasks are to be carried out.

This can make it more difficult to follow a program's operation when you have to match an IF to the correct ENDIF, but if you want to use AmigaDOS script files you'll just have to live with it.

Initial confusion would be an understandable reaction for the first timers faced with such commands and techniques. They are, after all, more akin to programming than to the basic use of an operating system.

However, if you carefully trace the operation of Auto-Script as the questions are asked and answered, and follow the way the script branches in response, you should quickly become familiar with their possible uses.

The box-out contains a list of the conditions you can test using the IF command.

The LAB and SKIP commands are used in a GOTO type way. In Auto-Script the last line is LAB end, and if you answer no to the question "Do you want to continue?" the script will print a quit message then carry out the line SKIP end.

The effect is just to skip all the lines up to the one containing the label end, denoted by the LAB command.

If you are using Workbench 1.3 or later, you can also SKIP backwards using the optional BACK command. This gives scripts the opportunity to write much more flexible script files by allowing for simple loops.

It would be relatively easy to alter Auto-Script so that it asked you how many system disks you wished to create, then loop round until this number had been created before quitting out. Primitive, perhaps, but effective enough.

Next month

We'll go on to look at variables, including environment variables, and how to use them in script files to realise the full potential of AmigaDOS.

Listing of Auto-Script

```
.key var!
PATH SYS:SYSTEM ADD
FAILAT 21
ECHO " "
ASK " *eC320a you wish to continue?"
CY/N" "
IF WARN
ECHO " "
ASK " * Do you want to format a disk
in dfl: ?"
IF WARN
ECHO " "
FORMAT DRIVE DFI: NAME bootable
ENDIF
ECHO " "
ECHO " *eC320a Creating directories"
MAKEDEV c
MAKEDEV s
MAKEDEV dev
```

```
MAKEDEV l
MAKEDEV lib
MAKEDEV system

CD dfl:devs
MAKEDEV printers
MAKEDEV keymaps
LAB COPYFILES
ECHO " "
ECHO " * Copying files across ...
please wait"

CD C:
COPY shell.info TO dfl:
COPY brun TO dfl:
COPY COPY TO dfl:
COPY cd TO dfl:
COPY dir TO dfl:
COPY endall TO dfl:
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COPY icons TO dfl:
COPY kevlill TO dfl:
COPY loadw TO dfl:
COPY mount TO dfl:
COPY prompt TO dfl:
COPY resident TO dfl:
COPY setpath TO dfl:
```

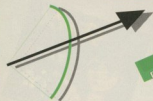
```
COPY SIZE TO dfl:
COPY run TO dfl:

CD L:
COPY ram-handler TO dfl:
COPY disk-validator TO dfl:
COPY shell-log TO dfl:
COPY Newcon-handler TO dfl:

CD lib:
COPY icon.library TO dfl:lib:
COPY info.library TO dfl:lib:

CD s:
COPY shell-startup TO dfl:
COPY SimpleStart TO dfl:
RENAME dfl:s/simplestart
dfl:s/startup-sequence

CD devs:
COPY mountlist TO dfl:devs:
COPY system-configuration TO dfl:devs:
COPY printers/generic TO dfl:devs:
COPY printers TO dfl:devs:
COPY keymaps/gb TO dfl:devs:
COPY 3DS:system
COPY cli TO dfl:system
COPY setpath TO dfl:system
INSTALL drive dfl:
ECHO " "
ECHO " *eC320a In VOLLA! *eC320a
bootable system disk *eC320a"
ECHO " "
LAB end
```

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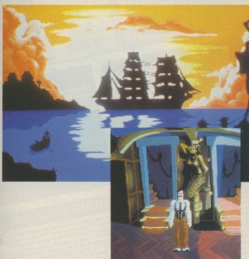
The South American spider escapes and mates with local queen spiders, creating an army of deadly offspring.

ARACHNOPHOBIA - Disney

AMH I HATE spiders. If, like me, you tortured yourself by sifting through the recent Steven Spielberg blockbuster movie *Arachnophobia* then you'll probably not be too happy to hear that Disney Software have managed to pick up the rights to convert it to the Amiga.

As head of the McClintock Infestation Management Company your job is to rid Caladima of those vicious little eight-legged arachnoids before they manage to sink their little fangs into every towns-person within a 5-mile radius.

You must search through hundreds of buildings, wiping out any soldier spiders you find in your path. Do you feel up to the job? No? Well, you've got until the beginning of May to get prepared. Personally, I'm staying well away.



CRUISE FOR A CORPSE - US Gold

From the successful team that brought you *Future Wars* and *Operation Stealth* comes *Cruise For a Corpse*, a murder investigation set onboard a yacht during the roaring 20s.

You've been invited onboard a luxury 3-masted yacht belonging to Greek Ship magnate Nikos Karaboudjan. But no sooner does the cruise begin when old Nikos kicks the bucket. It's now up to you to put on your silly Poirot moustache and go in search of the killer.

In true Agatha Christie style, you can piece together clues by interviewing anyone you encounter. You can have conversations with characters and even overhear dialogue between other characters.

Cruise for a Corpse will be available soon at a software stockist near you. Stay tuned for a review.

Greenie-blastar supreme Jason "Kid" Holborn brings us the lowdown on the latest hot sox

GAMES news

F15 STRIKE EAGLE II - Microprose



MicroProse have some good news for all you armchair Top Guns - they're hard at work on an Amiga version of their classic PC combat flight simulator, *F15 Strike Eagle II*.

According to MicroProse, the Amiga version features great enhancements over the original PC version which was launched way back in 1989. As a result, MicroProse reckon they've come up with a combat simulator that

looks all set to give Microsoft's *Falcon* a damned good run for its money.

Programmed by the team responsible for *F19 Stealth Fighter*, they've upgraded the 3D system used within that game to make *F15* faster and more realistic.

It's out in May for a very reasonable \$29.95 (which isn't bad when you consider that the real thing costs 20 million!).



COUGAR FORCE - Tomahawk

Some nasty international terrorist group have taken over an archipelago that is rich in minerals. Not wanting them to make a fast buck from their ill gotten gains, you've been sent on a mission to kick some terrorist ass.

What ensues is nothing short of gratuitous violence. Look out for it in early May for the usual price of \$19.95.

SHADOW DANCER - US Gold

Based around the arcade classic, *Shadow Dancer* sets you in the role of a young Ninja who must battle his way through 15 stages of arcade violence.

To help our hero overcome the forces of evil, he's brought along his canine friend who also happens to be a pretty tough character. Usual US Gold price, \$19.95.

Distinctly Digita

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Cute Japanese-style cartoon graphics are the order of the day in Gem'X



Gem'X is a puzzle game that will take minutes to learn, but literally months to master.

In true Tetris style, first impressions are not good – but once you've got the hang of it, you'll be hooked for months.

The screen is split into two halves – both contain an equal number of gems, but some are of a different colour. The idea is to change the colour of the stones on the left so that they match the stones on the right.

Changing the colours of gems is simple enough – just touch one and it changes – but it's important to note the order in which the gems change.

They change colour in a fixed order – Red is a virgin stone, but it can then drop down to green, blue, pink and finally gold. If you click on a gold gem, it disappears altogether, causing any stones above it to drop down to fill in the space left by the stone's absence.

Sounds simple so far, but things aren't quite that easy. For starters, when you click on a stone, it actually skips one colour (if it was red, it would skip green to become blue). Also, any stones that are directly above, below or to the side of the stone will be changed by one colour (red becomes green etc). Sapphire so good?

Things are complicated still further by the fact that you've only got a certain amount of time to figure out each screen. Most can be solved with little more than a couple of strategically placed mouse clicks, but some require lots

of thought. Once you've completed a level, it's onto the next – and there are 26 of them in total.

Gem'X has a very cute Japanese-like presentation, which extends to both its graphics, music and even its sound effects. Your companion throughout the game is a sweet little Japanese girl with an even sweeter voice. When you make a right move she will congratulate you with a cheery comment, but if you mess things up she's been known to weep!

Gem'X may seem rather dull at first, but some great graphics and sound raise it above the usual run of the mill puzzle game. It's highly playable, looks great and even sounds great – what more could you possibly want?

Victoria H. Bailey

Stone me! It's a real gem

GEM'X

Publisher: Digital Distribution Price: £24.99

Graphics

If you thought puzzle games are dull, then think again – Gem'X is one of the best looking games you're likely to find.

Sound

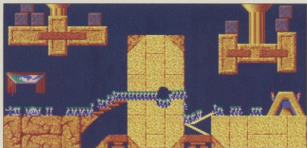
A great tune and some equally great sampled sound effects come together to make Gem'X an audio extravaganza.

Gameplay

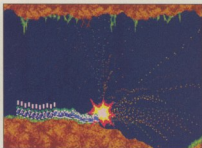
Puzzle games should be simple to get into, but difficult enough to keep you interested. Gem'X balances this equation perfectly.

FINAL JUDGEMENT

80%



A fairly simple level this. Note the blocker in on the left - his job is to stop his buddies falling off the edge



If everything goes wrong, then press the 'NUKE' button

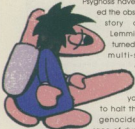
Mother Nature has come up with some pretty strange ways of keeping population levels stable, but none are so strange as that of the Lemming, a small vole-like rodent which inhabits sub-arctic regions of Scandinavia and North America.

When the population level of Lemmings become too great, these cute little critters make the ultimate sacrifice for their race - they throw themselves off the nearest cliff!

Taking a tip or two from nature,

Psygnosis have adapted the obscure life story of the Lemming and turned it into a multi-screen epic

which sees you trying to halt the mass genocide of a race of dungaree-



If you feel like being a bit of a sadist, you can even lead the Lemmings to their death!

clad, green-haired creatures. Your brief is simple - using your trusty mouse, you must guide the Lemmings to safety with a minimal number of fatalities en route.

Each level starts with a trapdoor

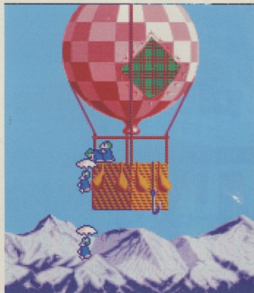
creaking open and a cry of 'Let's Go!' The Lemmings then pour forth to their eventual doom. Our heroes file along the ground until they encounter an obstacle (in which case they turn around and walk back in the opposite direction) or die horribly.

Every Lemming starts its life as a walker but - with your divine intervention - they can be assigned various skills which will

allow them to collectively construct a safe passage to the exit of each level.

By selecting one of the skills from a strip of icons which run along the base of the screen and then clicking on a Lemming, you can endow it with the skills of a climber, a floater, a digger, a blocker and even a suicidal bomber.

Each level requires you to save a minimum number of Lemmings



CLIMBER - As the name suggests, the Climber icon endows a lemming with the skills of a climber. he can now climb over just about any obstacle.

BOMBER - This suicidal Lemming is no coward - he can be useful for blowing away sections of the scenery

BUILDER - This constructive fellow will build bridges over any holes which stand in his way

BASHER - The basher is a destructive fellow. Its role in life is to bash a tunnel through an obstacle.

PAWS - A programmer's joke. this Pawses the game (Paws. Pause - geddit?)



FLOATER - A Floater Lemming is equipped with an umbrella which allows him to fall from a great height without being hurt

BLOCKER - A blocker will halt the flow of Lemmings in a particular direction

MINER - Same as the basher, but digs diagonally

DIGGER - Once again, the Digger is very similar to the Basher, but he digs straight down

NUKE - Oh No! Double click on this icon and every Lemming explodes taking most of the scenery with them!

Arrrrgh! It's over the cliff we go!

LEMMINGS

Publisher: Psygnosis Price: £24.95



Diggers and builders are the key to success on this level

ACJ AWARD

FINAL JUDGEMENT

9/10

Graphics

Small but detailed, Lemmings' graphics are very cute and definitely up to the usual Psygnosis standards. In particular, animation is top notch.

Sound

The decidedly silly tunes that accompany each level are brilliantly matched to the overall humour of the game. Sound effects are also great, especially the sampled speech.

Gameplay

Totally original and totally addictive, you're unlikely to tire of Lemmings for a very long time. Each screen has its own password which can be entered to allow you to skip the levels you're already completed.

Jason Holborn

before you can proceed to the next. If you fail you'll have to try again.

If, on the other hand, you find that things aren't going too well - large numbers of Lemmings are trapped, for example - then you can end it all by "nuking" every Lemming that's left alive.

The poor little fellows stop what they are doing, hold their heads in pain and then with a last desperate cry of

"Oh No!", they explode in a shower of pixels.

The majority of the time you'll be trying to save the Lemmings on your own, but Psygnosis have built in a 2 player option which adds an exciting new twist to the game.

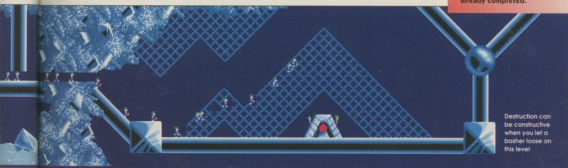
This time, the object is to save more Lemmings than your opponent, by guiding them away from your opponent's exit point. This

usually involves a large number of Lemming deaths, but it can be great fun.

Lemmings is absolutely brilliant. Psygnosis have managed to produce a game that is not only totally original, but also features the kind of addictive gameplay that will keep you coming back for more time and time again.

If you only ever intend buying one game for your Amiga, then it's got to be Lemmings. Put simply, Lemmings is an absolute Amiga classic.

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Destruction can be constructive when you let a basher loose on this level!

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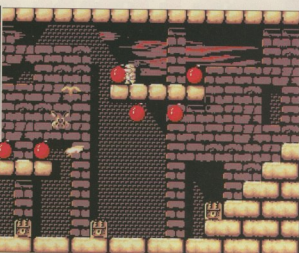
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Back in the days when the Amiga was a mere twinkle in Commodore's eye, Elite released a conversion of a fairly run of the mill arcade game called Bombjack.

No one expected it to do particularly well, but we were all proved wrong when it positively soared up through the charts, earning Elite a fair few pounds in the process.

Well, the good news is that Elite have wheeled of Bombjack out of the deep freeze, set him on thaw and the result is Mighty Bombjack, a multi-screen platform affair that is as fresh as ever. Ok, it does nothing to promote originality, but who cares anyway!

The plot goes something like this. Once upon a time (I love an original intro) there was a goody king called Pamera who was a just sort of fellow. He had managed to maintain peace within his kingdom for many years, so it was inevitable that someone would eventually try and muck it all up. That someone was Beelzebub, a wicked demon if ever there was one.

Beelzebub decided that it was

Most games start fairly easily, but Mighty Bombjack drops you right in at the deep end. Take it from me - it'll take you a lot of time just to get off this screen.



about time old Pamera was put in his place, so he decided to plot against the king to bring about his downfall.

Upon hearing of his wicked plans, the brothers Mighty set forth

to conquer old Beelzebub. Unfortunately, things didn't go too well. Indeed, only one brother survived the confrontation - Jack. Licking his wounds, he vowed to return to defeat Beelzebub. Eventually he does - but he'll need your guidance to do it.

You must guide Jack through 16 levels of platform action, collecting bombs and bonuses as you go, whilst avoiding the baddies that have been sent out to get you.

Ok, we've seen it all before, but Mighty Bombjack still manages to deliver the same addictive qualities that made the original such a hit.

Peter Birchler

Graphics

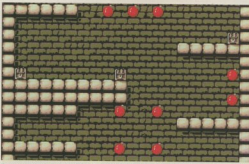
Little has changed since the original Bombjack was released all those years ago. The graphics are still tiny and the background's rather dull, but they still work well.

Sound

Apart from a fairly decent theme tune, Mighty Bombjack possesses little in the way of sound effects. There are the occasional spot effects, but even these are far from awe-inspiring.

Gameplay

There's nothing like a damned good platform game now and then, and Mighty Bombjack fits the bill nicely thank you. Just like its predecessor, it's very addictive - once you pick up your joystick, you won't want to put it down again.



Screen 2 is actually somewhat easier than screen 1 - just drop down as fast as possible

All on your Jack Jones against a wicked demon

MIGHTY BOMBJACK

Publisher: Elite Price: £24.99

What a load of BALLS! No, I'm not referring to the game itself, but its hero - yet another flippin' ball! I ask you, why are game programmers so preoccupied with balls?

Nope, don't answer that...

Pop Up is a fun little cross between Bombjack and Audio-genic's Helter Skelter. And, like those great games, it's guaranteed to literally BOWL you over!

In this wildly addictive arcade puzzler, you must guide a little bouncing ball through screen after screen of arcade action.

You'll be taken through five time zones, starting at the very beginning of time itself and then on through to the present day and the future.

Each screen consists of a number of platforms which you must bounce around, collecting artifacts as you go.

These increase your score, but the object you're really after is the exit key - once collected, an exit will appear which will allow you to progress to the next screen. As



Where's the bloomin' exit? Collect the key and it will appear

progress to the next screen. As ever, there are obstacles to dodge and traps to avoid, but our little rubber friend is not without help. No sreeee, for tools are dotted around the screen which will

help him overcome his little problems.

These include water drops which cause burning platforms, keys which allow passage through certain walls and hammers that do the same job as the keys, but in a slightly more direct way (who needs a sledgehammer!)

Sounds easy doesn't it? But, take it from me, things get harder... much harder. Later in the game you'll encounter bouncy platforms, sticky platforms, angled platforms - in fact, just about any type of platform you can think of, all of which are designed exclusively to hinder your progress.

The more you play this game,

the more you will become determined to beat it.

The controls are great and, apart from a deathly dull menu screen, Pop Up is an addictive little number. Definitely one for your software collection.

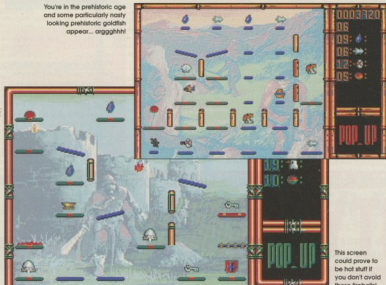
David Johnson

Guaranteed to bowl you over!

POP UP

Publisher: Infogrames Price: £19.99

You're in the prehistoric age and some particularly nasty looking prehistoric goldfish appear... oooooohhh!



This screen could prove to be hot stuff if you don't avoid those fireballs!



Graphics

Clean, well defined and colourful, but not too adventurous. Nevertheless, Pop Up's graphics work well.

Sound

Boing. Boing. Boing. What else do you expect from a bouncy ball game? Apart from a few appropriate spot effects, there's very little worth mentioning - there isn't even a tune!

Gameplay

Great. The controls are easy to master and work well. The puzzles are enough to make you bawl but you are sure to have a ball.

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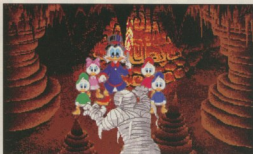
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SCREEN SHOTS TAKEN FROM IBM PC VERSION



Old McDuck's office - the nerve centre of the McDuck empire



Ooops! think we took a wrong turning back there...

Feathers fly as duck battles against duck! But it's quacking good fun

DUCK TALES

Publisher: Disney Software Price: £24.99

They say money doesn't buy happiness, but perhaps someone should tell that to Scrooge McDuck and his cousin, Flintheart Glomgold. They're the stars of a quacking (sorry) new game from those masters of animation, Disney.

To old Scrooge and his equally tight cousin Flintheart, money is everything. Put simply, they're the kind of characters who would sell their grandmothers if they thought an easy profit could be made.

And to prove how financially astute they really are, a challenge has been set - whoever collects the most money in under 30 days wins the coveted title of 'Duck Of The Year' in that illustrious publication, *Dime Magazine*.

So the scene is set. Duck against Duck in a battle where everything goes (for the right price, that is). You play the part of old Scrooge McDuck - a bad egg on the outside, but a nice old



Relaxing the McDuck way

chap on the inside.

With the aid of his nephews Huey, Dewey and Louie, old McDuck must grab his Indiana Jones hat and whip and go in search of treasure. He'll find himself lost in a network of caves, swinging from vines in the Amazon jungle and climbing mountains in search of treasure.

Each of these little excursions takes the form of a separate sub game which has to be completed if McDuck is to add to his already bulging coffers.

Unfortunately, these are continuously repeated throughout the game, so the attraction soon pales. Things are made even worse by the number of disk accesses that are necessary to play the game - you can often

more time waiting for a section to load than actually playing it!

Although *Duck Tales* is undoubtedly aimed at a fairly young audience, it has the makings of a great game. Unfortunately, it's just far too repetitive to be worth more than a passing glance. It's a shame that the programmers didn't spend as much time on the gameplay as they did on the graphics! If they had, then *Duck Tales* would have been a stunning piece of software.

Bill Richards

Graphics

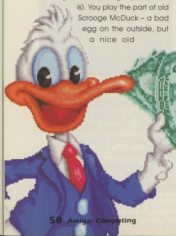
You'd be right to expect something pretty special from Disney, and this latest release certainly isn't going to disappoint. All the graphics are big and well defined, making them almost indistinguishable from their big screen counterparts. Animation is a little bit on the slow side.

Sound

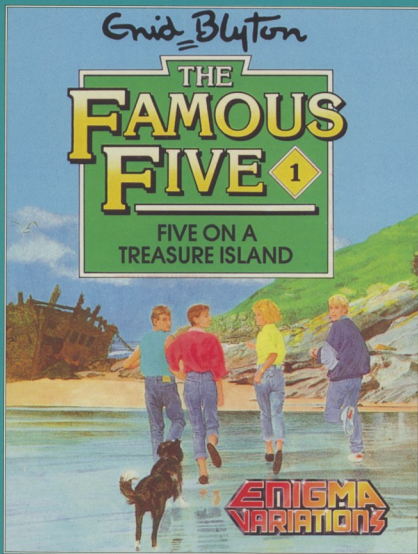
Some pretty decent tunes accompany play, but what really makes the game shine are the numerous speech samples and effects that really give it that fun Disney feel.

Gameplay

DuckTales reminds me of some of the very early Cinemaware games - they had great graphics, superb sound, but gameplay was practically nonexistent. Unfortunately, *Duck Tales* shares this problem. Sure, it looks good, but the gameplay is simply too repetitive to make it the kind of game you'll come back to.



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Fancy yourself as a Saviour of the Universe...?

STAR CONTROL

Publisher: Accolade Price: £24.99



Choose your ship and then it's off to battle!

Graphics

Although the graphics are generally small, they zip around the screen without a judder in sight. On the whole, presentation is good.

Sound

Nothing worth writing home about, but it's functional enough. However, each ship has its own victory tune, which is quite a nice touch.

Gameplay

Great. The controls are well laid out and easy to master. The gameplay is far from original, but who cares when it's so addictive?

Stand by all you would be Captain Kirks, there's Klingons on the starboard bow. Do not fret, it isn't another Star Trek game - which is good because 'I dunno think I could take any more captain.'

No. This is Star Control - the continuing struggle against good and evil in a futuristic battle where all is at stake and only you with your army of various space vehicles can save the known universe from a cruel, evil empire. Wait a minute... haven't I heard that story somewhere before?

Never mind. Strap your plasma ball shooter to your waist, put your genuine imitation leather hover boots on and fill your space helmets 'cos this is gonna be one helluva duel.

Star Control is the latest offering

from those old reliable Accolade boys and it's good... very good. It's also big so it's for one meg Amigas only I'm afraid.

It's set in the distant future with two legions of seven space ships locked in deadly combat. The Alliance - fighters for truth, justice and liberty for all - and the evil Hierarchy, the scourge of the universe. Boo... His...

Gameplay-wise, Star Control reminds me of an old arcade game I used to play in my wild and reckless youth, called Space Battle. In that game, two space ships flew around the screen blasting each other and avoiding a planet slop bang in the centre. Sounds pretty simple I know, but Accolade's offering goes a lot further than this archaic game - there's a certain amount of strategy in there too.

The game offers a few different scenarios just to stop it getting boring. For starters, you can practice at a one-to-one level with any of the ships on offer. This is highly recommended as each ship has different characteristics including speed, weaponry and shields plus - as an added bonus - each of the

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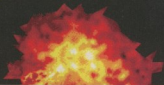
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The two opposing ships are out of range of direct fire, but Player 1 sends out fighters (the red blobs) to intercept player 2.



At last, the two ships meet in a bloody battle which will see only one survivor. Player 2 scores a direct hit, but the battle's not over yet.



Contains a blast!, player 1 returns fire.



ships has a special move or trick up its sleeve.

Once you think that you'll be more than just laser fodder for some slime dribbling alien, then it's time to move on to Melee. This option cuts out all that technical strategy stuff (that comes later) and puts you head to head with

your opposing fleet as you fight to the death across a space field.

Oh, and be careful not to crash into the planets which have a gravitational pull - this could leave you a sitting duck.

If the tactical side of your nature is lusty for more, you can move on to the full game options. There

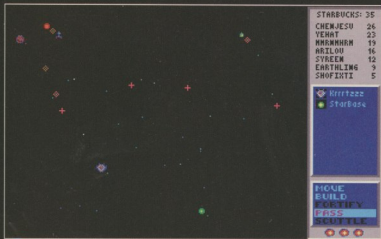
are nine different scenarios in all, and even an option to create your own, but they all work around the same principle.

A moving star map with you at the bottom and your opponent at the top is laid out and each of the armies' ships move from planet to planet, colonising and fortifying

them as they go. Movement is limited to the planets immediately surrounding the one you are on and not all planets lead where you think. It's a bit like trying to read a British Rail timetable at first, but you'll soon get the hang of it!

Once you've sussed out all the different options, you'll find Star Control to be a source of many hours of computer entertainment. It's obvious that a lot of thought has gone into Star Control, making this a game worth checking out.

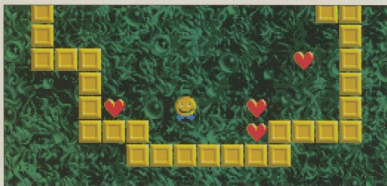
Craig Keweney



Build your empire throughout the universe



Watch out for that planet! Its gravitational pull could prove fatal



The graphics are small enough in 'Arcade' mode, but just wait 'till you try out 'Tactic' mode...

An everyday story of lovesick blobs...

THE POWER

Publisher: Digital Distribution Price: £24.99

Have you got the power? If you didn't take up the Government's PowerGen share offer then you can still have some power if you buy Digital Distribution's latest offering.

Originally written by Demonware in Germany, The Power is a puzzle game with a difference - put simply, you'll be puzzled why you ever bought it! Only kidding, it isn't THAT bad.

You control Max, a lovesick, but smiling blob with a few wisps of hair and some feet poking out of his bottom.

The aim of the game seems sim-



...And here it is in all its glory - Tactic mode. Now where did I put my glasses

ple enough - you must guide Max through fifty levels of puzzling arcade action until he is finally reunited with the love of his life,

Mini (who, like Max, is also a blob).

Each level is completed by collecting love hearts that are scattered around the play area. Once you've collected them all, a quick peck on Mini's cheek will send you on to the next level.

Unfortunately, the floors of each level are rather slippery, so once Max starts to move, he can only stop by colliding with another object (a bit like my car, really).

To make things a little easier however, many of the levels feature 'helping stones' that can be strategically positioned to help

Graphics

Deliberately small, but quite colourful. The game could have benefited from a bit of animation here and there, just to make it visually more interesting.

Sound

If you're into popular music, then you'll love The Power's theme tune which is a very well done adaptation of Snap's chart storming single, 'The Power'. Unfortunately, sound effects aren't quite up to the same standard.

Gameplay

The Power's simplicity is perhaps its downfall - there's just not enough variety in there to keep you interested. Personally, I'd rather watch paint dry.

Max collect all the hearts. These helping stones come in three flavours - Red, Green and Blue. Problem is though, you have to be careful when moving two together, because certain combinations will cause the stones to be destroyed.

Once you've completed all 50 screens, there's a built-in level editor which will let you produce your own screens. These can be saved out onto standard AmigaDOS format disks, so there's no reason why

you shouldn't be able to swap screens with your friends.

The Power is quite a fun little game, but it doesn't quite have that certain something that would make it special. As it is, you'd probably have more fun watching PowerGen shares crash.

Jason Holborn



If you're getting bored, then you can create your own screens with the built-in editor



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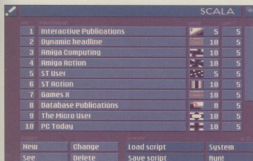
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Scala's presentation manager is a joy to use

Over the last few months we have looked at a couple of video titling systems designed to allow DTV buffs to overlay professional titles and captions onto their epic productions.

It would be easy to pigeon-hole Scala into the same basket as packages like Broadcast Titrer and The Big Alternative Scroller, both reviewed in our January 91 issue.

Scala will function quite happily as a titling program but the degree of sophistication offered makes it clear that this package is destined for much more.

Scala isn't just an inexpensive character generator – if one of those is what you are after see our look at Home Titrer on Page 69 of this issue.

Scala has the rather grand remit of being a presentation system. Before diving into the mechanics of the package it makes sense to look at practical applications for it.

You are more likely to see the output of Scala in a board room or shopping centre than an edit suite. Presentation systems merge graphics with text to produce pleasant looking information displays. These systems convey anything from flight arrivals at airports to the latest profit and loss statistics for a multi-national company.

Visual impact

The Scala package allows presentations to be formed from three components: backgrounds, text and symbols. These elements come together to form "pages" of information.

Complete display sequences are built up by using Scala's beautifully simple presentation manager to wipe between these pages.

What the presentation manager front end actually does is create a script file containing events written in Scala's proprietary display language, snappily titled "Visual". In Visual, everything is broken down into "events". An event can for instance be a picture, an animation or an IFF background.

Within each event it is possible to apply text, objects, colours and interactive "buttons". Events are totally independent of each other. It is possible to jump to a defined event directly from any point in a Visual script. This flexibility is necessary to make interactive applications practical.

Installing the system is a doddle, although it should be pointed out that the more modestly endowed Amigas could run into trouble. In order to use the package to its full potential a hard disk is required.

The manual cites this as recommended rather than essential but bearing in mind the entire package comes on no fewer than nine floppies it should be taken as a very strong recommendation.

Scala extensively utilises the Amiga's High-Res graphics mode, so stacks of memory is also prerequisite. Two megabytes of ram is enough to keep Scala happy, although it wouldn't complain if more was thrown at it.

Scala's backgrounds are high resolution IFF files. The package is supplied with a varied collection of excellent quality images.

Everything from artistic abstracts to cloud and seascapes are provided on five disks crammed packed with art-library material.

If even after browsing through the supplied images you can't find something that fits your application it is possible to generate your own backgrounds. The standard range



Getting the message across

Got something to say? Eddie McKendrick gets persuasive with Scala

supplied with Scala can also be tweaked, dropping in bar charts and graphs where required for example.

Scala uses standard Amiga fonts, although those supplied are significantly better than the by now immortal Topaz. Seventeen font

families are bundled with the system. A wide range of authentic adaptations of popular display faces are provided including Futura, Gill, Garamond and Helvetica.

If you are particularly desperate to utilise a font that doesn't cramp

your style it is just a simple if tedious matter of digging out a PD font editor, or dare I suggest even Commodore's FED. Armed with such a tool anyone has the potential to be a fully fledged Scala font foundry.

As well as fonts, the package is geared up to handle "Pictograms". These are graphic symbols rather than characters. Standard symbols supplied with the art-library include arrows, disabled logos, toilet and utility symbols. This gives some clue to the typical applications of the package.

I could not argue if you insisted that a pictogram of a gent's toilet symbol is not a great deal of use for the average wedding video. It is however useful in public places like shopping and leisure centres. The next time you are directed to a convenience by a monitor, it could well be Scala at the heart of the machine.

Again, if you can't find a pictogram that takes your fancy it is a straightforward job to create your own, providing you have the time and a decent art package.

External input

Scala has no built in provision for creating pictograms or backgrounds. Instead it relies on importing IFF format files.

Backgrounds can be any standard IFF screen and pictograms usually start their life off as Deluxe Paint brushes. As well as static backgrounds, Scala will also cope happily with DPaint II animations.

A requirement for Deluxe Paint III popped up time and time again during a cursory test drive of the package. It would be fair to say that in order to take full advantage of Scala, DPaint is a virtual necessity.

It's not only the graphic element of your presentations that can be imported into Scala.



Scala will take all the resources you can throw at it



It is possible to input text using any word processor capable of saving in the generic ASCII format.

When Scala imports text it will flow it out onto as many pages as the current font size dictates. The word wrap and margin options ensure that imported text is handled sensibly rather than just splatted ad-hoc onto the screen.

Pulling it together

When constructing a presentation with Scala, the system associates specific text and backgrounds with each page of the script.

Text can either be superimposed over the background or wiped on using a wide range of predefined effects. These include fades, mixes, moves and wipes.

The wipes work on a line by line basis rather than on the entire page of text. This approach offers a great deal of flexibility but be warned, if a complex wipe is chosen for each line, even the fastest transition speed will produce a snail-paced presentation.

As previously discussed, backgrounds can either be IFF files or ANIM format animations. As text always

The brains behind the looks - a script written in "Visual"



There are more ways to wipe than pages between some broadcast vision - mixes apart

takes priority over backgrounds, an animated page will only commence after all text has been wiped onto it.

After a page has been completely displayed, Scala is ready to move on to the next in the sequence. There is a wide variety of options available for page changes. Transitions can either be immediate or after a delay defined in seconds. They can be straight-forward cuts or one of a range of wipes.

By and large Scala handles page changes with a stunning degree of proficiency. Even in an Amiga straddled for memory, the system links complex animation sequences together with ease. The

more memory you have, the faster page changes will be executed.

So far I have described how Scala copes with presenting information as a rolling demo. Another interesting aspect of the system is its ability to construct totally interactive presentations.

On the button

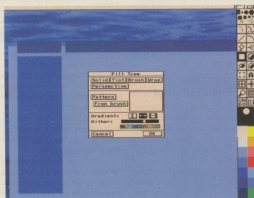
Instead of producing a simple script file containing details of delays and page transitions in a set sequence, it is possible to allow multiple-choice selections within a Scala page. This is achieved by defining "buttons" on the screen. When the system detects a mouse click over a button it will proceed to display the event which has been associated with it.

The interactive aspects of Scala make it ideal for point of sale applications where customers are searching for a specific product within a range. Other obvious uses include education and training packages. Potential applications for Scala are endless, yet at the same time they are quite specific.

If you have something to say and presentation is important, Scala is what you have been waiting for.

Tilting videos of granny on the beach would be a waste of this superb program, and your money. Scala costs a not insubstantial \$249 but it could be worth much more than that in the right hands.

Product: Scala
Manufacturer: Data Vision
Price: \$249
Distributor: Silica Systems
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The standard backgrounds can be tweaked with D Paint

HANDS ON EXPERIENCE

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VIDEO titling is big business at the moment with a new titling package appearing almost weekly.

The format for these releases generally falls into one of two camps, either the full blown affair that does it all - flips, fades and wipes included, and all in near broadcast quality - or the bargain basement versions aimed directly at Mr Average with a video camera and an urge to add some style to Darren and Karen's big day.

As the name suggests, Home Titrer falls into the second bracket, but only just. HT, as it will now be known, is quite simply the best budget titling system I've seen to date, boasting all of the essentials plus some added extras that put the icing on the cake.

The software has two main strengths: firstly it's incredibly easy to use, and to prove it the manual is only four pages long - yes, that's right, four pages - and to be honest you won't need any of them; the second striking feature is HT's smooth scrolling at any speed and with any font, either vertically or horizontally.

Framing the features

The range and diversity of standard Amiga fonts which soon becomes a restriction if you're a regular user.

Up to eight separate fonts can be used on each sequence, but each font must be on a separate line. They can't be mixed, which is one of the few faults within the system.

Each line of text appears to be treated almost as a separate screen. Because of this approach

it's possible to mix all of the available fonts on separate lines, changing the colour combination as well as the depth of shadow and direction for each line of text on the screen.

Page setting

The actual appearance of a page is sometimes far more important than what it says. Impact in many cases is what's required rather than info. Fonts are the starting point but page setting can alter the finishing touch.

HT is well supported in the page setting department. Background margins can be set for both vertical and horizontal scrolls, with the vertical scroll position itself also being adjustable.

When this is combined with definable letter and line spacing the appearance of an initially boring page can be transformed into a stylish, attention-grabbing masterpiece... well, almost.

The final aid to page styling comes from a left, right, or central justification feature which instantly shifts

the text to the required screen position - a simple but useful feature to vary the format of your creations.

If you want to make an impact, colour is one of the best ways to do it. HT has four available colours. This no doubt seems limited but it's not quite that simple. Like some of its competitors HT has a RGB colour mixing system which can create a colour range from 4096 available tones.

This process can be applied to each of the four available screen colours allowing some very subtle combinations.

If you combine the range of colour with the potential a Genlock could add to your videos, HT starts to look like possibly the best specialist buy of the year.

Movement

It's all well and good having pretty fonts and stylish pages but if it doesn't scroll quickly and smoothly it's useless. Some titlers suffer from rather dodgy scrolling which seriously detracts from potentially excellent systems.

HT has no such problems, having a variety of scrolling abilities on a par with products many times the

price. HT has two standard scrolls, either vertical or horizontal plus a snap page feature which instantly swaps entire pages of text rather than scrolling them.

The scrolls have a slide control option which gives a good range of speed which is happy scrolling even the largest fonts at reasonable speed.

Another nice touch is the addition of a variable scroll pause option. This again is simple but effective and adds a little more style to any scroll routine.

The pause between normal scrolls can also be altered, and of course if you want to use the title as a presentation system your text could be looped continuously.

And finally

HT's only real fault is the software's inability to import ASCII text, an option which would be useful for certain applications. In every other department it's great and you can't fail to have noticed my enthusiasm. In general it's great value and a joy to use. Highly recommended!

Home Titrer \$39.95

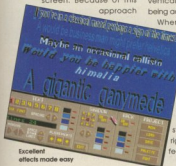
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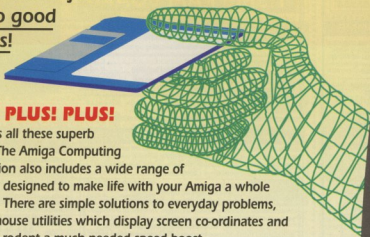
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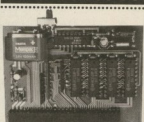
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So you've got an Amiga 500 and you want to use it for wordprocessing? That's hardly a revolutionary concept in electronic applications, is it?

It's not as if you're into 3D ray tracing or some other memory-hungry application. Nothing simpler, right?

Er - wrong. I'm afraid. If you are the proud owner of an unexpanded Amiga 500, or even if you have a full meg of RAM, you've probably noticed the scarcity of decent packages for the wordsmith looking to knock out purple prose in the less than \$100 price bracket.

The only widely available options are Protext and Kindwords,

and both are found wanting when faced with beginners on a budget.

Protext is more expensive than you might find comfortable, and isn't the ideal easy-learner program.

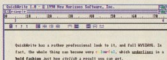
Kindwords, on the other hand, is abysmally slow and only just about works on a machine with less than the full megabyte. Indeed, the only way to use the latter and remain sane is to fit your Amiga with 2Mb RAM and an i330 card!

For quite a while, then, there has existed a potentially lucrative gap in the Wordprocessing market which only Amiga, by releasing Protext 5 and creating the conditions for price cuts on Protext 4.3, has come close to exploiting.

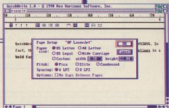
Companies in the U.S. however, appear to have grown wise to this and QuickWrite is the first quality low-end wordprocessing package to hit our shores as a result.

Pedigree, chum!

The program has an obvious parentage, coming as it does from the same New Horizons stable as the worthy ProWrite package, and if you've ever used Excellence, which we reviewed a couple of



QuickWrite offers easy control of page dimension and printing options



The display options allow for some of the most colourful letters you're ever likely to send

months ago, an even more appropriate role model.

The program is an attempt to fit a fully specified wordprocessor complete with spell-checker not only into 512K but onto a single floppy as well. The happy child of such a wedding of compactness and usability, if it worked, would be a program with immense appeal to the A500 owner. So does it work?

On loading, QuickWrite has the immediate visual appeal of the American wordprocessors already mentioned, and certainly looks more professional than the rather chunky KindWords. The screen opens as a hi-res window which can be pushed to the background

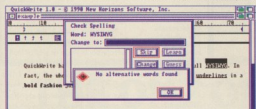
to run along with Workbench and documents open into their own resizable windows.

In this way multiple document editing is possible, but as the program is designed for systems with limited memory this otherwise desirable function has a limited use in QuickWrite.

If you're one of those people who is down to the list of 'features' normally found on the back of the packaging, you'll initially be impressed by QuickWrite. However, there's not a great deal there that you can't find in most other WPs.

QuickWrite is up to the usual spec, but it doesn't break any new ground. What it does break is the

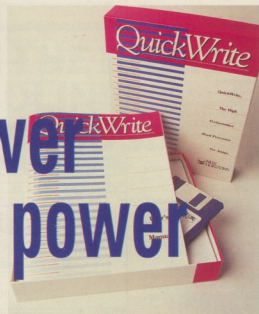
A welcome addition to the low end of the wordprocessor market



The spell checker is adequate, but often shows its limited vocabulary

Word power with less power

QuickWrite brings slick word crunching to the unexpanded Stevie Kennedy





A myriad of program options become available with simple pull-down menus

price/performance barrier represented by better but more expensive programs such as Protext 5, and the inferior but generally cheaper KindWords.

Spell it out

The spelling checker is the package's most impressive feature. Not only is it actually on the same disk as the main program, but it contains a usable 50,000 words and can be added to as the user's requirements dictate.

KindWords scores over QuickWrite by recognising 90,000 words, but to use it on lengthy documents you need more than 512K, and to describe it as sluggish would be an understatement.

The QuickWrite dictionary, while smaller, is considerably faster, and can be speeded up even more if loaded into RAM. Using it thus will take up a full 120K, so there may not be enough space if your document is lengthy or your Amiga is unexpanded.

The disk, however, contains a RAMstart program which will open the RAM disk if it hasn't appeared during start-up, and transferring the dictionary to it is a simple matter of dragging its icon to the RAM disk window.

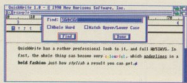
The spell-checker searches through the text from start to finish rather than utilising the more intelligent approach taken by Protext's Collins/Proximity Linguistics. This scans and then sorts the whole text into alphabetical order before checking it through, and can be very smooth in operation.

QuickWrite's start-to-finish method is less complex, but seems to be slower in checking, and certainly takes longer when changing or looking up a word.

Another minor point is that the

relatively small size of the main dictionary means its suggestions for misspelt words fall far short of Thesaurus standards. In fact, it will often fail to find an alternative for words you could be forgiven for thinking are fairly common.

On the whole, though, it is fast and simple enough to do the job. In time, the user dictionary would no doubt fill up to the point where the main dictionary's shortcomings would be mostly offset, and only those with large vocabularies or



The usual options are available in their usual form - nothing to write home about

specialised needs will find it very limiting to start with.

For those not in the know, macro is the term for a keypress (such as a function key) or combination of keypresses which has been pre-defined to stand for a sequence of other commands and actions.

The facility to use macros has hitherto been available only to

more up-market packages, but with the addition of the AREXX multi-task communications language, QuickWrite can define ten macros.

This addition should not be understated - macros are more than just a gimmick and can cut out a great deal of tedious typing.

For instance, Macro 1 might be defined to reformat an entire paragraph, indent it, and fully justify it at the stroke of a key. Many users will find similarly routine operations which can be rendered less painful in this way, lending QuickWrite a much more professional touch.

Unfortunately, it is only the more ambitious user who will take advantage of the macros, as their use requires a bit of thought. In contrast with some low-end programs, where defining a macro is simply a case of starting the 'recorder' and carrying out the sequence of keystrokes you desire to be defined, QuickWrite uses its own macro 'language'.

This is more powerful and flexible than the simple recorder method,

but is much more difficult to use and, even though well documented by the manual, is likely to scare off more than a few beginners.

No Wordprocessor can be judged solely by its on-screen abilities. They are, after all, intended to produce hard copy at the end of the day, and QuickWrite manages it with mercifully little fuss and both-

er. Unlike KindWords, which can rapidly run short of memory, and frequently crashes if a problem occurs during printing, QuickWrite comes well with large printing tasks.

The mail merge facility is controlled by only four simple rules to define how a merge list should look.

It allows the user to choose which records (such as individual addresses) are merged, so that letters may be sent to one portion of a long list, rather than the whole lot as demanded by KindWords's mail merge.

Files with a smile

File handling is carried out by way of a Mac-ish file requester, which most Amiga users will find painfully slow.

To jump from one drive to the next when searching for a file, one has to click on a 'drives' gadget to go through them one at a time.

On a hard drive-based Mac, with its uncluttered desk top, this is fine, but on an Amiga sporting only floppies it can cause unnecessary rises in blood pressure. I would have welcomed an ARP file requester or even a standard AmigaDOS one, which shows you how bad QuickWrite's can get.

The saving grace in this department is the option to save directly in Professional Page as well as standard QuickWrite and ASCII format.

For users of Gold Disk's DTP package, the ability to import text files with no extraneous control codes or annoying carriage returns is a positive boon, and will greatly enhance QuickWrite's appeal to that particular market.

Conclusion

On the whole, QuickWrite is a welcome addition to the cheaper end of the Wordprocessor market. At first glance, it is more expensive than KindWords and is missing a thesaurus and the ability to import graphics files.

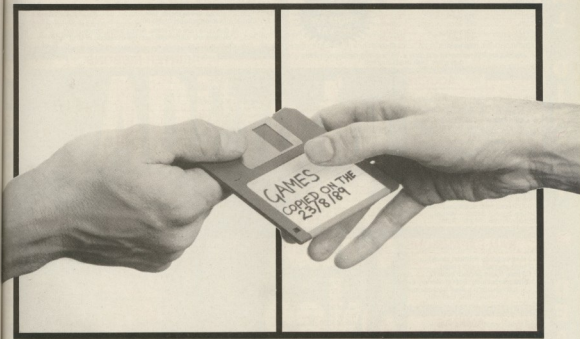
On further investigation, however, one can quickly discern a powerful, tightly coded, and memory-conscious package which should be ideal for those with limited memory or working with only one drive.

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The Amiga has long been the ugly sister in the eyes of serious DTP people, the Mac being their choice. Recently, however, the credibility gap between the two machines has been closed considerably by Pro Page, Page Stream, Page Setter and now ADPro.

The Amiga boasts a whole range of under exploited publishing assets such as its incredible value for money and the amazingly efficient file formats. Not to men-

tion some of the best graphic abilities in the business, regardless of price.

The reason for the Amiga's lack of publishing success falls firmly at the feet of image processing, or perhaps more accurately image conversion. And this is where ADPro comes into its own.

If you've ever tried to convert Amiga graphics to the Mac you'll be familiar with the problems involved. But now there is an alternative - to produce the entire pub-

lication on the Amiga. This has already been done with the Amiga Times, and is still employed by former AC editor Jeff Walker to turn out the monochrome Amiga mag JAM.

Cost effective

With the addition of ADPro to the Amiga's DTP stable, the field of semi-professional and indeed professional publishing is wide open for the infinitely more cost effective

and flexible Amiga. OK it sounds good, but what exactly can it do? In short, ADPro is a collection of image processing tools which join forces to create and manipulate high quality images. The various elements are combined under a very smooth and stylish front end which makes complex image conversions as simple as clicking on an icon.

Perhaps the most common use for ADPro's assets will be its format conversion facilities. In order to swap an image from one format to the another ADPro uses external programs to load and save images.

As a result ADPro can be extended to read or write new or alternative formats by simply adding additional modules.

If you are an artistic soul ADPro rendering abilities might be more to your taste. The program can load up any image data and then render the results in any Amiga video format.

ASDG's rendering techniques have already made many a fan in the animation world and if you are after high quality quickly it's a god-send.

While we're on the subject of rendering and ray tracing, ADPro's abilities also stretch to rendering and enhancing images created with ray tracing software.

Why render images with ADPro rather than the software on which it was created? Quite simply, ADPro will render 24 bit planes better and faster than the parent programs themselves!

Perhaps the hottest property in Amiga graphics has to be the imminent release of 24-bit colour. The Amigan art world is wallowing with sweaty palms for the release of the Harequin frame buffer from

ADPro for art's sake

Paul Austin provides a guided tour to the Professional Art Department

ASDG INCORPORATED



The opening screen of ADPro and the key to the Atadin's cave of features



ADPro can put the colour back into anyone's artwork

the Amiga Centre Scotland and its rival, the Masterboard V81 from G2 Systems.

Both these products seem destined for success, and as a result the need for external software support whether it be rendering or conversion will soon become big business. ADPro has no problems handling 24 bit planes or the power it will unleash onto the printed page, not to mention the world of DTV.

If you've ever had dealings with commercial publishing you'll be familiar with the need for colour separations, which as the name suggests is the process by which the various colour elements of an image are divided ready for a colour print run.

ADPro can be used as the source of such separations in both 12 or 24 bit planes. The subsequent print quality of images processed in this way are excellent, and easily on a par with the Mac equivalent.

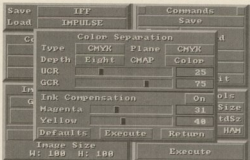
If your print requirements are slightly more unusual the software can still cater for your needs. Say you needed to render images for heat transfer on to materials such as cotton, ADPro can provide a suitable stencil.

If your dress sense is slightly more extravagant you could use the package's separation skills to produce films for three or four colour silk screening.

TAD or ADPro

The Art Department, or TAD as it's more commonly known, is the predecessor to ADPro and is still readily available from most suppliers. Both products are targeted at roughly the same area of the market, with each varying in abilities and price.

TAD is described as ASDG's entry level processing system, while



Would be Maxwell's will love the selection of separation controls

ADPro is considered to be the professionals' or power alternative. If your needs and finances are fairly limited it might well be worth looking at TAD which retails at around £70 as opposed to £199.95 for ADPro.

Perhaps one of the most impressive new features has to be run-time loadable Saver modules. This slightly mind-boggling mouthful basically means that ADPro can be used for generalised format conversion.

This new ability also allows you to use it as a general purpose front end for all manner of input and output, as well as a display tool for the output of scanners, frame buffers and so on.

Many of the image processing functions built into TAD have been re-worked, and are now run-time loadable. These modules are known as operators, and due to the run-time design ASDG can release additional operators as the need appears. This should hopefully negate the need for future expensive upgrades.

Another asset which TAD did not offer is true colour composition. This allows you to actually edit 24 bit plane images even if you don't have a 24 bit display board or

point program.

Arexx is very well supported by ADPro, so if you're into batch, bulk, or network applications your dreams may well be answered by ADPro's skills in automated image processing.

Last but not least in the list of added attractions is the option to choose between standard Amiga palette or the enhanced palette mode which yields higher quality images if you want to display your wares on IBM compatible VGA and Super-VGA displays as well as the Commodore Hi-Res Graphics Adapter.

ADPro is, in effect, an umbrella under which several elements combine to perform these various skills. The external components of the system fall under three main headings: Loaders, Savers and Operators.

Loaders

Loader is a generic term for programs which read and interpret source image data from a wide variety of file formats accessed from disk. But their talents do not stop there. They can read or generate data from various sources other than disk.

If, for example, you were using a digitiser a loader could be written which would allow ADPro to load data direct from the digitiser itself.

Savers

Savers as the name suggests, do exactly that, and are used as a destination for image data. They're generally used to encode raw or rendered images into the file format you require.

Like Loaders, Savers also have their hidden talents, for example if you're working with a frame buffer

you could write a Saver which would save the raw or rendered image data direct to the frame buffer. As a result the transferred data could be displayed direct from the buffer itself.

Operators

Lastly we have Operators, the workhorses of the system which are used for all kinds of general processing functions. Flexibility is their real strength, as they can input and output both raw and rendered image data as well as manipulate data within the program.

ADPro is firmly in the software for the specialist bracket, as the name and price tag suggests, but if you have problems with pictures this package will almost certainly solve them. It's a must for all would be press barons.

ADPro £199.95

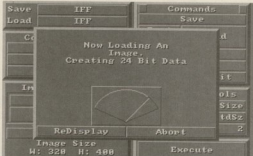
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As you may have guessed, there is a price to be paid for all the power of ADPro - its memory requirements are tightening. A good example is the image printed with this article. On screen it measures 640 by 640 pixels and is 24 bits deep. In order to load this image from disk you would need at least four megabytes of contiguous fast memory.

The image was composed within ADPro itself. Five separate images were used to create the finished product. The stars are a 1 bit-plane image made in Deluxe Paint.

The earth is a 24 bit scan with the landscape being a 24 bit image created with Vista. Ben Franklin is another 24 bit image scanned with a Sharp JX-300. The company name is made up of a three bit-plane Deluxe Paint creation using Kara Fonts.

Almost every format conversion is possible, GIF, IFF, PCX, Script, Postscript, the list goes on and on. As well as the excellent internal features, a great job has been done on the front end and as a result the software is a dream to use, even for a novice.



ASDG's famous loading fan makes another appearance in ADPro's excellent front end

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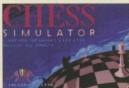
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PAGE 121**

Here we are again, yet another collection of the best in the business. At last the Amiganuts' domination has been eroded slightly by some excellent submissions from their competition. As a result you won't have to suffer my monthly moan about a lack of disks, so let's see what we've got.

Trace on the cheap

Anyone wanting to try their hand at ray tracing will soon find it often requires the loss of an arm, a leg, and a few other financial body bits before you find out if you're really into rendering.

So if your finances are slightly red faced DKBTrace could be an excellent alternative to spending heaps of cash on a commercial product.

This complete ray tracer supports arbitrary quadric surfaces, which when translated means spheres, ellipsoids, cones, cylinders, planes and so on. Various shading models are also available, plus reflection, refraction, marble, wood, and many other familiar ray tracing favourites.

It also has special case code to handle spheres, planes, triangles, and smooth triangles. If you use these special primitives, the rendering times can be reduced quite a bit when compared with general quadrics.

Version 2.0 includes the source code written in C. The whole thing has been bundled together on to one disk by the author, David K. Buck.

If you're the lucky owner of a

68020 or 68030 system with a 68881 or 68882 math co-processor, you'll find a completely separate version of the software on the disk designed just for you and your muscular machine.

As well as the program itself a whole range of utilities added to the package perform various weird and wonderful tricks of the trace.

Dump to IFF will convert the raw 24 bit data from the ray tracer files

into Hi-res HAM images. The colour palette used for the first image can then be used with the others.

This is particularly useful for animations as the entire series of frames can be forced to use the same colour palette.

Dump2RGB can convert the raw 24 bit output files of the ray tracer into three separate dump files for red, green and blue. This might seem rather pointless to most people, but if you're into serious DTP

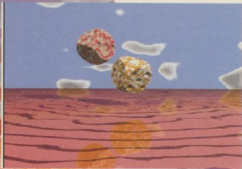
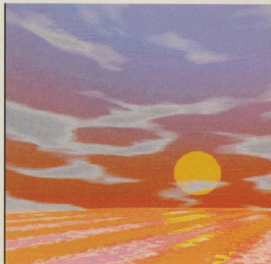
the ability to separate colour is really useful.

Sculpt2DKB, the next of the extras, will convert a Sculpt-Animate 3D scene file into DKBTrace format. At the moment smoothed triangles are not supported and the only information directly converted concerns the polygons, colours and textures.

Light sources, viewpoints, other aspects are ignored but once the conversion is complete you can

PUBLIC DOMAIN

Paul Austin lends a helping hand to pick the best PD from the rest



A three way taster of the talents of DKBTrace



Possibly the best beastie blaster in the business.

always add these as required from DKB.

If you're already familiar with DKB in its earlier forms a document included describes the conversions required to use data files from 1.2 with the new improved 2.0.

As you can see from the screen shots, excellent results are possible. They're not perhaps the quality of some commercial creations, but considering the price difference this is a very impressive package indeed.

A beginner would be well advised to give the instructions a good read, as ray tracing is not the simplest of subjects and takes a little time to master.

In order to saugh all the goodies on to one disk most of the elements have been archived and as a result need to be un-archived on to a separate disk. I'd recommend at least 1 meg or more if you're really interested in serious production.

MVK V2.0

Is your machine sneezing, shivering, and chewing up disks like Strepsis? If so it's sure to be suffering from the curse of modern computing, viral infection.

Fortunately for every idiot with a sick sense of humour there seems to be a knight in shining armour waiting to leap to our defence and combat the bacterial beasts.

Stefan Osowski is a fine example of a later day Lancelot, with his computing equivalent of a condom, Master Virus Killer V2.0.

MVK is capable of spotting up to 105 viruses, an impressive figure and considerably more than many of its counterparts. It will

detect both the file and boot block varieties and happily put them to the sword, whether they be on a floppy or hard drive.

The software does have one drawback, or advantage depending on your point of view. It will not run as a background task like Kill Da Virus or Zerovirus its competitors. Both of these sit on the menu bar and automatically check memory and disks as they are inserted.

The advantage of background checking is that nothing should slip through the net, as both KDVIll and Zerovirus can be run from the startup-sequence and remain active constantly.

The disadvantages arise if you

regularly use disks with custom boot blocks or software which alters vectors. If you do, you'll soon become thoroughly sick of cancelling the alert warnings which are activated every time you insert a non-standard disk, even though you know it to be harmless.

In their defence both KDVIll and Zerovirus both can be taught to recognise new boot blocks, so it is possible to subdue their enthusiasm when checking regularly used disks which you know to be safe.

With MVK it's best to check any incoming disks and then immediately write protect them. That way you can be sure they're safe, and once protected they won't

require any further attention. If you need to leave disks writable a background virus killer might be a better choice.

Master Virus Killer is available from: NBS, 132 Gunville Rd, Newport, I.W., PO30 5LH or from the good old Amiganuts united at 169 Dale Valley rd, Holybrook, Southampton, SO1 6QX.

Posh pointers

Any programmer with a passion for pointers could take a look at Fred Fish 446 and its collection of normal and sleeping mouse pointers which you can combine with your own creations. As well as pointers there's a whole range of extra goodies available, so check it out.

Both disks, along with rest of the latest Fish disks, are available from Softville PD services on 0705 266509, or you could write to Softville at: Unit 5, Stratfield Park, Electra Avenue, Waterloooville, Hants PO7 7XN.

PD playtime

The award for best disk for this month has to go to number 903 in the Amiganuts United collection. It's a compilation of four excellent games bundled on to one disk.

Compilations are something of a rarity in recent Amiganuts releases with much of their latest licencware firmly of the one disk,

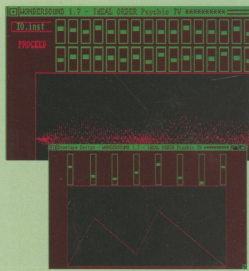
According to the docs Wondersound is an additive harmonic instrument design tool which allows you to create new sounds by manipulating envelopes, harmonic strengths and phase angles. These can then be saved for use with other music utilities.

I wasn't convinced with claims of instant addiction. Trial and error with a large helping of patient experimentation would be a more accurate description.

The main revision to earlier releases is that all processed sound is passed through a low-pass filter, which lessens the high pitch distortion or aliasing which plagued Wondersound in the past.

The sounds created are rather basic and reminiscent of those produced with processing software on the Commodore 64. But if you're a patient soul with an urge to create new sounds Wondersound could be for you.

Wondersound revisited



one game format. However, 903 comes as a refreshing change and is excellent value for money.

JEOPARD: First of the fab four involves a favourite subject with many a game designer - world domination. The action takes place on a large map of the world spread across the screen in gloriously flickering Hi-res.

Jeopard is the name, and domination's the game, with two to eight players taking part. Each battles against the next to conquer each others territories and finally rule the world. The outcome is determined by a combination of clever planning and an element of luck provided by the roll of the dice.

This is very similar to the well established board game Risk, which has long been available in the High Street, and more recently as a commercial release on the Amiga, amongst others.

Gameplay is in generally very impressive. The only real problem lies with the screen format. If you don't own a flicker fixer the infamous Hi-res flicker can be a real strain on the eyes.

MIGA MIND: This is the Amiga version of another smash hit, Mastermind. It is a popular subject in the PD and as a result several versions are available. This is perhaps not the prettiest one, nevertheless it plays perfectly and is useful as a Workbench toy.

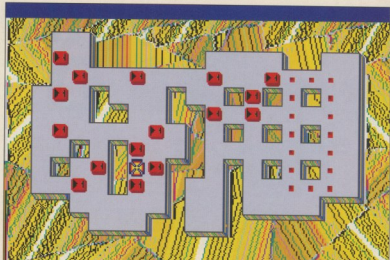
Miga Mind is basically a logic game in which you pit your wits against the computer and its hidden code.

You must attempt to decipher

the code before your limited opportunities run out and your Amiga once again reminds you who's the boss.

PIPELINE: If you're more of an arcade fan, the graphics and game play of Pipeline will be more to your taste, being not too dissimilar to Pipe Mania. Even so the undercurrent of logic still flows through to Pipeline, and if you are addicted to Titts and Welltis you'll certainly love Pipeline.

The idea is to create a route by which the oil can flow from A to B. On the left of the screen are five pieces of a pipeline. You can control the cursor position with a joystick, and as you press the fire



Sokosky, a simple but splendidly addictive logic challenge.



A slightly flickering version of the familiar board game risk.

button the piece on the bottom of the pile of five is placed in the current cursor-position. The four remaining pieces fall one position and a new (random) piece will appear at the top.

After a while black gold starts to flow, so you've got to get the pipe in place pretty quickly even on the early levels. Bonus points are awarded for complex connections which all add points towards the ultimate goal of entering the

high score table in which you can be immortalised forever, as your name is written to disk.

SOKOSKY: This is perhaps my favourite offering on the disk. Sokosky is an ingenious puzzle game which involves a logical challenge combined with very attractive graphics.

The idea is to move numerous rubies around the playing area until they cover predetermined points on the board. This may

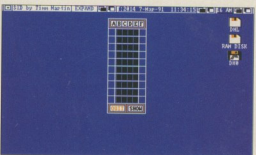
IFF2ANSI



This is one of the utils, and as the name suggests will turn any two colour low-res IFF picture into ANSI text which can then be displayed on any ANSI compatible terminal.

This could be very handy for

demos or perhaps disk introductions. ASDG's TAD or Art Dept Pro are perfect for converting virtually any picture into a low-res one bitplane two color image which can then be fed to IFF2ANSI for conversion.



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Ami

If you're at land lower plunge, a h just what turns round, can come overboard. A non-tion device mating the ACC has about a boasts m Once ber if wherms you well as also the opines The club is is wic domed of his th alim- gues

Fractals are by far beautiful creations emerge from the Am you're interested in tion of pure logic an graphics it's an intri

If you want to there's a fractal-m just waiting to be hand. Mr Code is fanatic and as a obsession he has b compiling a multi- ing with all aspe and their creation The disks con examples of fracta piled from Cade tion. There's als from various ut together with oc of products us field.

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Finally fractals

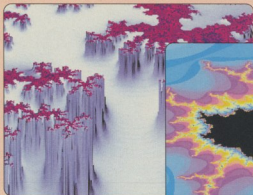
Fractals are by far the most beautiful creations ever to emerge from the Amiga, and if you're interested in a combination of pure logic and stunning graphics it's an intriguing subject.

If you want to know more there's a fractal-mad American just waiting to lend a helping hand. Mr Cade Roux is a fractal fanatic and as a result of his obsession he has been and still is compiling a multi-disk series dealing with all aspects of fractals and their creation.

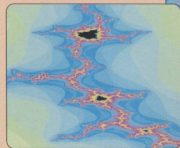
The disks contain the finest examples of fractal images compiled from Cade's huge collection. There's also practical help from various utilities thrown in together with advice and reviews of products used in the fractal field.

The Amiga fractal eXchange is the title of Cade's obsession. The disks are produced in magazine format, three disks being bundled for each issue.

The first two issues are available now and the third should be available soon. If you're interested in anything to do with fractals I'd say Cade's disks are a must. The collection is available from Amiganuts United at the usual address.



The stunning world of fractals for a fraction of the price



sound simple but believe me it's not. You'll soon find it's easy to end up in a very tricky position.

Amiga C Club

If you're an old C dog or just a land lover thinking of taking the plunge, a helping hand could be just what you need when the C turns rough. And the Amiga C Club can come to the aid of those last overboard.

A none profit making organisation devoted to helping and promoting the language worldwide, ACC has only been in existence for about a year but nevertheless boasts members in 35 countries.

Once you're a registered member it will try to help solve any problems you have concerning C. As well as practical help, software is also available to speed your development.

The main learning tool of the club is the Amiga C Manual, which is widely available in the public domain. It consists of four disks full of hints, tips and routines.

There are chapters concerning almost every aspect of the language, and all the examples are

If you are in the market for more straightforward arcade action Seventeen Bit has the answer with one of the latest additions to the Games Galore series.

Volume 5, like the rest in the series, is bulging with software. In this case nine separate programs are squeezed on to the disk, some old favourites like Pac-man and Monopoly as well as an excellent Star Trek trivia quiz. A must for any Trekkie who knows his Tribbles.

As usual there's an excellent selection on offer and if you're lucky Volume 6 should be available by the time you read this article, so it might be worth inquiring with Seventeen Bit when you order.

already compiled, so you can start experimenting immediately.

The manual is kept up to date by the members themselves, with the constant addition of new elements and revisions of the old.

Registered owners automatically receive new versions at cost, plus access to video and sound sampling by simply sending in disks and tapes which are then processed

Games Galore V5

The next generation

If you're a modern day Trekkie you'll probably be more familiar with Captain Pickard than Captain Kirk. If so there's a new trivia release for fans of the next generation.

An initial two-disk set is the starting point for a planned series which can be found on Fish Disks 404 and 405. They contain over 500 questions based on the first series with more than 50 audio/video clues.

The disks contain the game module and part 1 of the Trivia Database. You must have both disks as 405 contains the rest of the Trivia Database and the required player program for the quiz. Disks available from 405 and others.

and returned free of charge.

If you are seriously into C it might be money very well spent. The registration fee is \$20 which should be included with your details to:

Amiga C Club (ACC)
Anders Björn
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181 41 Lidings
Sweden

Well that's it for this month. As usual, if there's anything you want to see, moon or rave about, drop me a line:

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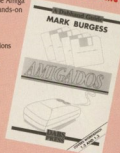
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Home computer technology has advanced in leaps and bounds since good old Uncle Clive Sinclair unleashed his ZX80 onto the UK computer scene back in 1979.

In the space of little more than twelve years, home computers have developed to such an extent that the computers we have today bear only a passing resemblance to the computers of yesteryear.

Just thinking about it brings the memories flooding back. Back then, 16k was thought to be a heck of a lot of memory – indeed, I can remember a time when people used to doubt if you actually needed that much memory on a home computer! Then of course there was colour – if your computer could display more than the standard green on black, then it was looked upon as a pretty advanced piece of kit! As for sound, the odd digital bleep was about as sophisticated as things got.

Thankfully, those days are long gone. Now we're playing with a computer that has thousands of colours and the kind of sound capabilities that would have put a synthesiser to shame just a few years back. Even on the base machine, it offers almost ten times the amount of RAM available on the most famous 8-bit of them all, the evergreen Commodore C64.

Despite all this extra power, the Amiga is still held back in its basic incarnation. Foot is a single floppy disk and 512k of memory just isn't enough unless you're happy to play the odd game (you'll even find that some games won't work under this very basic spec).

Radical changes

The key to getting the most from your Amiga is to expand it – that is, to add extra bits and pieces that will increase your machine's capabilities. You're probably already aware of such things as RAM expansions, external floppy drives and hard drives, but there's so much more to expansion than these fairly limited pieces of equip-

ment. There's a vast range of more obscure devices that you can plug into your Amiga to push its power further than you'd previously ever thought possible – how does networking grab you?

Then of course there's such things as touch sensitive screens, 24-bit graphics cards, light pens, tape streamers, video processors and a whole host of other wondrous devices. Never has a single computer offered such a wide variety of expansion possibilities!

You'll be surprised what a difference a little bit of expansion hardware can make to your system. Even if you add just a half meg RAM expansion and a second floppy, you'll find your Amiga to be a much faster and smoother computer to work with.

When you start adding things like hard drives and processor accelerators, the difference is astounding! Even a fairly meagre amount of expansion will totally transform your Amiga – just ask anyone who has already taken the plunge!

In this and next month's issue of Amiga Computing we are providing you with what we think is the most comprehensive guide to expanding your Amiga ever written. This isn't a buyer's guide, so don't expect to find details of every hard drive and every RAM expansion available for the Amiga.

Instead, we'll be highlighting the kind of options available to you (and perhaps we'll point you in the right direction when it comes to making the right buying decision).

It's then up to you to find the appropriate equipment – a quick scan through the ads within Amiga Computing will usually be all that is needed.

Flexible friend

Choosing what hardware to buy is entirely up to you, but there are a couple of extra bits and pieces that a basic Amiga 500 is crying out for, so there are a good place to start. If you play alot of games, then an

Expand and deliver

Thinking about expanding your Amiga? If so, then let Jason Holborn detail the options available

external floppy disk drive should be your first purchase – quite a few more recent games come on two, sometimes even three diskettes, so you can save yourself a lot of the hassles associated with constant diskswapping with an outlay of little more than \$50.

If you use your Amiga seriously, then an extra drive will prove to be an absolute must, especially if you're a CU hacker. AmigaDOS is totally transformed by the addition of an extra drive – indeed, it's almost friendly! (OK, perhaps I shouldn't go quite that far).

Once you've strapped on an external drive, your next purchase should undoubtedly be a ram expansion.

Most A500 users go for a half meg upgrade, but it's worth going for a larger board just for the extra room it creates – you may think a megabyte sounds like a lot of memory, but you'd be surprised how quickly the Amiga will use it

up! A half meg ram card can be picked up for as little as \$35 these days, so there's no excuse for not taking the plunge.

The vast majority of games don't really need the extra ram, but more and more developers are producing games that do take advantage of expansion memory.

This usually takes the form of a few extra sampled effects, better music and perhaps even a few extra game options. Some games actually require at least a megabyte to run (Dungeon Master, for example), and it seems certain that many more will be released in the future.

Screen scene

Once you've got these two basic add-ons, your Amiga will be a far more useable system, but that's no reason to stop there. A worthwhile upgrade for anyone who uses their Amiga for anything other than

games is a colour monitor. Commodore's own 1084 provides a pretty decent display, but it is rather expensive for what it has to offer. The Amiga boasts both analog and digital RGB output, so there's a very good chance



just about any colour monitor can be wired up (although it's best to get a qualified electrician to do the necessary work).

Mousey matters

The Amiga is very heavily mouse-based, but that doesn't mean that you have to stick with the mouse supplied with your computer. There are a fair number of alternatives available that will do exactly the same job without the problems associated with Commodore's rodent (clogging rollers etc).

Indeed, some are actually a much better bet than a mouse because they have been specifically designed with a particular application in mind.

One such application that has earned more than its fair share of attention is that of Amiga graphics. As a result, Amiga artists are positively spoilt for choice when it comes to choosing an alternative input device. By far the most popular is the touch-tablet, which is basically a flat, pressure-sensitive pad.

Most touch tablets also come complete with some kind of pen or stylus, which is used to 'draw' onto the pad. What's so great about these tablets is that you can place a piece of paper on top of the pad and literally trace artwork directly into your Amiga.

Another alternative is the light pen, which is a device which allows you to draw by pressing the pen directly against your monitor screen.

This has the advantage of being closer to the conventional pen and paper than any other device, but they tend to be rather low resolution. What! They're great for the kids, they're far from ideal if you're after high precision equipment.

Another disadvantage of the mouse is the amount of free space that it requires on your desktop. A better bet is perhaps the trackball, which is basically an upside-down mouse. Like the mouse, the trackball uses a rollerball but, unlike the mouse, you move the ball directly

with your fingers. Apart from the obvious benefits for gaming (Marble Madness is great with a trackball!), these are ideal for musicians using their Amigas live.

Moving still further away from the mouse is the Touch Screen, a device which is still very much in its infancy on the Amiga. You've probably seen them used on 'point of sale' systems - instead of having to click on gadgets with the mouse, you simply press your finger against the screen to select the gadget you require.

These are perhaps rather too specialist at the moment, but they'll prove to be an all-important weapon in the Amiga's multimedia arsenal.

Finally, a company in the States have just released a bar code reading system for the Amiga which allows you to assign different AmigaDOS commands to barcodes.

You can create your own bar codes using the bundled software and then dump them out onto paper. It's far from being

an alternative to the mouse, but just think what a pose it would be to operate your Amiga in this fashion!

Sound advice

If you're interested in all things musical, then there's a healthy selection of associated gadgets and widgets that will fuel your interest. First among these is the sound sampler, which will allow you to 'digitise' a sound from just about any audio source (CD players, walkmans etc) and then edit it on your Amiga.

At the moment, all Amiga sound samplers are 8-bit devices, but several companies have announced their intention to produce studio quality 16-bit samplers which will make the Amiga a viable alternative to dedicated samplers such as those produced by industry heavyweights Akai and Roland.

Samplers can be a lot of fun, but they also have a serious use. If you enjoy tinkering with music packages such as Sound Tracker, Deluxe

Visual delights

Whether you're into DTP, animation or just art for art's sake, a video digitiser is a worth while investment. A video digitiser is a great way of obtaining quality artwork without having to mess around with DPaint. Even for the more talented users amongst you, a video digitiser will allow you to get the artwork you need in a fraction of the time it would take if you tried knocking it up yourself.

Amiga video digitisers basically come in two flavours - realtime colour and not so realtime colour (sorry). With a realtime colour digitiser, you can grab colour images directly from a composite video source. These are undoubtedly the ideal choice, but you can expect to pay through the nose for such a device.

A more affordable solution is a digitiser like Romb's VIDI Amiga. Although it will grab images in realtime, they are mono only. If you wish to grab in colour from a pre-recorded video source, you'll need to invest in a RGB splitter, a clever little device that splits a composite video signal into its red, green and blue components. Unfortunately, the source tape has to be paused during digitising, which can cause problems if your pause facility produces anything short of a rock steady display.

For grabbing in colour from a 'live' video source, cheaper digitisers use a system of red, green and blue coloured perspex filters that must be held in front of your video camera. DigView made this rather quirky method of digitising famous, but it can be a real pain in the butt unless you've got a top quality mono video camera and good lighting.

Scanners are also a great way of obtaining artwork. Until quite recently, they tended to be mono only, but it's now possible to pick up a full colour scanner for just \$600 (the Sharp JX-100). This very clever device is used extensively on Amiga Computing to grab many of the images within these pages, so there's no greater recommendation than that!

Music or even Music-X, you can use a sampler to grab instrument samples from your favourite records.

If you're lucky enough to own a synthesiser, then your next purchase should undoubtedly be a MIDI interface. MIDI interfaces are very cheap little devices, but they can totally transform your music setup. With the right software, a MIDI interface will allow you to directly control a network of MIDI-compatible musical instruments.

Speed freak

The Amiga is far from being a slouch where raw processing speed is concerned, but there are still times when things slow down to an almost unbearable rate.

You'll notice this especially if you use your Amiga for heavily processor intensive applications such as CAD, DTP and ray tracing, but most applications would also benefit from an extra input of speed.

The solution lies in a processor accelerator card, which basically replaces the central processor inside your Amiga with a much

faster unit. To make things really burn, most processor accelerators also provide space for a maths co-processor, a dedicated number-crunching chip that can outrun even the fastest processor.

Most processor accelerators are based around either the Motorola 68020 or the '030 processors with either the 68881 or 68882 maths co-processors, although some cheaper processor accelerators use a faster version of the standard 68000 (AdSpeed, for example).

Installing a processor accelerator is only half the equation, however. If you want to make the most of your new acquisition then it's worthwhile fitting your Amiga with high speed 32-bit ram.

32-bit ram chips allow both the '020 and '030 processors to run at full speed (both as true 32-bit processors). Once again, you'll find that the vast majority of '020 and '030 cards provide space for at least 2 Mbytes of 32-bit RAM.

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Memory loss

I recently purchased an A502 512Kb RAM expansion board at the 16-bit show in January. It has a battery backed up clock and a switch, but I cannot get it to work. The extra memory seems not to want to be used. Can you help?

M Arthur, Leighton Buzzard

Try booting with the switch in both positions, and if you still don't get the extra memory, give the board a good shove.

It's often the case that a new Amiga's trap-door interface can be extremely stiff, and many people are nervous of applying too much brute force to their expansion boards. Make sure the board is pushed in as much as possible.

If the Amiga persists in thinking it's a half meg machine, return the board to the retailer or manufacturer for replacement.

Tony revisited

Your response to Tony Williams, a "Confused Upgrader" in the March Interactive Rescue column, stated that an Amiga 2000 hard disk always requires a small AmigaDOS partition to mount the Fast File System (FFS).

This is just not the case. I suggest you run Fixdisk 1.2 as supplied on your own coverdisk on a A2091-40 and you will see the following info displayed

```
:HD0: handler = SCSI.device [FFS]
```

The confusion perhaps arises from the fact that Commodore's original A2090 hard drive controller didn't auto-boot, requiring a floppy to start the boot and then mount it.

The improved A2090/A, however, WILL auto-boot under Kickstart 1.3.

As both the A2090 and A2090/A were available before the introduction of FFS, they required the Amiga to boot into a standard AmigaDOS file system partition before mounting an FFS partition.

In response to the FFS, third party manufacturers began to introduce SCSI controllers which would auto-boot and auto-mount directly into a FFS partition.

These controllers do not require a standard AmigaDOS partition to be mounted first, and allowed all disk space to be formatted under FFS.

The A2091 does not require any mountlist entry or any details in the expansion drawer, as under Kickstart 1.3 an Automount flag is stored on the first two cylinders of the hard disk.

Gordon MacKinnon, Belfast

If it's a fair cop! Yes, our reply to Tony's letter wasn't what it should've been. You know how it is - Friday afternoon, dog's just died, gas bill pending, five or six black coffees too many. Sigh.

As for FixDisk, it has the annoying habit of identifying all hard drives with the (FFS) label. I have a hard drive which is entirely formatted in the standard AmigaDOS filing system, and

FixDisk insists on calling it a FFS device. Bit of a bug there, methinks.

Oh, and by the way - the problem with the recoverable RAM drive and RAD: on machines with a Fatter Agnus and 1Mb of RAM is cured when you use the 1Mb RAM patch option.

Change the SETPATCH in your startup-sequence to SETPATCH-r and R8D: should work as well as before. I'm just off to clean the WC with this toothbrush the Ed just gave me...

Not an A590 fan?

I would like to know of any hardware project which I could use to disable my A590 hard drive so that any long sessions of game playing the drive isn't active. Naturally it would be handy if the extra RAM was still accessible.

With the drive connected the Amiga won't power up if the drive transformer is switched off, so the only option is to unplug the drive from the computer, thus adding wear and tear to the edge connector.

The drive can be stopped from auto-booting by use of the rear DIP switch, but I would like to have total silence.

T N Wells, Ipswich

One way of silencing your A590 is to run it with the cover off, thus allowing you to disconnect the fan while keeping the drive cool.

With the cover off, you could also completely disable the drive by disconnecting the ribbon cable between it and the motherboard.

This might sound dangerous, but we've had it recommended as an option by someone whose A590 has seldom been used fully

cased. As you say elsewhere in the letter that your warranty has expired, you wouldn't be risking financial ruin by giving it a try.

You might like to try putting a plastic guard over the top of the open drive, leaving enough airway to cool it while stopping hands straying into it.

I had a quick look at garden-style wire mesh with thick plastic coating, which bends easily into a strong "freguard".

With this firmly glued to the A590, or hooked under the base, your drive is as if anything safer than in its original plastic case - except for the dreaded coffee menace, of course.

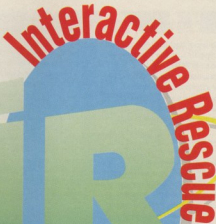
Another method of stopping an auto-boot while retaining all the extra RAM is to buy a switchable Kickstart 1.2/1.3 from AmigaDirect on 081-891 6704.

With this you could start up in Kickstart from which your drive won't auto-boot, and still have access to the extra 2Mb. You can always MOUNT the drive afterwards if you want it or re-boot with the Kickstart switched to 1.3

A3000 inquiries

Please give me some answers on the A3000 as extracting technical help from Commodore seems to be all but impossible. Here goes...

- Is it true that the Fast File System can be used on floppies under Workbench 2.0?
- What do all the parameters for the CPU command do?
- Kickstart 2.0 is currently loaded into Fast RAM, occupying 0.5Mb, but will apparently be available on ROM at a later date. With tricks like fast 32-bit RAM and ROM shadowing,



Printer out of puff?
Computer cracking up?
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Write to Amiga Computing,

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would the ROM upgrade be faster or more efficient?

- If Fast RAM is expanded to 4Mb, can the existing 1Mb shipped with the machine be moved across to Chip RAM?
- What's the difference between DIP and ZIP chips, and what is Static Column Memory?
- Can bridgeboards such as the A2088 designed for the 82000 be fitted to the A3000?

Robert Harley, Shoreham-by-Sea

In answer to your questions...

- Yes, the Fast File System WILL work with floppy under Workbench 2.0. Yum, yum.
- The CPU command has parameters to control the management of the 68030's on-board data and memory caches, the enabling of burst mode, the copying of ROM based Kickstarts into Fast RAM, and a check on the Floating Point Unit used.

To list them all here would take up too much space, so all I can do is recommend Mastering AmigaDOS 2, by Bruce Smith and Mark Smidley, which contains the best guide to Workbench 2.0 I've seen so far. The publisher, Bruce Smith Books, can be reached at (0727) 41243.

- The best performance is gained by copying Kickstart into 32-bit memory, so you might as well stick to hard drive-based Kickstart, which also has the advantage of being easier to upgrade.

- Yes, you can move that 1Mb over.
- ZIP stands for ZigZag Inline Packet. DIP stands for Dual Inline Packet. DIP chips are the traditional style RAM chips with pins on either side. ZIP chips have all their pins on one edge and stand up vertically, thus saving space on the motherboard.

If you closely examine our piccies of the CSA Mega Midget Racer in last month's cover story you'll see that the Mega Memory board on the right contains a row of ZIP chips looking rather like a row of dominoes (except they don't have white spots and a row of dominoes couldn't store 2Mb RAM).

- As to the bridgeboards, theoretically yes, although the 5.25" drive would have to be mounted externally or replaced with an internal 3.5" drive.

The A3000 has two AT-compatible bus slots and should be OK with a bridgeboard, though we haven't tried it ourselves.

Drive glutton

I have an A500 with A590 and extra 2Mb. A few months ago I bought a Fujitsu 86Mb hard drive from Allthames Systems and have had it installed in my A590 casing. It's a nice fast drive and has given me no problems.

However, my old A590 mechanism is now not in use. Is it possible to connect this internally/externally to my A500? I am a glutton for disk space.

Peter Collis, Walsall

Glutton's not the word! You mean you've filled up the 86Mb already?

Seriously, though, you don't have too many options open. As far as I know, there are no third party A590 cases available, so you might

Loan Ranger v Desperate Dan

I bought my Amiga in mid December and have been delighted with it. Unfortunately, I have been operating with a portable television until recently I was loaned a monitor. This is where my dilemma started.

The monitor is a Commodore Ranger 15, serial number 716470, part number 8800-15. It has two inputs, a 9-pin D-type connector labelled RGB TTL, and a 15-pin labelled RGB Analog.

I wish to use the analog input, but have been unable to find anyone who can supply me with a ready made lead or give me the wiring details for one. I'm desperately in need of some help.

Daniel Burns, Thundersley

The monitor in question is a 15" multisync designed for use with a flicker fixer or A2320 display enhancer card, and as such is not normally connected to a standard Amiga video connector.

A2320 cards cost about £287 these days and can be had at this price from several of our advertisers. Try Calco Software on 081-546 7256. You should find little trouble in finding a

utility which allows the Archimedes to read and convert Amiga IFF files to a format it can display.

the best third-party option is perhaps the A1500 unit. With the A590 mounting kit and DUC board you can re-box your A500 and then mount your A590 internally.

If you think the extra storage would be worth the prohibitive expense contact A1500 Ltd on 071-637 2281.

Transplanting graphics

I would like to put the Amiga's brilliant graphics on an Archimedes (A what? - Ed) to utilise laser and inkjet printers at school.

I have been told by my IT teacher that all I need to do is change a disk to PC format and output the IFF files to that. The Archimedes, using a PC emulator, will then be able to display them.

However, according to the PC Format docs on the Extras 1.2 disk, I need a 5.25" floppy drive which I do not have. Is there a 3.5" disk PC formatter available anywhere?

Andrew Skerry, Salisbury

If you don't have a Commodore A1020 5.25" floppy, you can use a PDPC program such as MessyDos, or go for something like CrossDos, which is a commercial product.

Either will write to the Amiga's own 3.5" drives as if they were PC drives, and will format 3.5" disks to PC format, which should be usable with an Archimedes running its own PC disk reading software.

CrossDos is available from several of our advertisers, including ARK on 0983 79496, and MessyDos is available from all decent PDLibraries. Just make sure your IT teacher has

subable off-the-shelf lead for this connection.

If you insist on using the Ranger without a flicker fixer - and this is a waste of a multisync monitor - you'll have to make one of your own.

Fortunately the Ranger 15", unlike its 21" big brother, will sync all the way down to the 15.6kHz video output frequency obtained from the Amiga 23-pin video connector. Some multi-sync monitors will only output at frequencies above 30kHz.

You'll find the pin-outs for the Ranger's 15-pin socket on page 15 of the monitor's manual, and the pin-outs for the Amiga video socket on page A-6 of the user's manual.

As far as we can see the pin connections from Amiga to monitor are 3 to 1, 4 to 3, 5 to 5, 11 to 13 AND 14, 12 to 15. Then 16 up to and including 20 should be joined and go to 2, 4, 6, and 7 on the Ranger.

Before you attempt this, ask yourself whether it's worth wasting a multisync monitor on a non-interlaced standard Amiga output.

If there's any hope of keeping the thing on a long term basis, run out immediately and buy a flicker fixer!

Breakdown

I am using an A500 with extra 512kb memory and a Pace Uninet Intelligent Modem. I am using Access software with the baud rate set at 300, parity at 0, data length 8 bits, stop bits 1, and all other settings I have left at default (although I have experimented with different settings).

I am trying to access various bulletin boards whose numbers I have obtained from my mag over the months. About 60% of the time I get NO CARRIER, but the other 40% I manage to get a connection. However, all I seem to get on screen is garbage and seemingly randomly generated characters.

It would be a great help if you could let the settings I will need on Access.

Ken Woolfenden, Leeds.

You are using 8-N-1 defaults - the most common - so sounds to me as if you're trying to access at the wrong speed. If you connect to a B8 at 1200 baud, and it tries to talk to you at 2400 baud, you'll get what appears to be a mixture of Greek and Cyrillic characters on the screen.

Try a bulletin board which supports the most settings, then play around with your baud rate until you get a clean connection. You might also keep an eye on our comms column - Eddie will be taking a close look at the first few difficult steps into comms.

Our thanks to Jolyon Ralph, Alan Emery, and Commodore Technical Support for their help with this month's letters.

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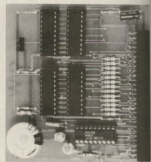
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Lights! Camera! Action! Jason Holborn stars in another Amiga exclusive. In this month's performance we go back to basics.



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It's time for another trip down the chip shop with Margaret Stanger. This month assembler takes a leaf out of C's book.



MUSIC111

Does this man never sleep? Master of the ivories Jason Holborn puts down his camcorder and gets musical.



COMMUNICATIONS113

Eddie McKendrick's eternal voyage through the ether continues, dropping-into a couple of good bulletin boards on the way.



AMOS115

What's this? Amos has left the Woolpack? Nay Nay it's not the same one. Peter Hickman helps you make the most of the games creator.



CODE CLINIC117

Assembler not your scene? High level languages might be right up your street. C for yourself with Margaret Stanger.



DTP

Desktop Publishing is back in full effect next month. So don't fret and put that order for spraymount and scalpels on hold.



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Jason Holborn peers through the viewfinder to find the kind of software you need to get started in DTV



Desktop Video

I've had quite a few readers contact me after reading the cover feature on Desktop Video in the January issue of Amiga Computing.

Although the article discussed most of the options for getting into desktop video, quite a few of you still seemed unsure about the kind of software and hardware to go for.

To help you sort it all out, here's a quick run down of what I consider to be the minimum requirements.

THE GENLOCK: With so many now available choosing a genlock is probably the most difficult buying decision you're likely to encounter.

Which you pick depends entirely upon the video formats you have at your disposal. If you have nothing more than a couple of standard VHS decks there's little point in paying out for a S-VHS compatible genlock unless you intend upgrading your decks at a future date.

Similarly, if you have access to higher resolution video devices, a standard composite genlock will not take advantage of the higher picture quality these decks deliver.

The cheapest genlock available is MiniGen from ASAP, but I wouldn't really recommend it to anyone unless they are completely poverty stricken. If you can afford it, it's well worth

spending a few pounds more on a unit which will almost certainly produce higher quality results. Worth checking out is the Rendale 8802 which offers near broadcast quality for around \$260.

THE SOFTWARE: Once again, the software you choose depends entirely upon your particular needs. If you just want to add titles to your home videos of granny at the beach, all you need is a titling package.

A good one is the Big Alternative Scroller, which is available from Alternative Image on 0533 440041. For just \$50 you get 20 high resolution fonts which can be smoothly scrolled about the screen. It's not in the same league as the likes of Broadcast Tiler 2, but then it is considerably cheaper!

If I had to choose just two packages for my desktop video work they would undoubtedly have to be EA's Deluxe Paint 3 and Zuma's TV Text Professional.

TV Text allows you to produce stunning titles from standard Amiga bitmapped fonts, while DPaint is great for producing logos and other artwork.

Not only that, but its powerful animation facilities allow you to produce all manner of flash effects including spinning logos and the like. DPaint

also fully supports overscanning, which is all-important for video work.

ACTing up again!

If you thought VE-1 Video Enhancer from ACT Electronics' (0637 881319) was something pretty special (see last month's issue for more), then you're in for a pleasant surprise. They've just launched a feature-packed audio/video effects processor which offers unrivalled video processing power for just \$350.

Catchily named the AVP-MK3, the unit was actually designed with Camcorder owners in mind. However, as ACT like to point out, it'll prove to be just as useful to Amiga video enthusiasts. Here's what it has to offer:

COMPATIBILITY: Whether you're using two home VHS recorders or the latest Hi8 decks, the AVP-MK3 is built with the future in mind. It is fully compatible with VHS, VHS-C, 8mm, BETA, U-MATIC, S-VHS, S-VHS-C and Hi8.

If you're using S-VHS, S-VHS-C or Hi8, the AVP-MK3 allows you to take full advantage of the high definition settings, then edit on to a standard VCR, therefore allowing for the highest possible results from your video setup. As a result, there's no need to suffer loss of picture quality just because your destination deck isn't of the same format as your source.

A built-in Composite + Y/C to RGB Converter allows you to obtain the maximum performance from high resolution video formats without having to fork out for a S-compatible TV set simply by channeling the output into any RGB-compatible TV set. According to ACT, most modern TV sets now offer this feature.

SIGNAL PROCESSING: The AVP-MK3 boasts comprehensive RGB colour correction facilities which allow you to adjust the red, green and blue content of the incoming video signal simultaneously.

You can also adjust the bright-

ness, contrast and colour saturation to the levels that you require. To help you achieve the optimum settings, the AVP has a video level indicator which changes colour when these settings are achieved.

Obviously you're not restricted to these settings, but they provide a useful method of achieving the best possible results with a minimal amount of knob-twiddling.

Extra controls include Luminance and Chrominance inversion switches which produce a sort of photographic negative image effect. Alternatively, these settings could be used to allow real photographic negatives to be recorded to video tape in their true colours.

Just like their VE-1 enhancer, the AVP features sync pulse restoration hardware which helps to reduce the loss of quality associated with video signals.

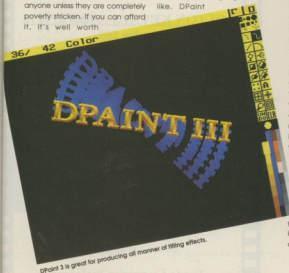
WIPES AND FADES: The AVP-MK3 employs ACT's own custom IWEC technology which allows you to continuously vary the edge effect on any chosen wipe pattern, giving infinite control over the range of effects available.

ACT have built in 30 base wipe patterns which are controlled from the front panel using the unit's select switches. You can access any combination of horizontal, vertical or diagonal wipes and even modify the supplied wipes using the AVP's IWEC controls.

AUDIO MIXING: The audio section of the AVP-MK3 offers a comprehensive range of controls which allow you to work on the audio side of your video productions. Its three channel audio mixer consists of a microphone level control and two line level controls for mixing music and even voice overs with your existing video sound track.

Both bass and treble can be altered, and an extra headphone socket allows you to monitor your audio mix during the editing process.

A visual display of the sound output levels are provided via twin LED VU meters, and a master audio fader allows you to adjust the volume of the mixed audio signal.



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With a little effort, Assembler programmers can benefit from useful files used by the C Brigade – Margaret Stanger tells you how



Machine Code

The story so far: Lucky C programmers use the Amiga "include" files to interpret the system data structures. It may not be generally known that these goodies are also available to Assembler programmers after only a very little extra hassle.

Now read on....

Window on the world

Before a Window is opened a parameter block – or structure – named NewWindow is created for it and stashed away in memory.

The variables in a structure are always in a standard order, the offset of the BlockPen (say) from the base Window address is always the same:

```
STRUCTURE(T) NewWindow,0
WORD nw_LeftEdge
WORD nw_TopEdge
WORD nw_Width
WORD nw_Height
WORD nw_DetailPen
BYTE nw_BlockPen
ULONG nw_IDCMPFlags
LONG nw_Flags
APTR nw_FirstGadget
APTR nw_CheckMark
APTR nw_Title
APTR nw_Screen
APTR nw_BitMap
WORD nw_MinWidth
WORD nw_MinHeight
WORD nw_MaxWidth
WORD nw_MaxHeight
WORD nw_Type
LABEL nw_SIZE
```

The structure member nw_Window gives its offset from the base address of the NewWindow structure. The colour of the BlockPen – I hate capital letters in the middle of a word – could be changed to 3 (say) using Assembler's relative addressing:

```
Lea TheNewWindow,a0
move.b #3,nw_BlockPen(a0)
```



In theory

There is a disc file available with details of all the intuition structures, together with the numerical value of any flags used.

This file, intuition/intuition.l, can be included in the source code by a statement at the beginning of the code. There is a small file called exec/types.l that is included first to interpret the structures in the other include files. It tells us that a BYTE increases the offset by one byte, and a WORD by two bytes and so on.

```
INCLUDE "exec/types.l"
INCLUDE "intuition/intuition.l"
```

That would have been too easy.

In practice

Unfortunately my assembler used on an A500 did not have enough workspace for the necessary include/intuition file, so I picked out the structures and flags I needed and added them to the source code.

I included "exec/exec.l" so that the computer could make sense of the reference to MP_SIGBIT in the Window's UserPort.

```
INCLUDE "exec/types.l"
INCLUDE "exec/exec.l"
```

I did not need the details of the

Screen or NewScreen structures as I was not referring to any of the structure members. I did need the data itself, with the correct values to open the screen.

```
TheNewScreen:
dc.w 0 ;LeftEdge
dc.w 0 ;TopEdge
dc.w 323 ;width
dc.w 200 ;height
dc.w 3 ;depth
dc.b 1 ;DetailPen
dc.b 3 ;BlockPen
dc.w 0 ;display modes
dc.w CUSTOMSCREEN ;screen type
dc.l 0 ;pointer to custom font

structure
dc.l screenTitle ;pointer to screen title
dc.l 0 ;pointer to screen
gadgets
dc.l 0 ;pointer to custom bitMap
```

I needed the data for the NewWindow, and the data structures for Window and NewWindow. For the computer to interpret these I had to explain the flags to it

```
; 6-IDCMP flag used
CLOSEWINDOW equ $00000200 ;6-
Window flags used
WINDOWIZING equ $0001
WINDOWHAG equ $0002
WINDOWDPTR equ $0004
WINDOWCLOSE equ $0008
SIZEBRIGHT equ $0010
;6-Screen flag used
CUSTOMSCREEN equ $000F
```

Any structures or flags could be defined in the source code or in header files as long as space permits. There is room for creativity!

The include files directory was

added to the path:

```
assign INCLUDE:
Lattice_C_5.0.5;Assembler-Headers
```

and the option 'I' was used during the assembly.

```
asn -IAssembler-Headers demo
blink demo.o to demo library
"lib/amiga.lib"
```

Up and running

The easiest way to open a screen is to use the Intuition Library routine OpenScreen, with a pointer to a NewScreen structure (short!) which contains some of the values and pointers for the screen.

```
move.l intuitionbase,a0
;sr _V00penScreen(a0) move.l
d0,custonscreen
beq abort
```

I used the same New Window structure for each of the three windows, and changed the details slightly once I had the address of each Window structure.

```
lea TheNewWindow,a0 move.l
d0,nw_Screen(a0)
;sr _V00penWindow(a0) move.l
d0,thiswindow
beq abort
```

The system flags are set for most of the system gadgets, and Intuition takes care of their activities.

The IDCMP CLOSEWINDOW flag is deactivated on the second imaginatively named window. The title is changed and the window is slowly moved down.

The third window is opened, modified and moved in a similar way. These windows can all be dragged, sized and made active. The program only exits when the first window is closed with its close gadget.

The program uses a few of the routines from the intuition library, but many more are available.

In the CODECLINIC directory of the March Amiga Computing support disc I have included a list of intuition library routines. For each one I have listed the input, input registers, output (where applicable) and a short description.

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This month Jason Holborn puts Digigram's flagship sequencer, Studio 24, through its paces



Music

In the space of little more than a year and a half the Amiga sequencer market has virtually exploded, with no fewer than 15 different systems now generally available.

Looking at products like Music-X and Master Tracks, it seems almost inconceivable that the Amiga was once considered as something of a musical dodo.

Joining the ranks of such fine products as Music-X is Studio 24, a MIDI sequencing system from French music software publishing company Digigram.

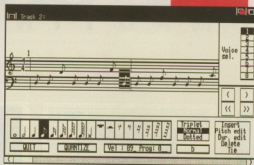
They have been in the biz for a number of years now, but their wares have been previously unavailable to us UK musos. But now, in the spirit of 1992 and all that jazz, UK distribution has been picked up by GFA Data Media, a company probably better known to Amiga users for its superb programming system GFA BASIC.

As reported previously in AC, GFA have taken on the distribution of a number of Digigram music products. These include Track 24e and Studio 24 – both of which are sequencers – Big Band and a powerful music scoring package called ProScore.

Big Band and ProScore were unavailable at the time of going to press, but you can expect a full review very soon.

As the name suggests, Studio 24 is a 24 track sequencer. It arrives in a vacuum-moulded plastic case with a single program disk, manual and a selection of quick reference cards.

These unique cards allow you to



Editing is particularly nice, although somewhat inflexible.

look up many of the program's major features without the hassle of flicking through a manual, which is certainly a good idea.

Key disk protection

Unlike most sequencers these days, Studio 24 is copy protected. In true D.I.T fashion, this takes the form of a key disk system which requires the original program disk to be inserted every time the program is loaded, even if you install it on a hard disk. I think such a system is a real pain, but there you have it.

Once loaded, you'll be greeted by the first of Studio 24's two screens. It contains the now familiar tape transport controls that run as a strip of gadgets along the bottom of the screen.

These are pretty bog standard - Play, Record, Fast Forward, Rewind and so on, but surprisingly there is no Pause button, which is a strange omission.

Above are the track controls

that stretch completely from one side of the screen to the other. Each track has its own set of three gadgets which are used to either mute, solo – which effectively mutes all other tracks – or select it for recording.

You can pick any one of the first 22 tracks for normal recording, but tracks 23 and 24 have their own special functions. Studio 24 calls track 23 its Chord track which, as the name suggests, is set aside specifically for chords.

When you record chords on to this track, Studio 24 will recognise and display them complete with their correct name – C Sharp Major or whatever. If you're not too hot with chords, the chord track also allows you to enter them with a single mouse click.

Track 24 is a Melody Track which can contain only monophonic sequences. I can't see any real point in having it when any one of the first 22 could do the job equally well.

Most of Studio 24's operations are pretty standard, but one feature that is worth mentioning is sequence editing. Studio 24 uses a score-based editor which displays your sequences in the traditional form of minims, crotchets and quavers.

You can edit existing sequences by moving back and forth through the sequence using the cursor keys. You can add notes, delete them, change the pitch and duration of a selected note and even tie notes.

Sounds great so far, but for one

major problem – Studio 24 will only allow you to edit a monophonic line of notes, not chords. If your sequence contains chords, the extra notes that make them up are split into their own individual sub-tracks, or voices as Studio 24 calls them. Far from perfect, I'm sure you'll agree.

Song editing is even worse. Most sequencers now use some form of graphical arrangement system, but you'll find no such luxuries within Studio 24. No stee, instead it uses a rather naff non-graphical system which is not only difficult to use, but also rather inflexible. As a result, you may well want to stick to the conventional linear method of song composition.

Notably missing from Studio 24 is support for internal Amiga samples. As we all know, the Amiga can produce some pretty stonking sounds itself, so it's not exactly unreasonable to expect your sequencer to support them. As it is, you're restricted in your music making to those sounds that can be produced by your MIDI setup.

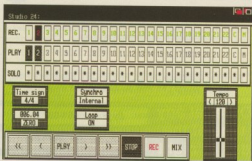
Sound investment?

Studio 24 definitely shows promise, but it unfortunately fails to deliver the kind of sequencing power and ease of use you'd expect from a product at this price.

It's got a few nice features – editing and its unique chord track spring to mind – but in the end it cannot hope to compete against such industry hard hitters as Music-X and Master Tracks Pro.

If Digigram sold Studio 24 at something like \$50 I could see it doing well. Unfortunately, there are just too many other sequencing systems around that are both cheaper and far more powerful. As it is, Studio 24 is overpriced and underpowered.

This and the entire range of Digigram Music software is available from GFA Data Media on 0734 794941. Other products in the range include Track 24, Big Band and ProScore.



As you can see, Studio 24 has a very GEM-like look

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Speak to anyone who has tried comms and not taken to it, and they will tell you it is expensive, time consuming and boring.

They are right about the expense, but there is a certain addictive attraction to the comms habit.

Most people's first encounter with communications tends to be withdrawing money from the local cash dispenser. I guess we have all stood in the rain, waiting for the bank's head office computer to finish calculating the IQ of 1,000 PE teachers, before gleefully advising us that we can't have any money because of a "Technical Fault".

Do not despair! You could well find that directly connecting your Amiga to the telephone network is a much more efficient way to empty your bank account.

bases by following menu options on screen. Input of messages is usually via a simple text editor built into the board.

There are two different types of message bases on larger boards: local ones and the net variety. The trendy term for a message base is echo, so if you read someone talking about an Amiga echo they mean a message area, not some acoustic phenomenon or a local newspaper serving the elderly inhabitants of quaint seaside town Amiga-on-Seasomes.

Local messages are exclusive to the board you are logged on to, whereas net echoes go all over the world. So if you proclaim your love for Lister in a net echo, the comms global village will be asking "What the heck is Red Dwarf?" in no time.

Net echoes are transmitted

sages. Better equipped boards often offer the ability to compress unread messages into a single file for you to download before logging off.

Using special offline reader software, it is possible to decompress, read and reply to messages. After keying in replies, the offline reader software compresses them into a packet for uploading the next time you log on.

When the board receives the packet from you it unarchives all your prepared messages and posts them to the relevant people and echoes. This type of message reading is known as blinking. It makes a great deal of sense, saving you phone time and allowing other callers to get on to the board.

File Areas are libraries of computer programs stored on the BBS for its callers to download and run.

motto with BBS is most certainly "give and take".

It's all very well to phone a few bulletin boards, read the messages and download any files you fancy, but sooner or later you will be expected to contribute. Not financially, but with a little time and effort.

Message bases aren't really much good without messages, so it is up to the board's callers to fill them up. Similarly, File areas are pretty pointless if they are devoid of files. For this reason most boards insist that you upload a file for every few you download.

After sampling a few boards, it is more than likely that you will consider starting one yourself. I have to be honest and admit that I am by and large unimpressed with the standard of most non-commercial BBS running in the UK.

The file areas tend to consist of a selection of dog-eared PD and shareware programs, while the message bases are more often than not just a total waste of time.

Message bases

So what is on offer? By and large, the most common services around the world are bulletin boards. These are computers set up specifically for other computers to call and exchange information.

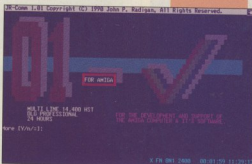
Common topics to be found online are comms, programming, sci-fi, television, motoring, religion and "adult material". I can't elaborate on the latter, otherwise AC would be on the top shelf next to Meaty Beaty Big and Bouncy, but you can use your imagination.

The information online is generally split into two categories - message bases and file areas.

A message base is, in simple terms, a series of comments input by users of the board related to a particular topic. For example a base called Red Dwarf would be the ideal place to muse over how much you preferred Holly when she was a man, or how badly treated poor old Kryten is.

Depending on how advanced the BBS software is, message bases can be anything from a simple series of sequential messages to a complex web of sub-threads which can be read or skipped at will.

It is possible to browse message



An Amiga 3000 is just a phone call away

worldwide via an elaborate series of telephone calls. Each night while the world sleeps, automatic "network" is busy collecting and forwarding messages to each board in the network. Indeed some of the inter-net handshaking is positively masonic at times.

Netmail is an exciting concept, allowing communication with people all over the world for the cost of a local call. It's not in real time, but is still much faster than writing, referred to as snail mail by those with a passion for jargon.

An interesting point to remember is that you don't always have to be logged on to a board in order to read and reply to mes-

sages. Again, these programs can be about anything and everything.

Files are downloaded using protocols. These are universal transfer standards designed to allow reliable exchange of data between two points.

A wide choice of protocols are available. By far the most common these days are Xmodem and Zmodem. The newer the protocol, the faster your data transfer will be.

The main thing to remember about protocols is that they have to match at each end of the link. It is no good attempting to initiate a file transfer if your comms software, or the board, doesn't support the protocol you are trying to use. The

Smaller boards

There are exceptions, of course. A good large scale setup is London-based 01 For Amiga. Tony Miller is the dedicated sysop of this excellent multi-line service. That evasive beast the Amiga 3000 is at the core running Dialog BBS software.

You can have a taste by calling 071 377 1358 (8/N/1).

Smaller, single line boards shouldn't be overlooked either, as they form the backbone of the BBS community around the world. If you want to pop into a tidy, well run, friendly board then give Steve Brazil's Speed BBS a ring on 0734 475549 (8/N/1). Steve is running Speed on a PC with Wildcat! BBS software.

With the possible exception of Dialog, which I have not had a chance to use from the sysop side, most Amiga BBS host software is dreadful. That may seem a sweeping generalisation, but I have yet to see any package which offers the level of sophistication and ease of use presented by Wildcat!

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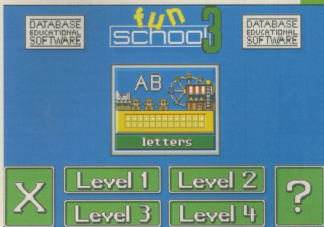
— Amiga Computing, May 1990

See order form on page 121

After flipping BOBs last month, Peter Hickman gives SPRITES the same treatment and looks at interlaced mode



Amos



The CDTV version of Fun School 3 (Under 5s only) is now complete and should be available by the time you read this.

I wrote it in AMOS, so if any of you are lucky enough to pick up one of the little beastsies you can see just how versatile this language really is.

After all, if people are using it to write multi-media applications now what will they be doing in another six months?

While on the subject of educational software, Gary Symons, who wrote the AMOS assembler, is currently working on a secret project for Mandarin.

I don't know exactly what it will turn out like, but the ST version is pretty good and could re-define the standards for learning tools on all micros.

I would have loved to bring you a preview of the compiler this month, unfortunately François Lionet is adding some extra features so you will have to wait until next time.

I have been speaking to François and he says that when programs are compiled they will retain all of the multi-tasking capabilities of AMOS. Sounds great, huh?

Lastly on the news front, TOME (the Total Map Editor) is now complete. The final package will be available from mid-March, and the

manual has been written by me, so it must be good!

Seriously though, it is an excellent product and deserves the support of all programmers, not just AMOS ones. You can find out more about TOME by writing to the AMOS club (the address came with AMOS).

Now on with the programming. In the last issue we looked at flipping BOBs. I hope you all saw and understood what I was going on about 'cos I'm gonna start off this column with examples of flipping SPRITES.

First we must load a SPRITE bank from the AMOS extras disk, so stick it in the drive and press escape to go to direct mode.

Load:

```
"AMOS EXTRAS:SPRITE_000/SPACE/SHIP1.AM"
```

OK, now let's clear the screen and do some SPRITES. Flash off:

```
Clear Off : Cls & Get Sprite Palette  
Sprite 1,200,150,1
```

There are two ways to flip this image. The first is quite complicated and involves using BOBs, so I think we will skip that for the time being.

The second method is to flip the image inside the bank using the Paste Bob command.

To do this we must use the Hsv/View in the same way as we

saw last month, only we will position the BOB off the screen.

```
Paste Bob 500,500,(rev(1)  
Sprite 1,200,150,1
```

Simple, isn't it? And now we have a reversed image which we can move around if we wanted to, and there is no need to touch the Paste Bob command ever again (well, not unless you wanted to flip it once again).

Anyway, that's the SPRITES over and done with.

Now how about taking a look at the very latest version of AMOS 1.23 specifically interlaced mode.

For those of you who don't know too many technical details about the Amiga, interlacing is a method of doubling the amount of information which can be displayed vertically on the screen.

There is a limit to the amount of information which can be shown on a normal monitor because they are actually too slow!

So to double the amount of stuff that can be shown the Amiga takes a single screen and passes the information to the monitor in two sweeps, each encompassing every other line.

So for the first sweep lines 1, 3, 5, 7, 9, 10, 11, 13 etc. are shown, followed by lines 2, 4, 6, 8, 10, 12. This is the reason you get a flicker when in interlaced mode - incidentally the flicker is almost non-existent on

NTSC machines 'cos they work faster. That is simplifying things a little, but the principle is sound.

If you are lucky enough to own a Flicker Fixer or an A3000 the Amiga could de-interlace the screens and pass them to the monitor in one go.

Unfortunately you need a very expensive multi-sync monitor to cope with those sorts of speeds, so you can see that interlacing is a bit of a compromise between resolution and quality (and migraines).

OK, to see what difference there is to our display when compared to a normal screen, go to direct mode and type:

```
Screen Open 0,320,200,16,Lowres  
"AMIGA COMPUTING"
```

Right, now that we have a normal sized default screen let's compare it to an interlaced one:

```
Screen Open 0,320,200,16,Lowres  
"AMIGA COMPUTING"
```

You will see that I have changed the last parameter to Lowres/Lowres, which tells AMOS that we want a lower interlaced screen. You will also notice that the same number of vertical lines as the first screen are being displayed in half the space. Also check the flicker.

Now one problem with this mode is that when you set up a single interlaced screen all other screens which you may be displaying are automatically "switched" into interlaced mode. These are not true interlaced screens - they just flicker for the hell of it!

You can display some excellent quality pictures in this mode, so do make use of it. But don't even think about doing a game in interlaced, it's just too slow.

Something which you might like to dwell on is that perhaps in the future François Lionet will include a facility to use some of the new screen modes thought up by companies such as Newtek, the people who make the fabo digitizers.

● Anyway that's it for this time. Next month it's the compiler - I promise!



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Computing, March
1990

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Beam up with Margaret Stanger and take a viewport into C

Last month Code Clinic contained software to produce intuition windows and screens, but it is possible to create a display using some routines from the graphics library known as graphics primitives.

This system gives you more freedom, more control, and a little more hassle. It would be possible to write whole books on the subject of how the display system works, so I have tried to summarise it as best I can. You will find all the bits I missed out in the ROM in *Kernal Manual - Libraries and Devices*.

The Amiga coprocessor - or copper - produces its video displays on TV screens or monitors using raster display techniques. The picture consists of a series of horizontal lines stacked on top of each other.

Changes can be made to the display when the beam is going from left to right as it is turned off on the flyback. When the beam reaches the bottom right hand corner of the screen it flies back to the top left hand corner.

In a multitasking environment each program can have direct control over the copper and therefore over the whole display or View.

The View can be divided into one or more viewports, each of which is the equivalent of an intuition screen. Each viewport has its own display resolutions, colours and special features. Unlike intuition screens they can all be displayed at once.

Because of hardware limitations, segments of differing display modes are confined to horizontal stripes that extend across the complete width of the screen. Each viewport completes a horizontal segment, and they are separated from each other by at least one blank line.

Images are created by drawing into a computer memory area so

that the system can retrieve the data for the display. The system software allows you to define linear memory as rectangular regions called bitplanes.

It is necessary to tell the system the dimensions and location of these bitplanes. This is a pain but there is the advantage of keeping several displays in memory at the same time.

The colour of each pixel is related to the value of one or more data bits in memory. To create multicoloured images, the system must be told how many bits are required per pixel.

In my first Viewport (blue), I have used eight colours and three bitplanes, and the system retrieves one data bit from each bitplane.

For each pixel data bits in the same horizontal and vertical position are combined by the system to create a binary value which determines the display color for that pixel.

The system uses a structure called a bitmap which contains the height, width and depth of the bitplanes and where they are in memory.

The display is created from a set of instructions in the view structure,

which is initialised using the command `InitView`, and linked to the first viewport.

Each viewport is initialised with default values, and its own parameters are added later.

Each Viewport needs a `RastInfo` structure containing a pointer to the bitmap with the bitplane information. If the viewport has dual playfields the first `RastInfo` contains a pointer to the next `RastInfo`, which has a pointer to the second bitmap.

The picture in memory can be larger than the screen image by creating a bitmap larger than the viewport area. The `RastInfo` structure has the offsets for the relative position of the display to the complete picture. In this example the bitplanes are the same size as the viewports, and the offsets are zero.

Left to itself the system will use default colours. There is a command `GetColorMap` which will allocate space for a colourmap and return a pointer to it.

The colourmap has a pointer to the colourmap's colourtable, and the desired colours can be copied into this data structure.

Each bitmap is initialised using `InitBitmap` with the required width, height and depth as inputs. The command `AllocRaster` is used to

allocate each bitplane and the returned pointers are linked to the bitmap.

Now that all the data structures are complete the command `MakeVPort` asks the system to make a set of display instructions - or copper list - from the structures in the Viewport. This has to be done for each Viewport.

The command `MrgCOP` merges these copper lists into a single instruction list. `LoadView` turns on direct memory access (DMA) and the display will be shown on the screen. Any flicker can be reduced by waiting for the beam to reach the top of the frame.

Each area can have its own set of drawing instructions, or `RastPort` structure. `InitRastPort` puts in default values and when the `RastPort` has been linked to its bitmap it is possible to use the Graphics Library drawing commands.

The listed program first saves the address of the old view using the `gb-ActView` offset from the graphics base. The view is initialised and three viewports produced.

The first viewport is 48 lines high with eight blue colours and three bitplanes. The second is 100 lines high with dual red and grey playfields. The third viewport is 48 lines high with 32 green colours and 5 bitplanes.

The drawing routines have been used to produce a series of rectangles on the screen. In the second viewport the grey playfield is dominant except for transparent areas of colour zero.

There is a short delay before the first eight colours of each viewport are cycled, and another delay before the program releases the allocated memory, replaces the old View, and exits.

The support disc includes the source and object code for this program and a list of documented routines from the graphics library.

● NEXT MONTH: Scroll routines made routine.

Height	how many video lines
Width	320 pixels in low res, 640 in high res
Next	pointer to the next Viewport
Modes:	
DUALPF	for two separately controlled playfields
PFBA	the second playfield takes precedence
HRES	more precise horizontally (640 pixels)
LACE	interlaced display mode HAM hold and modify colours
SPRITES	hardware sprites
VP-HIDE	obscures the viewport
ColorMap	has a pointer to the colour table of up to 32 colours. Three bitplanes would use colour registers 0-7, five bitplanes registers 0-31. Dual playfields of three bitplanes each would use registers 0-7 for the first playfield and 8-15 for the second.
RastInfo	pointer to the <code>RastInfo</code> structure.

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Are all these things accounted for in the "expenses" area, like the wages for staff etc.? Can anyone start a PD service or is there some kind of licence?

Finally why have you stopped putting in the marks for games that you review?

Keep up the good work, your magazine is 97 per cent.

Paul, Cumbria

PD Libraries should not exist to make a profit, but it is reasonable to expect a small surcharge for any disks ordered, to cover postage, duplication time, administration and the like.

As libraries get bigger they can make economies, buying disks, envelopes and even postage in bulk. This sometimes leads to a little slush fund, which can be blown on extravagances like wages and even the odd advert or two.

You don't need a licence to set up a PD library, just a lot of time and energy to do it properly.

We told our games reviewers that they could have their joysticks back if they started putting scores on again - seems to do the trick.

Free for all

I think that free software should be free. Everyone talks about wonderful PD software saying that it's free, but everywhere you look someone is selling it for around \$3 a disk.

I think this is very wrong. To change this, myself and a few friends have decided to run a public domain club which will supply PD for nothing.

J Duncan, Kent

It's a very nice idea, something for nothing. However, you will have significant expenses to consider. Where, for example are you going to find money for disks and postage?

PD software should be free, that doesn't mean that the media and handling is. \$3 a disk is a tad on the pricey side though, so shop around.

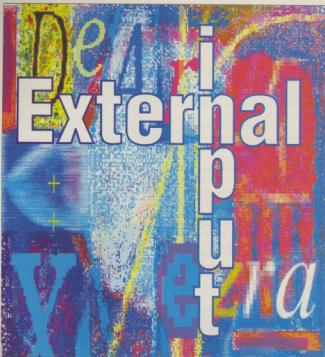
Better still, call a bulletin board and the only cost involved could be a local phone call. If you are serious about being a PD supplier, maybe you should consider starting a board.

Limited edition

I was torn between upgrading my Amiga 500 into an A1500 expansion box with a hard disk or exchanging my Amiga 500 for a Commodore Amiga 1500.

After talking at some length to a Commodore representative, I was told that the A1500 was a brand new machine, ideally suited for games and business use.

On arriving home and unpacking the sys-



Macclesfield SK10 4NP

Write to Ezra Surf, Amiga Computing, Europa House, Adlington Park,

tem, I find on the back an A2000 label. It would appear that all Commodore have done is rebadge an Amiga 2000 and put in a second disk drive.

They have called it almost the same as an expansion unit developed by a third party to ensure confusion. Have they done this because they could not think of casing an A500 in such a professional way?

I have since returned my Amiga 1500/2000, and purchased an A1500 limited expansion system, with which I am very happy.

Lorraine Fener, Middlessex

You are correct in asserting that the Amiga 1500 is a rebadged dual floppy 2000. Commodore have never really claimed otherwise.

The 1500 package is ideally suited for games and business use. At \$999 including colour monitor, it is the bargain of the decade so far.

The third party A1500 allows you to separate the Amiga keyboard and main processor box, but you don't have the advantage of several expansion slots and an up-rated power supply unit.

Most people are actually pleased to find that they have bought a 2000 in disguise. You though obviously feel you have been conned by Commodore.

The A1500 was a logical name for CBM to choose for the package, it is after all in-between the 500 and the 2000, and the A1000

has been and gone. A1500 sounds more like a Commodore name to me than a third party one.

I hope you and your A1500 limited expansion have many happy hours together - it, too, is a worthwhile product in its own right.

Arresting reading

I've just been into the shop which sells your magazine. As I was glancing through it I decided I wanted it. I searched through my pockets and realised I didn't have enough money to buy it, so I stole it.

When I got home I put the disk into my paid for computer and gasped! Tremendous! Incredible!

The mag and disk are excellent value for money. The trouble is my family won't let me on the computer. Now I'm wondering where I can get £2.95 for the next issue.

I shall have to stop the kids' spending money for my next issue. Keep up the good work. And for obvious reasons please don't print my real name.

Bill Sykes, Bradford.

I assume you realise that if the barcode on the front cover isn't scanned by your newsagent, a rather curious virus is let loose on your system?

It systematically causes you to form an addiction to the magazine which is so powerful that you can't help but subscribe.

Seriously though, Amiga Computing is not

public domain! If you did steal us, please don't try it again.

It is only a matter of time before you get caught and then it will be more than finding \$2.95 you will have to worry about.

Play the game

I read with anger the letter by Chris Webb in issue 29 of *Amiga Computing* concerning his views on the software industry.

Although everyone is entitled to their own opinion, I think Mr Webb was totally unfair in his assessment that 99.9 per cent of Amiga games are trash.

True, there is and always will be some rubbish on the market, but he has obviously not experienced the delights of the classics like *Dungeon Master*, *Gettysburg* and *Power Monger*.

If he has played 99.9 per cent of all games on the market he is either very rich or a software pirate. Therefore, I can only assume he is commenting on games he has never seen before, let alone played, and thus has no clear idea of what he is talking about.

Stuart Hardy, Sheffield

You don't have to play a game to get an idea of whether you will like it or not.

Some people simply defeat games. For these demented creatures, even the most technically stunning release will fail to raise the slightest fling of emotion in their trigger finger.

Of course not all Amiga games are trash. If they were people wouldn't be able to tell the Amiga apart from that ST thingy.

Excellent review

I enjoyed your review of the wonderful Excellence! wordprocessing program in the March issue. Your praise of it was well earned, but one part of the review was misleading.

You criticise the lack of an overtype facility, which you say is missing from the program. In fact this is not the case as by simply highlighting the text that you wish to overtype and then entering the new text, the program replaces the old with the new.

It must be just about the best wordprocessor available on the Amiga and readers shouldn't be put off by the price: there are some very good mail order deals available. The only trouble that I have with it is that I spend time exploring its capabilities that I should be using for writing.

D M Fieldhouse, Liverpool

The process of highlighting a text block with the mouse and then replacing it by typing in new text isn't strictly speaking an overtype mode. For example, anyone who uses a wordprocessor for long periods of time and who requires speed above all else, the use of the mouse is a no-no.

When using *Protext*, for instance, I configure it to Overwrite mode instead of Insert. That way if I make a mistake in typing, which I often do and which I usually notice as it's

Snail mail mouse

I am writing to you to tell my woeful story about a Naksha mouse.

It all began when I ordered the little chap from a mail order company called Microsmart. This was in about November, 1990.

By January this year I had not received the product, nor any message from the company, so I wrote to them expressing my annoyance, and asking them what had happened.

I tried to contact them by telephone, but all I got was their answering machine. Finally, I wrote them another letter. The result? Nothing.

What can I do apart from fume with the poor quality of the mouse that I got with my Amiga 500 which I bought a year ago. Your feeling peeved, to put it mildly.

Iain Chambers, Peterborough.

Yours is just one of many mail order gripes I receive in the postbag every month.

Although we do our best to ensure that each of our advertisers is honest, legal and decent, we cannot really check out the service offered on an individual basis.

I gave Microsmart a quick ring to see what the problem was with your order. They told me that your rodent started scurrying its way to Peterborough the day before you called.

Your original order from November last year apparently got a little lost in the pre-Christmas stampede, for which they are sorry.

You have every right to be a bit peeved, but hopefully similar things won't happen again. Hope you think the mouse was worth the wait.

done, I can type straight over the top of it without having to delete or resort to the mouse.

I'm glad you liked the review, and we did, as you say, conclude that Excellence 2.0 is one of the best on the market. As for the price, we quote the RRP as it would be unfair to a product to quote the cheapest price we could find. Hope you continue to enjoy exploring your wordprocessor's power (and buying our mag - Ed).

Fair shares all round

I know you regularly print such statements, but I'd like to make a point about shareware.

Always pay for any shareware you end up keeping and using. If you don't, the people who write it will have to find some other way to make a living and won't be able to update their programs, or create new ones.

You may save a bit in the short term, but you'll lose in the end and end up paying for software you may never use because there are no good shareware alternatives available.

The UK has a poor reputation for this. Come

on fellow Brits, let's show the Yanks that we're just as honest as they are.

Finally, I know that you manage to pack as much quality into your slimmer mag as your biggest rival, but my latest copy has pages 67 through 101 missing. Can you help?

Bill Dawson, Southampton.

I can't agree more on what you are saying about shareware.

Yes we do print letters like yours regularly, but it is always worth reminding people to put their money where their mouse is.

I am sure most people intend to cough up for the software, but never quite get around to it. There is no excuse for not going to the bank and sorting out a money order tomorrow, so do it people!

As for the mystery of the missing pages, I wonder if Bill Sykes uses the same newsagent as you?

Stealing an entire magazine is utterly pedestrian compared to the style and nerve required to make off with just the pages of interest.

Consider the missing pages in the post. I might even send a complete magazine.

Trojan Trauma?

I recently purchased a copy of *Amiga Computing* issue 34. On the CoverDisk was a program called "Kill Da Virus". I installed this program on all my bootable disks.

Since doing this I have had nothing but trouble with a virus called "Smiley Cancer" which turns the mouse pointer into a face and has corrupted much of my public domain.

It seems to me that the only place this virus could have come from is your CoverDisk as I have had no trouble of this kind before. I would like to know if you have received any other complaints of this nature.

I will not be buying your magazine again until this matter is sorted out. If I do not hear from you I will have to write to another magazine.

Iain Simlan, Sheffield.

The *Amiga Computing* CoverDisk was not the source of the virus you are afflicted with.

Our erstwhile disk editor, Stevie Kennedy assures me that the AC disks are so clean you could eat your dinner off them.

We are not a virus carrier. Any allegation that our magazine distributes these anti-social beasts will, quite rightly, be taken very seriously by our readers.

It is important to be sure of your facts before initiating such grove rumours.



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(See page 110)

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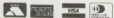
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