

AMIGA

COMPUTING



Make a killing!

All you'll ever need to know about making money with your Amiga art

OCTOBER 1994

AMIGA
COMPUTING

Compatible with all Amigas including 486 machines (386 required)

WORTH £30

3D Textures

A vast collection of totally exclusive, high-quality texture images for use with all your favourite 2D and 3D graphic applications

OCTOBER 1994

AMIGA
COMPUTING

Compatible with all Amigas including 486 machines (386 required)

H&MLabPlus

Use this superb image manipulation program with our 3D textures

Noisome

Attach sound samples to input controls including disk drives, key and mouse

DiallingCodes

Now you need never forget those elusive STD codes with this smart little utility

AticAtac

The classic ultimate Spectrum game for use with your ZX Spectrum emulator

Product reviews

Forge - Is this the ultimate add-on for Imagine?
Picasso & Pablo - Stunning graphics plus easy Mpeg
War paint - Brilliance and Personal Paint 6 head to head
Batch Factory - Easy automation across the board
Pyromania - The ultimate CD-ROM for Amiga animation

SYSTEM

Facts not fiction - the guide to Amiga gaming

9 770959 963077

10

EUROPEAN PUBLICATIONS

BUY TODAY - PAY IN 6 MONTHS

This must be the ultimate offer!! Order any Indi advertised products with a total value of over £100, use them for 6 months and then pay today's normal Indi Price. **No Interest. No deposit. No Strings Attached.** All you have to do is fill in our application form and submit to status the products will be on their way to you. At the end of the 6 month period you will be asked whether you wish to have extended credit from 6 to 60 Months* or pay for your goods in full and without any charges - the choice is yours. Initially you will be asked to choose an extended credit period, however this can be changed to a different payment period or 6 months interest free payment in full.

INDI DIRECT MAIL

is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them. A mail order purchase from INDI is a safe and secure decision and here's why. Indi is a wholly owned subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer products. With a group turnover approaching £20 million per annum, INDI have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

Express Cheque Clearance

Simply write your cheque guarantee card number, name and address on the back of your cheque and we will normally be able to dispatch your order the day that we receive your cheque. Cheques, received without a cheque guarantee card number, will normally clear within a maximum 7 working days.

INDI TELESALLES

TEL 0543 419999 FAX 0543 418079
9am - 4pm Monday to Friday
9.30am - 3.30pm Saturdays

BUY TODAY PAY IN 6 MONTHS

- * No Deposit * No Interest Charges
- * No Strings Attached * Subject to Status

"The level of software compatibility that has been achieved is very impressive.... Whatever your CD - ROM needs, the Zappo Drive can handle it."
Amiga Format

"It is rare to come across a product that's reasonably priced, does the job well and has no major faults.... More stunning than a phaser gun in Star Trek. A must for A1200 owners"
CU Amiga

"A main contender for best A1200 peripheral of the year" **Amiga Pro**

"This is the product that all A1200 users have been waiting for."

Amiga Shopper

MASSIVE DISCOUNTS ON ALL CD32

AND CDTV SOFTWARE WHEN YOU BUY A ZAPPO CD ROM DRIVE

Gunslip 2000, North Polar Expedition, Animals in Motion, Project X (F17, Elite II, Shakespeare's Complete Works, Dr Wellman, Liberation, Ryder Cup Golf, Lemmings, Sensible Soccer, Seek and Destroy, Prehistorik, Total Carnage.

PHONE FOR FULL LIST

NEW

ZAPPO AMIGA 1200 CD ROM DRIVE



A must for A1200 Owners

£194.99

The Zappo Smart Drive simply slots into the Amiga 1200 PCMCIA slot and launches Amiga owners into the exciting world of CD

- * Double Speed, Multi Session CD ROM
- * Photo CD Compatible * Plays CD + G music CDs and Graphics CD's * Mix CD and Amiga Audio Output * Plays CD32 Software
- * 12 Months Warranty

ZAPPO SmartStor

Plugs into the PCMCIA Slot of the Amiga 600 & 1200 the SmartStor Plus has it's own 12V supply and is ready to go. Excellent build quality at an amazing price. **12 Months Warranty**

FREE Amiga Challenge Software Pack

* International Sports Challenge * Parafind II
* Cool Croc Tetris * Indisports 360

130Mb ----- £249.99
170Mb ----- £274.99

250Mb ----- £294.99
340Mb ----- £344.99

Zappo External Floppy Drive

You've seen all the reviews on this popular and affordable second Amiga drive. "Compatible with all Amiga Quality 9 out of 10. "Exceptional value for money. Amiga Computing

£48.99

ZAPPO Smart

The New Zappo Smart Stor provides games and data portability never before available to the Amiga 600 and 1200 owner. Simply slip into the PCMCIA Slot on your Amiga and you have access to 20Mb of Smart Storage. Want to run your Stored Games or Data on a friends Amiga, no problem, simply unplug the Smart Stor and you have Total Portability.

- * Fully configured * Superfast Access
- * 12 Months Warranty

***20 Mb**

£139.99

***30 Mb**

£169.99

"...for its impressive price tag and the sheer convenience of being able to plug in and go, the Smart Stor deserves to do very well indeed in the market."
"Smart Stor is a genuine godsend". Amiga Format July 1994

MICROVITEC MONITORS

The superb monitor offers a high quality 640x480 pixel and low radiation and PFR's over 1000hrs. Complete with external Stereo Speakers and includes all leads - this is the monitor that we have all been waiting for.



Add a pair of our Quality Stereo Speakers to your existing Monitor. Ind Price £16.99

SHARP MONITOR / TV

The superb Sharp 14" Monitor / TV provides a real alternative to a Commodore monitor with full function remote control 3V channel electronic display and built in stereo output. All in all it's the best £160 you can get for a monitor / TV. It has the precision of a Sharp Monitor / TV in the price of a Commodore monitor with 12 months warranty. £169.99

£169.99

SX-1

CD 32 EXPANSION MODULE

Order today and fill in our credit application form. Choose a payment period from 6 - 60 Months and you will soon be using your SX-1 for 6 months for Nothing.

At the agreed date you choose whether to start the easy payment plan or to pay for your SX-1 in full at today's price and without any interest charges - No Strings Attached. Applicants must be over 18 years of age and in full time employment.

* APR 25.9

SX-1 EXPANSION MODULE **£194.99**

Expansion Options

BLACK KEYBOARD **£39.00**

ZAPPO FLOPPY DRIVE **£48.99**

*POWER SUPPLY **£35.99**

*Indi recommend the use of an additional power supply if more than 2 expansion options are anticipated

SX-1 Super Bundle

SX-1 Expansion Module

Black Keyboard

Zappo Floppy Drive

SAVE

£254.99

£27.99

FREE
Zappo T - Shirt or Zapsac with every Zappo Product



TEL: 0543 419 999 FAX: 418 079

Panasonic

SUMMER PRINTER DEALS

Option 1

Whilst Stocks Last

Panasonic KX - P2123

- Colour Ribbon
- Black Ribbon
- Mouse House
- Mouse Mat
- 500 sheets A4 Paper
- Wordworth Word Processing Software

£189.99



- Fast Printing Speeds 192 CPS draft, 64 CPS LQ and 32 SLQ
- Colour Printing 7 Colour palette (blue, red, green, yellow, violet, magenta, black)
- Quiet printing Super quiet 43.5-46 dbA sound level (most matrix printers are typically in excess of 60dbA)
- 7 Resident Fonts Courier, Prestige, Bold PS Roman, Script and San Serif fonts
- 24 Pin Diamond Shaped Printhead
- 1 year Warranty

High performance and high quality output, for total peace of mind.

Option 2

Whilst Stocks Last

Panasonic KX - P2123

- 2 Colour Ribbons
- 2 Black Ribbons
- Mouse House
- Mouse Mat
- 500 sheets A4 Paper

£189.99

Panasonic KX - P4400 & KX - P4401

New KXP4400 Ultra-Compact LED Page Printer, the printer that fits virtually anywhere. Ultra small footprint (12.7cm x 38.8cm x 29.4cm ex trays) At under 6.5 kg this printer travels with you. They also feature energy efficient power save.

Page Printer standard Specification

- 100 sheet, multi purpose paper tray (A4, letter, legal and executive)
- 1 Mb Ram expandable to 5 Mb
- 1600 copies per toner
- 1 Year On Site Warranty

Additional spec for KX - P4400
• 28 Bitmapped fonts • HP Laserjet III

~~WAS £587~~
£449.99



Panasonic KX - P4401

KX - P4401 LED Page printer also available.

Specification as above plus • Scalable
28 bitmapped fonts • HP Laserjet III, HP PCL 5 **£495.99**

Panasonic KX - P2023



Quiet printing

46.5 dbA standard mode, 43.5 dbA super quiet mode

Fast Printing Speeds

192 CPS draft, 64 CPS LQ

4 Resident Fonts

Courier, Prestige, Bold PS and Script

2 Paper Paths

Top and Rear

1 year Warranty

for total peace of mind

~~WAS £217.00~~
£144.99

FREE Autocut Sheetfeeder whilst stocks last
Recently reviewed by Amiga Format: "A fine 24-pin dot matrix printer at a reasonable price."

Buy from **INDI AND SAVE OVER £72**

Printer Accessories

- 1) **Printer Dust Cover** Quality dust cover for the Panasonic KX-P2123 printer
- 2) **Printer Stand** Heavy duty printer stand
- 3) **Paper Pack** 500 sheets of quality A4 paper
- 4) **Continuous Paper** 5000 sheets, 1 part listing paper
- 5) **Parallel Printer Cable** To be used when connecting Amiga to Panasonic printers
- 6) **Panasonic Colour Ribbon** (Available for KX-P2123)
- 7) **Panasonic Black Ribbon** (Available for KX-P2123)

Panasonic KX - P1150



This quality 9-pin mono dot matrix printer represents excellent value for money.

- 9-pin narrow carriage
- 7 Fonts
- 240CPS, 38 CPS NLQ
- 1 Year Warranty
- Paper parking

~~WAS £163~~ **£114.99** ~~SAVE £48~~

Panasonic KX-P4430 Laser Printing



- 8 scalable fonts, 28 bitmap fonts
- Optional 2nd input bin (total printer capacity 2X 200 sheets)
- Optional memory expansion to 5Mb (1Mb as standard)

£649.99

SPECIFICATION

- Satinprint (optimum resolution technology)
- 5 pages per minute
- HP Laserjet III emulation, PCL 5

WORDSWORTH SOFTWARE COMPLETELY FREE WITH KX - P 4430



Indi Direct Mail Customer Charter

INDI DIRECT MAIL is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision and here's why. Indi is a wholly owned subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer products.

With a gross turnover approaching £30 million per annum, INDI have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

**YOURS FOR 6 MONTHS THEN PAY TODAY'S RETAIL PRICE.
NO INTEREST CHARGES, NO DEPOSIT,
NO STRINGS ATTACHED**

SUBJECT TO STATUS

INDI DIRECT MAIL, recognises All Trade Marks and Copyrights All prices are correct as time of going to press. £ & £.

EXPORT NUMBERS

TEL: (40) 43 41 9999
FAX: (40) 43 41 8079

INDI DIRECT MAIL
1 RINGWAY INDUSTRIAL ESTATE,
EASTERN AVENUE,
LICHFIELD STAFFS, WS13 7SF



PLEASE ENCLOSE £5 FOR SECURICOR DELIVERY

Please send 1)

2)

3)

Price + Delivery

I enclose cheque/PO for £..... or charge my Access / Visa

No..... Expiry..... Signature.....

Name.....

Address.....

Postcode.....

Daytime Tel.....

TEL: 0543 419 999 FAX: 418 079

CONTENTS

SYSTEM

The essential guide to Amiga gaming

System On-line 92

Daze return with the third part of the Ishar adventure series, Mr Bobby's back plus Kixx go budget crazy with games priced at £4.99!

Beat the System 96

The first part in a two-part complete guide to Sierra's brilliant sixth fairly tale episode in the King's Quest adventure series

Preview: MysterX 114

Millennium unveil their latest offering that promises to beat up all other beat-'em-ups and stars a real-life martial arts expert

Preview: Dreamweb 118

One of the first games to get a voluntary 18 certificate. Packed full of violence, sex and bad language, Empire's RPG is going to be massive!



Preview: Lilit Devil 120

It's been in production for four years, but can Gremlin's devilish adventure become the world's first proper 'interactive cartoon'?

System Essentials 124

Essential Amiga software this month includes Gremlin's Heroquest 2 on the CD32 and Team 17's insect shoot-'em-up Apidya

GAME REVIEWS

Pinkie	100
Universe	102
Kid Chaos	106
World Cup 94	108
Bubble 'n' Squeak	112

REVIEWS

PICASSO & PABLO ENCODER 38

Budget digital video for one of the Amiga's best RTG boards

FORCE 42

At last, real-time texture generation for ray tracing fans

ZAPPO CD-Rom 46

The ultimate CD-ROM system for the A1200

BRAILLANCE & PERSONAL PAINT 58

The very best AGA paint packages under the AC spotlight

SUPRA FAX 228 61

Super fast comms and flying taxes at an affordable price

DIGITAL SOUND TRACK 70

Essential software that will add audio to any animation

MICRO SH1 74

Give your CD32 all the muscle of A1200 in a matter of seconds

PYROMANIA 77

A spectacular CD offering big budget effects at a bargain price

BATCH FACTORY 80

Easy automation for almost any AREXX compatible package

FEATURES

ALTERNATIVE INPUT 64

Simon Clays tracks down a few point and click alternatives

BLITZ AND PIECES 67

Michael Milne goes boldly into the unknown with Blitz Basic II

WELSH TOURIST BOARD 79

Adam Phillips discovers Amiga marketing at its very best

DEUPAC DELIGHT 83

Paul Overaa's concise guide to all things assembler

Next issue
on sale
Sept 22

COVER STORY

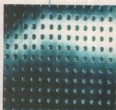
THE COVERDISK

Page
22



Alternative 3D Textures

A spectacular collection of 19 broadcast quality textures all in video resolution. Essential software for both 2D and 3D applications



HamLabPlus

The perfect accompaniment to our texture collection. Stunning image processing software that allows any Amiga to use our 3D Textures

Noisome

Add samples to any event whether it be a mouse click, key strokes or disk input output. Complete control to customise your Amiga audio

DialingCodes

Never be baffled by BT again with instant access to all the dialing codes both home and abroad

ArticRtax

A classic release on the Spectrum now out on the Amiga - just boot-up last month's ZX Spectrum emulator and you're off



REGULARS

News

9

New bidders in the war to take control of Commodore

USA news

14

Upgrades a-go-go plus more essential software from the States

Comment

16

Can the C032 survive the onslaught of the killer consoles

GETTING STARTED

21

Get the best from the Amiga Computing CoverDisk

DISK OFFERS

28

Upgrade our amazing CoverDisk give-aways and save cash!

ESP

49

Questions and answers as Uncle Ezra reveals all - well almost...

ACAS

53

Techy problems put to the sword by our in-house experts

PUBLIC SECTOR

86

All the PD and Shareware essentials on test



Make a Killing

Paul Austin reveals how to turn artistic talent into hard cash. Essential reading for any Amiga artist

See page 31



Subscribe now!



Turn to page 56

Get 13 issues for the price of 12 and save up to 34% off the shelf price of Amiga Computing

- | | |
|-----|---|
| 139 | ARREX
Paul Overaa adds the whistles and bells to looping the loop |
| 143 | Video
Adam Phillips embarks on a two-part pro's opinion special |
| 145 | Music
Paul Overaa looks at the Amiga's cheap audio alternatives |
| 147 | Comms
Phil South discovers on-line music |
| 149 | Amos
Wipe that smile of your face with the aid of Amos |
| 151 | Publishing
Ben Pointer explains how to put it all together |

AMIGA

GUIDE

- | | |
|----------------|-----|
| Sweet sampling | 130 |
| Home Video | 134 |
| Classifieds | 127 |

prize draw (selected at random) will win software worth around £100. Prizes are available on request.

Deal Direct, with Digital Direct...



Music Samplers etc.



Megalosound is the new 8-bit, stereo, direct-to-disk sampler package: the software is packed full of easy-to-use editing features, special effects and extras such as the ability to print waveforms and sample information.

The package allows sampling up to 84KHz mono and 56KHz stereo to memory and up to 21KHz stereo to hard disk on an A1200.

Supplied with a hardware volume control and an extensive 144-page manual, Megalosound is impressive value and Gold-rated by CU Amiga, with 85% from everybody's favourite magazine, Amiga Format!

ProMIDI Interface

The ideal MIDI interface for all Amigas, this smart-looking device comes with MIDI in, MIDI thru and two MIDI out ports and is complete with manual, software and a flying cable for convenient positioning.



AudioMaster IV is regarded as the de-facto standard in sound sampling and editing software. With its incredible range of features and clear, informative displays, it is hard to beat as a sound editing system.

AudioMaster IV is compatible with Megalosound and any other sound sampling hardware that connects through the Amiga's parallel port. Please call for further information.



Graphic Design

VistaLite 3.0

Create stunning landscapes with this amazing 3D simulation program. Supports HAM5 and 256 colour mode and requires 2Mb of RAM and Workbench 2.0 or above. A simply superb product from Virtual Reality Labs!



Distant Suns 5.0

Be the star of your own trek through space! Animate the solar system, view the same night sky as you wish and navigate by the stars with this 3D Desktop Planetarium. Requires 2Mb RAM and Workbench 2.04 or greater.

Pricing & Ordering Details

HISoft BASIC 2	£59	Megalosound	£25
HISoft Desktop 3.04	£49	AudioMaster IV	£25
High-Speed Pascal 1.10	£49	ProMIDI Interface	£17
Maxon Magic	£22	VistaLite 3.0	£29
TurboText	£39	Distant Suns 5.0	£29
VideoMaster A500/A500+	£39	SBase Personal 1.3n	£69
VideoMaster A600/A1200	£39	SBase Professional 1.3n	£139
ColourMaster A500/A500+	£35	Reminders	
ColourMaster separately	£49	Power BASIC Amiga	£10
VideoStage Pro	£39	K-Spread2/K-Data Pack	£10
PreFlight	£10	(A500/A500+ only)	

Simply call 0625 718271 from 9am to 6pm, Monday to Friday, armed with your credit or debit card number and we will despatch your goods within 3 working days, assuming they are in stock. If there should be any delay we will notify you immediately. Alternatively you can send us a cheque or PO made out to Digital Direct. Please add £3 postage within the UK (£5 for a next working day delivery), £4 within the rest of Europe, £3 elsewhere.

All goods are offered with a no-nonsense 30-day money-back guarantee, if you are not completely satisfied with the product. All prices include UK VAT. © Digital Direct 1994.



Video/Presentation



The best-value real-time video digitiser you can buy. VideoMaster gives you the ability to record real-time monochrome video with sound at 25 frames per second as well as quality full-screen stills from your camcorder or video recorder. VideoMaster RGB includes our new colour splitter, ColourMaster, and produces amazing quality colour stills.

VideoMaster AGA works on the A1200 and A600, connects via the PCMCIA slot for extra speed and freedom to use other peripherals, allows high quality stereo sound and supports HAM5 and HAM6 up to 640 x 512 resolution for stills.



ColourMaster is a new electronic colour splitter which works in conjunction with VideoMaster for stunning colour stills.

VideoStage Pro

Spectacular video and on-screen interactive presentations are easily created with this brand-new release from Datasoft. Shows can incorporate text, graphics, objects, animated sequences and sound.

The Storyboard features icons for insertion of these events such as graphics images, title screens, sound effects, Always click, go back events and play loop events. A Timeline allows different tracks for each of these.

VideoStage Pro supports the concept of layers allowing animation of any drawn object, button or track and actions may be overlapped in their motion so that multiple objects move at the same time, for smoothness.

The Graphics control supports G-Lock and SuperKey graphics as well as all generic Amiga graphics controls. Control support for RGB, samples and Noise Tracker, ProfTracker and Sound Tracker music modules.

Over 60 built-in dazzling Special Effects with various fades, scrolls, cross-fades etc.

VideoStage Pro requires an Amiga with a hard-disk and 2Mb RAM (at least 1Mb chip RAM), AmigaDOS 3.0 or higher.



Business Applications



SBase 4



We are pleased to announce that SBase 4 is back in the UK with Digital Direct. SBase 4 Personal and SBase 4 Professional are up to version 1.3n and we have both in stock, ready for immediate despatch.

These products are renowned for their power and their range of features and we have been available on the Amiga platform for many years in earlier versions. Now they have both been brought right up-to-date with support for the very latest Amiga computers.

Both SBase Personal and Professional are full-featured, fully relational and powerful databases with pull-down menus, multiple windows and complete access to your Amiga's multi-tasking environment and they are now compatible with AmigaDOS 3.0 and the AGA chip set.

SBase Professional includes a powerful database management language and supports dBase. Please call for our data sheets on these superb products.

Digital Direct

The Old School, Greenfield,
Bedford MK45 5DE UK.
Tel +44 (0) 525 718271
Fax +44 (0) 525 713716

Digital Direct is the direct sales
division of HiSoft UK.



Commodore's creditors gather to do battle

NASSAU, Bahamas, July 19 — Le Meridien, a graceful resort hotel on fashionable Cable Beach, hardly seems a spot for a fight. It is a place of manicured lawns, swaying palms, sandy beaches and emerald water. Travellers normally come here for the relaxing pleasure of the tropics and fine dining at the hotel's gourmet restaurant.

But suddenly on Friday, amidst the usual gathering of sun-tanned women in bikinis and men in shorts, appeared a small army of two dozen lawyers, mostly men in dark suits bearing overstuffed briefcases.

They came to do battle over the carcass of Commodore International Ltd, the once mighty maker of small computers which had its North American headquarters in West Chester. They came for the first official meeting of Commodore's Bahamian committee of creditors.

It is a fight over the company's assets, over the future of its technology, over how much of its \$145 million debt will be paid and, not surprisingly when lawyers get together, over legal jurisdiction.

Commodore, whose stock was traded on the New York Stock Exchange until May, was registered in the Bahamas, and the company initiated its own liquidation in the Bahamian Supreme Court.

The court-appointed Bahamian liquidators so far have received at least four proposals to buy Commodore, including one from the management team, its subsidiary in the UK, the only one of the company's units still profitable when the firm went out of business.

The other suitors are Amstrad Plc, a UK computer firm; Philips Electronics of the Netherlands, and Samsung Electronics of Korea.

But before there is a sale, lawyers for Commodore's principal creditors would like to have the bankruptcy proceedings moved, or at least have parallel proceedings opened in the US Bankruptcy Court in New York.

"The biggest problem we are having is that the Americans don't trust the Bahamians to do the liquidation," said Paul L. Adderly, the attorney for the two liquidators.

"What can you do about that?" asked Adderly in exasperation. "We are not entirely ignorant of these matters in the Bahamas."

But lawyers for the main creditors see things differently. It is not just the competence of the Bahamians they have called into question, but the efficacy of Bahamian law.

Under Bahamian law, a creditor's committee has an advisory role while under US law, the creditors

would have more of a say over final disposition of the assets.

Also, Bahamian law permits the liquidators to go back and judge, and possibly reverse, management actions involving assets three months before bankruptcy was declared. American law permits a year.

So far, the Bahamian court has rejected motions from the creditors to have the proceedings moved to New York.

Meanwhile, the creditors are seeking a ruling in US Bankruptcy Court in the Southern District of New York to seize jurisdiction or at least open parallel proceedings.

The principal opposing creditors are Prudential Insurance Co. of America and a subsidiary, Pruco Life Insurance Co., both of Newark, NJ, which are owed a total of \$28 million; Anchor National Life Insurance Co. of Los Angeles, owed \$6 million, and Daewoo Telecom and Daewoo Corp of Korea, owed \$15 million.

The creditors have questions about actions taken by the Commodore management team shortly before and right after the liquidation filing in the Bahamas on May 2.

They want to challenge management's transfer of a Commodore unit from one subsidiary to another,

and they have questions about the conduct of Commodore's former president, Medhi R. Ali.

Ali tried to get Prudential and Daewoo to agree to allow liquidation proceedings to go unchallenged in the Bahamas, in return for a vague promise that they would get 50 cents on every dollar of debt.

According to an affidavit filed in the Bahamian Supreme Court by Stephen M. Richmond, an attorney representing the creditor's committee, Ali claimed he had a foreign buyer for the company and the sale would proceed quickly if there was not a legal tangle in New York.

Richmond, a gruff Boston-based lawyer, said that Ali refused to tell him who the potential purchaser was or what the terms of the sale were.

Ali is no longer associated with Commodore. Reached Monday by telephone at his home in Ridgefield, Connecticut, and asked for comment, Ali shouted, "You're intruding on my home. I'll complain to your editor. You're an idiot." He then hung up.

The Bahamian court-appointed liquidators are Franklin Wilson and McGregor Robertson, two partners in the Bahamian offices of Deloitte & Touche, a major accounting firm.

Wilson said on Monday he hoped to complete the sale of Commodore's assets "very quickly", but he declined to be more specific.

Amid all the men in dark suits last week was a bearded, casually dressed British national, David Pleasance, managing director of Commodore's UK subsidiary and a leader of the management team trying to buy all of the company.

"We might as well try. We have a good business in the UK, a very good business," said Pleasance, who came to the Bahamas to get to know the company's major creditors.

If the management buyout is successful, Pleasance said operations would be moved to England, but that the company would like to keep research and development facilities in Norristown.

"These are very good people," Pleasance said. "We would like to keep them."

● This text was reprinted with kind permission from Dan Stets, its writer, and the Philadelphia Inquirer.



Medhi Ali: Questions about conduct

NEWS BRIEFS

FAST retirement

The Federation Against Software Theft has announced that its chief executive, Bob Hay, is retiring after nine years of service. He leaves to spend time with his wife who has been seriously ill over the last several months.

David Svendsen, board chairman of FAST and managing director of Microsoft Ltd, added, "To many in our industry, Bob has been the public face of FAST and everyone will miss his single-minded goal of establishing a moral and legal environment in which to use software."

Svendsen concluded by saying: "Under his leadership, Bob has taken FAST from inception to the most successful anti-piracy body in the world."

Health concern

For those computer users who regularly spend hours on the keyboard staring at a screen, the London Advice Services have released a factsheet on health and safety when operating a computer.

The Computanews pamphlet offers advice on what the risks are, what the user needs to do to create a better environment and what the laws say concerning employers responsibility to its staff.

The factsheet costs £3 and is available from LASA on 071-377 1226.

Full house

After the somewhat troubled start of the European Leisure Software Publishers Association's (ELSPA) ratings system, the group has announced that all 63 members of the association have given their full support and adopted the scheme.

This includes Acclaim, publishers of the controversial *Mortal Kombat*, who, after much publicised deliberation, have agreed to carry the ELSPA age suitability ratings.

Robotics report

According to research company Dataquest, US Robotics is now UK market leader in high speed modems, with a 16.5% share.

"We have gone from 15th in 1990 to number one in 1993. The figures tell their own story," commented US Robotics managing director, Clive Hudson.

For more details on US Robotics modems, call Lucy Brown on 0753 811180.

New bidders
step
forward

After the surprise announcement last month that various members from Commodore were attempting their own buyout, a rumour has surfaced that Steve Franklin, former managing director of Commodore UK, is also making a bid for the company.

Franklin declined to comment on the situation. David Pleasance, the current UK managing director, thinks "it's highly unlikely" that the former head is in a position to offer a substantial bid.

Pleasance's own plans are apparently moving forward and he hopes that the question of Commodore's future will be resolved "in the next two to three weeks." He believes that their offer is the highest and feels confident of a successful result.

According to an article in the *Chicago Tribune*, both Amstrad and Philips have lost interest in a buyout, partly down to the legal delays. Samsung is interested in the intellectual-property rights of Commodore's products, but is dismissive with the computer firm's inventory or other products.

A potential buyer has appeared in the shape of Creative Equipment International based in Miami, who are in the process of submitting a bid. "There is a pent-up demand for the product," CEI president Alex Amor commented. "I think it can be very successful if it is brought back to the market."

The legal tanglings over the liquidation though are causing serious concerns with people close to Commodore. "The urgency arises because we are dealing with an asset which is perishable," said Franklin Wilson, a liquidator in Bahamas.

"It is an industry where change is the greatest constant. This technology needs to be constantly updated to stay current."

Raptor increases in
power and speed

With the reputation of Raptor's quality and results, makers of the graphics work stations, Desk Station, have released two new models. The Raptor II and the Raptor Plus are seen by many as the next step for serious graphic artists and television production.

The Raptor Plus features MIPS R4600/133MHz rendering engine that the company claims increases the rendering performance by 50 per cent over the original work station.

The Raptor range is available to buy through Ramiga International who can be contacted on 0782 398940.



Raptor Plus: Twice the speed of the original graphics work station



Primera Pro: Offering the latest in printer technology

Printer paradise

Announced at the recent MACWORLD Expo in Boston, the new PrimeraPro colour printer is a high spec, low-priced machine that is compatible with the Amiga.

Featuring dye-simulation and wax thermal output at 600/300 dpi, Fargo – the company behind the new hardware – claim that the printer is the first in its kind to offer such a high dpi.

Costing \$1895 in the States, the PrimeraPro can also print on a variety of different surfaces, from laser paper and transparency film to dye-sublimation media and T-shirt transfer paper.

Amiga Computing will be reviewing the product next month and Fargo, the makers of the Primera Pro, can be contacted on (612) 941 9470.



Competition: One of the many entries already received

Competition boasts
hologram prize

In a bid to show PC users and high-priced platform what the Amiga is capable of, the 24 Bit Club has launched a competition for Commodore owners to send in their best 3D work. There are three categories for entry – science fiction/fantasy, photo realism and organic/abstract.

The winner from each will have their rendered masterpieces turned into a hologram by Munday Spatial Imaging, and most entries will find their way on to a video to be produced by the 24 Bit Club of the best work they receive.

For more information and an entry form, phone John Campbell on 041-946 2191.

Viper 68030



VIPER 68030 TURBO I

- For the Amiga 1200 computer
- Full 030 with MMU running at 28MHz
- FPU running up to 50MHz
- Industry standard 72pin Simms
- RAM upgradable to 8MB
- Full Kickstart remapping (FastROM option)
- Optional SCSI-II adaptor
- 68882 Maths Co-processor
- On-board battery backed clock
- Faster than an Amiga 4000/030
- Up to a 440% speed improvement



ONLY
£159

VIPER I

- Standard £159
- Viper I 2MB (no FPU) £239
- Viper I 4MB (no FPU) £309
- Viper I 8MB (no FPU) £479

CO-PROCESSORS

- 20MHz FPU £25
- 33MHz FPU £60
- 40MHz FPU £80
- 50MHz FPU £120
- SCSI-II Adaptor £79

Power Drives



XL 1.76MB DRIVE

The XL Drive can be used with any Amiga Computer, and allows you to store a massive 1.76MB on a high density disk. The drive also acts as a standard 880K drive and can read and write A4000 high density disks.

- XL Drive 1.76MB External £89.95
- XL Drive 1.76MB Internal £79.95
- XL Drive 1.76MB Internal A4000 . . £89.95

INTERNAL DRIVES

We use the same drive mechanisms as Commodore.

- PC881 A500 Internal drive £40
- PC882 A2000 Internal drive £40
- PC883 A600/1200 Internal drive £50

£60
inc. 880K
Floppy Expander



£10
Cyclone*

POWER DRIVE

The Power Drive is the most impressive drive of its kind on the market and now includes Blitz Amiga and Floppy Expander. Floppy Expander allows you to compress files only on floppy disks by up to 50%.

SPECIAL OFFER

*For an extra ten pounds Cyclone copier can be purchased with the Power Drive.

Floppy Expander (Purchased separately) £9.95

POWER DRIVE FEATURES

	Power	Amitek
Anti-click	●	●
Anti-virus	●	●
Floppy Expander*	●	●
Sony mechanism	●	●
Isolation switch	●	●
2 year guarantee	●	●
Thru'port	●	●
Upgradable to 1.76MB	●	●
Cyclone compatible chip	●	●
Built-in backup hardware	●	●
Amiga Format Gold	●	●
Blitz Compatible	●	●
Disk drive modification by Sony to stop flickering LED	●	●

However, flickering LED's on your disk drive means that the drive has not been modified by Sony for 100% Amiga compatibility.

All prices include VAT and are subject to change without notice. Prices correct for month of publication only. Delivery extra. E & OE.



Power Computing Ltd

44a/b Stanley Street, Bedford MK41 7RW

Tel 0234 273000 Fax 0234 352207

Amiga designer passes away

With the future of Amiga in doubt, its original creator, Jay Miner, passed away on June 20 in California. His lifelong kidney problems finally took his life.

Seen as the Father of the Amiga, Jay had a long and accomplished career – he helped design the Atari VCS games console and was an integral member of the team that created the original Amiga chipset.

His later achievements included the Atari Lynx, an under-rated handheld that today, in terms of technological excellence, outshines its portable counterparts in the market.

Long may his Commodore creations continue.

Communicator II

Only a few months after the release of the Communicator, the Netherlands-based company Eureka have announced the imminent arrival of its sequel – the Communicator II.

The original hardware allowed the connection of the CD32 to any Amiga and PC. By using the CD32 as a serial 2-way CD-ROM drive, multimedia presentations including FMV (through the use of the FMV cartridge), Photo CDs and audio can be controlled and created.

The Mark II version improvements include an extra keyboard plug for A2000/3000, a serial cable that is now a DB25 serial to RJ10 plug and a new casing design.

Extra software has also been introduced from Mediapoint that aids audio and video control to a variety of PD titles.

The Communicator II costs approximately £99 and will be reviewed in next month's Amiga Computing.

Flexidump upgraded and improved

Care Electronics, makers of Flexidump 3, have released an enhanced version of the program which the company claims can remove banding and white lines from all dot matrix and bubble jet printers. The company says that ribbon life is extended and print quality is very consistent.

The new system, called "shingling," adds to the recent additions of dithering and anti-aliasing in the latest version. Anyone with Flexidump 3 that doesn't include the "shingling" option can upgrade free of charge.

For those with an earlier version of Flexidump an upgrade is available for £14.95. Care Electronics can be reached on 0923 894064.

Silica extends warranty



Silica: Offering a comprehensive warranty scheme

In a bid to provide a better deal for the customer, Silica have introduced a comprehensive extended warranty on its products, including games consoles, with the launch of "SilicaCare".

The scheme provides repair and replacement of parts, including major hardware such as hard drives and monitor tubes, for a single or whole computer system.

The warranty can be arranged for up to five years, tailoring the needs of the individuals. If you have an Amiga computer system worth up to £1500, for a two year policy it costs £38 for free repairs, delivery and courier service.

"As high-tech games consoles and computers become a part of everyday homes, more non-technical users want the assurance of a total service package."

"SilicaCare provides them with the peace of mind that should anything go wrong, it will be immediately fixed," stated Silica's retail controller, Ken Browning.

For more details, phone Silica Systems on 081-309 1111

More add-ons for Lightwave

As Lightwave PAL finally reaches the shores of the UK, the 24Bit Club is releasing the Lightwave Collection Sets 1 & 2 to aid artists with their work.

Costing £29.95 each, each set contains 10 disks filled with objects, scenes, fonts and textures and comes complete with a user guide.

For the £3.95 sampler disk containing various examples from the collection, contact Gordon Keenan on 041-946 2191.



Lightwave Collection: A variety of images to be used with the top-rated graphics software

Bulletin boards made easy

To combat the tedium of BBS login screens, a group of Sysops (system operators) have decided to create MAXlink, a networking bulletin board. The idea behind the scheme is once a user has joined and all their details have been taken, the data is passed on to all the other MAXlink BBS.

This in turn provides instant membership to all the bulletin boards under the MAXlink banner and saves the user time and money.

Art by the people for the people

The Digital Gallery is a new concept being put forward by PUMECO which allows magazine readers to send their computer generated artwork in for inclusion on a four hour video.

Presented as a slideshow, artists – part-time or otherwise – can submit their work with a £20 fee and have the opportunity to show off the fruits of their labour to the public.

There is no age restriction and for further information, call PUMECO on 0482 500597.

Online growth

With the continual enlarging of CompuServe's facilities, this month sees the introduction of the on-line service UK Professionals Forum, which focuses on the needs of key professional groups in Britain.

At present, the forum has areas for members of the legal, medical, engineering, financial, marketing and media professions. The various fields are catered for via the use of message sections and libraries and CompuServe hope that the new service will encourage the involvement of the appropriate national bodies.

To join CompuServe, phone 0800 289378 for more details.

Heard the latest?

Have you heard any interesting Amiga news recently? If you've picked up some hot gossip that you think we could be interested in give Adam Phillips a call now on 0625 878888.

**NEW!
PACK**



Frontier Innovations Pack

Comes complete with
 * Amiga 1200 * Frontier Elite II
 * Batman Returns
 * Wordworth AGA
 * Print Manager
 * Personal Paint V4
 * Day by Day
 * Total Carnage
 * Brian the Lion
 * Zool 2

£319.99

Hard Drive Options

80 Mb Hard Drive Pack £489.99
120 Mb Hard Drive Pack £519.99 **170 Mb Hard Drive Pack £579.99**
12 months At Home Warranty from ICL

Commodore 601

Trapdoor upgrade for the Amiga 600, 512K.

INDI PRICE £19.99

2 Mb Smartcard

The original and still the only fully PCMCIA compatible memory card for the A600 and A1200. Comes with lifetime guarantee. Beware of cheap imitations.

INDI PRICE £99.99

4 Mb Smartcard

Same as above but maximum 4Mb.

INDI PRICE £155.99

YEAR END STOCK CLEARANCE

It is our Year End and our warehouse spring clean means unrepeatable bargains strictly whilst stocks last.

MBX 1200z Memory Expansion Boards **MI230 Accelerator Boards**

Quantity	Price	Quantity	Price
14mhz + 14mhz FPU	2 £84.99	40mhz	4 £139.99
14mhz + 14mhz FPU + 4mb	6 £149.99	50mhz + 50mhz FPU	10 £299.99
20mhz + 20mhz FPU	15 £128.99		
20mhz + 20mhz FPU + 2mb	3 £169.99		
25mhz + 25mhz FPU	10 £89.99		

Brilliance - Brilliant - Graphics Paint Package "In terms of design and sheer specifications Digital Creations really seem to have done everything right. Effectiveness... 99%." I really can't fault the end results" - CU Amiga Review

INDI PRICE £99.99 **£149.99**

Final Writer The most powerful word processor to grace the Amiga...90% - CU Amiga Review
INDI PRICE £99.99 **£129.99**

Final Copy 2 "About as close to being a desktop publisher as a word processor dare go" - CU Amiga Review
INDI PRICE £62.99 **£99.99**

Morph Plus

You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now you can create the same results but at a fraction of the cost.

INDI PRICE £99.99

Art Department Professional V2.5

The ultimate in image processor. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. **INDI PRICE £119.99**

Real 3D V2

Is a fully featured 3D animation modeling and rendering program. **INDI PRICE £299.99**

NEW LOW PRICE IDE INTERNAL HARD DRIVES

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with cable and installation software.

80Mb 2.5" Internal HD's £169.99

120Mb 2.5" Internal HD's £214.99

170Mb 2.5" Internal HD's £249.99

A1200 Software

Ryder Cup Golf	£25.99	£16.99
Star Trek 25th Anniversary	£24.99	£22.99
Sorcerer Kid	£24.99	£19.99
Simon the Sorcerer	£24.99	£25.99
Brutal Football	£24.99	£12.99
Janes Pond 3	£24.99	£19.99
Kick Off 3	£24.99	£19.99

AMIGA REPLACEMENT FLOPPY DRIVES

**Amiga 500 / 500+
600 and 1200**

£34.99

ADI Educational Software from £12.99

OPAL VISION MAINBOARD

The Opal Vision mainboard includes Opal Paint, Opal Animate, Opal Presents and Opal Hotkey.

FREE Montage 24

THE BEST SELLING "REAL TIME" PROFESSIONAL VIDEO TITLING SOFTWARE
 For a limited period from 10 April until 30 June we will be giving away a FREE copy of Montage 24 worth 330 US Dollars. Montage 24 features Real Time fore scaling, embossing and shadowing, colour spreads and transparency effects with an effective resolution of 1 nanosecond. Its many image processing capabilities include translucency blending, image compositing and bevelled boxes. Now you can enjoy the benefits of the ultimate in high quality 24-bit titling for QuattroVision and the Amiga.

Limited Offer

£349.99

Includes FREE
Montage 24

OPAL VISION VIDEO PROCESSOR



We have received confirmation that the OpalVision Video Processor with Roaster Chip and the Opalvision Video Suite samples will be with us within weeks and volume supply will arrive very early summer.

Video Processor Module

£899.99

Voucher Price

£659.99

Video Suite

£899.99

Amiga CD32

Once again Indi bring you the best deal in town with a full £70 off the fabulous **SPECTACULAR CD32 Voyage Pack**. Why so generous? It's simple. The more CD32 we sell the more software you will buy and at Indi Prices who could blame you.

Amiga CD32 Comes with 2 GREAT GAMES Microcosm and Chaos Engine and whilst stocks last Oscar, Diggers and Wing Commander. CD32 will play your favourite Music CD's

£299.99
Commodore List Price

£229.99

ROMBO AUDIO VIDEO PRODUCTS

Megamix. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows digital sampling from almost any musical source. **INDI PRICE £26.99**

Take Two. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club. **INDI PRICE £34.99**

Vidi Amiga 12. The ultimate low cost colour digitiser for the Amiga. "the best value full colour digitiser on the market" - Amiga Forum.
INDI PRICE £69.99

Rombo Vidi Amiga 12 (RT)

Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200/A4000. **INDI PRICE £129.99**

Rombo Vidi Amiga 24 (RT) Plus FREE Power Supply

For the more serious user, this 24 - bit version will allow capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support.

INDI PRICE £219.99

ALFA SCAN - PLUS 256 GREYScales & ALFA COLOUR 256K COLOUR HAND SCANNER

This Superb A4 Amiga Scanner voted "Amiga Shopper Best Buy", arrives complete with Merge IT and Micrograph OCR Software. Merge IT allows the simple, quick merging of two on-screen images and Micrograph OCR turns your Amiga into an efficient text reading system. Amiga 500/500+ plus (A600 A1200 A1500/2000/3000/4000)

* Minimum 1Mb memory * Minimum 2Mb memory & a Hard Disk to run OCR option.

* Kickstart, Workbench V1.2 or higher.

£129.99

£329.99

PACE MODEMS The No. 1 In Telecoms

Alpha Scan PlusWith OCR software Alpha Colour With OCR software

The MICROLIN FX.

Everything you need in a Fax Modem.

* Simple to set up and use

* 100% universally compatible

* 100% accurate data and

Image transmission

£169.99

The MICROLIN FX 32 PLUS

The high powered performer. * High Speed Group 3 14400 bps and 9600 bps fax facility

transferring an A4 page in seconds. * V.42

V.42bis error correction and data compression,

a great money save when you have volumes of data to transmit.

£269.99

Complex with On Work Telecom Software suitable for all Amiga (except A800)

BUY NOW PAY IN 6 MONTHS INDI TEL 0543 419 999 FAX 0543 418079

While we've all been closely watching Soft-Logik to see when they'd release the much-awaited PageStream 3.0, the company slipped a surprise upgrade out the door. TypeSmith, the premier font editor for the Amiga, has been updated to version 2.5.

The biggest improvement in this new version is the addition of support for TrueType fonts. TrueType is the standard outline font system on both the Macintosh and Microsoft Windows, so you can find the fonts just about everywhere. (On this side of the pond, you can buy a CD-ROM with over 500 TrueType fonts for only \$19.95!)

Although no Amiga applications directly support TrueType typefaces, TypeSmith will let you convert them to formats that can be used with Amiga applications such as PageStream, WordWorth, Final Writer, Brilliance, and LightWave 3-D.

TypeSmith 2.5 supports saving and loading fonts in TrueType, PostScript Type 1, Compugraphic Intellifont (the Amiga's native bitmap font format), Soft-Logik, and IFF RFF formats. You can create your own fonts, or automatically trace digitized font pictures or bitmap fonts.

With previous versions of TypeSmith, converting large batches of fonts was a tedious operation, forcing you to select each typeface individually.

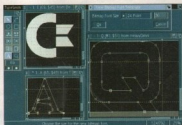
TypeSmith 2.5 adds a new Batch Convert ARexx macro that lets you convert an entire directory of fonts with the press of a single key. Full AmigaGuide help makes using both new and old features a snap.

The program retails for \$199.95. If you own TypeSmith 2.0, you can upgrade for \$25 plus shipping and handling (\$5 USA/Canada, \$15 International); TypeSmith 1.0 owners pay \$65 plus shipping and handling.

For more information, contact Soft-Logik, 1113F South Towne Square, St. Louis, MO 63123 USA; phone (314) 894-8608; fax (314) 894-3280; or e-mail tech@slpc.com.

*Denny Atkin reveals the release of
the all-new TypeSmith and views
two other important upgrades*

Tales of the unexpected



The Amiga's ultimate font editor enjoys yet another impressive upgrade

Pixel power

Axiom Software has completely rewritten their 3D object designer program, Pixel 3D, from the ground up. The new version, Pixel 3D Professional Version 2 (Axiom calls it PixPro2 for short), has an improved interface and sports many powerful new features.

Axiom's president, Scott Thede, promises that, unlike some US companies, Axiom will continue to develop products for the Amiga. "To be completely honest," he says, "we at Axiom Software wish we could program the Amiga for the rest of our lives; after all, it takes 'forever' to learn how to program the thing!"

Amiga 1200 and 4000 owners will be happy to see full AGA support in PixPro2, taking advantage of the higher resolutions and deeper palettes available on those machines.

The program now has full support for both PostScript fonts and PostScript files. Bitmap support is amazing, with an artificial-intelligence bitmap-to-3D conversion, simplified bitmap smoothing, and the ability to link to ASD's Art Department Professional to automatically convert 24-bit files.

Creation of 3D objects is simple, with both point defining and polygon painting techniques available. Objects can be twisted, stretched, and beveled. Complete ARexx support makes batch processing simple, and object hierarchies simplifies working with complex 3D structures.

PixPro2 handles loading, saving, and conversion of 17 file formats, including LightWave scenes, Imagine hierarchies, AutoDesk 3D Studio binary and ASCII formats, and WaveFront.

Axiom says that PixPro2's AutoCAD DXF support is the most comprehensive available on the Amiga.

A professional program, PixPro2 retails for \$299.95. Upgrades from version 1.0 are \$99.99. For more information, contact Axiom Software, 1526 122nd Street, Burnsville, Minnesota 55337 USA; phone (612) 894-0596; fax (612) 894-1127.

New light through new windows

Hot on the heels of the release of the standalone LightWave 3D 3.5 for the Amiga, NewTek has announced LightWave 4.0. Like version 3.5, this release won't require a Video Toaster board.

But unlike earlier versions, this one doesn't even require an Amiga—it's also available for Windows, Windows NT, and Silicon Graphics (SGI) machines. The \$145 upgrade price from version 3.5 allows you

to update to version 4.0 on the platform of your choice.

LightWave 4.0 will offer the same basic features set on all platforms, as well as full cross-platform compatibility. This means that you could, for instance, create a complex scene on your Amiga at home, save it to disk, and take it to work where you could render it on a blazing-fast Pentium 90 or SGI system.

Like Axiom, NewTek has stressed its commitment to future Amiga development. "The majority of our user base currently uses Amigas, and many users prefer it for desktop video and graphics applications," says NewTek's Tim Jensen.

"However, users on other platforms wanted LightWave's power on their machines, and we wanted to have LightWave keep its position as the professional standard in 3D graphics."

LightWave has been used to create graphics for many popular television programs, including Star Trek: The Next Generation, SeaQuest DSV, Babylon 5, Robocop, Viper, Unsolved Mysteries, and Weird Science.

Babylon 5 won an Emmy (the US television equivalent to an Oscar) last year for its LightWave-produced graphics.

EA titbit

Although nothing's been announced, Electronic Arts' Orlando Guzman recently popped up on the CompuServe network asking what the users there would expect from a new version of DeluxePaint.

So it appears Electronic Arts is still working on DeluxePaint V for the Amiga, despite Commodore's situation.

Have a feature you're dying to see in the next DPaint? Send your electronic mail to oguz@ea.com and let him know.

mini Office

THE PERFECT ALL-IN PACKAGE FOR YOUR HOME OR BUSINESS

**FIVE
MODULES
FOR JUST
£59.99!**



- A professional **WORDPROCESSOR** with powerful graphics capabilities and a 50,000 word spell checker. Ideal for a wide variety of correspondence and official documents.
- A flexible **SPREADSHEET** with more than 50 functions, simplifying the most complex domestic monthly budgets or commercial cash flow forecasts.
- A supremely friendly **DISC MANAGER** to make using your Amiga as painless a task as possible.
- Incredible **GRAPHICS** with more than 18 types of graphs and charts available to brighten up your presentations or make your month by month financial situation as easy to appreciate as possible. You can even make use of eye-catching 3D effects!



Wordprocessor: Compose a letter, check your spelling with the 50,000 word dictionary, mailmerge details from a database file, add graphics, wrap text around it, load ASCII text, highlight with bold, italic and underline...and more!



Database: Build up a versatile card index, incorporate up to 50 fields with 70 character each, use search and replace to modify data, do powerful multi-field sorting, perform arithmetic functions...and more!



Spreadsheet: Prepare budgets or tables, alter column widths, insert or delete columns, cut and paste data, lock blocks, choose from over 50 functions...and more!



Graphics: Enter data directly or load from the spreadsheet or database; produce pie charts with exploded segments; display bar charts side by side or stacked; overlay your graphs on an imported IFF picture; add a 3D view; add text or lines...and more!



Disc Utilities: Avoid the confusion of Workbench, create bootable files, format discs, copy files from disc to disc; make directories; delete and rename files, make multiple copies of your discs...and more!

europress
SOFTWARE

Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP, Tel: 0625 859333

Mini Office works on all Amigas with 1 megabyte RAM, can read Amiga IFF files and for US users, fully supports the NTSC standard.

A console too far?

Adam Phillips asks what kind of future the CD32 can expect in the hands of the looming multi-corporate competition...



The CD32 always had one thing going for it. Despite not being exactly the most profound step forward in technological history and perhaps even a little cynical with its 1200 innards with attached CD drive, the console was and still is, albeit with an ever dwindling supply, in the shops.

Compared to some of the heady spec-listed delights of the 3DO, Jaguar, Sony PlayStation, Sega Saturn, Nintendo Ultra 64 and so on, the Commodore machine is looking positively Jurassic.

While most of the above machines are not yet available, there's enough food for thought there to make one wonder if the soon-to-be reborn Commodore should even bother with the console market and concentrate their R&D on what they do best – making home computers.

With the likes of Panasonic, Sony and Sanyo moving in to the gaming arena flexing their rather financially well-developed muscle, a company like Commodore which, as we all know is having a rather difficult time of it at the moment concerning cash flow, may well be in a position, even with a new buyer, where they simply can't compete.

Up until last year, the market-place was dominated by Nintendo and Sega but with huge corporate industries swooping in to clean the market place up, what real hope has the CD32 got in the grand scheme of things?

While the console is doing well in Britain, the market here is small fry compared to the all important US and Japanese sectors where the real money is made.

Another argument is the kind of software that is available for the machine. While David Pleasance of Commodore UK may well be telling us that there are plenty of CD32-specific titles winging their way to the grey lunchbox, punters in the meantime are consistently having to put up with the usual port overs from the A500 and 1200.

The words FMV ring out in defence but alas, nothing has appeared across any format to warrant the splashing out of the extra cash. Okay, this leaves us with the apparently huge market for music and video CDs that can be plugged straight in to your machine.

This may well be the best hope for the Commodore machine but again, is it enough with a household that usually boasts a video recorder and stereo system anyway?

For a CD32 with FMV, it'll end up costing

round £450 plus money for a decent set of speakers to get the most out of the image and music-playing facilities.

So with all this negative reinforcement, what can Commodore do once it's found a buyer? Let's say that the most likely option of a management buyout does go ahead – there will be very little time for continuing production lines, let alone sinking cash in to R&D.

How can the once great company that used to steal the limelight on the small amateur dramatics stage of computing face the full blown, all dancing and singing production of some of the largest companies on the face of the planet?

FRUITFUL

By concentrating on what Commodore do best – home computers. Whether sailing on the sweet breeze of success or drowning in the choppy seas of the ill-fated DOS attempt, the Amiga range in Europe has continually been buoyant and fruitful.

Indeed, could the CD32 turn in to another hopping-on-the-bandwagon disaster where Commodore simply don't have the financial clout to get their product seen or heard about.

The CD32 may well hold the market share in the UK over the Mega CD and PC CD-ROM but, in real terms, the market-place is tiny at the moment.

Take your average home computer buyer.

When they wander down to the nearest Dixons, they no longer have a choice. With the Atari ST and Falcon well and truly buried under a heap of bad management and diabolical marketing, it has left Commodore in a prime position for tempting the low-price bracket buyer.

You have a choice. Either cough up over £1,000 for a PC that may be redundant in three years unless you splash out more money on a mother board upgrade, or buy an inexpensive home computer that can word process, DTP, play games and has consistent and impressive software support – the A1200 and beyond.

With this lack of competition and possibilities for a potentially huge customer base, Commodore is in an ideal and enviable position where they already have a strong reputation for quality, durability and robust excellent European distribution. With the all-important and precious cashflow, this seems to be the only logistical path for the company to follow.

Who can touch them with computers for under £400? The answer. Not Sony, not Panasonic, not Hewlett Packard – in fact, nobody. Give up the console ghost – the competition just moved out of the playground and in to the battle field where only the cash-loaded, PR-pumped strongest survive.

AS

The AC team

EDITOR Paul Austin
TECHNICAL EDITOR Steve White
ART EDITORS Tyni Lecky
Terry Thiele
NEWS EDITOR Adam Phillips
PRODUCTION EDITOR Judith Chapman
STAFF WRITERS Jonathan Maddock
Simon Gray
Adam Phillips
Tina Hackett
Simon Lees
Jane Norrington
AD SALES Sue Horsfield
AD PRODUCTION Barbara Newell
ADVERTISING MANAGER
AD SALES
AD SALES
AD PRODUCTION
MARKETING MANAGER Lucy Oliver
PRODUCTION MANAGER Sandra Chiles
SYSTEMS MANAGER David Stewart

CIRCULATION DIRECTOR David Wynn
COMMERCIAL DIRECTOR Denise Wright
DISTRIBUTION COMAG (0895) 444035
SUBSCRIPTION 051-337 2961

Member of the Audit Bureau of Circulations

ABC \$4,305

July-Dec 1993

Published by Europress Publications Ltd
Europe House, Adingdon Park,
Piscobell 9K 1E WIP

Tel: 0625 878800
Fax: 0625 878652

CHAIRMAN Derek Moxley
MANAGING DIRECTOR Ian Bloomfield

We regret Amigo Computing cannot offer technical help on a personal basis either by telephone or in writing. All reader enquiries should be submitted to the address in this panel for possible publication.

Amigo Computing is an independent publication and Commodore Business Machines Ltd are not responsible for any of the articles in this issue or for any of the opinions expressed.

©1994 Europress Publications Ltd. No material may be reproduced in whole or in part without written permission. While every care is taken, the publishers cannot be held legally responsible for any errors in articles, listings or advertisements.

euMPRESS
PUBLICATIONS

For six years Amigo Computing has been the leading magazine for Amiga enthusiasts. As a key member of the Europress magazine group, Amigo Computing promises to inform, educate and entertain its readers each month with the most dedicated coverage of the Amiga available.

12 issue subscription GBP £5 RUK £24.95 (EEC) £24.95 (World)
Ongoing quarterly direct debit £6.66 (UK only)

Printed and bound by BPC magazines (Carlisle) Ltd
A member of the British Printing Company Ltd

GASTEINER

presents

WORLD OF CD-ROM FOR AMIGA COMPUTERS



CD1200 £69.95

PCMCIA External CD-ROM Controller for Amiga A600 & A1200

NEW PRODUCT

The new CD1200 is a PCMCIA Mitsumi CD-ROM controller unit for the Amiga A600 and A1200 computers. The CD1200 supports the Mitsumi LU005 CD-ROM Drive and the Double Speed FX001 CD-ROM Drive. Both Drives support extended architecture CDs, including Photo-CDs and MultiSession Capability. A CD1200 packaged with a Mitsumi CD-ROM Drive offers the MOST economical solution for the Amiga A600 and A1200 computers.

CD1200 Features:

- Supports Mitsumi LU-005s, FX-001ds & FX-001d CD-ROM Drives
- Supports both Amiga A600 & A1200
- Includes ISO 9660 File Systems
- Includes PlayCD utility for audio CD operations

- Automatic software installation
- Compatible with Workbench 3.1 CD File Systems, BABE CDFS, ASIM CD-ROM File Systems
- Supports MultiSession
- Requires Kickstart 2.04 or above

Tandem CD + IDE Controller for Amiga A1500, A2000, A2500, A3000 & A4000

NEW PRODUCT

The new Tandem Card is a multifunction controller for the A1500 to A4000 Computers. The Tandem card supports Mitsumi CD-ROM and also IDE Hard Drives. A supreme value, the Tandem Card provides the most economical CD-ROM and mass storage solutions.

Tandem Features:

- All features as above plus supports SyQuest removable media drive.



**Tandem
Card
£69.95**

Mitsumi Double Speed CD-ROM £169.99

Official purchase orders welcome from Educational establishments and major corporations. (Strictly 14 days net). Please phone for approval. All prices include VAT. Prices and specifications subject to change without notice. E&OE.

All goods under £50 please add £3.50 p&h and all goods above £50 please add £10 Courier Service. Next day service please call.

126 Fore Street, Upper Edmonton, London N18 2AX

Tel: 081-345 6000 Fax: 081-345 6868

Major credit cards accepted



GASTEL

COMPUTERS

Amiga A600.....£199.00

Amiga A1200

New Combat Pack

A1200.....£329.00
A1200 with 127HD.....£539.00
A1200 with 200HD.....£589.00
A1200 with 340HD.....£739.00

Amiga A1200

Race 'n' Chase Pack

A1200 stand alone£285
A1200 with 127HD.....£489.00
A1200 with 200HD.....£539.00
A1200 with 340HD.....£689.00

A4000 Computers

A4000/030 EC

4Mb RAM 0HD.....£879.00
4Mb RAM 214HD.....£989.00
4Mb RAM 540HD.....£1279.00

A4000/040 LC

6Mb RAM 0HD.....£1459.00
6Mb RAM 214HD.....£1620.00
6Mb RAM 540HD.....£1869.00

A4000/040 TW

6Mb RAM 0HD.....£1850
6Mb RAM 214HD.....£1980
6Mb RAM 525 SCSI HD.....£2250
6Mb RAM 1Gb SCSI HD£2550

RAM for A4000

1Mb 32 Bit.....£39.95
2Mb 32 Bit.....£69.95
4Mb 32 Bit.....£149.00

FPU

20MHz.....£35.00
33MHz.....£79.00
40MHz.....£114.00
50MHz.....£157.00

HARD DRIVES

A1200 2.5" Internal IDE
65Mb.....£139
85Mb.....£159
120Mb.....£199
200Mb.....£239
All come with 2.5" IDE cable & software

A500 & A500+ A1500 A2000

A3000 & A4000 Hard Drive

ALFA DATA IDE Controller for A500 & A500+ A1500, A2000, A3000 & A4000 with 8 Mb RAM option for standard 2.5" or 3.5" PC IDE compatible Hard Drives

Controller only.....£89.99
40Mb with controller....£179.00
65Mb with controller....£209.00
85Mb with controller....£259.00
120Mb with controller....£279.00
170Mb with controller....£299.00
250Mb with controller....£329.00
340Mb with controller....£379.00
540Mb with controller....£499.00

OKTAGOON 4008 SCSI -2

CONTROLLER FOR A1500,

A2000, A3000 & A4000

HARD DRIVE

Controller only.....£99
170Mb with controller....£299.00
340Mb with controller....£399.00
540Mb with controller....£549.00
1.8Gig with controller.....£1399

MULTIFACE CARD 3

Multi I/O card for Amiga
A2000, A3000 & A4000
2 additional serial ports and 1
parallel port.....£99.00

MONITORS

Microvitec 1438.....£279.00
Sharp TV Monitors.....£169.00

PRINTERS

Canon

BJ10.....£184.99
BJ200.....£239.99

Hewlett Packard

310.....£249
520.....£249
560.....£479
4L.....£599

Citizen

ABC Mono.....£149
Swift 90.....£139
Swift 240.....£229
Swift 200.....£185

DISK DRIVES

Amitek 3.5".....£58.00
Power 3.5".....£52.00

INTERNAL DRIVES

A500.....£45.00
A2000.....£45.00

EPSON SCANNERS

GT 6500.....£599.00
GT 8000.....£849.00
Feeder.....£399.00
Image FX.....£99.00

VIPER 68030

Viper Stander.....£159.00
Viper 2Mb.....£239.00
Viper 4Mb.....£299.00
Viper 8Mb.....£460.00

Repair service

New service/centre for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.

How to order

When ordering by telephone please quote your credit card number followed by the expiry date and also your full name and address. If paying by cheque please make it payable to Gasstel Technology. In any correspondence please quote a phone number and also a postal code, please allow five working days for cheque clearance.



Delivery charges

Small consumables and software items under the value of £50 please add £3.50 P&P. Other items above £50 please add £10 courier service. Offshore and highlands, please call for a quotation. In addition, we offer the following express services: Saturday delivery normal rate plus £15 per box, Morning, next day normal rate plus £10 per box. E&OE prices subject to change without prior notice. All trademarks acknowledged.



NER

Tel: 081-345 6000
Fax: 081-345 6868

RAM for A600

1Mb with clock	£34.99
1Mb without clock	£23.95

RAM for A1200

Plug straight into A1200 trapdoor
Upgradeable FAST RAM 1, 2, 4 or
8Mb

Three types of FPU

1Mb	£89.00
2Mb	£115.00
4Mb	£169.00
8Mb	£389.00

FPU

25MHz	£35.00
33MHz	£79.00
40MHz	£139.00

SIMMS for GVP 1230

1Mb	£69.00
4Mb	£189.00

SIMMS for GVP HD

1Mb	£28.00
4Mb	£149.00

A500 plus RAM

1Mb	£25.00
-----------	--------

PCMCIA CARDS

2Mb	£109.00
4Mb	£169.00

DISK EXPANDER

Disk Expander.....	£33.00
--------------------	--------

OPTICAL MOUSE



300DPI Optical Mouse with
Optical mat
£29.95

OPTICAL PEN MOUSE



A stylish optical pen mouse
£34.95

200 DPI MOUSE



A good quality 200 dpi mouse
£6.99

TRACKBALL



Stylish three-button trackball
£29.95

400 DPI MOUSE



Alfa Data 400 DPI mouse
£13.95

MOUSE/JOYSTICK SWITCH



Auto Mouse/Joystick Switch
£12.95

SCANNERS



Alfa Data 256 scanner for all
Amiga computers. Includes Touch
Up software & OCR software
£139.00

Minimum 2mb RAM & Hard Drive
All New 800 DPI hand scanner
for ALL Amiga computers.
only **£119.00**
Power Scanner

Powerscan 4 mono	£119.00
Powerscan 3 Mono	£99.00



Colour scanner for all Amiga Computers
NEW from Alfa Data 265K 18-Bit Colour.
Complete with scanning software
£339.00

Official purchase orders welcome from Educational establishments and major corporate. (Strictly 14 days net). Please phone for approval.

All prices include VAT. Prices and specifications subject to change without notice. E&OE.

All goods under £30 please add £3.50 p&hp and all goods above £50 please add £10 Courier Service. Next day service please call.

126 Fore Street, Upper Edmonton, London N18 2AX

Major credit cards accepted



Weird Science

CD ROMS

AVAILABLE FROM ALL GOOD CD STOCKISTS

Multimedia Toolkit CD

AN AMIGA CD, CD1200, CDTV & CD32 APPLICATION

CONTENTS

OVER 10,000 FILES	195 BITMAP FONTS
500 24 BIT IMAGES	120 COLOURED FONTS
ALSO IN HAM8 & HAM	107 ADOBE FONTS
1308 COLOUR CLIP ART	80 POSTSCRIPT FONTS
2139 MONO CLIP ART	79 CG FONTS
93 SCALEABLE CLIPS	214 ICONS
750 MUSIC MODULES	
2300 SAMPLES	& MUCH MORE

ONLY £ 19.95



PC COMPATIBLE IN ISO9660 FORMAT

Amos CD

THE OFFICIAL AMOS PD
LIBRARY ON COMPACT DISC

The Official Amos PD Library is the largest source of Amos related source code and programs in the world today. The library is run by Len & Anne Tucker and is endorsed by Europress Software, the publishers of Amos and Amos Pro. This compact disc contains the entire library from disk 1 to 630, each one arranged in it's own directory and catalogued. The disc contains in excess of 33,000 files with over 1600 Amos source code files, 100 sprite banks, 260 Cset banks, 800 samples, numerous music banks and several extensions to Amos & Amos Pro. Workbench is also included as are Parnet and Sernet to allow transfer of the contents across a network from both the CDTV and the CD³². This CD is truly a testament to the immense following that Amos and Amos Pro has achieved in the past few years and represents thousands of man hours of writing Amos code which will prove to be an invaluable source of help and tuition to the Amos user. Weird Science is proud to bring you this remarkable resource for only

Compatible with all Amigas

£19.95

Network CD

SIMPLE NETWORKING TOOLS FOR AMIGA CD

The Network CD sets up a link between a CDTV or CD32 and any other Amiga. The CD32 or CDTV acts as a remote drive for your Amiga, allowing access to the vast pool of data available on CD Rom. The CD32 cable also available uses the AUX socket of the CD32 and comes complete with a keyboard pass through, thus still maintaining the ability to connect FMV or SXI addons. Network CD sets up a Workbench environment and disables the reset function, allowing the CD to be changed and access to any other ISO9660

CONTENTS

Parnet & Sernet
NComm & Tern
Twin Express
Fred Fish 800 to 975
Amos PD 478 to 603
74 Utility Disks
PhotoCD Conversion
500 Images in 256 cols.

Network CD £ 14.99
CD³² Cable £ 19.95
Parnet Cable £ 9.99



New Releases

CLIP ART FONTS

Over 550megs of Clip Art for Amigas and PCs. The most comprehensive collection of Clip Art ever for the Amiga range of computers. In total over 26,000 files. The following formats are catered for, B&W Iff Bitmap, Coloured Iff Bitmap, Proclips, EPS, Pagesetter, Pagestream, IMG, Corel Draw and coloured brushes for DPaint. All ready to use and easily accessible in subject directories.

A complete CD dedicated to Fonts for the Amiga range of computers. Also PC compatible. The following formats are catered for, Adobe, CG Fonts, Coloured, Postscript, Prodraw, IFF, PCX, Pagestream, TrueType, Calamus and GDOS. Adding up to the most complete CD of Fonts for the Amiga ever. In total over 18,000 files in 900 directories. All ready to use and easily accessible in type directories.

SOUNDS TERRIFIC

A double CD pack containing over 1.2 Gigabytes of musical and sounds data for the Amiga and IBM PC computers. The contents include Modules, Sonix Scores, Midi Files, Samples in RAW, IFF, WAV & VOC formats and utilities for both the Amiga and PC. This all adds up to the most complete collection of sounds on any platform and will form a vital part of any musicians CD collection.

Clip Art & Fonts £ 9.99 each
Sounds Terrific £ 19.95
(DOUBLE CD)

De-archiving applications - Workbench 2.0 and above

Always boot from your CoverDisk when de-archiving applications. The installer programs can be located via the install icon with the appropriate name in the WB_2&3_Only drawer.

The de-archiving procedure has been much improved and now combines the power of the official Commodore installer program with that of Workbench 2.0 and 3.0.

The installer program is designed to be powerful yet simple for the beginner and features a user-friendly interface allowing you to de-archive programs with a minimum amount of fuss. The installer programs for Workbench 2 and 3 users can be located via the icons named:

Install[program name]

eg:

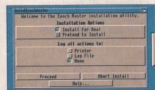
InstallLPRM

To run, simply double click on the icon which will load up the installer program.

Using the installer

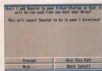
Ignore the buttons that appear when the installer program boots up and simply click on the Proceed button to RAM.

Once this has finished it will inform you that it is about to format a disk in DF0. Click



Don't worry about the installer options. Simply click on the Proceed button

Don't forget to insert a blank disk at the prompt and before pressing Proceed



Any commands that need to be added to your User-Startup can be done with the press of a button

on Proceed, at which point you will be told to insert a blank disk ready for formatting.

Once you have clicked on Proceed, the installer will indicate that it is formatting the disk in DF0. When this has finished, click on Proceed again to start the de-archiving procedure. When the application has been de-archived you will be told where the de-archived files are. Click once again on Proceed to finish.

If at any time you are unsure as to whether you want to continue installing, you can click on the Abort Install button.

Occasionally, utilities may need to add instructions to your User-Startup file located in the S directory so that they will function correctly. If you want to add the instructions, click on Proceed when prompted.



The Workbench 2.0 and 3.0 installer icon

De-archiving applications - Workbench 1.3

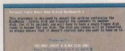
Always boot from your CoverDisk when de-archiving applications. The installer programs can be located via the install icon with the appropriate name in the WB_1.3_Only drawer.

Install[program name].1.3

eg:

InstallLPRM_1.3

When you load up the 1.3 installer the program will first prepare itself ready to de-archive the program to a



After inserting a blank disk press y to continue or n to abort

blank disk(s). You will then be asked to insert a disk to be formatted into DF0 and either press y to continue or n to abort.

Provided you answer y, the disk you insert will be formatted and the application de-archived.

Installing utilities

You should first run the MakeUtilitiesDisk. 1.3 to format a blank disk called ACUUtilities which will be used to store any utilities you eventually install.

This disk can be used with future CoverDisk utilities until it becomes full. The MakeUtilitiesDisk.1.3 program will be a permanent feature of the CoverDisk.

To install any utilities, boot your machine with your CoverDisk installed in DF0. Utilities can be installed by clicking on their install icon found in the appropriate drawer in the WB_1.3_Only drawer. You cannot specify their destination and any additions to the Startup-Sequence must be done manually.

When installed the utilities are copied to a drawer called ACUutils on the ACUUtilities disk.

getting started

The Files drawer contains all the utilities set up so that you can use them from the CoverDisk. A Games drawer is also provided so that you can play these immediately. If you want to install the games make sure you copy all the necessary files across as listed in the CoverDisk pages.

The Amiga Computing CoverDisk is designed to be as simple to use as possible. Follow these instructions and you'll be up and running in no time!

We have now managed to fix the problem with AmigaDOS displaying a "disk is write protected" requester when a write-enabled disk is inserted. Just make sure you insert a blank disk when the installer programs tell you - and not before or after.

Installing utilities

The procedure for installing utilities is much the same as installing applications, except that you can boot from your hard drive or Workbench disk. As utilities don't need to be de-archived, you are asked to specify a directory on your hard drive or Workbench disk where you would like to install them.

If you don't want to install to the default directory you can change it by clicking on Change Destination. The Show Drives button will allow you to select a new device and directory. You can create a new drawer for your utility to go in by clicking on the Make New Drawer button and typing in the name.

You can also make a utilities disk by running the MakeUtilitiesDisk.1.3 program located in the WB_1.3_Only drawer and installing your utilities to here. At times you may be asked if you want to install a utility's documentation. A tick box indicates that the documentation is selected for inclusion, but you can click on the box to ignore it or simply click on the Skip This Part button.

The utility installer programs can be found in the appropriate program drawer in the WB_1.3_Only drawer.

You can easily install documents and create new drawer thanks to the installer's user-friendly interface



Of your favourite pastime is creating stunning graphical images, whether 2D or 3D, you will know what a time-consuming task it is drawing natural looking images such as clouds, rock, water etc.

Thanks to The Soft Alternative, Amiga Computing has supplied 19 superb, photo-realistic images taken from a variety of subjects.

Using these images with your favourite graphic applications, you can breath new life into your designs, creating realistic images in half the time.

The textures have been compressed in Jpeg format so that they can fit onto our CoverDisk. Therefore you will need a suitable Jpeg viewer to view them.

As they are in 24-bit format, non AGA owners will need to have a 24-bit card to view them. However, we have also supplied a superb program called HAMLabPlus on CoverDisk 2 which you can use to view the images and change them into a format your applications can load.

Just follow the instruction given for HAMLabPlus to see how you can use your textures.

We have supplied a variety of images encompassing natural elements, as we believe these are the most difficult to emulate. These include clouds, water, rock, sand, space and landscapes.

The textures are primarily of use to those interested in 3D rendering, but they work just as well as backdrops or brushes in Deluxe Paint, Brilliance, Personal Paint and other 2D applications.

So that we could fit so many of these textures on the disk, they have been compressed with a greater ratio than that of the original images. So, if you decide to upgrade to the full package, you can expect to receive images of a higher quality than the ones supplied here.

THE Cover



This box demonstrates all the images supplied on our CoverDisk. If you cannot view the images on your Amiga, choose the ones you wish to use from here and then load them into HAMLabPlus to be converted. This will save you having to load each one in order to see what they look like.

Polish up your spheres with our collection of stunning 3D textures courtesy of The Soft Alternative

The image bank

Put across



Disks

Scroller2

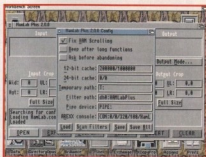
F1Ed upgrade

Steve Smith, the creator of F1Ed given away on the September issue, has informed us that the program will not function correctly on the A600 The Wild, Weird and Wicked pack version of Formula One Grand Prix. Therefore, he has kindly offered an upgraded F1Ed program for a nominal fee.

For just £5 you will receive a version of F1Ed that is totally compatible with the aforementioned A600 pack, and includes new features such as the ability to change the costume colours of your pit crew, use a database of real driver's lap times to calculate the team and driver performance figures and the ability to edit the zoom and angles used on the external views cameras.

This will also qualify you as a registered user, receiving new updates as and when Steve completes them.

Please make your cheques or postal orders payable to Stephen Smith and send them to 34, Wolsley Drive, Kingston Upon Thames, Surrey, KT2 5DN. Please do not phone or write to Steve regarding problems with F1Ed.



Before you do anything you should specify the pathname for the filters in the Configuration menu

HAMLabPlus

Author: J. E. Harway

HAMLabPlus has been included so that you can load, view and change the file format of the stunning 3D textures from the Soft Alternative which are free on CoverDisk 1.

This means that you will be able to use them in your own programs such as Deluxe Paint, Imagine, ADPro and many other graphic applications.

The textures are supplied in Jpeg format as this format has extremely good compression ratios, while not sacrificing the original quality too much.

As graphic applications do not support Jpeg we will need to use HAMLabPlus to change the picture format to something that can be used.

When you first load HAMLabPlus you will be presented with the copyright information. Click on the close window gadget to load the program.

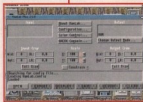
You may get a requester stating that

the right image



Installing HAMLabPlus

To install HAMLabPlus simply double-click on the InstallHAMLabPlus icon. When the installer is loaded, follow the instructions to install the program to either a floppy disk or hard drive. If you are a 1.3 user you will need to install the program to your ACUUtilities disk.



HAMLabPlus uses a very user-friendly interface made up of buttons and gadgets

there are no input or output filters. OK this requester and the first thing we will do is to select our filters for future use.

From the main display click on the Configuration button. This will display a window showing certain attributes about the program. Where it reads Filters: type in the following:

If you are running from the CoverDisk:

`RelatCompiling:Files\HAMLabPlus\Filters`

If you are running from a disk, HAMLabPlus



In order to use the 3D textures you should change the output mode to a suitable screen mode



If you want good quality textures, export them in 24-bit IFF ILBM - but watch their size

has been installed to:

`HAMLabPlus`

This is because when you install HAMLabPlus the filters are copied into the same directory as the main program.

Now click on the Scan Filters button, at which point the input and output filters will be loaded. Next select Save All and click on OK in the file requester. The next time you load HAMLabPlus the filters should load successfully.

Insert CoverDisk 1 - 3DTextures - and click on the Open button on the HAMLabPlus interface. This will allow you to load the Jpeg textures. Select a file to load and click on OK.

Once the picture has loaded it will be cropped to 512x512 as this is the demo version of HAMLabPlus - you will need to

register if you want the fully working version.

To actually view the file click on the Display button. You can change the screen-mode in which the file is displayed and saved by clicking on the Change Output Mode and selecting a suitable resolution.

The Bit Planes 1, 2, 3, 4 and 5 refer to 2 colours, 4 colours, 8 colours, 16 colours and 32 colours respectively. You can also change the type of dithering you require for colours that are not palette supported.

Once you are happy with the screen mode of your texture you can save it out as an IFF using the Save button. If you want the image saved in 24 bit IFF ILBM or other formats, click on the Export button. HAM mode pictures will be very large so watch your RAM. You can then select the directory where you would like to save your decompressed files so that you can use them in your favourite graphics application.

Noisome

**Author: David Larsson
Workbench 2 and above only**

If you have ever wanted to attach sound effects to certain keyboard events you need Noisome.

Noisome effectively allows you to load sound samples to certain actions performed on the input devices of your Amiga - the keyboard, mouse and disk drives.

As well as this it also allows you to decide exactly how your sound samples are played by using a totally intuition interface made up of clearly labelled buttons and gadgets.

When you first load Noisome a system requester will appear telling you that the file S:Noisome.prefs could not be read. This is because we haven't yet defined a preferences file for the program, so for now simply click on the OK gadget. When Noisome



Noisome will allow your Amiga to play selected sound samples when certain events occur



All you need to do is select an event and then load an appropriate sound sample

eventually loads up you will be presented with the main interface, featuring a collection of buttons and switches. Much of the interface is taken up by the selection window to the left. In here you will find the functions that you can attach sound effects to.

Visible bell is the actual system alarm, key, Return (key), Space (bar), left mouse button, right mouse button, disk inserted and disk removed.

Installing Noisome

To install Noisome simply double-click on the InstallNoisome icon. When the installer has loaded follow the instructions to install the program to either a floppy disk or hard drive.

Probably the most effective option is the disk inserted and disk removed. When a disk is inserted or removed from the drive a sample of your choice will be played. So how do you attach a sample to an option?

Let's imagine that you wanted to attach a sample called Spring to the disk removed option. Firstly, select the disk removed option so that it is selected and then click on the Browse button to the right of the File gadget.

In the file requester select your Spring sample and then click on Play to the right of the Sound Gadget. You should hear the sample play.

At this point you can effect how the sample plays by clicking the Filter on and off, changing the volume and clicking on the Channel button to specify the channel output.

Once you are happy with your setting you can then save them as the S:Noisome.prefs which failed to load earlier. From the Preferences menu select Save.

This will save your current setting to S:Noisome.prefs so that they can be loaded every time the program is run. If you now click on the Enable button at the bottom of the main interface your selections will be activated.

Click on Hide to remove the interface and now, whenever you eject a disk you should hear your sample playing.

If you want Noisome to run automatically when you boot your Amiga, you should drag the program via the icon into your WbStartup drawer.

DiallingCodes

Author: Julian Wright
Workbench 2 and above only

DiallingCodes is a great little utility written in Blitz Basic 2 that will allow you to trace those elusive UK STD and BT 'special' codes.

DiallingCodes features an impressive array of features including knowledge of all 1, 2 & 3 figure International Dialling Codes (more than 170 countries); instantaneous display of information; type in code and get location; type in location and get code; displays time difference for International Codes; no need to type in full Town/Country name and it's fully multi-tasking.

To run DiallingCodes simply double-click on the icon and you will be presented with a small window and a string gadget. You can type the following in the gadget:

- UK STD Dialling Code - Returns the location
- UK Town or City - Returns the STD Dialling Code
- International Dialling Code - Returns the country and time difference
- Country - Returns the International Dialling Code and time difference

You are not required to type in the full name of town, city or country names. If you type in just a few letters from the location the program will search its entire database for a match.

If you are looking for a country with a known



Use DiallingCodes to trace those elusive STD codes and International Dialling Codes

International Dialling Code, always type a plus sign (+) in front of the number so that the program knows it is an international code you're after.

For more information regarding DiallingCodes, please read the documentation provided by the author.

Installing DiallingCodes

To install DiallingCodes simply double-click on the InstallDiallingCodes icon. When the installer has loaded, follow the instructions to install the program to either a floppy disk or hard drive.



Faulty CoverDisk

If you subscribe to Amiga Computing and your disk does not work, please return it to:

Amiga CoverDisk,
Europress Direct,
FREEPOST,
Elesmere Port L65 3ED

If you bought your copy from a newsagent and find that your CoverDisk is faulty, please return it to:

PC Wise,
Dowla Top Business Park,
Dowla,
Merthyr
CF48 2YY

AticAtac controls

AticAtac can be controlled by Kempston or cursor joystick and keys. Remember that a joystick plugged into the Amiga's joystick port will act as a Kempston joystick.

Q Left
W Right
E Down
R Up
T Fire
Z or Symbol Shift Pick up/drop
Space or Caps Shift Pause

Author: Ultimate Play The Game

A snapshot file for use with the ZX Spectrum emulator given away on last month's CoverDisk, AticAtac is one of the all time greats written by the enviable Ultimate when the Spectrum was in its heyday.

By now you should know how to run your snapshot files on the emulator, so let's go straight into the plot.

You have been trapped in an evil, haunted castle. Your task is to find the hidden Golden Key of A.C.G and escape via your only exit, the Main Doors.

The castle consists of five floors, including the

Atic and the caverns which contain countless rooms. Within the rooms you may find furniture, food, drink, objects, ghosts, ghouls and monsters. Eat and drink sparingly so that you do not deplete your food supply.

Collect and utilise objects you find to your best advantage; be wary of slamming doors and working trapdoors which will try to trap you, and avoid contact with all the ghosts and monsters.

Each of the characters - Knight, Surf and Wizard - are armed with their own specific weapons, individual movement type and use of one set of secret passages, unbeknown to the others.

Installing AticAtac

To install AticAtac simply double-click on the InstallAticAtac icon. When the installer has loaded, follow the instructions to install the program to either a floppy disk or hard drive. If you are a 1.3 user you will need to install AticAtac to the AcUtilities disk.



Make sure you choose the right character for your type of game or you could end up dead rather quickly

PRIMA A500 & A600 RAM

3 YEAR WARRANTY!!

- A500 512k RAM**
expansion (no clock) £19.99
- A500 Plus 1 Mb RAM**
expansion £34.99
- A600 1 Mb RAM expansion**
(with clock) £39.99
- 32 BIT RAM (for A4000 etc)**
- 1 Mb SIMM £39.99
2 Mb SIMM £95.99
4 Mb SIMM...NEW LOW PRICE...£139.99
8 Mb SIMM...NEW LOW PRICE...£269.99

RAM & CUSTOM CHIPS

SPEED	PRICE	PGA
25 Mhz	£45.99	£49.99
33 Mhz	£53.99	£59.99
40 Mhz	£106.99	£129.99
50 Mhz	N/A	£137.99

- 1 mb by 8/9 SIMMS (1 Mb) £34.99
4 mb by 9 SIMMS (4 Mb) £144.99
1 Mb by 4 DRAMS (1 Mb) £39.99
4 Mb by 4 ZIPS (1/2 Mb) £32.99
256b/4 ZIPS (each) £5.99
256b/4 DRAM (DILs) (each) £5.99
DKB 1202 A1 200 MB RAM board £84.99
cable 2 1/2 inch SIMMs. Has an optional FPU.
See above for prices

- Kickstart 1.3 £23.99
Kickstart 2.04 £28.99
Kickstart 2.05 (for use in A600) £28.99
Fatter Agnes 8372A £26.99
Super Denise £19.99
6571-8328 Keyboard controller £13.99
AGA 8520A I/O controller £8.99

LOW PRICE!! AMIGA 1200 RAM

PRIMA CO-PRO & RAM

- Realise the full potential of your A1200 with this top drawer expansion. In real time clock
- 1 MB RAM £61.99
2 MB RAM £119.99
4 MB RAM £189.99
8 MB RAM £239.99
1 MB & 31 Mhz CO-PRO £184.99
2 MB & 31 Mhz CO-PRO £184.99
4 MB & 31 Mhz CO-PRO £279.99
8 MB & 31 Mhz CO-PRO £279.99

FULL 3 YEAR WARRANTY

SUPRA A500 RAM

- Simply the best! Supra A500 RAM card compatible with all
- 8Mb prep to 2 Mb £135.99
8Mb prep to 4 Mb £35.99
8Mb prep to 8 Mb £49.99

AMIGA REPAIR CENTRE

We offer a FREE quotation on your Amiga or any peripheral (monitors, printers etc). A delivery tariff of just £5.00 is charged for return delivery or alternatively you can collect your Amiga or peripheral from our showroom. We can also arrange a courier pickup at an additional cost of £11.50.



All work is carried out by our highly qualified engineers in custom built premises. We will also install any upgrades/software to accessory from our main stock free of charge unless otherwise stated.

All repairs are covered by a 30 day warranty.

Tel. 0532 319444

Miscellaneous Hardware

- The Serial Link (Adapter to Link CD32/Amiga/PC) £13.99
Panasonic CX-1201 £219.99
XDS DataPort External Hard drive kit £64.99
KDS Mega Chip II (2Mb chip drive) £119.99
print 1 Mb of chip memory on Amiga 100/200
ROCKHARD DRIVES from £49.99 (2 drive) to £149.99 (4 drive)
Amiga 1200/600/400/PSU £99.99
AMIGA 300 Modulator £9.99

SPECIAL OFFERS!!

- Deluxe Paint 4 AGA £39.99
Ducant Sans 1.0 £39.99
Personal Paint V4 £39.99
Technosound Turbo £39.99
Technosound Turbo £39.99
Wordworth 2 AGA with Print Mgr & Day To Day Planner £39.99
SCopy Propha hardware £39.99
Workbench 2.1 software and 2.0 RAM upgrade (complete with manuals) only £14.99
Workbench 2.04 software and 2.0 RAM upgrade (complete with manuals) only £49.99

100% RATED!



Personal Paint 4 only £19.99 when purchased with a Tabby

AMIGA COMPUTING AUGUST 94

only £59.99

SCANNERS

Alpha Data Alfa Scan

hand held scanner with 256 greyscales and up to 800 Dpi

only £114.99

or £139.99 with OCH software

Alpha Data Alfa Colour Scan

1 bit scanner with 256K colours like colour correction only £239.99

Power Scanner V4 £119.99

With the latest version 4 sw for bright & sharp grey scale performance. Flexible scanned image display magnification options, auto crop up, embelment, rotate & flip.

Colour version only £239.99

EPSON GT6500 Colour Flatbed only £564.50

per photo for fax

Art Department Pro Scanner S/W £109.99

compatible with Epson ES300C, ES400C, ES500C, GT4600, GT5000 & GT8000

MICE & TRACKERBALLS

Alpha Data Mega Mouse 90% rating 280 Dpi

£10.99 or £12.99 for 480 Dpi version

DATALUX CLEAR MOUSE

High quality clear 2 button mouse £19.99

Zydec Trackball £29.99

Alpha Data Trackball £37.99

DISK DRIVES

AMITEC 1 MB 3.5" drive

Features Anti Click, Anti Virus, Smart Match, 2 year warranty

only £58.99

Cumana 3.5" £56.99

1 megabyte internal drive. The best name in disc drive

A500 1200 internal drive £49.99

A500 internal drive £49.99

A4000 internal HD drive £99.99

GENLOCKS

hama ON DEMO NOW!

The Professional answer

hama 290 £269.99

S-Video, and composite compatible

hama 290 £674.99

S-Video, and composite mixers for more

hama A-CUT Video Editor £185.99

NEW

GVP Genlock £264.99

features professional S-VHS out

Rogcen Plus £164.99

Includes dual channel for overlay and keyhole effects, extra RGB pass thru. Check for compatibility.

Remulde B&B FMC £164.99

Rogcen Rockey £164.99

For creating special effects in video production with genlocks.

ROMBO PRODUCTS

VIDI 12 Real Time £134.99

Real time colour digitizing from any video source. Full AGA support

VIDI 24 Real Time £204.99

24 bit quality real time colour digitizing from any video source. Full AGA support

VIDI 12 AGA £59.99

Full support for AGA chipset. Colour images captured in less than a second, mono images in real time with 12 bit video source.

Multitasking swt, cut & paste.

VIDI 12 Sound & Vision AGA

with built in MegamiMaster £98.99

TAKE 2 £39.99

Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

Megami Master £26.99

8 bit, high speed, sampler. Special effects include echo that can be added in real time, fully multitasking & easy to use.

ACCELERATORS

VIPER 68030 TURBO only £159.99

68030 accelerator running at 28MHz expandable to 8 Mb 31 bit RAM (see RAM prices)

ADDITIONAL RAM FOR VIPER BOARDS

Just add the price of the RAM to the Viper board to get your configuration price

1 Mb SIMM £39.99

2 Mb SIMM £79.99

4 Mb SIMM...NEW LOW PRICE...£139.99

8 Mb SIMM...NEW LOW PRICE...£269.99

SUPRA 28 ACCELERATOR

for the A500/A500+ & A1000/2000

28 Mhz, uses A500 side port there is no internal fitting

only £144.99!

PRIMA ROM SHARERS

This high quality ROM sharer features a flexible ribbon connection so that it can be inserted anywhere within your A500 Plus or A600. Full 2 year replacement warranty

now only £17.99 or £24.99

for keyboard switchable version

ACCESSORIES

Real Time A1200 internal disk module...only £13.99

Mouse/keyboard manual port switcher...only £1.99

Amiga 500/600/1200 Power Supply £39.99

Amiga 500/600 PS keyboard £39.99

Amiga 1000 Keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

Amiga 1000 Mouse £39.99

Amiga 1000 PS keyboard £39.99

SOFTWARE

BUSINESS

- Mail Plan 4 £24.99
Mail Plan 5 £24.99
Honey Masters £24.99
CD ROM SOFTWARE £24.99
17 Bit Protection £24.99
PAID 84 £24.99
Artist £24.99
CD Design £24.99
Euroscan £24.99
Grafika £24.99
Graphic Tools Toolkit (by Ward Science) £24.99
Network CD £24.99
Sessal Funds £24.99

MISCELLANEOUS

Deluxe Sun 9 £24.99

MUSIC/SOUND

- Clarity 18 sampler £24.99
Deluxe Music Construction Set v2 £24.99
Pro Mix Interfacer by Microdeal £24.99
Tcheson Sound Turbo £24.99
Tcheson Sound Turbo 2 £24.99

PROGRAMMING

- Amos Professional £49.99
Amos Professional Compiler £49.99
Bib Basic 2 £49.99
Dimple 3 £49.99
Ray ARMS £49.99

PUBLIC DOMAIN Top 50 from £1.50 (many more titles available)

- AmiBee Pro v1.8 (PDAB01) £1.50
Dish Surf V2 (PDAB02) £1.50
D-Copy V2 (PDAB03) £1.50
EduSoft Pro V4 (PDAB04) £1.50
Easy Calc Plus (PDAB05) £1.50
E-Print 2 (PDAB06) £1.50
First Mode 2.0 (PDAB07) £1.50
First Mode 2.1 (PDAB08) £1.50
First Mode 2.2 (PDAB09) £1.50
First Mode 2.3 (PDAB10) £1.50
First Mode 2.4 (PDAB11) £1.50
First Mode 2.5 (PDAB12) £1.50
First Mode 2.6 (PDAB13) £1.50
First Mode 2.7 (PDAB14) £1.50
First Mode 2.8 (PDAB15) £1.50
First Mode 2.9 (PDAB16) £1.50
First Mode 3.0 (PDAB17) £1.50
First Mode 3.1 (PDAB18) £1.50
First Mode 3.2 (PDAB19) £1.50
First Mode 3.3 (PDAB20) £1.50
First Mode 3.4 (PDAB21) £1.50
First Mode 3.5 (PDAB22) £1.50
First Mode 3.6 (PDAB23) £1.50
First Mode 3.7 (PDAB24) £1.50
First Mode 3.8 (PDAB25) £1.50
First Mode 3.9 (PDAB26) £1.50
First Mode 4.0 (PDAB27) £1.50
First Mode 4.1 (PDAB28) £1.50
First Mode 4.2 (PDAB29) £1.50
First Mode 4.3 (PDAB30) £1.50
First Mode 4.4 (PDAB31) £1.50
First Mode 4.5 (PDAB32) £1.50
First Mode 4.6 (PDAB33) £1.50
First Mode 4.7 (PDAB34) £1.50
First Mode 4.8 (PDAB35) £1.50
First Mode 4.9 (PDAB36) £1.50
First Mode 5.0 (PDAB37) £1.50
First Mode 5.1 (PDAB38) £1.50
First Mode 5.2 (PDAB39) £1.50
First Mode 5.3 (PDAB40) £1.50
First Mode 5.4 (PDAB41) £1.50
First Mode 5.5 (PDAB42) £1.50
First Mode 5.6 (PDAB43) £1.50
First Mode 5.7 (PDAB44) £1.50
First Mode 5.8 (PDAB45) £1.50
First Mode 5.9 (PDAB46) £1.50
First Mode 6.0 (PDAB47) £1.50
First Mode 6.1 (PDAB48) £1.50
First Mode 6.2 (PDAB49) £1.50
First Mode 6.3 (PDAB50) £1.50
First Mode 6.4 (PDAB51) £1.50
First Mode 6.5 (PDAB52) £1.50
First Mode 6.6 (PDAB53) £1.50
First Mode 6.7 (PDAB54) £1.50
First Mode 6.8 (PDAB55) £1.50
First Mode 6.9 (PDAB56) £1.50
First Mode 7.0 (PDAB57) £1.50
First Mode 7.1 (PDAB58) £1.50
First Mode 7.2 (PDAB59) £1.50
First Mode 7.3 (PDAB60) £1.50
First Mode 7.4 (PDAB61) £1.50
First Mode 7.5 (PDAB62) £1.50
First Mode 7.6 (PDAB63) £1.50
First Mode 7.7 (PDAB64) £1.50
First Mode 7.8 (PDAB65) £1.50
First Mode 7.9 (PDAB66) £1.50
First Mode 8.0 (PDAB67) £1.50
First Mode 8.1 (PDAB68) £1.50
First Mode 8.2 (PDAB69) £1.50
First Mode 8.3 (PDAB70) £1.50
First Mode 8.4 (PDAB71) £1.50
First Mode 8.5 (PDAB72) £1.50
First Mode 8.6 (PDAB73) £1.50
First Mode 8.7 (PDAB74) £1.50
First Mode 8.8 (PDAB75) £1.50
First Mode 8.9 (PDAB76) £1.50
First Mode 9.0 (PDAB77) £1.50
First Mode 9.1 (PDAB78) £1.50
First Mode 9.2 (PDAB79) £1.50
First Mode 9.3 (PDAB80) £1.50
First Mode 9.4 (PDAB81) £1.50
First Mode 9.5 (PDAB82) £1.50
First Mode 9.6 (PDAB83) £1.50
First Mode 9.7 (PDAB84) £1.50
First Mode 9.8 (PDAB85) £1.50
First Mode 9.9 (PDAB86) £1.50
First Mode 10.0 (PDAB87) £1.50
First Mode 10.1 (PDAB88) £1.50
First Mode 10.2 (PDAB89) £1.50
First Mode 10.3 (PDAB90) £1.50
First Mode 10.4 (PDAB91) £1.50
First Mode 10.5 (PDAB92) £1.50
First Mode 10.6 (PDAB93) £1.50
First Mode 10.7 (PDAB94) £1.50
First Mode 10.8 (PDAB95) £1.50
First Mode 10.9 (PDAB96) £1.50
First Mode 11.0 (PDAB97) £1.50
First Mode 11.1 (PDAB98) £1.50
First Mode 11.2 (PDAB99) £1.50
First Mode 11.3 (PDAB00) £1.50
First Mode 11.4 (PDAB01) £1.50
First Mode 11.5 (PDAB02) £1.50
First Mode 11.6 (PDAB03) £1.50
First Mode 11.7 (PDAB04) £1.50
First Mode 11.8 (PDAB05) £1.50
First Mode 11.9 (PDAB06) £1.50
First Mode 12.0 (PDAB07) £1.50
First Mode 12.1 (PDAB08) £1.50
First Mode 12.2 (PDAB09) £1.50
First Mode 12.3 (PDAB10) £1.50
First Mode 12.4 (PDAB11) £1.50
First Mode 12.5 (PDAB12) £1.50
First Mode 12.6 (PDAB13) £1.50
First Mode 12.7 (PDAB14) £1.50
First Mode 12.8 (PDAB15) £1.50
First Mode 12.9 (PDAB16) £1.50
First Mode 13.0 (PDAB17) £1.50
First Mode 13.1 (PDAB18) £1.50
First Mode 13.2 (PDAB19) £1.50
First Mode 13.3 (PDAB20) £1.50
First Mode 13.4 (PDAB21) £1.50
First Mode 13.5 (PDAB22) £1.50
First Mode 13.6 (PDAB23) £1.50
First Mode 13.7 (PDAB24) £1.50
First Mode 13.8 (PDAB25) £1.50
First Mode 13.9 (PDAB26) £1.50
First Mode 14.0 (PDAB27) £1.50
First Mode 14.1 (PDAB28) £1.50
First Mode 14.2 (PDAB29) £1.50
First Mode 14.3 (PDAB30) £1.50
First Mode 14.4 (PDAB31) £1.50
First Mode 14.5 (PDAB32) £1.50
First Mode 14.6 (PDAB33) £1.50
First Mode 14.7 (PDAB34) £1.50
First Mode 14.8 (PDAB35) £1.50
First Mode 14.9 (PDAB36) £1.50
First Mode 15.0 (PDAB37) £1.50
First Mode 15.1 (PDAB38) £1.50
First Mode 15.2 (PDAB39) £1.50
First Mode 15.3 (PDAB40) £1.50
First Mode 15.4 (PDAB41) £1.50
First Mode 15.5 (PDAB42) £1.50
First Mode 15.6 (PDAB43) £1.50
First Mode 15.7 (PDAB44) £1.50
First Mode 15.8 (PDAB45) £1.50
First Mode 15.9 (PDAB46) £1.50
First Mode 16.0 (PDAB47) £1.50
First Mode 16.1 (PDAB48) £1.50
First Mode 16.2 (PDAB49) £1.50
First Mode 16.3 (PDAB50) £1.50
First Mode 16.4 (PDAB51) £1.50
First Mode 16.5 (PDAB52) £1.50
First Mode 16.6 (PDAB53) £1.50
First Mode 16.7 (PDAB54) £1.50
First Mode 16.8 (PDAB55) £1.50
First Mode 16.9 (PDAB56) £1.50
First Mode 17.0 (PDAB57) £1.50
First Mode 17.1 (PDAB58) £1.50
First Mode 17.2 (PDAB59) £1.50
First Mode 17.3 (PDAB60) £1.50
First Mode 17.4 (PDAB61) £1.50
First Mode 17.5 (PDAB62) £1.50
First Mode 17.6 (PDAB63) £1.50
First Mode 17.7 (PDAB64) £1.50
First Mode 17.8 (PDAB65) £1.50
First Mode 17.9 (PDAB66) £1.50
First Mode 18.0 (PDAB67) £1.50
First Mode 18.1 (PDAB68) £1.50
First Mode 18.2 (PDAB69) £1.50
First Mode 18.3 (PDAB70) £1.50
First Mode 18.4 (PDAB71) £1.50
First Mode 18.5 (PDAB72) £1.50
First Mode 18.6 (PDAB73) £1.50
First Mode 18.7 (PDAB74) £1.50
First Mode 18.8 (PDAB75) £1.50
First Mode 18.9 (PDAB76) £1.50
First Mode

Breathe life into your 2D AND 3D graphics

No doubt you will have been amazed at our Alternative 3D textures CoverDisk give-away. The Soft Alternative is kindly offering a cut-price upgrade offer for the complete Alternative 3D Textures Vol 3 pack at this special offer price of just £21.50 (including VAT and P&P).

Alternative 3D Textures will add life to both 2D and 3D applications, whether you use them as backdrops or as textures to wrap around 3D objects for the ultimate in realistic graphic reproduction.

Applying your Alternative 3D Textures:

The Alternative 3D Textures are compatible with all 2D and 3D graphic applications, including Deluxe Paint, Brilliance, Imagine, Real 3D and more.

They can be used to add realistic backgrounds to 2D and 3D artwork or even wrapped around 3D shapes in order to create natural images that depend on realism. You are limited only by your imagination.

What you'll receive:

- 12 disks absolutely nmed pack with some of the most stunning images ever compiled, all compressed in Jpeg format for portability.
- Images to compensate for all occasions including space, rock, sand, metal, landscapes, plant life, water, clouds, people and much, much more
- Two versions of the very popular FastJpeg program which will allow you to view your images quickly and to the highest quality on Amigas ranging from the A500 to the A4000

Scroller2 order form

Please send me Alternative 3D Textures Vol 3 (the full product) at £21.50

Deliver to _____

Name (Mr/Mrs/Miss/Ms)

Address

Postcode _____ Daytime Telephone _____

I wish to pay by...

- ☐ Cheque/Postal Order payable to Alternative Image, 6 Lothair Road, Leicester LE2 7QB
☐ Credit Card (Visa/Mastercard)

Card no.

Please allow 28 days for delivery

☐ Tick this box if you do not wish to receive promotional material from other companies

You can order by card on:

Tel: 0533-440 041

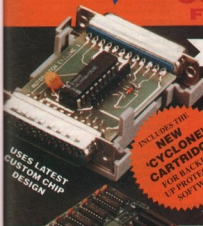
Fax: 0533-440 650

THE MICRO ADVENTURES OF...

SAMSON

"...BY THE TIME I REACHED THE SCENE, THE DISCS HAD BEEN 'RUBBED OUT'... THERE WAS ONLY ONE THING TO DO. CALL 'SIREN SOFTWARE' FOR EXTRA BACKUP!"

TELEPHONE
061-724 7572
FAX 061-724 4893



USES LATEST
CUSTOM CHIP
DESIGN

INCLUDES THE
NEW
'CYCLONE'
FOR BACKING
UP PROTECTED
SOFTWARE

X-BACKUP PRO

X-Backup Pro is the most powerful disc backup utility available for the Amiga. BUT DON'T TAKE OUR WORD FOR IT...

CU Amiga Magazine, July 1991

"IT'S UNBEATABLE."

'a veritable bargain at just £39.99'

Amiga Computing, September 1991

'fast, flexible and reliable'

Amiga Computing, September 1991

£39.99

+ £1 postage & packing

THIS PRODUCT MUST NOT BE USED TO INFRINGE COPYRIGHT.

Unlike other disc backup utilities, X-BACKUP PRO is totally automatic and extremely simple to use. It is fully compatible with ALL AMIGA computers.

- Will backup virtually any disc onto another disc.
- Full hard disc backup.
- File management facility.
- Optimise, formats, repairs, verifies.
- Includes the 'AUTOSWITCH' CYCLONE cartridge. Simply plugs into the external disc drive socket at the rear of the Amiga, and plug your external disc drive into the back of the CYCLONE cartridge for unbeatable disc backup power. An external disc drive is required for use with the CYCLONE cartridge. These are available from us priced £54.99.

FULL MONEY BACK GUARANTEE.

If you can find a more powerful disc backup utility, we will give you your money back.



A1200 1200 4mb memory expansion with clock. New state of the art design. 32 bit wide auto configuring Fastram. Zero wait state allows the A1200 to run at full speed. Increase the speed of the computer by 219%. Battery backed clock keeps the correct time and date even when the A1200 is switched off. Simple trapdoor installation.

85%

£179.99

HARD DISC DRIVES

30mb only **£109.99** 120mb only **£189.99**
40mb only **£119.99** 170mb only **£224.99**
60mb only **£129.99** 258mb only **£264.99**
85mb only **£149.99** 344mb only **£299.99**

Add £269.99 for A1200 fitted with above drives. Our 2.5" hard drives for the Amiga A1200/A600 offer speedy access times and come complete with fitting cables, screws and full instructions. They are pre-formatted and have workbench already installed for immediate use. Fully guaranteed for 12 months.

Free fitting service to personal callers

**IMPROVED
SOUND
QUALITY**



**SUPERB
VALUE FOR
MONEY**



Soundblaster

The SOUNDBLASTER is a 10 watt stereo amplifier that comes complete with high quality 3 way speakers, power supply and FREE STEREO HEADPHONES! The SOUNDBLASTER adds a new dimension to games playing, imagine stunning stereo sound effects, crystal clear samples and terrific stereo tunes. The SOUNDBLASTER also boosts games playability! The speakers are powerful 50 watt 3 way units featuring a 3" woofer, 2" honker and a 1" tweeter to provide a powerful crisp sound.

£44.99

WE'VE GOT WHAT YOU NEED

SPECIAL OFFER

Deluxe disc drives

Whisper quiet. Strimline design. Suits any Amiga. Cooling vents. Sleek, high quality metal casing. Quality Sony/Citizen drive mechanism. On/Off switch and throughput at the rear of the drive. Full 880K capacity. Long reach connection cable.

**CYCLONE
COMPATIBLE**

£54.99



Order **NOW** for immediate despatch
Tel. 061 724 7572 Fax 061 724 4893

Telesales open 9am - 6pm Monday-Friday

Access/Visa accepted

Send a cheque/Postal order or credit card details to:

Siren Software, Wilton House, Bury Rd, Radcliffe, Manchester M26 9UR England

Government, Education and PLC orders welcome. All prices include VAT at the current rate. Postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe, £12.50 rest of world. Please note that 5 working days must be allowed for cheque clearance. Immediate clearance on Building society cheque or Bank Draft.



**RENE
SOFTWARE**

Wilton House,
Bury Rd,
Radcliffe,
Manchester
M26 9UR
England

OS 3.1

KICKSTART AND WORKBENCH !!

THE FULLY LICENSED COMMODORE OS 3.1
RELEASE IS NOW AVAILABLE!

Each pack comprises ROM(s), Disk set and English manuals. The following versions are available:

A500, A1500 and A2000 £ 84.95
A3000 and A4000 (inc. 3000/4000 tower) £ 94.95

Updates today and tomorrow to life into your machine!
20000 owners - 256 colour Workbench with Picasso II!

Picasso II 2Mb + OS 3.1 2000 £419.95
Picasso II 2Mb + OS 3.1 3000 £429.95

With the above bundles, you can run all OS friendly software with 256 colour support, and use the new super-fast 256 colour CHUNKY/Pixel Workbench!
KEEP YOUR AMIGA UP TO DATE !!

CD-ROM OPTIONS & PHOTOWORK

PhotoWork is the only Kodak™ licensed Photo-CD software for the Amiga. With any of the following CD-ROMs you can incorporate high quality images (and your own photographs) into DTP and support a host of CD based software. PhotoWork features include:

- Allows loading of images (Memory dependent)
- Supports all Amiga resolutions (including AGA)
- Supports the Picasso II, Retina and EGS boards
- Provides numerous image-processing features:
- Detail Magnifying, Colour Correction, Mirror, etc
- Saves in any Amiga IFF file format (16 to 24 bit colour)
- Prints to all Amiga compatible printers, including colour
- Comes complete with manual and a Photo-CD.

PhotoWork With CD-ROM Drive £39.95

PhotoWork + Toshiba XM 4101 £244.95

PhotoWork + Mitsumi FX 0010 £194.95

Full CD-ROM Solutions

For A1500, A2000, A3000 & A4000

PhotoWork + Toshiba XM 4101 + Octagon SCSI controller £349.95

PhotoWork + Mitsumi FX 0010 + Tandem CD/IDE controller £249.95

For A600 & A1200

PhotoWork + CD1200 controller + Mitsumi FX 0010 £249.95



X-CALIBUR

X-CALIBUR is a uniquely designed accelerator and RAM expansion piggy back slot for the A4000/040 which does not use a precious Zorro slot. It has the capacity to hold on-board 128Mb of SMMS (Standard 72-pin type as found on the A4000). With it's innovative memory design, the X-Calibur outperforms the regular A4000/040 memory access by 400% at 25MHz! This translates to an average of around 80% and disk access improvement of 10-20% (only fast RAM) and gain the speed instantly. Faster upgrades (40MHz) and a 65000 version) are planned in the future. Fitting service available. Fully compatible with Emplant for a world beating Mac/IBM emulation engine

X-CALIBUR £499.95

BLITTERSOFT, 40 COLLEY HILL, BRADWELL,
MILTON KEYNES, BUCKS. MK13 9GB

TEL: 0908 220196 FAX: 0908 220196 BBS: 0908 310208
Internet on: paul@blisoft.demon.co.uk

P&P NEXT DAY £8.00 CREDIT CARD ORDERS ATTRACT A 2.5% CHARGE. EAGE
(All goods subject to our standard terms, which are available on request. Goods not sent out on a trial basis. Specifications & Prices subject to change without notice. All trademarks acknowledged.)



PICASSO II

PICASSO II is a graphics card with a difference, offering true interchangeable graphics on any Zorro based Amiga. The installation is quick and simple. Just plug it in, connect the cables and run a fully automatic install script. You will then find new Picasso resolutions available from the standard pre-installed ScreenModes program, all useable by OS friendly programs. The new CHUNKY option offers incredible speed with a 256 Workbench which is many times faster than AGA! Picasso II will intercept any program on its first run, allowing you to test its compatibility and set your preferred screen choice thereafter. All screens are stored in Fast RAM, hence removing the 2Mb Chip RAM limitation. Total screen configuration is provided through PicassoMode, which allows the creation of custom screens quickly and simply. Picasso II comes with TVPaint Junior and drivers for ImageFX, AdPro, ImageMaster, Real 3D and GIF, IFF, JPEG and MPEG viewers. Also included is the MainActor animation program, and a TVPaint 2.0 option is also available.

PICASSO II 2Mb £349.95
WITH TV PRINT 2 £499.95



PABLO ENCODER

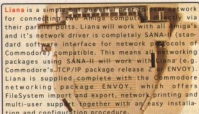
PABLO is the new Video Encoder option for Picasso II. It offers the user two additional video ports, one Standard Composite Sync Signal, and one S-VHS (Y-C) compatible port. All PAL compatible video devices can be plugged into Pablo, such as a colour TV or a video recorder. To Genlock, a Time Base Corrector is required. There are five resolutions available, these being 320x256, 320x512, 640x256, 640x512 and 768x576 in all colour depths including HighColour and TrueColour! A protective circuit integrated into Pablo ensures that no modes with more than a 15KHz line frequency can be routed through Pablo so you can safely switch to higher resolutions for your normal computer display. Pablo is supplied with all cables/adapters. Animation examples and MainActor Professional.

PABLO ENCODER £149.95

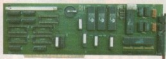
MAINACTOR PROFESSIONAL

MainActor Professional is a modular animation package for the Amiga. It features intelligent caching, so if you don't have enough RAM you can play animations from any device i.e. played/created a 400Mb animation on a 2Mb Amiga. With OS3.x you will get added speed as well as animations in a resizable, scrollable window with colours adjusted to screen attributes. Sound support allows you to associate sound effects to every frame. There are animation loaders for Real-3D, IFF, Anim3, IFF-Anim3, Picasso, AVI, GIF, FLI, FLC and DL. There is also an external player, MainView plus lots more. You can play all your animations directly via the Picasso II board (which fly in Chunky pixel mode)!

MAINACTOR PROFESSIONAL £49.95



LIANNA NETWORK £59.95



EMPLANT

Emplant is a very special product. It is the only hardware that offers multiple multi-tasking emulation from a single board. Here are some of the features of Emplant:

- Compatible with all Zorro III Amiga's
- Utilises Amiga memory, AmigaDOS devices, parallel/serial ports and Stereo sound capabilities.
- Extensive Video Driver support (EGS, AGA, Picasso II, Retina, C2, Mezz, EGS, CopiVision, Rainbow, etc.) including 16, 256, 60K & 16.0 million colour displays.
- SCSI Support (Hard Disk, Scanners, SyQuest, CD-ROM, etc.)

MACINTOSH EMULATION

The generic Mac emulation will perform as a Quadra 900 on a 68040 Amiga, and a lici on a 68030 Amiga. All known software runs. The Mac emulation supports System 6.7.x.x, Hard drives, AmigaDOS partitions, Virtual screens, Stereo sound, File transfer, Printers, Modems, MIDI, SCSI peripherals, AppleTalk etc. Floppy support includes Emplant, Amac, IBM 720K/1.44Mb, Mac 800K (via AMIA) and 1.44Mb.



EMPLANT ON AN A4000/040

IBM PC EMULATION

The new IBM module is a true 486DX compatible emulation, including CPU, MMU and FPU. It will support non-manipulated modes and run Windows 3.x, DOS 6.x, OS/2, application and leisure software. Speed is dependent upon your 68kx processor and is gained from a combination of custom logic, software and the Amiga! The emulation will offer colour VGA on AGA machines, and colour SVGA with a supported graphics card such as Picasso II. SoundBlaster Pro support is built in too. Please call for availability.

EMPLANT BASIC £299.95
EMPLANT OPTION A (AppleTalk/Serial ports) £349.95
EMPLANT OPTION B (SCSI Interface) £349.95
EMPLANT DELUXE (Options A & B) £499.95
EMPLANT IBM MODULE (Call for availability) £99.95
AMIA (AMIGA-MAC INTERFACE ADAPTER) £59.95
Allows the connection of a real 800K Mac drive

SPECIAL SUMMER OFFER

DEDUCT
£50.00

WHEN YOU ORDER ANY
EMPLANT BOARD WITH A
PICASSO II 2Mb CARD!!

BBS

Please try our Free support
BBS: 0908 310208 !!!!!



As you can see, the vast majority of my work is 3D with occasional adventures into two dimensions for the odd info screen or multimedia job.

Even during these brief excursions into 2D, I have always done my best to avoid freehand elements, due to what's best described as total ineptitude. In fact, even with my best efforts, stick men invariably end up unrecognisable.

I'm mentioning this to illustrate the fact that a lack of physical skills should by no means be seen as a stumbling block when it comes to computer art.

Obviously this won't inspire confidence for those not consumed with a passion for 3D. However, even in two dimensions there's still huge scope for what is known as derived art.

In other words importing, manipulating and compositing real-world imagery to form a sometimes surreal mixture of photography, freehand, ray traced and digitised art.

So, if you have the imagination and some existing skills in other areas – such as photography and videography – you could easily combine them with your on-screen talents to enhance an existing business or open up new opportunities.

OK, if it's so easy why isn't everybody doing it. After all, if you don't need any physical skill it must be a doddle right? Alas no, as with every swing there follows the ubiquitous roundabout.

Although the Amiga can rescue any would-be artist from the limitations of the flesh the mental demands remain the same, and in fact in many cases the creative pressure is even higher than those endured by a traditional artist.

The reason being that every computer artist the world over starts out with roughly the same basic skills – commonly referred to as the machine and its software.

And because computer graphics rely on such a similar array of tools – regardless of format – it's much easier to produce predictable results. Your job is to develop a style – something which to many freehand artists comes naturally.

As computer art

is primarily a mental discipline you can survive with the hand/eye co-ordination of a house brick, but if you don't have the eye and inspiration you're quite literally dead in the water.

Now before the mail bag explores with the vented spleens of a thousand outraged art school graduates, it's worth stressing that I certainly don't consider myself an artist in the classical sense.

COMMISSIONS

What I, and many others do, is commercial art, there's a very big difference. I work on commissions and therefore don't have to wait for inspiration to strike.

All that's required is to turn a concept into reality – a process which can still be pretty painful.

While we're on the lofty plain of art and inspiration, it's perhaps worth stressing that artistic pretensions rarely have a place in commercial art. If, while negotiating a job, you come across as the *I am an artist...* type there's a strong chance your career will

be short lived. However, that doesn't mean you should take what you're given and be glad of it. In many cases the people commissioning the work will be blissfully unaware of the potential and perhaps more importantly the limitations of your particular field.

For example, jaws often drop at the sight of relatively simple chrome



A wonga, wonga...

Paul Austin guides you through the freelancing jungle



Looks great on its own but add some text and it's just too cluttered

objects resplendent in a sea of reflection. However, when you point to the Christmas tree in the corner – complete with a million individually modelled pine needles – the response will almost always be: ‘oh that, yes it’s OK I suppose...’

The bottom line is to get involved in the design stage as soon as possible. As a result you can guide the client in the best direction for both parties.

Another point worth mentioning is not to let the software take over the show. All too often you see beautiful images ruined by the latest addition to the software.

No matter whether it’s lens flare, motion blur, depth of field or any one of the hundreds of image processing options available via programs such as ADPro or ImageFX, always keep your goal clearly defined.

A classic example of overkill at its best is the Christmas card image in this very article. Although this doesn’t suffer from new-featuresitis it does illustrate a very easy mistake to make.

A slightly more spatial version was commissioned for use on the front cover of an ST magazine. When the final image appeared in all its texture-mapped glory I must admit I was fairly pleased – I’d even remembered to leave space for the CoverDisks – great.

However, when the cover words, flashes and masthead were added the vast majority of its appeal was lost. Once all the other

The big pitch

OK, it’s time to bite the bullet and have a bash, but how do you get your first job? Well first you need a portfolio and a place to send it. Perhaps the best way to achieve this is to do a couple of free/low cost jobs in exchange for a reference.

Assuming you’re now armed with the necessary, you can start sending expensive video tapes or prints through the post to likely employers. However, beforehand it’s worth doing a fax/mail out with a brief list of what you offer plus your references and perhaps an example or two.

Another excellent way of drumming up business is to bag your way into shows – preferably trade. That way you’ve got your target audience all in one place and better still they’re all vying for a lead on the opposition.

When approaching business types it’s useless to walk up brandishing an Amiga floppy. You’ll need either a PC or Mac disk with the images or animation in a form that they can slap in their machine and look at immediately.

In most cases Jpeg will be acceptable, although it might be worth carrying a few Pcx, Pict or GIF examples just in case. When it comes to animation, obviously a video tape is the ideal medium.

However, in some cases animation on disk may be required. As a result it’s worth learning something about both PC and Mac animation formats such as Flic and Quicktime.

elements arrived it was simply too cluttered – and the impact I was being paid for went out the window...

This is a key point of almost all commercial art work – you’re being paid to make an impact, not to impress your peers. Invariably you’re selling something in one way or another and it’s your job to make the client’s product leap out from the rest. As a result,

Stills

As you’ve probably gathered, the vast majority of my work revolves around still images, usually for covers or illustrations within articles.

The reason being that they are the most cost-effective method of freelancing on a part-time basis. Obviously, with a full time job it’s usually impossible to zip off across the country with a machine packed with thousands of frames of animation – all of which need hands-on attention during transfer to the client.

Thanks to moderns, high density floppies and high compression formats such as Jpeg, it’s usually quite straightforward to transfer even the largest individual files.

When it comes to file size, I rarely go



Illustration for articles can also be a nice little earner

adding intricate detail and clever technicalities that only a tiny handful of enthusiasts will appreciate isn’t always good business. At worst they’ll confuse the image, and at best waste your valuable time.

Obviously with the huge diversity of Amiga hardware and software, listing the lot is out of the question. As a result we’ll concentrate on the elements which you’ll need to do business, rather than those which will actually generate the end results.

Perhaps the most important of all has to be a fax modem. Thanks to the fax element you’re provided with the essential ability to both send and receive ideas and proofs of work in progress.

It also overcomes two of the major stumbling blocks when attempting to incorporate Amiga graphics into a business world dominated by the PC and Macintosh.

Firstly, the modem element can completely side-step the problem of transportation. All too often your latest creation will be just

below 1024 x 1024 with the vast majority being 1500 x 1500 or above. At this resolution even American A4 magazines like Amiga Computing can still reproduce my work at an acceptable resolution.

Thanks to Jpeg, even your largest creations will fit on a high density PC floppy using the best possible compression ratio. However, there is a word of warning concerning Jpeg.

Although it is often a life-saver it does have potential dangers. With the pressures on storage inherent with 24-bit art, it’s often tempting to work with Jpeg images as your standard format.

However, even when using minimum compression the Jpeg format will introduce unwanted artefacts into the image

Pre-production

Before starting or even agreeing to a job, give yourself some time to think things through. It's all too easy to agree straight off and then dive straight in, only to discover half-way through you've gone about it completely the wrong way.

Once you have a good idea of how to progress, sketch it out in rough and fax it through to the client for confirmation. If everyone's happy – and only then – it's time to proceed.

If the job revolves around some specific object, make sure you get hold of some photography of the exact item in question. Better still try to get hold of the item itself! Unbelievable as it may seem, I'll guarantee you'll get even simple objects horribly wrong if you rely on memory alone. And if someone is paying hard cash they'll quite rightly expect perfection.

In fact, this raises a key point for any freelancer. If you're not a perfectionist by nature you won't last very long. "That will do" simply doesn't come in to it. As they say, you're only as good as your last job – and if your livelihood depends on it, it better be good.

50k too big to fit on a PC floppy. But thanks to the infinite transfer potential of a modem it wouldn't matter if the file was 5Mb to big.

The only limitation is of course the impact on your phone bill – assuming you can't convince the client to dial into your system that is.

Secondly, thanks to the format conversion options offered by the Amiga's huge arsenal of image processing packages, quite literally any file type can be delivered direct – again regardless of file size.

Obviously when it comes to mass file transfer a modem becomes less attractive, however there are alternatives – see animation box out for more info.

ON-LINE

As for getting on-line you can do as much or as little as you like. Accounts on CompuServe, CIX plus a Internet address are all very nice, however it's unlikely they'll be an essential.

As long as your client has a modem – and the vast majority of companies do – you can go direct.

Another must is a good printer. In an ideal world you'd have two. One laser for letters, flyers, invoices and other administration plus a dedicated graphics printer with which to display your wares at their colourful best.

Obviously this isn't an ideal or likely situation, so I'm afraid it's a question of priorities combined with cash-flow. If you want the best possible colour output the Primira is the only serious choice.

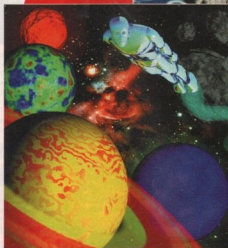
Thanks to a photo realistic add-on it's almost like producing chromalins via a repro-

house. But unfortunately the running cost of a Primira is high, and although excellent for full colour images it isn't as impressive when it comes to black and white output.

If you're after a compromise of acceptable running costs, good colour proofing and quality black and white output, it might be worth looking at the Hewlett Packard HP 550C.

Although not laser quality it is an excellent com-

The wealth of packages available for the Amiga make it an ideal freelancer's machine



data. You may well have already noticed this, often appearing as smudged area or what appear to be hairline cracks running through vignettes within the image.

Initially these are indistinguishable even under microscopic magnification. However, if you continue to edit the image, repeated saving out using the Jpeg the situation can get dramatically worse.

Soon more and more errors will appear and worst still, those which already exist can be enhanced. As a result, whenever possible always work in none compressed 24-bit format during editing and then swap to Jpeg for the final output.

promise. Of course you could always opt for a colour laser printer – but if you can afford that sort of expenditure why not sell up and move to the Caribbean, you obviously don't need the cash anyway.

Finally, it's essential that you invest in some sort of 24-bit display device. Although Ham8 is great it simply doesn't match up to a true 24-bit display.

Basically the choice is yours but it's worth ensuring that the board and accompanying paint package you pick has both an alpha channel and some form of virtual memory.

The alpha channel is an absolute must when it comes to blending elements and



Sketch out your ideas before starting and set yourself a firm goal

Getting on board the CD-Rom explosion via Amiga animation

**euroPRESS
SOFTWARE**

touching up finished material. A classic example of this is the Redzone motorcycle image which is comprised solely of scanned images and screen shots all composited together to form the finished graphic. Without alpha channel it would be literally impossible to produce.

As for virtual memory, this becomes invaluable on larger images. If you're only ever likely to work in video resolutions or smaller it isn't a problem. However, if you land a commission to produce a cover image for a magazine, or in fact anything that demands very high resolution, it's a must.

As you're probably aware, most 24-bit boards have a range of pre-set resolutions. If you can't scroll or select an area larger than the maximum touching-up, a final can be a nightmare and sometimes impossible.

When it comes to animation, you'll find yourself faced with a whole new collection of problems and pitfalls, not least of which is the ability to transfer the end results.

Obviously, if your finances allow, some-

What you'll need, what they'll want

Above all else make sure you get a very clear brief of what is required. In addition, ensure you're sent a copy of the agreement on paper beforehand.

Perhaps equally important is to get a rough idea of how they want the end result to look, and make sure all the elements they're likely to add later are included.

In addition, keep in close contact with the client with regular updates on your progress and their requirements. No matter what, do not stray from the brief.

It's all too easy to get carried away and do what you think is best - remember the customer is always right, even when they're horribly wrong!

Once the ball is rolling the most important commercial element is time, they'll be working on a deadline and you'll be expected to deliver as and when promised.

It's no use griping about hard drive failures or whatever else, if you miss deadlines you're a liability and nothing more - no matter how impressive the end results.

The client will also expect the job to be complete and ready to run as soon as it arrives. As a consequence it's well worth finding out what aspect ratio and resolution would be the ideal.

If the art guy or gal at the sharp end can simply flow your creation directly into a waiting template you'll score brownie points by the bucket load. If you keep the workers happy more jobs will follow and the management will keep paying.

Cash flow

Actually getting paid is perhaps one of the trickiest elements of freelancing. It's not that most companies won't pay, it's simply that the money is better accruing interest in their account than yours. As a result they'll try to delay payment until the last possible moment.

However, when dealing with a new client it's essential that you demand at least partial payment before starting the job. Usually it's wise to ask for between one third and half the total cost.

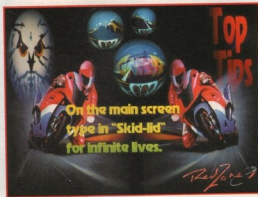
In certain cases they'll refuse using the "it's not company policy line." Depending

on your desperation, either walk away or demand a contract beforehand and a guaranteed date for payment in full.

If you are forced in to a contractual agreement, make sure it's clear that you're to be paid on completion - and not on publication. If you don't they may simply trash your hard work at the last minute and refuse to cough up.

Once you're familiar with a company it's sometimes good PR to drop the partial payment policy and join the unwashed masses in the 30-days-to-pay department. However if you do, keep a close eye on the wall planner - not to mention the bank manager.

OK, we discussed how to get paid, but what still remains is how much. When negotiating a price it's always a good idea to



Sometimes alpha channel support is simply essential

thing like the PAR - or personal animation recorder - is the ideal solution, allowing you to transfer near D1 digital video direct to the recording system of the clients choice either via composite, S-VHS or component output.

ACCESS

However, if you don't have direct access to single-frame recording equipment its worth enquiring if the client has access to such facilities. If so, you could take your

machine to them and download your files via a direct serial connection - using comms software. A slow but often cheaper alternative.

If neither you nor they have a still frame facility it might be worth contacting a bureau facility such as Alternative Image - 0533 440041.

They can put your animation to tape for you and also produce 35mm transparencies and prints at reasonable cost. If the PAR

Hard times

Part and parcel of being a freelancer is finding yourself twiddling your thumbs on occasions. As a result it's essential you try and add as many strings to your bow as possible.

If times are hard take anything that's going, it's much better to be humble than bankrupt - packing shelves, occasional bar work, anything just to tide you over until the next job comes along.

Another good idea is to get yourself a wall planner and attempt to get the work in early and spread the load a little. When one job is in progress it's downtime for all the others, and if you don't plan properly you'll at best end up with nothing to do, or at worst miss a deadline.

Once you're au fait with the finer points of a particular subject or software package, why not attempt a little freelance journalism. After all, you're selling your skills on screen, why not do the same in print and how two do's are always nice little earners.

If you have incorporated photography, videography and perhaps even music into your work you could sell your memoirs to a whole host of magazines - even this one.

Although much of the above has revolved around corporate work, it's also worth approaching local user groups, whether they be computer, video or photographic. At worst you'll pick up a few nickel and dime jobs to tide you over while also making a lot of what could become lucrative contacts.

open with the classic "well what's your budget."

That way the ball's firmly in their court, and better still you could be amazed how much some people are willing to pay. If the offer is laughable come back with an inflated counter offer around the figure you were originally after and see how it goes.

Basically common sense is the order of the day, but don't make the mistake of undervaluing yourself. If possible work out a standard hourly rate - plus expenses - and stay with it.

Remember, not many people can do this sort of work, so stick to your guns. If you're up to the mark you'll get what you deserve, either from them or someone else. Good luck...

system is something you plan to aspire too rather than invest in immediately there is an alternative. Although not broadcast quality, a combination of DCTV and Clarissa offers an excellent and affordable alternative.

Better still, it also works very well as a method of proofing your animations, either for your own benefit or as a demo of work in progress for your client.

Thanks to the composite output of the DCTV, all you need is to plug the output directly into any home VCR and you have an instant demo to pop in the post. And better still, because Clarissa produces such smooth playback you're unlikely to undermine client confidence.

EXPLOSION

However, having mentioned the video-graphic uses of animation it's worth stressing there's another market that could prove profitable to the animator. Thanks to the explosion of CD-Rom there's also a huge market for intros and other graphic interludes.

In addition, there's a growing market for on-line education. Due to the expense and effort involved in producing and updating manuals and other traditional learning

material, many companies are turning to graphics

material, many companies are turning to graphics. For example, many engineering companies are now using computer animation to illustrate how to install hardware - whether it be for the benefit of their engineers or the end user.

Thanks to five seconds animation, the need for a whole chapter of expensive text is removed. All the user has to do is watch the anim spool from a hard disk or floppy and the mystery is removed.

Chips always go in the right way, nuts and bolts slide into the appropriate place and expensive tech support is slashed in a matter of seconds. This type of work may not be glamorous but it pays well and usually leads to regular work.



Look for freelance opportunities in every area - from magazines and local companies to intro animation and packaging



COMING SOON!!

HARWOOD REAL TIME 24 BIT COLOUR COMPOSITE VHS VIDEO DIGITISER

WE'RE EXPECTING A GREAT NEW DITHER AT A FRACTION OF THE COST YOU'D EXPECT!
 Grab images in 16.7 Million Colours! Use Any Video Source (ie. Video, TV, Satellite, Video Camera etc.) 512K of Built In Memory Can be used on all Amigas with Kickstart 2.04 or higher and 1.5Mb RAM min.
 Max 24Bit Buffer Res. 736x283 or 736x512 (interlaced) Max Display Res. up to 1472x512 HAM6 (on AGA machines) External fitting via supplied cable (for convenient desktop location) Colour Co-ordinated ABS Casing Includes PSU SMT Technology Full Status Confirmation LED's Optional Teletext Decoder available soon

FANTASTIC VALUE VIDEO DIGITISER Around...£129.95

HAMA GENLOCKING EQUIPMENT

A GREAT RANGE OF GENLOCKS FOR ALL AMIGAS THAT WILL GIVE YOU PROFESSIONAL VIDEO/COMPUTER EFFECTS - Phone for in-store demonstration.

HAMA 232 GENLOCK **HAMA 230 GENLOCK**
 S-Video and Composite Compatible. Incorporates Single Field Control, RGB Colouration Controls etc. S-Video and Composite Compatible. Incorporates a Video Mixer, Dual Field Control, Monitor throughout etc.
 Call for latest price! Call for latest price!

GREAT SUPRA PRODUCTS

A500/500+ TURBO 28MHz ACCELERATOR BOARDS

Compatible with ALL A500's & A500 Plus (Please ask about 1500/2000 versions)

1. Plugs into 68k expansion slot
2. Speeds up Amiga - up to 4 TIMES NORMAL speed!
3. Throughput for RAM0/H0 Exp. etc.

AMIGAPUT Note some FAST RAM! (only on A500 Plus see ref.) Any processor or DRP (NO RAM) included. Phone for in-store demonstration.

A1200 Performance...£129.95

SUPRA AMIGA FAX/DATA MODEMS

	14400 FAX MODEM V.22bis Transmit & receive faxes and data at up to 14400bps. Amiga cable & modem to modem COM25 included. Plus software available separately SEE DETAILS.	£144.95
	14400 FAX MODEM V.22bis Transmit & receive faxes and data at up to 14400bps. Amiga cable & modem to modem COM25 included. Plus software available separately SEE DETAILS.	£144.95
	FAX PLUS 28MHz V.22bis Transmit & receive faxes at 28MHz and receive data at 28Mbps. Amiga cable & modem to modem COM25 exp. included. (No software available separately)	£144.95
	28.8k V.22bis FAX MODEM Fax & at a whopping 14400 bps or send Data at an even more remarkable 28800 bps! Amiga cable and modem to modem COM25 included (No software available separately)	£224.95

SPECIAL OFFER...UP FAX SOFTWARE required for any of the above to transmit & receive faxes. ONLY £49.95

AMIGA RAM (MEMORY) UPGRADES

Upgrade your Amiga's RAM easily...
 A500 1MB RAM Upgrade with Clock £52.95
 A500+ 1MB RAM Upgrade with Clock £59.95
 A500 1MB RAM Upgrade with Clock £59.95
 A500 1MB RAM Upgrade with Clock £59.95

AMIGA EXTERNAL FLOPPY DRIVES

NEW...Arrival 3.5" built in ambience checker and free disk head cleaning kit **£62.95**
Cummins 3.5", throughput, long cable, free head cleaner **£69.95**
Power 3.5" Drive - See below for details
3.5" REPLACEMENT INTERNAL DRIVES
 For A500/500+ £49.95 For A500/1200+ £54.95 For A500/2000+ £59.95

POWERSOFT 3.5" 1.44MB 3.5" EXTERNAL **£59.95**
NEW...Arrival 3.5" built in ambience checker and free disk head cleaning kit **£62.95**
Cummins 3.5", throughput, long cable, free head cleaner **£69.95**
Power 3.5" Drive - See below for details
3.5" REPLACEMENT INTERNAL DRIVES
 For A500/500+ £49.95 For A500/1200+ £54.95 For A500/2000+ £59.95

AMIGA ACCESSORIES/SERIES/SOFTWARE		HGS Microcassette MEGA MOUSE	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95
		HGS Microcassette Mega Mouse	£12.95

The Best Selling Word Processor and Database for the Amiga...

Pen Pal

Since its launch, Pen Pal has become the most popular package of its type!

Not surprising when you consider the array of extensive features at your fingertips. Combined with its user friendly simplicity, it was bound to be a winner!

Amiga Format, when reviewing word processors, said there was "little to fault Pen Pal". Quite a prediction it seems as in a later feature they confirmed Pen Pal was "the best value for money".

If you're not already a Pen Pal user, we hope you soon will be - because at the new lower price of just...

£39.95rrp

the current Best Seller is bound to sell even better!

Pen Pal is a superb package with immense power to fulfil all your Word Processing needs, and... a truly comprehensive Database too! Pen Pal is easy to use though and the extensive 250 page manual is on hand should you need it. Users frequently tell us that they've never found a program they get on with so well.

The Word Processor: Open multiple documents simultaneously; search & replace; cut, copy, paste, etc. & your spelling with a 110000+ dictionary; import your favourite IF/HAM graphics or clip art files in various sizes & colours; auto flow text around graphics (even as you type); view a full page then position, edit & create graphic objects; use the forms designer; A11 THIS and much more! From the documents on this page you can see this is no ordinary program!

The Database: With 32 fields per record, 32000 records per database & FAST sort of 1090 records in less than 5 seconds, this is a REAL database. Mail merge information into the word processor simply and creates templates for letters, reports etc. into which data can be merged too!

Remember that just like other SoftWood Products, Pen Pal comes with free telephone support!

Pen Pal is compatible with any Amiga - from the 1.500 to the latest A1200/4000 ranges with a minimum of 1MB available free RAM. Available from all good Amiga software dealers or SoftWood. Please phone for a list of nationwide stockists.

SoftWood

New Street, Alfreton, Derbyshire, DE5 7BP
 Telephone: 0773 521606 Fax: 0773 831040

gordon harwood computers limited
Order Hotline 0773 836781
 DeptACO K6 NEW STREET ALFRETON DERBYSHIRE DE5 7BP
 Facsimile: 0773 831040

Pablo is designed to unite the two ends of the spectrum by bringing video capabilities to the Picasso II RTG graphics card. The Picasso II has a 16 pin expansion plug near the back plate of the board and it is to here that Pablo connects.

Once you have removed the standard back plate from the Picasso and replaced it with the one in the Pablo box that has two extra holes for the Composite and Y/C outputs, it is a simple matter to screw Pablo to the Picasso board using the supplied mounts and screws.

Pablo certainly comes well-equipped with connections to the outside world. In addition to the standard RCA jack cable for composite signals and Y/C cable, there are adaptors for BNC and SCART connections.

There are also five disks containing updated system software for Picasso allowing for the new video connection, and a copy of the excellent MainActor animation software along with some example animations.

The software installation uses Commodore's Installer and is painless, but there are two problems with it.

Firstly, it doesn't check what revision of the system software you are currently using, overwriting the newer versions I had downloaded the previous evening.

Also, while installing MainActor there are points when it wants the next disk but it doesn't tell you what it wants, merely puts up a "Proceed/Abort Install" message leaving you guessing what it is waiting for.

Informed Picasso users will no doubt be aware of the PicassoMode software available for Picasso. It allows the customisation of screenmodes to the user's desires.

To use it, rather than having the standard 38kHz or 57kHz tooltype, you put CUSTOM in the village.library icon. This then makes Picasso look for a file in the directory DEVS:Village corresponding to settings you have made in PicassoMode. Pablo comes

A work of

with various monitor modes for PicassoMode that allow you to use a combination of video resolutions with monitor resolutions, for instance, 15&38kHz.

Then all non-Amiga resolutions, like 1024 x 768, are routed to your monitor, but ones like 640 x 512 are sent out of Pablo's video outputs. This brings up a serious failing in Pablo.

It doesn't come with any overscan settings. In fact the highest resolution it goes up to for video is actually 640 x 512 and it is not possible to create a 768 x 576 screenmode with PicassoMode.

OVERSCAN

I have spoken to Bittersoft, the UK distributor for Picasso, about this and they say that Village Tronic are rewriting the screen drivers to deal with overscan.

This strikes me as a product that has been

rushed out, especially as the blurb on Pablo's box distinctly states that Pablo can be used in resolutions up to 768 x 576.

And as this is the case, I can't recommend Pablo for video professionals at the moment. In fact, unless this essential problem is immediately corrected, I don't see Village Tronic selling very many Pablo boards.

The bright spark on the horizon is MainActor, which comes free with Pablo. It was fully reviewed in last month's issue of Amiga Computing, but if you missed that issue (where were you?) stand by for the low down.

MainActor is a piece of software for the creation of animations. Its use isn't solely restricted to Picasso as it can be used to make normal ANIM-type animations, along with foreign formats like FLCs and FLS.

It can also be used as a conversion tool to allow you to take animations created on a PC and transfer them to a native Amiga format or vice versa.

MainActor does have a special format

Centre of attention

In order for Pablo to create a signal that can be viewed on a television screen or recorded to videotape, it has to be at the correct horizontal scan rate and vertical refresh rate.

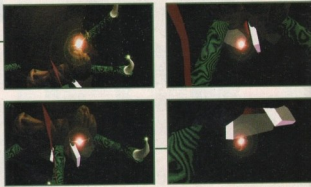
For a PAL signal, these settings have to be around 15kHz and 50Hz respectively. Unlike Cpalvison, however, Pablo's output cannot be genlocked unless you have a TBC or Time-Base Corrector.

This is because Pablo's output doesn't really count as "computer video out" but as a separate video signal, just like that from a video camera or recorder, and it thus needs to have the stabilising influence of a TBC to make sure it syncs with other video equipment.

In the past there has always been a gap between graphics cards intended for video work and ones to aid productivity. Video cards worked only with graphics programs written especially to take advantage of their 24-bit abilities, but they were about as much use to Workbench-based programs as a bicycle is to a fish.

On the other hand, the productivity cards, or RTG cards as people like to call them, only worked at high scan rates unsuitable for video work.

Pablo, Picasso and their ally, Main Actor produce some effective results



art

*As Pablo meets Picasso,
a new face in video
graphics will evolve.
Frank Nord explains all*

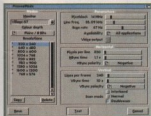
Bright lights

One more thing. Once I had connected up my Pablo and gone back to using my monitor, with Pablo's output hooked up to my S-VHS video deck, I noticed that normal Amiga screens were of the usual brightness on my NEC 4FG.

However, before I had connected Pablo my Picasso screens were of the same brightness. Now they were a lot darker and I spent a while fiddling with my brightness control, wondering if Pablo was worth all this hassle considering it didn't even output to the resolutions I desired.

Then, turning in desperation to the manual, I discovered that there were three jumpers on the Pablo. I had noticed them when I was installing my board, but as the manual's description of the installation process made no mention of them, I had paid them no further attention. Well, referring to the last-but-one page in the manual I ascertained that removing these three jumpers would result in a much brighter image through Picasso, but it warned me to have both the Pablo and Picasso outputs active to prevent overloading.

Since I always intended to have both Y/C and monitor output, I would have set these jumpers accordingly at the time of installation had I but known.



Hitting the Test buttons takes you to an interactive test card screen where settings can be adjusted using the keyboard

specifically for Picasso owners in the shape of the mundanely-named "Picasso" format. Animations in this format can be 24-bit, 16-bit or 8-bit, with MainActor automatically dithering 24-bit frames to 16-bit if desired.

File sizes aren't overlarge considering the amount of data that must be contained in each frame for full 24-bit animation, and each frame can have a different timecode, letting you set pauses within an animation without having to increase the framecount.

MainActor also has the ability to add sound to any animation in the form of IFF samples and can display animations in a window

on the MainActor screen or on their own screen.

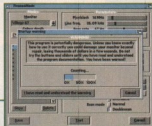
Up to five animations can be loaded at any time, and if you don't have enough ram to hold an animation in memory, MainActor does a very respectable job of playing it back directly from your hard disk.

The manual states that the version of MainActor that comes with Pablo is the full version, but you still get the annoying requesters saying "Pay the fee!" until you return your registration card, and Village Tronic then send you back your keyfile to personalise your copy.

This is a good idea in principle but I recommend that animators get their Pablos long before they need to do any work, as it seems to take Village Tronic an absolute age to send out the keyfile in question (well in excess of the normal 28 days for delivery in at least one circumstance I am aware of).

If you really can't wait or you want a full copy of MainActor right now and will settle for a black border around your animations, then go right ahead and buy one, you won't be disappointed in the quality of the video output.

A last, and somewhat disquieting observation, however; the warranty for Pablo is



See what happens if you don't pay attention

only six months. If it takes Village Tronic six months to come up with drivers that work in overscan and then you discover a problem with your Pablo that wasn't apparent using the old drivers, will Village Tronic replace your board?

SYSTEM ESSENTIALS

RED = Essential BLACK = Recommended



The bottom line

Product: Pablo
Supplier: Blittersdorf
Tel: 0908 220196
Price: £150

Ease of use	9
Implementation	2
Value for money	9
Overall	8



Movies games Videos



THE OFFICIAL MONTHLY
MAGAZINE OF THE TOP TV SHOW



COMING SOON
TO A NEWSAGENT NEAR YOU!



The army of Amiga users who dabble in 3D, be it as a hobby or a way to pay the bills, have always known that getting just the right texture can be the difference between a decent image and a good one.

They've also known the frustration of rendering for hours just to try out a small change, a process which can test any user's sanity.

With Apex Software's Forge, a dedicated texture previewer and visualiser, all that is set to change. Forge is bundled with the Essence II procedural textures for Imagine 3D, and the image maps it produces can be used with any package.

At heart it is a simple program with a down-to-earth workaday job, but in productivity terms Forge is about the best thing since the maths co-processor.

Opening on a clean, no nonsense interface, Forge offers a quarter screen preview window of the textures being worked on, a variety of controls for lighting and shading preferences, and a full set of sliders to control texture attributes.

The preview window can be set to display one side of a cube (front, side, or top), or one of three views of a sphere so that the user can form a better idea of how the finished item will appear.

In addition, one can also tell Forge to display and render a spherical map, cylindrical map, or a planar repeating map. In other words, the program can automatically calculate the way an image is stretched when wrapped around a sphere or cylinder, and will compensate so that when the map is rendered it fits snugly around its parent object.

The repeating maps, designed to tile without the seams showing, are less useful, and the program sometimes produces results which don't tile well at all.

As Essence textures are what is known as "procedural" (they use complex maths rather than bitmaps to create images), Forge has to use an aspect ratio of at least 2:1, sometimes more, to create a map that will tile properly, and at these ratios some of the textures begin to look a bit stretched.

It is also easy to produce an image which tiles seamlessly in one direction but not another - something I found with the default flagstones texture.

A few minutes of fiddling can usually sort the tiling problem out though, and because using an image map rather than a procedural texture saves a lot of rendering time, perseverance is well rewarded.

Imagine's textures, augmented by Essence II, result in superb quality images,

*3D textures
can be slower than
a snail on a hot day.
Stevie Kennedy tests Forge
and discovers a salt-free way
to speed them up*

Digital blacksmith

The essence of Forge

but the program can be slowed almost to a halt by the maths involved in the textures, let alone any complicated objects in the scene.

If you have enough memory (4Mb RAM should be considered a minimum), it is possible to use Forge to create 24-bit image maps and use them rather than the original texture. In this way, the Essence textures can be used, in bitmap form at least, with any package and at a much improved speed.

Unfortunately, Forge really only works with

the two volumes of Essence II textures supplied with the package. It will recognise Imagine 3.0 textures and attempt to load them, but the rendered results are rather groffy to say the least.

Essence II contains enough textures that this isn't a big blow, but had the program the ability to load all Imagine textures it would have been more useful.

All this talk of rendering and creating image maps is great if you own a package other than Imagine and you're dying to get your hands on those Essence textures, but Imagine users themselves will probably be as interested in Forge's preview facility.

The quarter screen preview window displays a dithered 16 colour hi-res interface image (256 colors are supported for users of AGA, Picasso, OpalVision, or EGS displays) which is updated in real time as the user messes around with texture settings, and this is invaluable.

Half a dozen passes are made before the window completely updates, with more detail

Essence II isn't new, but it is still the best collection of procedural textures you're likely to find outside a Silicon Graphics workstation.

Essence II version 3.0, the version supplied with Forge, has been improved slightly in terms of rendering speed (the authors claim ten per cent), and there are now a set of 68040 optimised textures for users of the faster processor.

In total, Essence comprises of dozens of textures and literally hundreds of attribute files (surfaces to you Lightwave users) which use one or more textures to

produce everything from rain to spaceship hulls and gas planets. In use they can be very slow at times, particularly those which make heavy use of bump mapping, but the results can be stunning, and no Imagine image need ever look the same again once you have a copy of Essence.

Forge makes the perfect partner to Essence in that users now have the opportunity to use textures within Imagine or to quickly render a bitmap and use that instead. This results in a superb coupling of speed and flexibility.

Jargon buster

texture – a generic term for any process or image applied to a surface with the intention of altering its appearance.

procedural texture – a texture (in fact a small program) which has a number of built in variables the user can set to achieve limitless variety in the finished appearance.

Procedural textures produce very clean 3D effects, but because of the maths involved they can be very slow to render. Their prime advantages are memory efficiency and flexibility.

image map – a texture formed by taking an existing image and "mapping" it onto the target object. Image maps render very quickly, but are fairly inflexible and use precious memory.

Forge can be used to create image maps from any Essence II procedural texture, thus speeding up rendering while retaining a degree of flexibility.

tiling – the practice of taking a small image map and tiling or repeating it across a large surface. This process saves memory because the image map is kept as small as possible, but is only suitable for images which follow a pattern of sorts.

spherical map – a map designed specifically to wrap around a sphere, thus avoiding the usual squashing effect around the poles. A good example of this would be the strangely shaped planet Earth maps often found in atlases. Forge can automatically take care of pole squashing when creating spherical maps.

attempting the same job in Imagine.

Forge will make a good guess at the time each frame is going to take to render, so if you are generating a series of large images for use as a sequential image map, the program will even tell you when it would be a good idea to nip off for a cuppa. Isn't that nice?

Without a doubt, Forge is well worth buying and virtually unmissable for Imagine owners. The speed and ease with which one can experiment not only boosts productivity but encourages whacky combinations of textures (up to nine can be used at once) and prods the user on towards creating new looks.

Lightwave and Real 3D owners won't have quite as much use for Forge, but even these users would be crazy not to give it a quick test run.

SYSTEM ESSENTIALS

RED – Essential BLACK – Recommended

1 Mb RAM	Hard drive	4 Mb RAM or above
Maths co-processor	Kickstart 2.04	

The bottom line

Product: Forge/Essence II v3.0

Supplier: Meridian Distribution

Price: £79

Phone: 081-543 3500

Ease of use	9
Implementation	8
Value for money	8
Overall	9

Rendering options include number of frames, six levels of anti-aliasing, four output formats, and an estimate of time required

Multilate and pitted textures courtesy of Essence, spherical map rendered by Forge, final image by Lightwave. Phew!

aspect ratio), and MaxSize to boost the window to its biggest possible size.

Below these buttons, a box shows the size of the current preview window compared to the whole image, and users can drag this box to any part of the image.

In addition, there are slider controls for zooming in and altering light intensities, and as light direction can be set from the drop-down menus it should be possible to accurately preview a texture in almost any conditions.

Animation previews can also be created and the final animation rendered from within Forge, thanks to a couple of clever features. Setting start and end frames is as easy as clicking on the buttons in the middle of the Forge screen, and changes can be made either to both at once or just one of them.

Creating a raindrops animation using the Essence II raindrops texture is then a simple matter of loading the texture, setting its built-in-time variable to one second on the last frame, then rendering 25 frames in sequence.

The preview itself comes in the form of a storyboard view, which can force the normal window to show up to 25 shrunken images at once. When this view is selected, a small preview box appears below the window, and clicking in it starts the animation.

Nothing could be simpler, and though it can be tricky to see any changes in the tiny anim box, this is still many times better than

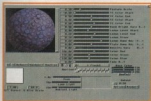
added every time. However, for large global changes, such as changing the size of the flagstones in our earlier example, the first couple of passes will show enough detail that the user can more or less choose the correct setting in real time.

As this method replaces the traditional change one tiny value then wait three minutes for a quick render, Forge could justify its asking price (to Imagine users) on this score alone.

FEATURES

Previews are aided by a number of features which, though unglamorous, are very useful. The preview window itself is controlled either by its re-sizing gadget or by the tow of buttons found below it.

Of these, there are two to double or halve the size of the window, ReSpec to force the window to adopt the same aspect ratio as the finished image, MaxSpec to show the whole image in its largest size (dependant on



This sort of texture would take an age to render in Imagine, but Forge will preview changes to it in seconds



The preview here shows a spherical map in the process of being compiled for use in another package

White Knight Technology

EA OE
03/08/94



THE PROFESSIONAL
AMIGA SPECIALISTS
SUPPORTING SERIOUS USERS



0992 - 714539

FAX 10am - 7pm Monday - Friday



PO BOX 2395, WALTHAM CROSS, HERTS, EN8 7HQ

A1200 ACCELERATORS

BLIZZARD 1230-II TURBO

Two Standard SIMM Slots, Clock, Optional
68882 FPU And SCSI Port, No RAM fitted
WITH 40MHz EC030, No MMU £ 225
40MHz EC030 & 33MHz FPU £ 275
40MHz EC030 & 50MHz FPU £ 325
50MHz 68030 and MMU £ 289
50MHz 68030 & 33MHz FPU £ 349
50MHz 68030 & 50MHz FPU £ 399

BLIZZARD SCSI-II I/F for 1230-II £ 79

GVP A1230 Performance Series II

Two SIMM Slots (GVP's 4 or 16Mb only),
Clock, Optional 68882 FPU And SCSI Port
WITH 40MHz EC030, 0Mb RAM £ 225
40MHz EC030, 4Mb RAM £ 275
40MHz EC030, 4Mb RAM
and 40MHz 68882 FPU £ 519
50MHz 030, 0Mb RAM £ 295
50MHz 030, 4Mb RAM £ 489
50MHz 030, 4Mb RAM
and 50MHz 68882 FPU £ 589
GVP A1291 SCSI I/F for A1230 II £ 59

A2000 ACCELERATORS

GVP G-FORCE 40MHz 68EC030 +
882, 4MB 32-Bit RAM + SCSI Port £ 685
GVP G-FORCE 33MHz 68040 +
4MB RAM, SCSI, Ser & Par Ports £ 979

A4000 ACCELERATORS

BLIZZARD 4030 TURBO 50MHz 68030 +
MMU, Opt. FPU (For A3000/4000) £ 259
Available with 50MHz 68882 FPU for £ 369
CYBERSTORM 040/40MHz 68040 + 32-Bit
RAM, Opt. SCSI-II (For A4000 range) £ 899
GVP G-FORCE 40MHz 68040 + 4Mb
32Bit RAM (Exp. 128Mb), Optional SCSI-II
DMA Controller (For A3000/4000) £ 989

WARP ENGINE 28 / 33 / 40MHz 68040
4 x 72Pin SIMM Slots for upto 128Mb RAM
Built in FAST SCSI-II DMA Interface
28MHz Version (With 68040/25) £ 799
33MHz Version (With 68040/33) £ 1099
40MHz Version (With 68040/40) £ 1399

AMIGA 1200HD

A1200 + 85 MB Hard Drive £ 445
A1200 + 127 MB Hard Drive £ 489
A1200 + 200 MB Hard Drive £ 519
A1200 + 340 MB Hard Drive £ 689
ADD £ 50 FOR INNOVATIONS PACK

ALL PRICES INCLUDE VAT

AMIGA 4000

EC-030 The EC-030 has no MMU or FPU

LC-040 The LC-040 has an MMU but no FPU

040-TOWER

The 040-Tower has both an MMU and FPU
It has 2 video slots and both SCSI-II & IDE

**ALL AMIGA 4000 MODELS ARE IN
VERY SHORT SUPPLY - PLEASE
CALL FOR PRICES AND AVAILABILITY**

AUDIO PRODUCTS

SUNRIZE AD516 / STUDIO 16

8 Track Stereo, 16-Bit, Better than CD Quality - Direct to
Disk Recording, Editing & Playback. Can be used in
conjunction with Bars & Pipes Professional, the DPS
Personal Animation Recorder (PAR) and also the new
Digital Broadcaster 32 from Digital Microcinics.

Now £ 999 Inc. VAT

Please Call For A Full Brochure

NEW PRODUCTS

LIGHTWAVE 3D

V3.5

FROM NEWTEK

THE OFFICIAL UK PAL VERSION

(NOT LIGHTWAVE / LIGHTWAVE BUNDLE)

Special Introductory Price **£ 449**

CD32 COMPATIBLE CD-ROM DRIVE FOR THE AMIGA 1200

THE "OVERDRIVE CD" RUNS 90%+ OF CD32
SOFTWARE, DISPLAYS PHOTO CD'S AND
ALSO PLAYS AUDIO CD'S (Fits PCMCIA Slot)

ONLY £ 195

3.1 UPGRADE KIT

WORKBENCH & KICKSTART

Manual set with 6 disks, ROM(s), and instructions

A500/500+/1500/2000 **£ 89.95**

A3000/3000T/4000 **£ 99.95**

HARD DRIVES

OVERDRIVE 35 for A1200

170Mb - £ 269

250Mb - £ 289

340Mb - £ 329

Bare SCSI

290 MB SCSI 3.5" £ 279

340 MB SCSI 3.5" £ 319

545 MB SCSI2 3.5" £ 449

1.0 GB SCSI2 3.5" £ 689

2.1 GB SCSI2 3.5" £1179

9 GB SCSI2 5.25" £3849

A4000 IDE

340 MB IDE 3.5" £ 219

420 MB IDE 3.5" £ 249

540 MB IDE 3.5" £ 319

1.0 GB IDE 3.5" £ 649

HARD DRIVE CONTROLLERS

GVP HCB / A4008 SCSI +
RAM A2000 & 4000 £ 129

FASTLANE Z3

SCSI-II + Upto 256Mb
32-Bit RAM For The A4000

Now Only £ 299

SEAGATE BARRACUDA

The Fastest SCSI-2
Drive (5.8 Mb/s Sustained)

2.1Gb **£ 1449**

4.3Gb **£ 2149**

MEMORY SIMM'S

32MB SIMM-32 £ 1299

16MB SIMM-32 £ 649

8MB SIMM-32 £ 325

4MB SIMM-32 £ 160

2MB SIMM-32 £ 85

1MB SIMM-32 £ 29

GVP SIMM-32's

4MB £ 195

16MB £ 985

REMOVABLE DRIVES

"THE BOX 150" BERNOULLI By IOMEGA	
150MB SCSI-2 INTERNAL DRIVE	£ 485
150MB SCSI-2 EXTERNAL DRIVE	£ 555
150MB REMOVABLE CARTRIDGE	£ 95

Drives are supplied with 1 FREE Cartridge

SYQUEST DRIVES ALSO AVAILABLE

MAGNETO OPTICAL DRIVES

FUJITSU 128MB SCSI INTERNAL	£ 659
FUJITSU 128MB SCSI EXTERNAL	£ 799
FUJITSU 230MB SCSI INTERNAL	£ 819
FUJITSU 230MB SCSI EXTERNAL	£ 959
BOX OF 5 128MB MO DISKS	£ 149
BOX OF 5 230MB MO DISKS	£ 249

DAT TAPE BACKUP

CONNOR SCSI DAT - 2Gb, Ext.	£1029
CONNOR SCSI DAT - 4Gb, Ext.	£1109

CD ROM DRIVES

TOSHIBA XM4101B SCSI-2 (Int.), Twin Speed, Multi-Session (Tray Load)	£ 219
TOSHIBA XM4101B SCSI-2 (Ext.), Twin Speed, Multi-Session (Tray Load)	£ 279
TOSHIBA XM3401B SCSI-2 T/Speed Int., MS, Fast Access (Caddy Load)	£ 279
TOSHIBA XM3401B SCSI-2 T/Speed	

SOFTWARE

LIGHTWAVE 3D (UK PAL V3.5)	£ 449
REAL 3D V2	New Price £ 339
ART DEPT. PRO.	V2.5 £ 149
BRILLIANCE 1	To Clear £ 69
BARS & PIPES PRO	V2.5 £ 215
MEDIA POINT	V3.28 £ 229
TVPAINT 2 (Picaso / Retina / Harlequin / EGS)	£ 179
SCALA MULTIMEDIA 210 (AGA)	£ 145
SCALA MULTIMEDIA 300 (AGA)	£ 299
SCALA MM 300 + ECHO 100	£ 389
SCALA ECHO 100 Edit Controller	£ 139
PRO CONTROL (For ADPRO)	£ 65
ASIM CD-ROM FILESYSTEM (V2)	£ 55
GIGAMEX (To Clear)	£ 45
QUARTERBACK TOOLS DELUXE	£ 79
MORPH PLUS	£ 149

Other Professional Software Available On Request

MONITORS

PHILIPS CM8833-II 14" PAL RGB, Y/C & Composite Input (0.38 dot pitch, Stereo)	£ 239
MICROVITEC CUB-SCAN 1438 14" (Multi-sync, 0.28 dot pitch, No Sound)	£ 295
MICROVITEC AUTOSCAN 2038 20" (Multi-sync, 0.31dot pitch, Digital Memory)	£1175

CPU's & FPU's

68881 20MHz PGA	£ 29	68882 25MHz PGA	£ 49
68882 33MHz PGA	£ 89	68882 50MHz PGA	£ 119
68882 25MHz PLCC - For A4000/030 etc.	£ 69		
68882 33MHz PLCC - For A4000/030 etc.	£ 89		
68882 40MHz PLCC - For A4000/030 etc.	£ 119		
68040 25MHz - For Upgrading A4000-LC40	£ 165		
68030 25MHz with MMU (PGA Style)	£ 59		
68030 33MHz with MMU (PGA Style)	£ 99		
68030 50MHz with MMU (PGA Style)	£ 129		

VIDEO PRODUCTS

DIGITAL BROADCASTER 32

This Zorro III card performs the major functions of a Broadcast Quality, On-Line, Non-Linear, Digital Video edit suite (CCIR601 720 x 576 resolution) . It provides REAL-TIME, FULL MOTION JPEG (50 fields / second) Capture & Compression, direct to hard disk. The video can then be edited and subsequently played back in REAL-TIME, at 50 fields/sec in upto broadcast quality - direct to video tape etc. The board has full LTC and VITC timecoding, both read & write (on all connectors - Composite, Y/C and YUV). It also interfaces with the AD516 Studio 16, 8 track stereo audio card from Sunrise Industries to enable simultaneous audio and video editing. It requires an Amiga 4000 or 4000T with full 68040 processor, a large SCSI-2 hard drive, and a fast SCSI-2 hard drive controller.

Typical System : (Approx £10,000 inc. VAT)
 Amiga 4000-030 (2 + 8Mb, 1.0Gb HD)
 Digital Broadcaster 32 (Zorro III card)
 MediaFlex Producer (Editing Software)
 Warp Engine 28MHz 040 with SCSI-II
 2.1Gb Fast SCSI-2 3.5" HD (For Video)
 Sunrise AD516 / Studio 16 (Audio Card)
 Cub-Scan 1438 Monitor (For Amiga)
 Sharp 14" TV / Monitor (For Video)
 Image Processing Software (ADPRO)
 System Configuration & Testing

GIVING FULL BROADCAST (Beta SP) QUALITY, ON-LINE, NON-LINEAR, VIDEO EDITING !

FOR FURTHER DETAILS, PLEASE CALL.
 Dealers - We are SOLE UK Distributors - Call

OPALVISION

MAIN BOARD (V.2)	£ 379
VIDEO PROCESSOR	£ 879
VIDEO SUITE	Due Late 1994

GVP TBC Plus	TBC card with transcode PAL/SECAM/NTSC etc.	£ 685
FRAMEBUFFER RAM for GVP TBC+		£ 195
COMB FILTER for GVP TBC+		£ 59

GVP SPECTRUM EGS

24-Bit Zorro II / III EGS Retargetable Graphics Card.	
SPECTRUM With 2Mb VRAM	£ 345
GVP G-Lock External Composite & S-VHS / Hi8 unit. S/W Controlled	£ 265

HARLEQUIN + (NEW Lower Price)

With 4Mb Vram/double buffered	£ 1149
VLab Y/C Real-time Hi8 digitiser card	£ 349
SYMPATICA II Single Frame controller	£ 349

RETINA 23 24Bit Zorro III card, 1Mb	£ 469
RETINA 23 24Bit Zorro III card, 4Mb	£ 619
RETINA DISPLAY CARD 2Mb	£ 375
RETINA DISPLAY CARD 4Mb	£ 485

PICASSO II RTG Card With 2Mb VRAM	
Now supplied with TVPaint Jr.	£ 339
PICASSO II with Workbench & Kickstart 3.1	
Upgrade (A2000)	£ 409 (A3000/4000) £ 419

Many Other Professional Video Products Also Available - Please Call For Details

EDIT CONTROLLER

KRP TES20

Amiga Based System Using "Burned In" Timecode. Controls Up to 4 Machines, RCTC/SMPTC Timecode, GPI Trigger, LANC / Panasonic / RS232. Shot Lists.

Prices From £ 499

Please Call For Full Details

SCANNERS

EPSON GT-6500 A4, 24-Bit Colour with ASDG Software & Cable £ 999

MICROBOTICS

SX - 1

Expansion for CD32 £ 195

SYSTEM BUILDING

WE HAVE THE EXPERTISE TO BUILD A COMPLETE SYSTEM FOR YOUR APPLICATION - PLEASE CALL TO DISCUSS YOUR REQUIREMENTS

SPECIALISTS

WE KNOW ABOUT THE PRODUCTS THAT WE SELL, AND ARE MORE THAN HAPPY TO ADVISE YOU.

SERVICE

FOR A PERSONAL SERVICE, AND AFTER-SALES BACKUP THAT IS SECOND TO NONE, LOOK NO FURTHER

DELIVERY CHARGES

Express Small £ 6
 Medium £ 7

For large items, please call.

SURCHARGE

If ordering with ACCESS or VISA there is a 2.5% surcharge.

No surcharge for DELTA, CONNECT or SWITCH.

HOW TO ORDER

HAVE YOUR DEBIT OR CREDIT CARD DETAILS AT HAND, AND CALL :-

0992 714539

10 - 7 Monday - Friday
 Closed Saturday + Sunday

BY POST :-

CALL FIRST TO VERIFY PRICE AND AVAILABILITY. BEFORE SENDING YOUR ORDER TO :-

"WHITE KNIGHT TECHNOLOGY",
 P.O. BOX 2395,
 WALTHAM CROSS,
 HERTS. EN8 7HQ

AVAILABLE NOW

*The Zappo CD-ROM
drive looks set to
steal the CD1200's
thunder. Can it succeed
without the Akiko chip?*
Adam Phillips reviews

Jumping the

Commodore seemed to have got it right for once. A CD-ROM drive that 1200 owners could slip in to their Amigas and run CD32 software and applications. Then, the immediate outburst of enthusiasm began to give way to nagging doubts and, worse still, negative comments from the head of Commodore UK, David Pleasance.

While the CD1200 drive boasts the same planar chip that can be found inside the CD32, there was no option to install Mpeg.

Secondly, the trapdoor connector on the 1200 is used to house Commodore's CD-ROM instead of the PCMCIA port, which means that no matter how hard you try, there's no room in the future for upgrades via the use of memory expansions and accelerator cards.

The eagerness for the golden child of peripherals has subdued somewhat with the list of cons. Enter the independent developers – this month sees the release of the Zappo CD-ROM drive.

Available well before the official Commodore version, the machine stands an extremely attractive chance of hammering the official version into the ground. Is the Akiko chip important enough to make 1200 owner's itchy fingers wait any longer?

The Zappo CD-ROM drive seems to have everything going for it. Once brought out of its box displaying a relatively eye-pleasing design, making you feel like your money has been well spent, it's immediately noticeable, scanning the albeit brief instructions, that the drive plugs straight into the PCMCIA port. This means that the trapdoor connector is free to do with what you will.

The drive itself is a double-speed Mitsumi FX001D that offers a transfer rate of nearly 300K, making it an equal match to the Sony drives found inside the CD32 and CD1200. Instead of the toilet seat pull-up lids of the latter, the Zappo has a front loading, retractable tray.

The hardware recognises the ISO9660 and was able to read a Mac CD, where as a standard PC drive couldn't. Impressive indeed.

Provided in the packaging is the connector cable, external power pack for the CD

CD (C) MICRO 1994 - BUREAUITE CD32 Player



Whistle while you work - free for word processing, Beinda Carlisle for graphics, Prodigy for desk top publishing. Whatever your musical tastes, the CD player offers comprehensive features and a user friendly interface

Music to your ears... and eyes

Also provided as part of the software are two handy utilities to add extra value for money to the package. The Photo CD displayer allows the use of Kodak pictures that can be downloaded into the Amiga and then saved out in to the hard drive or on to floppy.

The audio player is very similar to the CD32's. Step in a disk and then select which track you want to play. The usual array of shuffle, pre-program and other features are present to provide an all-round and highly useful piece of software. The only real downside is that the player can be a little unresponsive at times, but it's nothing to hinder a potential purchase decision.

Another handy option, due to the way in which the sound leads are set up, allows the user to leave

unit itself and a floppy disk worth its weight in gold. To launch yourself straight in to the delights of CD-based software, after connecting the drive simply slide the floppy in and turn the computer on.

By keeping the left-hand mouse button

tracks playing while busying oneself with Wordsworth or ADpro. This is possible due to the Amiga audio signals and the 16-bit CD sound being fed via two phono leads (not provided) in to the Zappo drive.

Take one of them away and, with some CD games, you'll end up with only half the sound effects – Chaos Engine plays the intro sound directly off the CD but the games sound effects from the Amiga itself.

A headphone with volume control mounted on the front of the hardware has also been provided to aid your aural delight, and to keep everyone else around you going mad with the constant throbbing beat of Chaos Engine.

down, the disk will automatically load in to the CD boot utility which tells your Amiga to recognise the drive.

Once done, a menu appears with three differing options for the user to select from. Either boot from the CD (vital for all CD32 titles), rekick the machine with a custom built Workbench 3.1 emulator that allows your Amiga to recognise the drive, or boot your machine up as usual.

PURPOSE

The main purpose of the drive, other than the playing of audio CD's and taking a look at Photo CD's, is to play CD32 titles.

Using a software emulation utility instead of an actual planar chip, a majority of CD32 programs work on the Zappo drive.

Microcosm, Chaos Engine and Ultimate Body Blows are just some of the titles in respectable working order, but the likes of *Sabre Team* and *Impossible Mission* 2025 are not compatible. While buying

CD32 software for the Zappo may be akin to playing Russian roulette with favourable odds, if you're gagging for the latest titles the Planar emulator works well, providing a high speed equivalent to that of a CD32.

If unsure about a particular game, try and buy from a independent retailer who'll usually be more happy about bringing the title back if it is not compatible. Only time will tell if the emulation software will keep up with the hopeful increasing amount of Akiko chip-specific titles.

At £199.95, the Zappo CD-ROM drive offers good value for money and a mainly hit and sometimes miss ratio when it comes to the back catalogue of CD32 gaming titles.

The question burning on every Amiga owner's lips though is whether it's worth

At £199.95, the Zappo CD-ROM drive offers good value for money and a mainly hit and sometimes miss ratio when it comes to the back catalogue of CD32 gaming titles.

waiting for the official Commodore beast or simply to hang loyalties out to dry and take the plunge now.

Rumour has it that the official Commodore CD1200 will be released for under £200, putting it in direct line of fire with the indie machine. The main advan-

Hard drive install

For hard drive owners, the installation of the software couldn't be more simple. Boot in Workbench and double-click on the disk. Press on the install icon and the package proceeds to install itself in all the relevant directories, including the start-up sequence.

Once done, copy the Photo CD display and the audio CD player across to the desired directory and you're ready to roll. By following the same process as floppy users, keep the left-hand mouse button pressed down and the CD Boot program will appear, awaiting your command.

tage that the Zappo hardware has over Commodore's is the use of the PCMCIA slot, but who's to say that on the release of the official drive, some enterprising independent won't have developed a handy expansion device that allows both the CD-ROM and accelerator cards to be plugged into the trapdoor port together.

The CD1200 will also boast the official Kickstart 3.1 on board instead of the Zappo's software emulator. As far as Full Motion Video goes, neither can it so don't let that effect your buying decision.

The other advantage that the CD1200 has is that it will run all non-Mpeg CD32 games – there'll be no dicing with the cash at the local software emporium.

The inevitable answer to any question concerning a fair sized portion of one's earnings is to take your time.

If you have to have a drive, then go for the Zappo straight away, but if, like most of us, it can wait a while, the CD1200 sounds like a promising addition to the Commodore range.

The bottom line

Product: Zappo CD-ROM drive
Supplier: Indi Direct Mail
Phone: 0543 419999
Price: £199.95

Ease of use	8
Implementation	8
Value for money	8
Overall	8

CD queue



Ultimate Body Blows



Impossible Mission



Microcosm

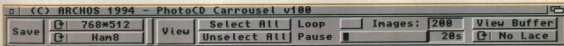


Sabre Team

Even though the likes of Microcosm use the CD32's Akiko chip extensively, the software emulator accompanying the Zappo CD drive gives the player the full, unhindered game. Likewise, Ultimate Body Blows from the CD32 version with the all-important extra joystick buttons can be played via your A1200.

For reasons beyond the bounds of this particular individual's understanding, both Sabre Team and Impossible Mission 2025 are non-starters. Booting up Sabre Team simply gives you the loading music and nothing else while IM 2025 plays the intro animation and proceeds to freeze up. My advice – try and check before you buy.

Will they or won't they?



A highly useful utility to help punters out there who need inexpensive professional quality scanned images

Trails of destruction



It seems to me that most investigations of computer misuse revolve round pornography. Well, I have come across a disc that might change that. I haven't tested any of the things that are mentioned within this disc – how to create a bomb and how to make your own LSD – but the fact that this sort of information is available to the younger members of the computing fraternity is a concerning and worrying thought.

As to what should be done, I will leave that up to you, but I do urge you to inform other magazines of the availability of this information and to see what can be done.

S Madeley, Cheshire

Unfortunately, while there is a huge problem with

illegal or irresponsible material surfacing on computer screens across the planet, there is actually very little that anyone can do about it.

The information you draw our attention to has already appeared on a PC CD-ROM via a magazine which also included pornography as well.

As the information super highway and other forms of communication grow at an alarming rate, it will unfortunately become more and more difficult to monitor what is going on in the telephone lines and BBS' round the world.

It may sound depressing but at present, with the methods of detection available, we will just have to put up with it while keeping a watch on any material that may come our way. Spot anything dodgy and report it to the crime unit at ELSPA on 0386 830642.



with the message that after I had spent £1000 on a computer, every one concerned did not care that it didn't work and couldn't give a damn.

So now I am left with a Multisync monitor, extra drives, a small fortune in software, a whopper phone bill, lost wages from the time of work and no computer.

I am feeling very bitter towards: Not Wang who cannot repair without parts from Commodore; not the suppliers who cannot supply without the machines from Commodore; but COMMODORE who could not care less about their customers once they have sold them a computer.

The thing that gets me is that the Amiga is a great computer and it's what I want. I don't want a PC, MAC, ACORN or an ST. I wanted an Amiga but am left with no faith in Commodore.

J McKenry, Bradford

Unfortunately this is an all too familiar story. It's not that the A4000 is particularly prone to failure, it's simply another example of why Commodore went under.

In fact the story stands as a testament to the demise of CBM. Although the demand for machines has always been high, Commodore's inability to deliver is exactly why they went into liquidation.

Basically it's a classic tale of over expansion and a subsequent cash-flow

Given the run around

It takes me a long time to get mad about things, but as I write this letter I am well mad!

Recently I decided to sell my existing system and upgrade, and after a great deal of thought went for an A4000.

The shop ordered it and phoned to say it had been delivered, so off I went to pick up my new speed machine. In the shop he set it up to try it out, it was great, well for five minutes that is until it died.

So off it went and a new one arrived in two days, and it worked fine. I took it home and for one whole week fine, but then it also died. I phoned the shop who told me they could get another but did not know when as everybody was out of stock.

However, as it had NEXT DAY on-site warranty why not phone Wang. So I did and they phoned back to ask the problem, said they were out of parts and it would be a couple of days before they could get back to me.

One week later (two weeks old) I phoned them back to see where they were, they said they were still waiting for the parts from Commodore and gave me the phone num-

ber. When I phoned them they said they would phone Wang and sort it out, and then phone me back.

One week later (three weeks old) I phoned Commodore who said they had phoned Wang who were out of parts and had not phoned me back because there was no point.

Four days later I took it back to the shop who said they would sort it out. They phoned Wang, Commodore, their suppliers and got the same run around as I did.

After one week (five weeks old) of constant badgering and hours on the phone there was a new machine on its way. But after yet another week (six weeks old) they phoned me back to say there wasn't one on its way. They then gave me my money back

Gone under, down under?



What's all this I hear about Commodore Australia and Commodore America having both gone bust? If these two companies have folded will it only be a measure of time before the one in the UK meets a similar fate? Okay, so a couple of Amiga mags have tried to reassure their readers that these problems will be sorted out in the near future, but will the company still be run along the same guidelines when (if) it is sorted?

I am considering selling my Amiga now because I fear the worst in that Commodore are doomed to go under and if this happens then there will be nobody to continue producing this machine, leading to developers and software companies leaving it alone to die!

Do you honestly believe that Commodore can

right themselves again? Your assurances (if genuine) would be most grateful.

David O'Connor, Dinnington, S.Yorks

Obviously with the demise of the parent company, not to mention a major subsidiary, it's pretty tough talking about a silver lining and still keeping a straight face.

However, unbelievable as it may seem there's a glimmer of hope. Even though the CBM US have successfully turned a silk purse into a sow's ear both the English and German divisions are still very much going concerns.

But perhaps more importantly they remain attractive buys for would-be investors. As you're no doubt aware, a whole host of big

names have been involved in negotiations, but at present Samsung still appear to be the hot favourites – see this month's news for more details. However there's yet another twist in the tale, with Commodore's European management team also entering the arena.

Obviously this doesn't exactly inspire confidence given their past record, but it must be stressed that in the past big decisions came from across the pond.

If Commodore do buy themselves out I'm sure they'll be a lot more astute. Basically, my advice is to sit back for a few months and let the dust settle. The technology is still strong, the demand is there, all that's required is an injection acumen.

disaster. This was due to dubious marketing – the A500+ followed almost immediately by the A600 and so on – all of which cost vast amounts of cash.

Unfortunately when demand rocketed with the release of the A1200 and A4000, Commodore were forced back to the creditors for additional cash in order to manufacture the machines the market was screaming for.

Not surprisingly they refused, demanding payment of the money already borrowed. At the moment Commodore as we know it is effectively dead, caught in a classic example of how cash-flow can kill the golden goose.

I only hope that when Commodore finally returns from the corporate wilderness they will have learned their lesson.

Boot-up hang ups

Firstly my congratulations on your excellent magazine. Being a comparative newcomer to the Amiga, I've run into a couple of minor problems I hope you can help me with.

I've recently installed a new hard drive on my A1500, and despite following the installation procedure religiously, I got a requester for "Volume work" each time I boot from cold. On warm reboot there is no problem. It's a minor annoyance, but I obviously need to update the startup-sequence in some way.

My second problem has existed since I installed a GVP 040 accelerator. The machine hangs on the boot-up – hot or cold – after my company name appears.

I've looked at the startup-sequence, but I'm not clever enough to see what could be the causing the problem. I hope you can proffer a few words of advice.

N Condon, Music & Motion, Brighton

Well you've certainly come to the right



Got something to say through the pages of AC? Ezra Surf is our mailman, dedicated to reading your letters and selecting the most interesting for publication. Drop him a line at:

Ezra Surf's Postbag, Amiga Computing Adlington Park, Macclesfield SK10 4NP

Please don't enclose saes as Ezra just hasn't got enough paper to reply personally. He might also have to shorten your letters, so don't be offended if you end up getting the chop.

Sounds great

sounds across the stereo field. Am I hoping for too much? Will the Amiga run with an IDE hard drive and, if so, can I find the kind of sounds and program described?

Mr Camish, Bucks

The internal sounds on the Amiga are only 8-bit and, as a result, they can't match the 16-bit synthesis of the M1. There does seem to be some confusion on your part about the difference between hard drive space and RAM.

Amiga samples are almost always stored in RAM, therefore it's a RAM expansion that will most suit your requirements. Reverb, chorus and the like can only be added via sample processing software such as Audition4 or Audio Engineer. Once the desired effect is added they can then be used in your production.

Your suspicion about Bars&Pipes is correct – the full version allows complete integration of 8-bit samples into midi productions via a set of specialised tools which ship with the package.

By the way, IDE hard drives will work but you'll need an IDE controller as well. I believe Gasteiner sell edge connecting IDE controllers separately which would do the job.

Dirty dealings?

As a proud Amiga owner I thought it was necessary to write to your magazine so you could warn other Amiga owners about a PD company that owes me 28 disks for a deal we made, and I have waited more than six months for and not received the disks! The deal was as follows:

They offered to swap ten PD disks for each commercial title that is sent to them, so I sent five of my commercial disks – all boxed – hoping to get 50 PD titles in their place. I have only received 22 of the 50 disks from them.

I tried calling the PD library – which is a small PD library owned by a man and his family – and the man who answered pretended it was a wrong number!

I am 100% sure it was the right number because I called the same number again and he answered with the name of the library in question.

I would appreciate it if you could warn your readers about the potential risks involved in such transactions.

Shant Al-om, Yateley, Surrey

Well, first of all I must say that because it proved impossible to contact the library – and therefore hear their side of the story – it was only fair to remove the name of the library in question.

However, even without naming names this does raise an interesting point. In the early days the PD provided a small island of socialist ideals in a sea of commercial software.

But like everywhere else, big business has invaded this utopian isle. And inevitably, in its wake came the usual small group of undesirable.

Basically the moral of this story is to get some form of written confirmation from the vendor before posting anything.

At least then you'll have a fighting chance in the small claims. If the argument comes down to your word against theirs anything could happen. It's even possible that they could make a counter claim for defamation of character.

Obviously, written confirmation isn't always a realistic option when ordering just a few disks, but when serious money is involved it's madness to rely on word of mouth alone.

As far as ordering PD in general is concerned, it's wise to stick with the bigger libraries or those which advertise regularly in the magazines. Obviously this tends to preclude the smaller libraries.

However, this doesn't mean they should be ignored. Simply use a little caution until you're confident of their ability to produce the goods.

ALL WORK AND ALL PLAY



£299

(excluding VAT)

THE TWO-IN-ONE MONITOR FROM MICROVITEC

There's a new, highly versatile, dual purpose colour monitor that's unbelievable value for both business and games use.

Compatible with all workbench modes, the Auto-Scan 1438 has high performance electronics and an ultra fine tube for sharp, crystal clear images.

Designed and built to exacting standards for

assured reliability and quality by Microvitec, the UK's leading monitor manufacturer, features include:

- 14" screen
- 0.28mm dot pitch
- 15-40 kHz
- Fully autoscanning
- MRP11 compliant
- Designed and manufactured in the UK



MICROVITEC

WHEN PERFORMANCE MATTERS

Microvitec Plc, The Quadrant,
Chester West, Sealand Road,
Chester CH1 4QR
Tel: 0244 377566
Fax: 0244 373401

CALL NOW ON 0244 377566 FOR YOUR NEAREST DEALER

Workbench magic



As a user of Magic WB (of which I have had no problems) I am very keen to create some Workbench and window images that users can load into WBPatten in the Prefs directory.

As I understand it, only a maximum of eight colours can be altered, even if you use a 256 Workbench. So how can I create images in DPaint if I don't know what colours are being used?

J. Redman, Brighton

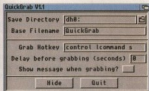


Commodore should have offered the facility for A1200 owners to edit all the colours in the Workbench palette, from two to 256 colours.

My suggestion would be that you try and get hold of some screen grabbing program which will allow you to grab an image of the Workbench screen, colours and all.

You can then load the image into DPaint and save the palette out so that you can apply it to any patterns you create.

There are two very good screen grabbers for the Amiga and these are Quickgrab (which we use to grab pictures for the magazine) and ScreenX. Both of these programs are available in PD listing, so check the adverts for more information.



Quickgrab will allow you to grab a screen from your Workbench, therefore allowing you access to the palette

*Yet another mixed bag
of computer worries
comes under the
surgeons knife in time
for a speedy recovery*

Window explosions



Along with a group of friends, I am creating a disk-based magazine for graphic artists, 3D and 2D. As we know very little about AmigaDOS we decided to use the Amiga Computing CoverDisk contents in order to create an auto-booting disk.

Another reason for using your CoverDisks is that they use a very useful Shell window at the bottom of the screen which we needed to include.

It is the Shell window where our problems arise. When this window appears it does so at full screen size, that is 640x256, which is obviously no good at all.

I understand it is the Winsize command that allows you to alter the dimensions of a window, but for some reason it just does not want to work. We are using A600s and each have 1Meg RAM expansions. Is there any reason why this isn't working?

M. Wavell, Bristol



The first problem you've got is Workbench 2.0. The Winsize command was originally written for Workbench 1.3 and was not modified to be used with Workbench 2.0. So how do we do it?

The trick here is to install the disk you



ac as

AMIGA COMPUTING ADVICE SERVICE

are using with a 1.3 bootblock. If you know anyone with an A500 you should be able to get hold of the 1.3 install command. You may even find it in the C directory of your CoverDisks as well. The Winsize command seems to clash with 2.0 bootblocks.

Once you have access to it, you should rename the install command Install.3 and copy it to your C directory.

Whenever you next format a disk that you want to use the Winsize command with, type in the following in your Workbench Shell:

```
install 1.3 dfo:
```

This will create a 1.3 bootblock on the disk in dfo: which will allow you to run

AmigaGuide or Multiview



At present I am writing a piece of software that will allow Amiga owners to change the look of their Workbench windows. The program is nearly finished so I have started to write the documentation.

As I own an A1200 I have decided to use the AmigaGuide format with Multiview. However, I realise that Workbench 2.0 doesn't support Multiview, so I am now using the official AmigaGuide program which both Workbench 2.0 and 3.0 users can use.

Unfortunately, every time I load the file into AmigaGuide it crashes my machine.

M. Clarke, Newcastle



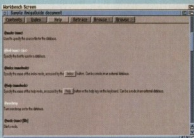
In my experience, and contrary to the associated documentation, AmigaGuide is not totally compatible with AmigaGuide style tags.

When I received my AmigaGuide package a Sample.guide was provided which shows the different tags and their effects. This works fine in Multiview but looks awful in AmigaGuide in which none of the tag effects show up.

If you have any text formatting tags such as @ (b) or @ (i) you should remove them, as they do tend to have a damaging effect. The @Wordwrap command also fails to work in AmigaGuide and text tends to flood of the right edge which you need to scroll.

Another error occurs in Multiview when a word or series of words that have style tags have to be word wrapped. For some reason the information is simply split across two lines and whatever the letter was there the

split occurred disappears. My advice would be to stick with the standard ASCII document until AmigaGuide is improved.



Multiview works almost bug-free but AmigaGuide seems to be fraught with problems

the Winsize command successfully. Don't worry, your disk will maintain compatibility with Workbench 2.0 and above.

Which slots wot

I have an A1200, 120Mb hard drive with an 8Mb fast RAM (Blizzard 1200) expansion in the trap door. I bought this powerful set-up so that it would allow me to use my HP 550c printer for dabbling in DTP.

I really would like one of the new CD-ROMS that attach via the PCMCIA slot. Would the trapdoor expansion interfere with the PCMCIA slot? I called Indi Direct and they said no. Silica say it would.

A. Stephen, Bellsill

If you own more than 4Mb of 32-bit RAM you may have problems because the extra memory resides in the same address location as the PCMCIA slot memory. We have been currently testing the Zappo CD-ROM with a 4Mb upgrade and have had no clashes with RAM expansions or accelerators.

Commodore's official 1200 CD drive should be out in about two months but this will plug into the trap door expansion, making accelerators and RAM boards totally redundant (that's Commodore for you).

My advice is to take a long look at the Zappo as it is by far the best option so far – just remember that you will be limited to only 4Mb expansion. For more information contact Indi Direct Mail on 0543 419999.

Reach for the skies

I sympathise with K. Leemer (Issue 77) with respect to Beneath a Steel Sky on the A1200. However, rather than throw the game disks around the room

When the A600 first came out I decided to purchase one that included a hard drive. Admitting my lack of foresight, I bought an A600 with only a 20Mb hard drive. A 20Mb hard drive was totally sufficient at first, but since that time I have become more proficient with my Amiga and its software and now find I am seriously running out of room.

I have tried LHA to compress data but find it so annoying having to decompress it again for just one picture, or sound sample. Besides forking out for a new and bigger hard drive, is there any other option I can consider?

D. Johns, Rhyl

I can understand your dilemma, a 20Mb hard drive is simply not enough, especially as Workbench and its associated files can eat up a hell of a lot of that space.

There are solutions, however. It would be wise for you to consider a larger drive in the future – nothing less than 65Mb – but there are programs that will increase your storage capacity without the need to spend large sums of money.

The best packing and de-packing programs are PowerPacker 2.0 and Disk Expander. PowerPacker will simply crunch files and auto-expand them when they are run.

Disk Expander will crunch entire hard drives using some very fast and powerful crunching algorithms. It is totally invisible to the user and can be instructed to compress files as they are copied to your hard drive. The

Workbench won't wait



Why is it that when I copy files into my WBStartup drawer and then re-boot my Amiga a message appears shortly after Workbench loads informing me that the application has not quit and should it wait some more.

This is really annoying me as I am fairly proud of my Workbench. I own an A1200.

C. Burns, Devon



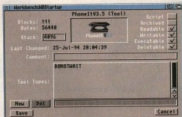
If only all ACAS letters were this simple. Click once on the program icons you have in your WBStartup drawer and select information from the Icons menu option.

In the Information window click on New to create a new Tool Type and then type in:

DONOTWAIT

Save this down and you should have no more

problems. The DONOTWAIT command is a system command that tells Workbench to ignore the program once executed and carry on with any other tasks.



DONOTWAIT will allow Workbench to continue its tasks while loading programs in the WBStartup drawer



You got problems too? Then drop a line to Amiga Computing Advice Service, Europa House, Adlington Park, Macclesfield SK10 1NP and we'll move heaven and earth to help in these columns. But sorry, we cannot reply personally, so save these SIREs

and waste a very good game in the process, how about trying this handy tip?

The problem lies with the AGA screen on the A1200. In order to play the game without an AGA screen follow these instructions:

1. Boot the A1200, holding down both mouse buttons to enable the set-up screen.
2. Select Boot with no startup-sequence.
3. Move to the root directory of Beneath a Steel Sky on your hard drive by typing:

```
cd (path of B.A.S.Sky)
```

(for example cd Work:Games/SteelSky)

4. Type:

```
SteelSky
```

5. Enjoy a bug-free game of Beneath a Steel Sky.

A. Hutchinson, Northumberland



I would have thought that to disable the AGA screen mode you would have had to select Enhanced screen mode, but you say this works so I'll take your word for it.

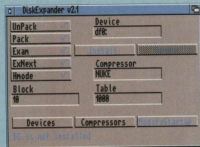
Unfortunately, I couldn't test your solution as it takes about ten years to actually install the thing. Thanks anyway.

More storage

only time it can prove dangerous is when the user fails to follow the instructions correctly.

In certain circumstances, Disk Expander has been known to increase storage by 50% which is quite amazing.

Unfortunately, I couldn't locate exactly who it is that is distributing PowerPacker Professional these days, but Disk Expander is available from Power Computing on 0243 273000 for only £35.



Disk Expander can increase your hard drive storage capacity by up to 50 per cent

It's Crucial...



...Amiga Gear

1 ZAPPO CD DRIVE

Launches the Amiga 1200 into the world of CD Technology. Utilising a double speed multi-session CD ROM Drive, the Zappo Drive will play CD 32, CDTV and Audio Software.

"The level of software compatibility that has been achieved is very impressive...Whatever your CD ROM needs the Zappo Drive can handle it" **Amiga Format**

"It is rare to come across a product that's reasonably priced...does the job well and has no major faults...More stunning than a phaser gun in Star Trek. A must have product for A1200 owners." **CU Amiga**

"The main contender for best A1200 peripheral of the year." **Amiga Pro**
 "This is the product that all A1200 users have been waiting for." **Amiga Shopper**
£199.99

2 ZAPPO SMART STOR PLUS

Fits neatly alongside your A600 or A1200 the superfast Smart Stor Plus offers hard drive capacities from 130 Mb upto 340Mb.

"There's the Smart Stor Plus a slightly modified version of the Smart Stor that makes use of the larger 3.5" IDE drives that are often used by PC compatibles...the fact that it uses the larger 3.5 inch IDE drive means that it can offer higher capacity versions of the Smart Stor Plus at the lowest possible prices!" **Amiga Format**

130Mb---£249.99	170Mb---£269.99
250Mb---£294.99	340Mb---£329.99

3 ZAPPO SMART STOR

Brings full data portability to the Amiga Market. Small enough to fit in your pocket the Smart Stor simply connects to the PCMCIA slot of your Amiga 600 or 1200 and is ready to go.

"The Smart Stor deserves to do very well indeed, if your hard drive needs aren't that demanding then the Smart Stor is a genuine Godsend... very good value indeed" **Amiga Format**

20Mb---£139.99 30Mb---£169.99

4 ZAPPO 3.5" EXTERNAL FLOPPY DRIVE

This best selling Drive has an enviable reputation for both reliability and performance and of course is compatible with all Amigas.

"Quality 9 out of 10, exceptional value for money"

Amiga Computing

£54.99

FREE GIFT

Choose either of these superb gifts when you buy a Zappo Product
 excludes £150.00

Zappo T - Shirt

Superb 4 Colour Limited Edition T - Shirt

Whilst Stocks Last

Zapscac

Limited Edition Rucksack in Zappo Colours



Available from: Calculus Stores 0543 418666, Comtazia 0384 261698, Model Shops 0453 764487, Mays Computers 0533 516789, Maughan Micros 091 4932308, Microfun 0709 363293, Topsoft 0642 670503, Cavendish Computers 0533 510066, Comcal 041 3325147, Inverness Computers 0463 226205, Hobbyte 0727 856005, Auditions 0780 55888 and Quality Independent Retailers Nationwide.

Subscribe to the top value



Subscribing to **Amiga Computing** means you reap all the benefits of the exclusive treatment you'll receive as a subscriber, and you get to choose one of these great **free gifts** as well

So, you're wondering, what exactly is this exclusive treatment? It's a whole range of things that ensure you get your copy of **Amiga Computing** without any fuss or effort. As a subscriber there are no worries about remembering when the next issue is on sale. You can watch your favourite soap or have a lie in, because you won't be scrambling down to the newsagents. You'll be content in the knowledge that you are part of the select, because your copy of

Amiga Computing is reserved for you personally. Before the masses have even thought about their monthly expedition to the shops you'll have had your copy for a few days, delivered direct to your door, postage free.

Not only do you already know the latest news and gossip, but you've also had first pick of the bargains on offer. Subscribing by direct debit means you can spread the payment, contributing only a small amount each quarter.

Amiga Computing subscription order form

Choose either a yearly (13 issues)
or a quarterly subscription

I would like the following yearly subscription:

- | New | Renewal | | |
|-------------------------------|-------------------------------|---|--------|
| <input type="checkbox"/> 9554 | <input type="checkbox"/> 9555 | UK (13 issues for the price of 12) | £39.95 |
| <input type="checkbox"/> 9556 | <input type="checkbox"/> 9557 | EU (13 issues for the price of 12) | £54.95 |
| <input type="checkbox"/> 9558 | <input type="checkbox"/> 9559 | World (13 issues for the price of 12) | £74.95 |
| | | Canada/USA* (13 issues for the price of 12) | \$98 |

I wish to pay by:

☐ Cheque/Eurocheque/Postal Order payable to Europress Publications Ltd

☐ Credit Card (Visa/Access/Barclaycard/Mastercard/Eurocard/Connect) Expiry Date /

Card No

Click which free gift/special offer you want (not available to world subscribers)

- | | |
|------|---|
| 9576 | <input type="checkbox"/> Two free issues and a magazine binder |
| 9584 | <input type="checkbox"/> Alpha Delta Mega Mouse and Logic 3 mouse mat |
| 9587 | <input type="checkbox"/> Zool II - all machines |
| 9587 | <input type="checkbox"/> Zool II - A1200 enhanced version |
| 9586 | <input type="checkbox"/> Mastering Amiga beginners (Add £3.95 to the cost of your subscription) |
| 9589 | <input type="checkbox"/> Amiga Disks & Drives Insider Guide* |
| 9590 | <input type="checkbox"/> Amiga A to Z of Workbench 3 Insider Guide* |
| 9591 | <input type="checkbox"/> Amiga Assembler Insider Guide* (Add £1 to the cost of your subscription) |

* If you are paying by direct debit please pay additional amounts by cheque or credit card.

* Canada & USA subscribers send to: Europress (North America), Unit 14, Blysham Drive, Woodstock, Ontario, N7Y 1P1, Canada. Tel: 519-539-0200. Fax: 519-539-9725

☐ Tick this box if you do not wish to receive promotional material from other companies

● Send this form to: **Europress Direct, FREEPOST, South Wirral L65 3EA.** (No stamp needed if posted in UK.)
Your subscription will commence from the earliest possible issue

- I would like a UK quarterly direct debit ongoing subscription
9660 ☐ £9.99 per quarter (Complete the form below)

Quarterly Direct Debit Instruction

AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS

Name of bank/building society

Address

Name of account

Your account no.

Sort code

Signature(s)

Date

FOR OFFICE USE ONLY

Originator's Identification No.

Ref No.

Your instructions to the bank/building society:

● I instruct you to pay Direct Debits from my account at the request of Europress Ltd.

● The amounts are variable and may be debited on various dates.

● No acknowledgement required.

● I understand that Europress may change the amounts and dates only after giving me prior notice.

● I will inform the bank/building society in writing if I wish to cancel this instruction.

● I understand that if any Direct Debit is paid which breaks the terms of the instruction, the bank/building society will make a refund. Bank/building society may decline to accept instructions to pay Direct Debit from some types of accounts.

● Deliver my magazine to:

Name (Mr/Mrs/Miss/Ms)

Address

Postcode Daytime phone no

e guide for your Amiga!

13 ISSUES
FOR THE
PRICE OF 12
SPECIAL
OFFER

Take out a subscription and indulge yourself!

Choose one of these free
gifts or special offers

- **Two extra issues
plus an elegant Amiga
Computing magazine binder**

Save
£13.93



Subscribe to *Amiga Computing* and we'll send you a high quality, exclusive Amiga Computing magazine binder. These specially produced binders will keep your magazines in mint condition, providing an excellent reference point, as well as keeping them stored away neatly. As well as this useful binder you also get two extra magazines. Your 12 issue order is extended up to 14 issues, at no extra cost, so you get 14 fact-packed issues for the price of only 12.

- **Mouse and Logic 3
Mouse Mat**

You can have this superb mouse and a high quality Logic 3 mouse mat absolutely free when you subscribe.



Save
£18.99

SUBSCRIPTION HOTLINE

for card orders

Tel: 051-357 1275

Fax: 051-357 2813



- **Books for
Amiga users**

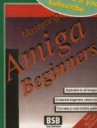
Choose one of these truly useful books from Bruce Smith Books, publisher of the world's best-selling Amiga books.

Amiga Disks and Drives Insider Guide

This book is suitable for all Amiga users and is the definitive guide to the Amiga's floppy and hard disk drives.



Normally £18.99
only £3.95 if you
subscribe



Mastering Amiga Beginners

This is the book to provide you with a solid grounding, through easy to understand step-by-step instructions and explanations of terminology. This superb book covers the A1200, A500, Workbench familiarity – just about everything.

The Insider Guides, normally retail at £14.95. Add £1 onto the cost of your subscription and any one could be yours.



Amiga A to Z of Workbench 3 Insider Guide

Suitable for Amiga A1200 or A4000 owners, this guide describes everyday usage of the Workbench in step-by-step terms.

Amiga Assembler Insider Guide

Ideal for new users wanting to learn to write programs in the native code of the Amiga assembler



- **Zool 2**

This widely acclaimed game follows Zool's travels through a further six huge levels, larger than those in the original, that feature a number of different ways of completion.

Zool has new and special abilities, including expert climbing skills and is now accompanied by his pet dog, Zoon. With great sound effects, hidden bonus rooms, highly intelligent enemies and the choice to play Zool, Zool's girlfriend (shown here), Zool 2 makes an excellent free gift.

Zool 2 is suitable for any machine, though A1200 owners can choose an enhanced version (see order form).



Save
£25.99

As far as 2D design goes, Deluxe Paint from Electronic Arts had, up until recently, held the crown, but with the advent of Brilliance from Digital Creations all that changed. Now, Brilliance has been upgraded and looks set to leave DPaint even further behind.

Brilliance 2.0 not only features a superb and fully illustrated manual but also two versions of the software, Brilliance – which is a register version allowing you to paint in 2, 4, 8, 16, 32, 64, 128 and 256 colours – and TrueBrilliance – the same program which is specially written to handle HAM screen modes easily and quickly.

DeluxePaint tried to combine both these attributes in one package but the result was a program which worked fine in register mode but tripped and slipped in HAM. Taking a

There is very little demonstration artwork supplied but what there is of it is very high quality



In the continuing battle for the ultimate 2D graphics application, Cloanto has returned into the fray with Personal Paint 6.0, battling against the now ageing Deluxe Paint 4 and the crown holder Brilliance 2.0.

From the outside, Personal Paint looks identical to its forerunner 4.0 featuring the now customary, and much appreciated, Commodore installer, making installation a breeze.

And to all intents and purposes version 6.0 looks identical when loaded. However, a quick flip through the menu and the differences become instantly recognisable.

Probably the most major additions are the new animation facilities. Animation has had a long-time association with Deluxe Paint and Brilliance but only now have Cloanto included it with their paint package. Unfortunately, the



This is an example of Personal Paint 6.0's colour remapping abilities. The quality looks great even with only 16 colours

step back to the manual, Digital Creations have provided tutorials for the beginner and a quickstart section for those used to DPaint.

Also provided is a very thorough reference section which provides examples from almost all the tools available. When compared to the DPaint manual it is slightly less informative, but Brilliance is such an easy program to use there isn't much call for hefty explanation.

SUPERIORITY

Users of the previous Brilliance package will already have been convinced of its superiority over DPaint and Personal Paint, but for those users still working with these packages a fair amount of convincing is going to be needed, especially as DPaint has become the default art package for Amiga artists.

Unlike DPaint and Personal Paint, Brilliance takes a new approach to the pull-down menu style of option selection and offers a variety of panels which are stacked at the bottom of the screen.

Combine these with the hokey definitions which can be assigned to panels via the keypad and you've got a powerful and flexible design interface which is quick to access and totally programmable.

The program offers all the tools and options available in DPaint and more. Digital Creations have definitely thought long and hard about Brilliance and seems to have perfected what so many other companies have failed – a paint package that supercedes DPaint in all respects.

Tool wise, Brilliance is literally overflowing with familiar, and some not-so-familiar, drawing methods that make image creation a

Pure

breeze. In fact, this is certainly one of the most attractive areas of Brilliance – its user friendliness.

Animation, stenciling and gradient fill have also been included in Brilliance but unlike DPaint and Personal Paint, Brilliance has the ability to tween brushes – that is to take a starting image and end image and then fill in the necessary images in-between.

Certainly, two of the most annoying problems in DPaint are the single Undo and



All the features associated with Deluxe Paint are available, and plenty more besides. The magnify is extremely versatile

The personal

animation is severely lacking in flexibility and design. A very useful storyboard window has been added, allowing the user total control over how his or her animation runs, but there is nothing that rivals DPaint's Move requester or Brilliance's tweening ability.

Any animation techniques must be applied by hand. There are some very useful additions, like new compression ratios which can reduce the size of an animation dramatically, and the ability to create animations with varying palettes and frame by frame timing which have been neglected by DPaint and Brilliance.

Multi-palette animations are extremely useful and can be viewed externally by using View V3.6 or ViewTek which are available from most reputable PD libraries.

Personal Paint 6.0 also features a very useful virtual memory option in which inactive image data can be stored for later retrieval. The size of the virtual memory is totally definable but is automatically defined by the



Although the image processing effects are many and provide excellent results, they are painfully slow even on accelerated Amigas

program when there is a memory shortage.

When a memory shortage occurs, Personal Paint 6.0 will 'clean up' the virtual memory, leaving only the most recently used item – the less used material being stored on disk. When images within the VM need to

Brilliance

Steve White test drives the latest version of Brilliance to find out what all the fuss is about

toolbox fill and draw modes. The latter fails to fill or draw underneath the area occupied by the toolbar, when it is present. Imagine drawing a circle that disappears underneath the toolbar. When the toolbar is removed any image under it is erased.

DPaint also supplies only a single undo option and if the toolbar is enabled after a mistake, the undo facility has no effect.

ATTRIBUTES

Brilliance to the rescue. Not only does Brilliance perform all drawing functions under the tool panels but also has a definable amount of undos, restricted only by available memory. These attributes, and many more, can be edited in the Brilliance icon's Tool Types. You can even select the default pathnames for pictures, animations and brushes etc - something severely lacking in DPaint. Interface aside, Brilliance is also a damn

sight faster than DPaint and Personal Paint and can perform some operations faster on a 68000 than DPaint can on a 68020.

True Brilliance, the HAM version makes working in HAM (Hold And Modify) a pleasure, something that DPaint tried desperately to manage but failed so miserably.

For Brilliance upgrades the differences between the previous version are mostly invisible. The drawing routines have been rewritten and are now a lot faster as a result of customer feedback.

New animation formats have also been supported and apart from the standard ANIMS format, also include Op-5, Op-8 (Word), Op-8 (Long) and single frames.

Most of these formats are not fully supported yet, but when they are Brilliance will be at the front of the queue as far as compatibility goes.



Verdict

There is certainly no doubt that Brilliance is the most competent 2D package available for the Amiga, and Electronic Arts will have to provide something very special with DPaint 5 if they are to claim back their crown.

I have been using DPaint ever since the first version but since using Brilliance it has been removed from my hard drive, and is unlikely to ever reappear.



The bottom line

Product: Brilliance 2.0

Supplier: Meridian

Price: £84.95

Tel: 081-543 3500

Ease of use	9
Implementation	9
Value for money	9
Overall	9

touch

Can the latest version of Personal Paint tackle the might of Deluxe Paint 4 and Brilliance 2.0? Steve White finds out...

be displayed, they are done so automatically.

Claomto have now added support for Retargetable Graphics boards such as Picasso, Retina, Rainbow, EGS and Talon, which allows users of these boards total access to all Personal Paint 6.0 features in an environment where the board is used to full potential.

ADDITIONS

As well as these new additions, Personal Paint 6.0 still features its plethora of image processing functions as well as a few new additions including transparency.

As far as image processing in a 2D art package goes, Personal Paint 6.0 still holds the crown. The down side of these image effects is that they are painfully slow, even on a A1200 with 4Mb Fast RAM and an 030 accelerator with FPU.

Still one of the most powerful attributes of this program is its colour remapping ability which is rivalled by none other. A great



The animation requester features frame thumbnails allowing you total control over how your animation is created. No tweening or move requesters, though

example picture is supplied with Personal Paint 6.0 and shows about six high quality images, obviously with different palettes, combined into one with only a slight degradation of quality.

Not so wondrous you may think, but when you consider that this image is only 16 colours you can't fail to be impressed.



Verdict

As far as users of Personal Paint 4.0 are concerned, V6.0 is a welcome upgrade, especially with the addition of animation. However, Claomto still have to go quite a distance before they rival animation features as seen in Deluxe Paint 4 and Brilliance 2.0.

As far as value for money is concerned, Personal Paint 6.0 is still very good but Claomto must seriously consider animation aids and perspective before their next release. If they can maintain the price tag they could be onto a winner.

The bottom line

Product: Personal Paint 6.0

Supplier: Ramiga International Ltd

Price: £69.95

Tel: 0690 770304

Ease of use	7
Implementation	7
Value for money	8
Overall	7

Ladbroke Computing



33 Ormskirk Rd,
Preston, Lancs,
PR1 2QP

Ladbroke Computing International are one of the longest established home computer dealers in the U.K. We have developed an extensive customer service policy which involves testing of all hardware prior to dispatch to ensure that goods arrive in working order, offering free advice and support over the phone and keeping customers informed. Although our prices are not always the cheapest we do endeavour to offer consistently good service and backup.

All prices/specifications are correct at copy date 4/8/94 (while stocks last), and are subject to change without prior notice. All prices include VAT but exclude delivery.

How to Pay

You can order by mail Cheques/Postal Orders made payable to Ladbroke Computing. Or give your credit card details over the phone.

Delivery

Postal delivery is available on small items under £45 (Normally £3, phone for details). Add £7 for courier delivery. Next working day delivery on mainland UK subject to stock (£20 for Saturday delivery).

Open Mon-Sat 9.30am to 5.00pm.
Ladbroke Computing Ltd trading as Ladbroke Computing International.

Fax: (0772) 561071
Tel: 9am-5.30pm (5 Lines)

(0772) 203166

Printers



- Star LC100 Colour £119.99
- Star LC24100 Mono £169.00
- Star LC2430 Colour £209.99
- Built in 55 sheet feeder
- 24 Pin Colour
- Starjet SJ48 Bubblejet £210.00
- Star SJ144 £369.99
- Thermal max transfer colour printer
- 144 element head
- Glossy colour output
- 360 dpi resolution

Citizen

- Citizen Swift 240 Colour £250.00
- Citizen ABC 24 Pin Col. £179.99

Hewlett Packard

- HP Deskjet 520 £259.99
- HP Deskjet 310 £239.99

Lasers

- Ricoh LP1200 £599.00
- Panasonic KX-P4000 £499.99
- Laser £479.99
- Seikosha OP104

Add £3 for Centronics cable and £7 for next working day courier delivery.

GVP II Hard Drives



- Quantum SCSI Hard drive
- Ultra fast 11ms access
- Up to 8Mb RAM on board

SPECIAL OFFER

170MB NO RAM

£349

- 2Mb SIMM Upgrade £54.99
- 4Mb SIMM Upgrade £109.99

GVP 286 Emulator

- 16MHz 286 PC Emulator
- Norton rating 15
- Plugs into GVP II HD
- GVP PC-286 Emulator £89.00

Legend Trakball

Ergonomically designed Trak Ball. 3200dpi resolution, 2 microswitch buttons. The Legend Trak Ball is very easy to use. Unlike normal Trak Balls the LEGEND is operated with the thumb freeing the fingers to click buttons.

ONLY £29.99

GVP Genlock

- Video processor provides real time software control of brightness, contrast, saturation, hue, sharpness, filtering, gain etc.
- Audio processor with two audio inputs, software switchable or mixable, with software control of Volume, Bass and Treble effects.
- G-LOCK Genlock £284.00
- Rendale 8802 Genlock £149.99

A1200 Hard Drives

Plugs into PCMCIA slot
Fully external, doesn't affect warranty

- 250Mb Overdrive £349.99
- Phone for higher capacities.

External Fax/Modem

- 14,400 Baud
- Fully BT approved
- 5 years warranty

ONLY £169.99

Amiga Packs

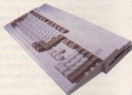
- Amiga 600 Summer Pack £184.99

- A1200 Race & Chase £279.99
- Includes A1200 with 2Mb RAM.
- Trolls and Nigel Mansell

- A1200 Computer Combat Pack £329.99
- Includes A1200 with 2Mb RAM,
- Digital Wordworth, Digital Print Manager, Personal Paint 4, Total Carnage, Zool 2, Brian The Lion.

- Amiga CD32 £279.99
- 2Mb RAM, Dual Speed CD ROM.
- Multi session, plays music CD's,
- 256,000 colours on screen, includes 2 games Oscar and Diggers.

- Amiga 4000 030 £999.00
- Includes A4000, 030 processor,
- 2Mb Chip RAM, 80Mb Hard drive.



Amiga Mouse

- 200dpi resolution
- 2 Microswitch buttons
- Opto/Mechanical mechanism
- Switchable between Amiga/ST
- Direct Mouse Replacement

£11.99

Floppy Drives

- 880K formatted capacity
- Double sided, Double density
- Through port
- Zydec Drive £59.00
- A500/600 Internal Drives Phone

RAM Upgrades

- A500 512K upgrade

£16.99

- A500+ 1Mb upgrade

£24.99

- A600 1Mb no clock

£34.99

Plugs straight into A600 trap door compatible with A600, A600HD

A1230 Accelerator

- 40MHz 68030 accelerator
- Makes your Amiga 1200 run over 7 times quicker.
- Allows up to 32Mb RAM
- Optional FPU

- A1230/4Mb/No FPU £429.00
- A1230/4Mb/68882 FPU £529.00

Monitors



- Microvitec 1438 £289.99
- The Microvitec 1438 is a multi-sync monitor compatible with A500/A600/A1200/A4000.

- .31 DP Colour SVGA £199.99

- Colour SVGA Monitor £229.99
- High quality Colour SVGA Monitor .28 dot pitch.

- A1200 VGA adaptor £9.99
- Falcon VGA Adaptor £9.99
- Philips SCART to Amiga £9.99
- 8633 MKII to Amiga £9.99

Falcon 030

- 16MHz 32 bit 68030 Central Processor, 16MHz Blitter, 32MHz 56001 Digital Signal Processor
- 1.44Mb 3.5" Floppy, up to 14Mb RAM. Displays 65536 colours from 262144 palette
- 8 Channel, 16 bit, high quality Stereo sound sampling
- FALCON 1Mb No HD £499.00
- FALCON 4Mb No HD £699.00
- FALCON 4Mb 64Mb HD £799.00
- FALCON 4Mb 127Mb HD £899.00
- FALCON 4Mb 209Mb HD £999.00
- Falcon Screen Blaster £89.00

Repair Services

Our Service department can repair Amiga's in minimum time at competitive rates. We can arrange for courier pickup and return delivery of your machine to ensure it's safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day. We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair. If you do not wish to go ahead with the repairs then just pay the £15. However if you do go ahead then the charge is included in the minimum charge. Please note: The minimum charge covers labour, parts are extra.

- Quotation service £15.00
- Min repair charge £35.25
- Courier Pickup £11.00
- Courier Return £7.00
- Same day service £15.00

It only seems like a short while ago that a 2400 baud modem was a pretty fast thing, and you know, after you had one for a while you began to wonder how you ever managed without it.

Then 4800 baud modems came out and you began to wonder about your concept of speed. These were very shortly followed by 9600 and 14400 baud modems, and in what seemed like a quarter of the time.

So sure enough we find ourselves in the present looking down both barrels of a 28800 baud modem. Who'd have thought it? And not only is it double the speed of the modems we are all using, but it's only £285.53, rather than the £600 you used to have to pay for a 14400 when they first came out.

The pace of technology is a baffling thing, and it seems a bit worrying to buy anything like this in this day and age when it's becoming alarmingly apparent that almost everything we buy for our Amiga is almost out of date before we wrestle it out of the box.

IDENTITY

You'd be forgiven for mistaking the 288 for a regular 14400 modem just by looking at it, as it's enclosed in the self-same brushed aluminium case with black ends. But it's a very different beast inside.

What you are in fact looking at is a 28800 baud modem (I still get a kick out of saying that) which runs at 28800 baud for data, 14400 for fax (although I've yet to encounter a fax which runs faster than 4800 or 9600) and MNP modes 2 to 5 plus mode 10.

What this means in plain English is that as far as data transfer is concerned, this thing sends stuff before you press the send button - it's that fast.

The MNP part relates to Miracom Networking Protocol and is a form of data error correction and compression which allows for faster and more reliable operating speeds.

MNP 2-4 is what is also known as LAPM or V42 and this is an error correction method, which means that checksums are sent and received by modem and remote host to ensure what is sent is complete and not corrupted by line noise.

In the days before this standard we spent more time on-line saying "please re-send, line noise," and comms was less like an



Supra FxModem 288

*Phil South takes a look at one of
the new Supra Ufast modems, c
locking in at a blistering 28,800 baud*

Information Highway and more like a tatty CB club.

Then MNP 5 came along and not only were you error corrected but you had a 2:1 compression going too, so everything was

faster. MNP 10 is a new protocol which allows for cellular connection, and is a much tougher error correction format for those nasty buzzy things that men in suits have growing out of their ears in trains. (Cell phones, not hairs, you big dummy.)

Another exciting thing (in among all the other things to get happy about in this great new device) is that it can initiate and adapt to rate changes.

SPEEDS

Not impressed? Okay how about the fact it can change operating speeds mid call. Yes, it can change gear on the fly, and that's worth a yelp of glee if nothing is.

There are copious other benefits, but unfortunately not much Amiga software exists to take advantage of them. For future reference (and for the benefit of anyone who'd like to support these features,) it can distinguish between fax and voice calls, using a process called Adaptive Answer.

A nice bonus for those of us who are always getting our ears cleaned out by having a fax screech down the phone at us.

Hey, bonus

So is it the bee's nose? Well, it's a very fast piece of kit, and up to Supra's usual high standards of manufacture. Obviously it's too new to speculate about ROM problems similar to those which dogged the 14400 for so long. Only time will tell on that score.

I did hear that ROMs in this case are actually EEPROMs, which can be re-programmed by software upgrade files. You do get the usual nicely printed and pretty rationally written manuals which tell you the technical stuff, but also point out all that you really need to know.

So is it a bargain the size of a hippo's bum? You betcha. And if I hadn't just shelled out for a 14400 only about 10 months ago I'd be on the blower to First Computer Centre (0532 319444) right now to order one.

At SoftWood we have o

...we don't just rest on them!

When your software repeatedly wins the highest accolades in reviews worldwide, what do you do? Work even harder to stay ahead of course! New Final Writer Release 2 is the latest result of our intensive development - it's even easier to use, and even more powerful. It's the best there is, and it's designed for those who expect the most from their Amigas. But, if you don't have a hard drive system, don't despair, we can still help. At SoftWood we offer you a choice of two Word Processor/Page Publishing packages. But why TWO?

Well, this means that whatever specification Amiga you have, SoftWood have the perfect solution for your requirements - and always the most powerful possible for your system. Final Copy II is at the peak of what can be achieved when running with twin floppies, it's not possible to offer more without losing performance. Final Writer is the first and only hard drive compulsory Amiga word processor; the only package that doesn't make compromises to be floppy compatible!

The SoftWood Advantage...

Final Copy II (upgradable to Final Writer as your needs grow) and Final Writer are the only word processors that give you **PerfectPrint™** - a unique printing advantage giving silky smooth industry standard Adobe™ Type 1 or Nimbus Q scalable outline fonts direct to any printer (even dot matrix and ink jet), in both landscape and portrait. Others use a restrictive and unnecessary jumble of different fonts with complex driver programs for outputting to various printers. The launch of Final Copy II introduced **FastDraw™** - a special set of structured drawing tools for constructing lines, borders, arrows, circles etc. directly on the page.

"What the Papers Say..."

Amiga Shopper... "Final Writer is the closest thing to Microsoft Word to appear on the Amiga." **Amiga Computing...** "Final Copy II wins 'Best 1200 Package' Amiga Shopper...". "Ever there with a good system to buy a hard drive for your Amiga, Final Writer is the reason." **Amiga World...** "Final Copy II is 'The Best Word Publisher' Amiga Pro...". "In comparison to Wordworth 3.1, Final Writer 2 is a slick, solid and reliable word - it's done the more subtle." **Amiga User International...** "Final Writer is 'the powerful program that produces excellent results'." **Amiga Computing...** "Final Writer is 'easily the most comfortable Amiga WPM word'." **CU Amiga...** "Final Writer is the 'most powerful WPM ever to grace the Amiga'." **Amiga Format...** "It's good for Final Writer over Wordworth 3.1 - Final Writer is a joy to use!"

Final Writer, extending innovation...

Now, as others are just starting to add similar features, saying they're 'revolutionary', Final Writer extends the innovation further with **FastDraw Plus™** - adding even faster and more functional options, including a new rotate command. Final Writer Release 2 is again leading the way with the introduction of **TouchTools™** and **PowerUser Bar™** technologies. These features give the user a definable area at the top of each document window where up to eight "one-touch" button strips can be configured. Each strip contains easily customizable sets of functions giving instant access to all the major commands/features - with a simple click of the mouse! There is even a set of buttons allowing "one-touch" selections of font style and size plus variations including Plain, Bold, Italic and Underline! It's no wonder we've received top reviews, ratings and awards from all the leading magazines...

The Highest Accolades...



Final Copy II Release 2

Our word processors go beyond simply producing normal letters and documents, at which they naturally excel, and progress into a world where "how the whole document looks" is just as important as "what it says". Admittedly, this can be achieved with Desk Top Publishers - but they're not so easily used as word processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. Final Copy II offers the perfect balance between the two requirements... Ease and speed of use, with total control over the perfect printed presentation.

Complete control over how documents look, now you have it at your finger tips on your Amiga! Features include: **FastDraw™** (on-screen drawing tools for use with the generation of borders, boxes and lines or arrows at any angle). Multiple Newspaper Style spacing columns, **PerfectPrint™** (the unique ability to use Post Script™ outline fonts on absolutely any printer in either portrait or landscape) and Text Auto Flows around graphic objects and imported pictures (placed anywhere, scaled or cropped) with the highest print quality. Text can also be printed over graphics.

It's features like these that explain why there are some professional magazines, with 200+ pages, that are produced entirely with Final Copy II! Publishers, and many others, have quickly discovered that...

No other Amiga Word Processor in the same category, and at such a competitive price, has all the capabilities Final Copy II users have always taken for granted! Isn't it time for you to take a look too!

SoftWood Direct Price: £49.95

SoftWood Direct...the best software at the best price...Order

HELP ON MEMORY: Our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all

ur Laurels...



NEW Final Writer Release 2

Final Writer was launched last year with the power user in mind. It is the Amiga's only Hard Drive compulsory word processor - neither performance nor features have been compromised to maintain compatibility with floppy drive only systems. As well as having a unique list of features for the author of longer documents and publications - automatic indexing, table of illustrations, table of contents and bibliography generation - Final Writer with its **TextBlocks™** was the first word processor to put a character (or group of characters) anywhere on the page, at any size and any angle. It offers a virtually unlimited ability for effects with graphics and text. Just like Final Copy it, Final Writer also includes **PerfectPrint™** and has a set of tools to create structured graphics with new **FastDraw Plus™** (now with additional functionality that includes new options like rotation). And... you can also access features unique to SoftWood with both the new **Touch Tools™** & **PowerUser Bar™** "one-touch" technologies. Simply 'clicking' a button, means you can define, change and save such things as the 'Paragraph Styles' (ie. Font, Font Size, Text Position, Bold, Italic, Underline etc.) and 'Layout Options' (left, right, centre or justified, bullets, line spacing, indents etc.). The options you have through single button selections are nothing less than remarkable! Indeed, one magazine heralded these as 'the closest thing to Microsoft Word to appear on the Amiga'. Also uniquely, Final Writer can import, scale, crop,

view on screen and output structured PostScript EPS clip-art images (we supply a hundred free with the package) to any printer (>2mb system RAM required). And... if you own a PostScript printer Final Writer is the only word processor with a set of output options including scaling, crop marks, thumbnails, and half-toning. Combine features like **Altexa/Macros** and

Text Clips™, with others new to Final Writer, including floating palettes and **UNDO/REDO** (on text, formatting and graphics actions) - and you have... **Final Writer Release 2**. Available now from SoftWood Direct (and all other good Amiga software stockists) - offering you the... **Perfect Word Processing/Page Publishing Solution.**

SoftWood Direct Price: £74.95

Hotline 0773 521606

graphical software requires more memory - dependent on the functions being used.

SoftWood Direct
New Street Alfreton Derbyshire DE55 7BP England
Telephone 0773 521606 Facsimile 0773 831040

Introducing - SoftWood Direct

We recently surveyed a sample group from our tens of thousands of users asking for their opinions or comments about our software. The results were overwhelmingly positive with many users saying that **they regretted not buying Final Copy 2 or Final Writer much sooner!**

When we asked them why they hadn't, the most common answers were price and availability, combined with the fact that they often had another word processor they'd owned for some time or had received free. They couldn't see the need to upgrade! Once they had however, and found just how much more easily and more productively they could work, and how much better the output could be from their own printer... **they couldn't believe what they'd been missing!**

When you can buy a brand new Amiga for under £300, it's obvious that software has got to be priced competitively. Even now though, some Amiga software vendors are raising their prices to counter falling sales. Some even charge you, again and again, each time you call them for support! Our increasing sales mean we can now lower our prices to the best we've ever offered! Buying from SoftWood Direct ensures you get **the Best Possible Software at the Best Possible Price!**

But... don't just take our word for it; magazine reviews of Amiga word processors in the UK, and worldwide, have bestowed higher marks and more awards on Final Copy 2 and Final Writer than any others. We prefer not to say we're number one - the experts do it for us! Our packages have consistently been acclaimed for their 'bullet-proof' reliability right from the day of launch. SoftWood software **works first time, every time!**

We listen to feedback from our users... and we act on it! We're so confident you'll be delighted with our programs, we now offer a no-risk chance to find out. SoftWood Direct's promise to you is that if you find we don't live up to any of our claims... **We'll give you your money back!** When you've decided you're completely happy, by simply returning your registration card you'll qualify for **free lifetime technical support**. And... Final Writer owners will also receive **50 additional outline fonts, completely free of charge**. Tools that others may charge £££ for.

Call Today... to find out what you've been missing!

3 Easy ways to Order

1 BY PHONE
0773 521606

2 BY FAX
0773 831040

3 BY POST
...to the address below

SoftWood Direct

DEALER
ENQUIRY
WELCOME

Mr/Ms/Ms/Ms/Ms...

Initial(s)

Surname

Address

County (Country if overseas)

Postcode

Daytime telephone

Evening telephone

Please charge my credit/debit card as detailed below (Please Tick)

(Card Authorisation Signature)

*Final Copy 2 UK & Overseas: £49.95

*Final Copy 2 New UK EC: £39.95

*Final Writer UK & Overseas: £74.95

*Final Writer New UK EC: £64.95

Credit/Debit Card No:

Expiry Date

Issue No (Switch Cards Only)

Cheque/Bank Draft/Postal Order for £

payable to SoftWood Products Europe

PLEASE RETURN TO: SoftWood Products Europe, New Street, Alfreton, Derbyshire DE55 7BP

(Please Tick)

Tabby graphics tablet

There will be a great deal of you out there who, having tired of the boundaries placed by lesser paint packages, would like to move into the heady realms of 24-bit.

The problem? Achieving this standard of work requires large financial investment in the shape of a dedicated graphics tablet.

The cheaper solution has always been to use a stylus that fits directly into the mouse port. Unfortunately, this would-be mouse emulation has always struggled to generate any real feel or accuracy.

However, Tabby could be the answer to all Amiga artists' dread. It's a graphics tablet that offers the precision of a serial device with the ability to diversify through a range of packages.

Having said this, when Tabby first emerged from its box I was more than apprehensive about the working area that the user is given - 128mm by 96mm.

But, despite the apparent lack of space Tabby works surprisingly well. The stylus responds incredibly well, and sits very securely in the hand.

Far from feeling cramped, the tablet performs perfectly and gives the user confidence to attempt even the most intricate of tasks.

In the looks department, Tabby is very well groomed. The whole tablet sits at a shallow angle, and sits snugly on four rub-

ber legs. The angle of the tablet definitely makes work lighter, and the legs really anchor it to your workstation.

The business end of things, in the shape of the stylus, is connected to the tablet via a cable. Ergonomically, the stylus feels very natural and extremely comfortable in the hand, with the front end squared off with a rest to accommodate your forefinger. In addition, a small metal strip sits above this rest with the sole purpose of providing a means of earthing the pen, thus minimising the magnetic distortion that can occur. Another advantage of Tabby is that because it fits into the serial port and uses a driver system which installs, you can use a standard mouse in conjunction.

I found Tabby to be a very economical way of achieving impressive results using a system that encourages a natural ease, and should bring the best out of any pixel artist. In fact, this could be the Tabby that finally caught the mouse, and got the cream.

Supplier: First Computer Centre
Phone: 0532 310444
Price: £49.95
Ergonomics: 7
Speed: 7
Overall: 8



Alternative input

*Looking to update some of your existing peripherals
or just fancy trying out something a little different?*

Simon Clays guides you round the mousetraps

AlfaOptic optical mouse

One of the biggest problems Amiga owners are going to face using the contemporary optical-mechanical mouse is blockage. This normally occurs when the internal plastic rollers become contaminated with dust and fluff.

The net result is a complete headache with the mouse sticking or moving erratically. One solution is nothing more than a good clean out, the other is to take rollers out of the equation totally, and go optical.

An optical mouse reads dot information from a special mouse mat, instead of using rollers. However, while you won't have many problems with dirt, the movement on optical mice has been criticised for lack of feeling, and they have the notorious habit of losing their whereabouts when moved too quickly. But what about the Alfa optical mouse?

Well, on the catwalk (shouldn't that be mousewalk?) of ergonomics it's not the most graceful looking animal. It has a bulky look that gives the user expectations of a sturdy mouse. The reality is that Alfa is really quite light and feels fairly substantial.

The Alfa also comes with a handy little holder so you can attach it to the side of your monitor. This seems more of a gimmick than a practicality but who's going to really mind; after all it's a freebie.

It also lacks the grace that the Gasteiner dpi 400 has, and feels fairly uncomfortable when used. Buttonwise, you've got three, rather than the standard two buttoned mouse.

This is for the benefit of our PC counterparts to a large extent, but there are Amiga applications out there that can utilise this feature. The acid test came when we decided to try it out on DPaint. What a let down.

After feeling fairly comfortable on desktop operations, it came as some surprise to find out that the optical mouse stuttered and stammered around the drawing window and struggled intensely to produce anything like a smooth arc or circle, despite its 300 dpi.

As a small comparison we decided to try out the Gasteiner 400 dpi immediately afterwards. The difference was striking and made my mind up which I would choose, whatever the problems with clogging.

If you do work in an extremely dusty environment, or are just dead set on an optical mouse, then the Alfa is worth a look at, but it would also be advisable to examine the Nashika range.



Supplier: Golden Image
Phone: 081-365 1102
Price: £29.00
Ergonomics: 4
Speed: 5
Overall: 3

AlfaPen Optical Pen Mouse

Along with clogging problems, the other dilemma some users find is mouse control. After all, when using an art package, attempting to draw accurately with a mouse isn't as natural as using pencil shaped. With this in mind, Alfa Data have released the AlfaPen optical pen mouse.

The optical pen employs a similar system to the standard optical mouse. It reads its position via an infra-red beam which, using a horizontal and vertical grid, converts the information into your screen position. Like its optical counterpart, the AlfaPen uses a three button approach when in use. Located at what we'll call the nib end, the largest of the three buttons acts as the left mouse button.

Behind the largest of these buttons sit two other smaller buttons. The button on the right hand side acts in the same capacity as the right mouse button, while the left button gives you that extra dimension when using applications that allow its use.

AlfaPen doesn't feel too bad in the hand - it's light and not at all cumbersome when you use it. However, when you attempt to use the buttons, implementation is not so easy.

The buttons are very closely grouped, and even the most coordinated and dextrous of you will struggle to use this arrangement proficiently.



If I gave the AlfaPen the benefit of the doubt I'd say that its use could be described as a little like using chopsticks - totally alien at first, but the more you use them the more accomplished you become.

Unfortunately, the AlfaPen suffers similar problems to its companion. Again, OPaint became the benchmark test, and while AlfaPen feels more natural to draw with, the arcs drawn had no particular accuracy and felt jerky.

AlfaPen also suffered when moved around the mat too suddenly. Despite its 300 dpi, it struggled to locate itself.

Also, when you're using the AlfaPen you have a tendency to angle the pen back, like it was a real pen. Unfortunately it's not, and the net result is a loss of contact to the mat.

Ultimately, however much you might feel you need an optical pen, when you get one up and running you might just feel that you've wasted your money.

Supplier: Golden Image
Phone: 081-365 1102
Price: £34.00
Ergonomics: 5
Speed: 6
Overall: 5

Gasteiner 200 DPI mouse

Although the Commodore mouse has come on leaps and bounds thanks to the A600, A1200 and A4000, there's still plenty of room for improvement.

This is more than apparent if you plan to use your mouse in conjunction with an art package for anything in the artistic vein. Many of the mice available to the user can set you back anything up to the region of £20 for something that exists within the 280-290 dpi range.

Certainly Sillica's Nashka, which is a sturdy all rounder, and the squared off Contriver mouse slot nicely into this bracket.

With this in mind, Gasteiner launched a 280 dpi mouse that retails at the bargain price of £6.99. Okay, it uses membrane switches as opposed to micro-switches to co-ordinate its buttons, but it does have many saving graces.

For one, it's damn good value for money -



who could moan at this price? If anything, it could put you off because it's too cheap. Well, I assure you there's nothing to be frightened of.

Gasteiner's budget rodent feels extremely comfortable to the touch and fits the ergonomics of the hand very well. It feels very sturdy and your fingers reach the two buttons with ease.

The other aspect to consider with this mouse is its aesthetic qualities. Although it's a simple design it looks robust and the two deep grey mouse buttons offset the light grey of the main body very effectively.

On the down-side, opto-mechanical design means the occasional cleaning of the ball and roller, but again, that's only a short and very temporary inconvenience.

Overall, Gasteiner have produced a mouse that, although technologically outwitted, can live alongside its rodent counterparts when it comes to accuracy and overall performance.

Supplier: Gasteiner
Phone: 081-345 6000
Price: £6.99
Ergonomics: 6
Speed: 5
Overall: 6

Gasteiner 400 dpi mouse

The Amiga was one of the first home computers to use the now commonplace means of interaction between the user and the computer - the mouse.

Previously, movement had been carried out via the cursor keys, a system that made the relatively simple mouse seem light years ahead technologically.

But, since the implementation of the mechanical rodent, what further progress has actually been made? Well, not much really, aside from cosmetic things like lead length, free game and novelty mice teeth painted on to the side of your handset.

Perhaps the greatest single step forward was the improvement of dpi (dots per inch) speed, which governs how much horizontal and vertical information the Amiga can pick up per inch of space.

This always costs that little extra, with most people using the mouse for standard practices feeling it an unnecessary luxury. Well, Gasteiner's 400 dpi mouse knocks all of that into touch. Its £15 price tag makes it just about the cheapest 400 dpi mouse on the market. But, as a cus-

tommer, what is the price you pay for this economy? Simple, none. Gasteiner's 400 glides across the mat with a grace that leaves other rodents and cavs floundering in the straw.

It tracks across the screen with such ease that you hardly need flick your wrist, and the space necessary to operate it is negligible.

On the ergonomics front, again the Gasteiner 400 dpi is a treat. Its small body is much sturdier than you'd believe its price would command, and sits in the palm of the hand very comfortably.

Control is finite and the micro-switches respond with the slightest muscle spasm from your forefingers.

A slight nudge might be that some users would find it too sensitive, but for my cash the Gasteiner 400 dpi is an excellent tool to use alongside any DTP or art package.



Supplier: Gasteiner
Phone: 081-345 6000
Price: £14.99
Ergonomics: 6
Speed: 6
Overall: 9

As discussed in the first tutorial, the screen is the basic drawing board for all your visible operations within the workbench environment. But, instead of using the workbench screen, I am going to show you how to use your own screen by taking you through the steps of writing a basic picture display. (Ooooooh!)

As you are probably familiar with, the Amiga is capable of displaying pictures or information in many different modes. Such modes include Lores, Hires, Interlace and even HAM. I can't explain all these modes in this article, so I will just use the two most commonly known modes: Lores and Hires.

● **Lores:** This is the lowest display mode for the Amiga to use and is the preferred drawing mode of most graphic artists. In Lores mode the Amiga can display 256 lines from top to bottom, with each line consisting of 320 dots. In this mode the standard Amiga 500 can display a maximum of 32 true colours, where as the Amiga 1200 can display 256 true colours.

● **Hires:** As the name suggests, this display mode is a higher resolution than the Lores mode (but not the highest resolution possible). In Hires mode the Amiga still only displays 256 lines from top to bottom, but each line now consists of 640 dots from left to right.

Unfortunately, in Hires mode the Amiga 500 can only display a maximum of 16 true colours, but the Amiga 1200 can still display its full quota of 256 true colours.

Let's kick off the programming by opening a standard screen in Lores and then Hires:

```
Restartup
```

!We are still using the WB system.

```
Screen 0,2
```

!Here is our screen.

```
MouseWait
```

!Wait for a mouse press.

```
CloseScreen 0
```

!Close our screen in a system friendly manner.

```
End
```

That's it! Not much to opening a simple screen, is there!

If you have been reading your manual, you would have realised that to open a simple Lores screen which has dimensions of 320*256 pixels, you only need to use the shortened version of the 'Screen' command.

This version assumes that you want Lores, so all you need to do is to tell it how many bitplanes you want (the number of bitplanes dictates how many colours can be used by using the following maths:

2*Bitplanes = Number of colours, ie 2 bitplanes = 1*2*2 = 4). The first value represents the screens id number.

Let's do the Blitz

PART 2

Following in the steps of the first tutorial, Michael Milne takes you through opening your own screen and creating your own menus!

Well this is all fine for a Lores screen but a Hires screen such as the WB screen requires some extra thought. We need to use the extended form of 'Screen', so replace the previous 'Screen' command with the following:

```
Screen 0,0,0,640,256,2,8000,"My Screen",1,2
```

If you check your manual you can see that the first two values after the screen id number is the X,Y position. These values are relative to the top left-hand corner of the screen (ie 0,0 is positioned in the top left-hand corner).

The next two values are the width and height of the screen in pixels as explained above. After that follows the number of bitplanes and then the screenmode value.

This value is related to a chart in your Blitz User Magazine No.1 on page eight, which shows that a value of 8000 gives us

a Hires display. After that follows the name of our screen and then the drawing pen number and background pen number which represent the two colours used to draw the screens display.

Try experimenting by opening some screens of different sizes and resolutions with varying number of bitplanes. Remember:

Amiga 500 = max 32 cols = 5 bitplanes max
Amiga 1200 = max 256 cols = 8 bitplanes max

Now lets go one step further and add a picture. This example relies on you having a picture somewhere which you can use. Please make sure that it is either a Hires picture or a Lores picture only:

```
Restartup  
MaxLen 118-64
```

!Max length for filename.

```
MaxLen pos=128
```

!Max length for filepath.

```
Screen 0,2
```

!Open a basic screen.

```
Repeat
```

!Start of main loop.

```
!IfFileRequest("Choose a picture",pos,118)
```

!Ask for a picture.

```
!If Exist(18) Then !LoadInfo 18 Else End
```

!If it exists then analyze it.

```
CloseScreen 0
```

!Close old screen.

```
Screen  
0,0,0,118Width,118Height,118Depth,118ViewMode,"",1,2  
New screen  
LoadScreen 0,18,0
```

!Load picture.

```
ShowPalette 0
```

!Show palette.

```
MouseWait
```

!Wait for mouse button.



Wow! An IFF picture requester. Select a picture and load it up

Forever

Repeat forever.

In this example all we have done is set up a few variables, opened a default screen, repeatedly asked for a picture to show and then wait for the mouse button before looping around again.

Notice that we use the ILM commands to find out the picture size, depth and view mode.

If you have the latest copy of Blitz 2 featured on Blitz User Magazine No. 6 then you can change the line:

```
If Exists(15) Then ILMInfo 15 Else End
```

to:

```
If Exists(15) Then ILMInfo 15 Else If ILMInfo 15 Then End
```

This is because you have the new version of ILMInfo which returns True as it is a picture. If you haven't got the new version then see the subscriptions box on how to get it!

All we need to do is add a few menu options and we'll have a good picture display. But, first a few basics about menus:

- Each menu is split into sections, a title, an option and a sub-option.

The title is as the name suggests, the name of a particular menu. In each menu is a selection of options which the user can choose from and some options also act as titles to sub-options. This is what a typical menu structure could look like:

Menu	Title
Option 1 -	Sub-option 1
Option 2 -	Sub-option 2
Option 3	

- Each set of titles, options and sub-options in Blitz 2 are assigned a unique id number just like screens and windows. This makes the grouping of menus as easy as pie.

Setting up a menu is just like defining a variable in Blitz 2. There are three commands: MenuTitle, Menuitem and Subitem.

Each of these allow the declaring of each part of a menu and gives you the power to group these with the unique menu id numbers, thus allowing you to create several sets of menus for different parts of your program. One thing to remember about menus is that they need to be attached to a win-



Now we can attach a screen and add some menus to it. From here we can also load up a picture using a file requester

A new Blitz User magazine on a disk

To receive your first free copy, send a blank disk with a stamped self-addressed envelope to: Blitz User Disk Magazine, Michael Milne, 39 The Drive, Earley, Reading, Berkshire, RG6 1EG

dow because of the way the workbench sets them up (Sorry, that's the way it is).

But don't despair, we can set up a dummy window, which can't be seen by the user. All we do is define our menu, set up our screen as before but add a window without a title and without borders. This makes for an invisible window!

So let's get on with the last part of this issues tutorial:

```
WinStartUp  
Resize pab=160
```

Our file vars:

```
Resize f16=64  
ex=140
```

A long variable to get the user input.

```
MenuTitle 0,0,"Project"
```

The menu titled "Project."

```
Menuitem 0,0,0,"Load a picture ",1"
```

The menu item "Load."

```
Menuitem 0,0,0,1,"Quit","N"
```

The menu item "Quit."

```
Screen 0,2,"Use menu"
```

Our default screen.

```
Window 0,0,10,320,240,800,"",1,2
```

Our invisible window for the menus.

```
Activate 0
```

Activate our window.

```
SetMenu 0
```

Add our menu.

```
Repeat
```

Start of our loop.

```
ev=WaitEvent
```

Wait for user interaction.

```
If ev=0100
```

Has the user used a menu?

```
If MenuHit=0
```

Is it our menu?

```
If ItemHit=0
```

Is it the load option?

```
If FileRequest(1,"Choose a picture",pab,f16)
```

Ask for a pic.

```
If Exists(15) Then ILMInfo 15 Else End
```

Get IFF info.

```
CloseWindow 0
```



If you need any help regarding the syntax of any certain command, simply place the cursor over it and press the Help key

Close old window.

```
CloseScreen 0
```

Close old screen.

```
Screen  
0,0,2,ILMWidth,ILMHeight,ILMDepth,ILMViewMode  
Use Menu",1,2  
Window 0,0,10,ILMWidth,ILMHeight-10,800,"",1,2  
LoadScreen 0,19,0
```

Load the picture and palette.

```
ShowPalette 0
```

Show palette.

```
Activate 0
```

Activate window for menu.

```
SetMenu 0
```

Add menu.

```
Endif  
If ItemHit=1
```

User wishes to Quit.

```
CloseWindow 0
```

Close window.

```
CloseScreen 0
```

Close screen.

```
End
```

Bye Bye.

```
Endif  
Endif  
Endif  
Forever
```

Try loading a few pictures into this program. See how it loads the picture onto the screen when it executes the LoadScreen command but doesn't show the palette until the ShowPalette command.

Watching how the program executes is good way to finding out the right order to write a series of commands to achieve perfection.

Well that's it for this month. In next month's issue we'll jump into the world of gadgets as well as looking deeper into the screen, window, events and menus. So until next time, keep practising.

➔ **S**erious Amiga animators already have access to some fantastic tools, including world-class 3D programs, single-frame controllers, direct-to-disk video boards and some of the best real-time paint and animation software around.

But, when your video masterpiece is finished, what about its soundtrack? You could utilise the excellent Sunrise 16-bit sampling card, but that comes at a professional price which is a bit expensive if you just want to enhance your 24-bit remake of BladeRunner with a friend's dark jungle MOD files, or add some sound samples direct from your Amiga.

Digital Sound Track (DST), by Merlin's Software, is an American program which claims to answer the video animator's prayers, allowing IFF samples, SoundTracker, NoiseTracker and ProTracker MOD files to be synchronized to your timecode-locked SMPTE video.

CONTROL

DST even allows a Picture-in-Picture (PIP) preview video display when GVP's IV-24 or an OpalVision video module is used.

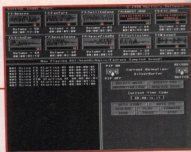
DST works with a wide range of professional VTRs and single frame controllers — most of which aren't easily available outside the USA so I won't list them here — though strangely DST can't control the popular Nucleus Personal SFC.

Fortunately, support for DPS's Personal Animation Recorder has just been added, so I tested DST with a PAR card hooked up to the video input of an IV-24 — a system which alone would set you back over £5000. It seems you need to be pretty serious about your animation to be able to make full use of DST.

For all its claimed power, I was surprised to find that DST's manual is a skinny 12-page A5 affair which doesn't mention the PAR at all. Instead, the manual concentrates on the use of single frame controllers.

The actual PAR information is contained in a ReadMe file which also covers DST's Script Recording feature. I found the

Music can add meaning to a video. Gary Whitely pumps up the volume and puts soundtracks to his animations



DST provides one main screen, with ten sound 'slots', control buttons and a built-in window for script preparation or, with the right setup, Picture-in-Picture (PIP) viewing.

In time to

Sound tagging



Scripts are written using DST's script recording facility, which is easy to use but lacks the power to produce a totally satisfactory result.

By selecting "Begin Script Recording" a frame can be selected from an animation and a sound tagged to it. Each sound has to be added in the order that it will be played, or an error message appears.

When the script recording is finished you then can go into "record" or "test script" mode, and all the sounds will play back in time with the animation — at least that's the theory.

This is where a major problem arises. There appears to be no synchronisation lock between the PAR's frame counter and DST's timecode clock, which means that scripted sounds may well play back in completely the wrong place.

DST has a "Change Time Delay" option to allow manual tuning to the PAR's constant playback speed but, as this requires frequent resets, editing the soundtrack to any degree of accuracy quickly becomes an exercise in total frustration.

If you need to edit your script, to offset the unreliable synchronisation for example, the only way to do it is with an external text editor or wordprocessor. By editing scripts you can

ReadMe more helpful than the manual, though I guess the PAR info will eventually find its way into the documentation proper.

Installing DST is a hit and miss affair, as it uses its own custom installer instead of the standard Commodore one. While installing the PAR version of the software, it also decided to install the OpalVision ARexx programs because it detected the OpalVision.library on my hard disk.

Giving the user full control over the installation would be a better option to avoid such problems. Eventually, after some manual installation, I got DST up and running, though I can't say it was as straightforward as it might have been.

With the hardware and software installed, getting it all to work seamlessly together

proved something of a challenge. On start-up, DST displayed its single control screen with a quarter-sized window in the lower left corner, ready for inserting an IV-24 PIP to monitor your animations.

After relocating DST's ARexx scripts, configuring the IV-24 and running the IVPP software, DST's PIP on/off switch eventually produced an NTSC-sized window showing the PAR's output.

Experimentation, reference to the IV-24 manual and some editing of the supplied ARexx scripts produced a better display, though PAL users shouldn't have to do all this extra work just to get a program working properly.

SOUND

Finally, I could start adding sound to my animations. With the PAR running I was able to select an animation and control it from the DST screen, which wasn't always as easy as DST's control buttons are small and sometimes awkward to use, while the animation time display is tiny and flickers during animation playback.

Switching the IV-24 display to video mode (essential when recording to tape) made the time counter virtually unreadable. If DST emulated the PAR's VCR-like control panel and large-digit display, this would be a great improvement.

Unlike the PAR, DST will only let you play an animation, go to a particular frame (selected by time), or jog forwards or backwards a frame at a time — a rather unstable procedure which sometimes looks up the program for a short time if the jog button is used too enthusiastically.

According to the manual, clicking on other parts of the screen should force the jogging to stop, but it didn't seem to work for me. The animation loop button also seems unreliable, sometimes causing only

build up some fairly complex soundtracks — including setting the number of loops over which a sample will repeat, though the cryptic script format is only vaguely explained in the ReadMe file, making editing a tough job.

Setting the time at which a sound plays back seems rather arbitrary, since the numbers in the script bear no relation to those displayed on the DST screen.

I found the only practical way to insert a sound in a script was to begin a new script, indicate where I wanted a sound to play, save the script, then insert this new file into my main script using a text editor.

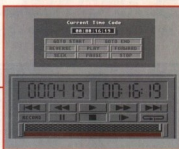
Once I got used to this method of working I began to enjoy my digital dubbing, but soon found the playback sync of my animations knocked out of kilter by DST's flaky synchronisation method.

Making a small change to a script would often throw everything else out. This, plus the fact that sounds would not always play back on the correct channel, soon had me reaching for the paracemeterol.

Alas not an ideal situation, but as it stands there's no real alternative.



When GVP's IV-24 (or the upcoming OpalVision video module) is used, a PIP preview of the incoming animation can be displayed on DST's screen



Compared to the PAR's own controls (lower illustration), DST's controls (upper illustration) are small and awkward and would be much better if they copied the PAR controls

the music

the first few frames of an animation to play back. The FPS button should allow you to change the playback speed of an animation incrementally for slow-motion effects, but I could only get it to play at normal speed.

Even if it did work, it offers only 5, 10 and 15 frames-per-second speeds, instead of the much wider range available through the PAR software itself.

Fortunately, the PAR's keyboard controls are emulated and seem to work rather better than DST's on-screen buttons, although slow-motion control is still not included.

PAR control via DST is certainly not as reliable as it ought to be, and sometimes I had to restart DST to get the PAR control to work successfully.

DST provides four disks of PD samples and MODs, and some are of surprisingly good quality. Of course you can also use your own samples and MOD files, although most surprisingly DST doesn't support OctaMED MODs!

LOADING

Loading sound files is fairly straightforward. Clicking on an empty sound box (each is also assigned to a function key) brings up a standard file requester, though sadly there's no preview option, so I had to resort to my directory utility (Directory Opus) to audition any likely samples.

Each sample or MOD file can be played back by either clicking on its box or by pressing its associated function key. Once loaded, the ten sound slots available are supposedly arranged in alternating stereo pairs.

These assignments aren't indicated on screen, even though they are mentioned several times in the manual.

Curiously, I found that loaded sounds did not always play on their assigned channels,

This is what you see if you want to edit a DST script in a text editor. Like me, you'll probably be flummoxed by its cryptic nature. It might as well be in Hex code.



particularly after playing a stereo MOD file first, producing some confusion about which sounds could be successfully played together.

DST can play up to four samples simultaneously, or one stereo MOD file, providing a useful digital mix'n'match capability.

Once the sounds are loaded they can be added to an animation either by playing them back manually or by using DST's rather rudimentary scripting facility.

When using a single frame controller a VTR can be set to insert an audio track at a particular timecode reading, with DST

Jargon buster

- **SMPTÉ**: As all Frank Zappa fans know, SMPTÉ stands for Society of Motion Picture and Television Engineers – the body which sets the guidelines for technical aspects of television in the USA.

The European Broadcasting Union (EBU) is their European equivalent. SMPTÉ is commonly (if mistakenly) used to refer to the timecode signal employed to sync video and audio systems together.

- **MOD**: A compact file format for storing music and its associated sound samples which started life on the Amiga, but is now also available to PC users via their add-on sound cards.

What's missing

Since I couldn't get access to a suitable single Frame controller and VTR, I was unable to test how well DST works in this mode. It would be very useful though if DST could control newer VCRs which have RS-232 control – such as Sony's UVW Betacam series and Panasonic's pro S-VHS machines – which should be easy to implement.

If this control was available in conjunction with the PAR, then DST could become the control centre of a digital edit suite. However, it seems that the programmers already have their work cut out just making DST work properly with the PAR, never mind adding more features to the program.

Note that DST doesn't control Amiga animations, so if you thought it would be a useful way of blending your animation with samples and MODs I'm afraid you'll be disappointed. Try Scala MM300 or MainActor Pro instead.

playing back the appropriate sound on cue, but with the PAR you have to hook up both the PAR's video output and the Amiga's audio output to a VTR.

However, this method offers no control over the VTR, so everything must be recorded in a single pass, which means you either have to trigger the sounds manually or write yourself a control script.

In conjunction with the PAR, DST could be a very handy animation utility for adding spot effects and music, but until the synchronisation problems are sorted out it will only cause aggravation during critical work.

Since DST's PAR support is quite recent I hope we'll soon see a version that drives the PAR properly and provides better editing functions. Until then, save your pennies towards a more professional solution.

SYSTEM ESSENTIALS

RED = Essential BLACK = Recommended

4 Mb	6 Mb
RAM	Hard drive
2.0+ Workbench	Text editor

The bottom line

Product: Digital Sound Track
Supplier: Merlin's Software
Publisher: Visual Inspirations, 809 West Hollywood, Tampa, Florida 33604, USA.
Phone: 0101 813 935 6410
Price: \$99.95

Ease of use	6
Implementation	4
Value For Money	5
Overall	5

From day one there has been an enormous amount of demand for an expansion port that would give the CD32 the characteristics of an A1200.

Parvision, realising this fact, were first to announce the development of such a unit. The SX-1, as it was later named, has been eagerly awaited ever since.

Contrary to popular belief, the CD32 is not an A1200 with a CD-ROM drive attached. Therefore, providing the CD32 with the sort of expansion capabilities found on the A1200 is not totally straight forward.

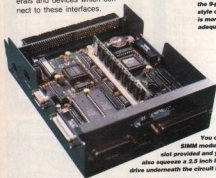
While it would appear that the CD32's designers have allowed for as much communication as possible through the consoles expansion port, all the outgoing and incoming signals need to be translated and manipulated before being of any use, to man or machine.

This has meant that the designers of the SX-1 have had to develop circuitry to mimic that which interfaces the guts of the Amiga with the outside world.

Parvision's SX-1 is a "Plug in and Go" expansion. Unless you are installing a hard drive there is no messing about with installation software.

Once connected you can hook up to a suitable monitor, an A1200-compatible floppy drive, a printer, a modem or even another computer. In fact you can fit almost anything that can be attached to an A1200.

The parallel, floppy and RGB connectors are standard Amiga ports and will work fine with the vast majority of existing Amiga peripherals and devices which connect to these interfaces.



You can fit a SIMM module in the slot provided and you can also squeeze a 2.5 inch IDE hard drive underneath the circuit board

In comparison

There is little to compare the SX-1 with. Several three-line serial links have been produced for the CD32 and these have enabled Amiga owners (and no doubt a few PC users) to transfer files from the CD32 onto their Amiga.

Such add-ons, while functional, are not exactly breathtakingly fast and offer nothing but a simple serial connection. Some people seem to think that the SX-1 will turn their CD32 into an A1200.

This is not the case. It gives you CD32 many of the A1200's characteristics but fails to achieve the impossible, which is turn it into an A1200. Think of it as an additional model in the Amiga computer range and you

should not be disappointed.

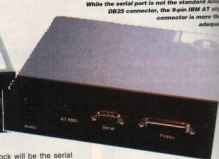
Any A1200-compatible software should work fine on the CD32 fitted with the SX-1. I certainly could not find any problems on this front, despite constant attempts to catch it out. Even programs written in Amos worked fine. Amos is packed with hardware-hitting routines and short cuts – the fact that it worked on the CD32 would suggest that many other OS unfriendly programs should run.

The AT-101 keyboard adapter was, I felt sure, bound to throw a few wobbles but it happily handled all that I threw at it. The inclusion of this option was an incredibly shrewd move and Parvision should be applauded for it.

They do



You may also fit an external IDE drive, but it must have its own power supply. While the serial port is not the standard Amiga DB25 connector, the 9-pin IBM AT style connector is more than adequate



While the serial port is not the standard Amiga DB25 connector, the 9-pin IBM AT style connector is more than adequate

Your first stumbling block will be the serial port. Rather than use the more expensive and hard-to-come-by 25-pin D connectors, Parvision have opted for the more common IBM AT style 9-pin D connector.

Before you get too concerned, the Amiga's RS232 serial port only uses nine of the 25 pins and 9 to 25-pin adapters are quite easy to come by. Around the outside of the unit you will also find a disable switch, a hard drive connector, an AT keyboard socket and an audio input.

DISABLING

For the sake of compatibility, with some CD32 software titles a disable switch has been added. This disables the hard drive, floppy drive, serial port and parallel port, removing the need to disconnect the SX-1 should you come across any incompatibilities.

It is possible to connect an external IDE hard drive, with its own power source, to the hard drive connector at the rear of the machine. The only problem I found with this was that the Appendix concerning the external hard drive, which was supposed to detail the pin configurations, was missing.

This should be resolved but if it is important to you then check with your supplier before

purchasing. The CD32's Aux port will accept an A4000 keyboard, or even an A2000 one with the correct adapter, but there is one slight snag – they are expensive.

Amiga keyboards, unless picked up second hand, can cost as much as £90. The inclusion of an IBM AT-101 keyboard adapter should prove a real godsend, because you can pick up a suitable keyboard for as little as £25.

IBM AT-101 keyboards are not at all compatible with the Amiga's keyboard, but the SX-1 has an inbuilt translator that makes the PC keyboard act like an Amiga one.

Not all PC keyboards are AT-101 compatible, such as the XT keyboards, so you will need to exercise a little caution when buying one.

You may also find that your AT-101 keyboard lacks a right ALT key. Should this be the case, there is a jumper setting on the SX-1's motherboard that allows the right CTRL button to be used instead.

As well as being able to mix both CD and Amiga audio, you will find that the SX-1 will allow you to mix a third audio stream, via the 6-pin Mini-Din socket.

If you are a closet Karaoke nut then this feature may be of interest to you. For those that want a bit more umph, you can remove the unit's cover and add a 2.5 inch IDE hard drive or some extra memory.

The IDE drive can be secured to the underside of the circuit board and the cable attached to the standard 44-pin (2mm) connector. The single 72-pin SIMM socket will accept either a 1, 2, 4 or 8 megabyte SIMM module (rated at 80ns or faster).

Jumper settings allow you to configure memory size accordingly but you will experience certain limitations if you have an FMV card fitted. Due to the nature of the FV configuration you will only be able to use 1, 2 or

rom rom

CD32 owners can now turn their consoles into a CD-ROM-equipped Amiga. Andrew Deeley puts the first major CD32 add-on through a thorough test.

megabyte SIMM's. Incidentally, if you do own an FMV module you will find that the SX-1 provides full FMV passthrough, allowing the FMV/Mpeg board to be used with the SX-1.

Last but not least is the onboard real-time clock. This is an AmigaDos-compatible clock which is powered by a long life CR2032 replaceable lithium battery. Something that many A1200 do not possess.

So does all this turn your CD32 into a usable Amiga computer? Well effectively it does. To prove this I spent hours down loading files from CD-ROM discs onto floppies, running floppy-based software, printing off doc files, playing the odd game and panning it up to an A4000 in order to chuck files all over the place.

SUPPORT

I even hooked up a modem and used the CD32 to log onto a couple of boards. What you cannot do is add a faster processor, an FPU chip or a SCSI controller. Whether it is possible to provide support for these remains to be seen, but no announcements have been made as yet.

If you are to experience any hardware compatibility problems with the SX-1 then you will probably find the cause to be power related. The CD32's power supply is a bit whippy in the amperage department.

It works perfectly well with the CD32 but may not like too many peripherals drawing from it. Much depends on how greedy your hardware is, but you will find that you should be able to connect both a 2.5 inch hard drive

The addition of an FMU card, a digitizer or sampler, which draw their power from the CD32, could be asking too much, causing the machine to crash.

and an 3.5 inch external floppy drive (despite the instructions advising that you will only be able to use one or the other).

The addition of an FMU card, a digitizer or sampler, which draw their power from the CD32, could be asking too much, causing the machine to crash.

I actually connected an external floppy, along with the Vidi digitizer and the separate Vidi RGB splitter. Older Vidi models are notoriously greedy when it comes to power consumption (newer ones are much better) and this combination proved too much for the CD32's PSU.

Instructions are rather brief and do not contain any diagrams. While this may not be necessary for most of the features, diagrams do tend to break up the text making it more digestible.

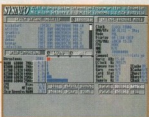
The placing of the RGB socket was also a little odd. I found that the adapter on my CBM 1960's monitor lead sat tightly on top of the CD32's power plug. It did not prevent it from working but it was still slightly annoying.

Actually the whole design was a little disappointing. A much neater solution would have been to have a unit that sat underneath the CD32, with one long row of connectors along the back.

Running floppy-based games is no problem. This one was written in AMOS and proved that the CD32/SX-1 could handle hardware-hitting software



All manner of clipart and picture files are there for the taking



Sysinfo checks out the performance of the CD32 and SX-1 combination. The addition of a Fast RAM SIMM module increases performance considerably



Invest in a few CD-ROM discs and you will have access to almost every possible piece of software that has been released into the Public Domain.

The bottom line

Product: SX-1
Supplier: Indi, Calculus
and all good dealers
Price: £195.55

Ease of use 9
Implementation 7
Value for money 9
Overall 9



Parvision's SX-1



If you own an A4000 keyboard you can plug it straight into the CD32's AUX port. Failing that, the SX-1 will take certain PC keyboards

Playing with fire

Ine of the biggest dilemmas for any animator is how to make their creations believable. In many cases the obvious solution is to incorporate a sequence of stills from the real-world as part of the overall animation.

As a result, things like TV screens and windows can come to life with your favourite soap and scenery. Seemingly the perfect solution. However, what if you need a little more than a simple sequence mapped onto a flat plain.

For example how do you add explosions to blazing ships or flickering flames to a candle – without spending thousands on expensive pyrotechnics and studio facilities.

The answer. The *Pyromania* CD-ROM from VCE inc. Thanks to this California outfit, the nightmare of making a believable big bang is finally over.

Although many of the more advanced Amiga animation systems attempt to emulate explosions and other pyrotechnics, they've never really been on a par with the real thing.

As a result, this new CD-ROM will be a god-send for anyone looking for the kind of FX usually exclusive to big Hollywood productions.

Over the last 16 years VCE, or Visual Concept Engineering, has been a leading light – pun intended – in the production of visual effects for films such as *Return of the Jedi*, *Robocop*, *Beetlejuice*, *Addams Family* and *Cthulhu*.

Fortunately they've now decided to lavish their wealth of experience on a new CD-ROM which boasts 1182 individual PICT files, all scanned from 35mm film stock at a resolution of 640 x 480 at 72 DPI.

Not surprisingly, the aforementioned files are split into a variety of events including eight explosions, five fire wipes, five flame sequences and a single film burn sequence.

Consequently, pretty much every pyrotechnic eventuality can be catered for by using individual sequences or compositing a series of events together. Now as the videographers will

Fire wipes

Although the vast majority of the CD is dedicated to explosions and other spectacular pyrotechnics, there's also a series of dedicated wipes that have been pre-processed using an alpha channel, thereby enabling the user to apply flaming transitions between static images.

The end result is a wall or circle of flame which glides across the screen burning away the current image, leaving the replacement in its wake. Without seeing the effect in action it's difficult to appreciate how impressive it actually is. But rest assured, even the most dramatic *Scala* transition looks weak in comparison.

Paul Austin sets his Amiga ablaze with the CD that every animator must have in their collection

be well aware, 640 x 480 is a little short on full video resolution. However, thanks to the excellent quality of the images, scaling up to full video size doesn't really present a problem.

However, in the vast majority of cases the actual effect will only occupy a relatively small area on the screen. As a result, for many of the applications the files may in fact need scaling down – in order to accommodate system requirements.

As you've probably guessed via the reference to the PICT file format, the actual CD is primarily aimed at the PC and Macintosh market. Thanks to the use of a standard ISO9660 CD format though, the files are equally at home on the Amiga as they are on the PC or Mac.

I must admit there is one minor problem, this being the lack of an animated preview of the various sequences.

COMPILING

On both the Mac and PC, small anim previews are provided for each event. However, if you're willing to invest a little time compiling your own it isn't exactly a massive problem.

As you can see from the composite space ship explosion, all the *Pyromania* images have been shot on a black background to aid composition. It must be stressed that the images have not been pre-processed.

In other words, the black areas of the screen are not restricted to colour zero. As a result it's left up to the user to process the images to suit their particular needs.

Basically, some form of image processing is essential, with either ADPro or ImageFX being the obvious choice for both colour correct and composition of the effects into your animations.

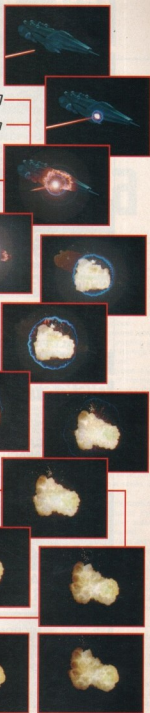
If you're serious about your animation the CD is an absolute must. To my knowledge there's no other product available that can match the explosive power of this impressive product.

Be warned though, there's still a fair amount of work to do in your favourite image processor if you want the very best from the images on offer. A dream come true for serious animators.



The bottom line

Product: *Pyromania*
Supplier: VCE inc
Price: \$199
Tel: 0101 818 367 9187



WE MUST BE MAD !!!

AMAZING OFFERS ON 3.5" DSDD DISKS

25X3.5" DSDD 135tpi DISKS	£8.95
50X3.5" DSDD 135tpi DISKS	£16.45
100X3.5" DSDD 135tpi DISKS	£31.95
200X3.5" DSDD 135tpi DISKS	£59.95
300X3.5" DSDD 135tpi DISKS	£86.95

ALL DISKS INCLUDE VAT AND COME COMPLETE WITH LABELS
CERTIFIED 100% ERROR FREE 2 FOR 1 GUARANTEE

SPECIAL OFFER

200X 3.5" DSDD DISKS £67.95
+2X 100 CAP. BOXES

SPECIAL OFFER A1200 USERS ONLY

SYNDICATE	£12.95
CHAOS ENGINE	£12.95
NICK FALDO'S GOLF	£9.95
PINBALL FANTASIES	£9.95

ONLY WHILE STOCKS LAST

DISK STORAGE BOXES

OUR FLIP TOP STORAGE BOXES ARE OF A HIGH QUALITY
ANTI-STATIC DESIGN AND COME COMPLETE WITH LOCK,
TWO KEYS AND AMPLE DIVIDERS
(EXCEPT THE 10 AND 20 CAPACITY BOXES WHICH ARE NOT LOCKABLE).

3.5" X 100 CAPACITY BOX	£4.75
3.5" X 50 CAPACITY BOX	£3.50
3.5" X 20 CAPACITY BOX	£2.50
3.5" X 10 CAPACITY BOX	£0.95

BANX TYPE STORAGE BOX

THIS VERY POPULAR DRAWER STYLE BOX IS IDEAL FOR STACKING.
BOXES CAN BE LINKED TOGETHER HORIZONTALLY AND VERTICALLY
TO GIVE LARGE AMOUNTS OF STORAGE IN LIMITED SPACE.
EACH BOX HOLDS 90 DISKS AND COMES WITH KEYS AND DIVIDERS

ONLY £7.95 each.

200 CAPACITY
DRAWER TYPE **£12.95**

GENERAL ACCESSORIES

QUALITY MOUSE MAT	£2.50
MOUSE POCKET	£1.50
3.5" HEAD CLEANING DISK	£1.95
AMIGA EXTERNAL DISK DRIVE	£54.95
AMIGA REPLACEMENT MOUSE	£12.95
AMIGA A500 DUST COVER	£2.95
AMIGA A600 DUST COVER	£2.95
AMIGA A1200 DUST COVER	£2.95

SPECIAL OFFER ACCESSORY PACK

MOUSE MAT, MOUSE POCKET,
CLEANING DISK, DUST COVER **£7.50**
(PLEASE STATE A500, A600 OR A1200)

OTHER ACCESSORIES

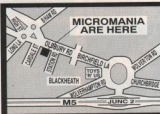
AMIGA TO SCART CABLE	£12.95
JOYSTICK EXT. CABLE	£4.95
ROBOSHIFT MSE/JSTICK SWITCH	£12.95
AMIGA NULL MODEM CABLE	£9.95
MSE/JSTICK TWIN EXTENDERS	£5.95
AMIGA ANALOGUE J/STICK AD.	£5.95
A500 REPLACEMENT MODULATOR	£39.95
AMIGA STEREO SPEAKERS	£17.95
AMIGA PRO STEREO SPEAKERS	£54.95

THIS MONTHS SPECIAL OFFERS

SKIDMARKS	£17.95
MONKEY ISLAND 2	£24.94
WORDWORTH V3	£59.95
ZOOL 2	£14.95
COMBAT AIR PATROL	£17.95
WIZ N LIZ	£14.95
MICRO MACHINES	£17.95
CANNON FODDER	£19.95

ONLY WHILE STOCKS LAST - ONLY WHILE STOCKS LAST

VISIT OUR SHOP WHERE THESE AND MANY MORE
PRODUCTS ARE ON DISPLAY ALL AT LOW PRICES



PLEASE ADD £3.50 FOR P&P
(UK MAINLAND ONLY - OTHER DESTINATIONS WILL BE CHARGED AT COST)
CHEQUES, P/O'S TO:-

MICROMANIA Dept AMP
74 OLDBURY ROAD, ROWLEY REGIS,
WARLEY, WEST MIDLANDS B65 0JS
TEL: 021 559 1002

All offers subject to availability. All prices subject to change without notice. E & O.E.



You're tired, hungry, weather beaten and ever so slightly lost. The tourist information office sits in a glow of warm sunlight as you make your way towards it. Entering, you are confronted by row upon row of pamphlets, maps and advertising booklets.

A friendly smile beams at you from behind the counter and asks if it can help you. Several minutes later, you leave the premises with half a dozen maps, five hotel brochures and a clump of local attractions' pamphlets after grabbing blindly at the shelves. For some strange reason, you don't feel any the wiser.

Imagine this in a foreign country and the already hassled individual turns in to a panic stricken holiday maker with two kids and wife waiting in the car, all on the murderous verge of Sealinking it back home sharpish.

In North Wales, the tourist board has decided to take an important step closer to customer satisfaction by introducing the country's first multimedia, computer-based information bureau to help visitors with accommodation, attractions and many other slices of the locale's culture.

ATTRACTIONS

With the simple press of a button to highlight the area you wish to explore, the visitor and locals alike are able to obtain an overview of a particular region's attractions at the time. Photographs and the soon-to-be installed full-motion video aid the holidaymaker in choosing what they will do on their well-earned vacation.

The idea was thought up by Peter Simunovic, a Croatian who moved to Britain eight years ago. While working for the Cleyd County Council, Peter was already heavily involved with Commodore machines having owned a Vic-20, C64 and 500.

He saw the opportunity to use the Amiga as the perfect platform for the continually updated delivery of valuable information for tourists. "I would like to see Commodore growing out of the game situation and getting more into corporate affairs because the

Grass, sheep and multimedia



Photographs and details on attractions and other features are an offer with the press of a button



Sick of those holiday blues? Let the Amiga take you by the hand. Adam Phillips reports.

From left to right - Bill Owen, Peter Simunovic and Commodore's marketing manager, Jonathan Anderson

machine has so much potential. Businesses don't know about the Amiga - they have been surprised by what the machine can do."

After putting together a proposal, he managed to convince the County Council to give a development grant. The demonstrations began and, after impressing the Welsh Office, Peter says that he "got a decision almost instantly."

The impressed investors awarded a full grant of £15,000 for the project to be developed and installed in the Denbigh library.

In stepped Ramiga International, headed by managing director Bill Owen, to help bring the brainchild to life. By using an Amiga 4000/040 combined with the Personal Paint Animator that captures individual frames in real time, the Piccolo 24-bit display board, an Mpeg board for handling

full motion video, SCSI2 board and a Philips compact disc cutter for creating custom CDs, the basic tools for creating the interactive tourist guide were in place.

While some of the above features were not implemented at the official unveiling at Denbigh library, the results of Ramiga's labour are attractive and easy to use.

Implementing a Scala-based system and a hard drive with over 62 megs of information, the user simply has to press the colour-coded buttons to the side of the screen to choose their desired topic.

TOPICS

The full rundown includes attractions, eating out, events, general info and highly useful emergency numbers. By pressing on "places to stay", you'll be prompted to select what board rating you can afford and, once done, be presented with a series of hotels in your price bracket.

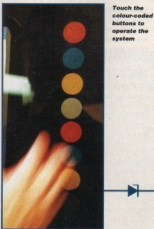
Choose one and, along with information on location, fees and other details, the actual rooms, reception and other areas may be viewed with accompanying text.

At present, only two of North Wales' eight counties have been entered - Clwyd and Gwynedd - but the intention is to have a fully comprehensive breakdown of the entire country.

While the system is 4000-based at the moment, the aim is to produce seven terminals connected to each other via modems for ease of updates.

Instead of the 4000, CD32's at each point using the CD32x expansion unit from Index Information - the company responsible for the recent London Transport Museum's facelift - and a hard drive will run the whole system.

Coupled with FMV, the Wales Tourist Board can hopefully look forward to a rewarding pilot run.



Touch the colour-coded buttons to operate the system



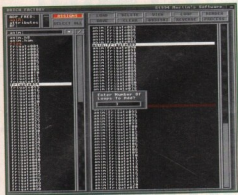
There are big plans for the future. Ramiga and Peter Simunovic are planning a visit to Orlando in America to talk to a chain of hotels about the possible inclusion of the system in their complexes.

The technology would remain the same: "The concept is the same from tourism to large hospitals or creating an information system for business. Everything is the same, only the data changes," commented Simunovic.

Ultimately, Peter has high hopes for Commodore's machines: "We want to install a CD32 in every hotel room and can deliver an entertainment box in one."

"On holiday, your home is your bedroom and you have a single machine that plays music, video, games and information. There is still a long way to go though."

And that's another article too...



Creating loops
is a snap with
the dedicated
loop button

The world's
slowest file
requester,
maybe, but
there are plenty
of ADPro scripts



► **T**he trouble with ARexx and the majority of programs which support it is that hardly anyone can be bothered to learn enough ARexx to write their own scripts and macros.

Sorry, but there it is. ARexx is about as interesting as a bus timetable and the programmers, thinking they had provided an easy enough language for the average user, were forced to go away and make it even easier.

Since ADPro was blessed with the superb ProControl and ProPage got its Genies, ARexx macros have gradually become more common, but there has never been an all-round macro control centre. Batch Factory hopes to be the answer by supporting as many of the best applications as possible.

In a package containing 304 scripts covering 11 applications, the macro-starved user will find an ARexx elastoplast for many common or garden ailments.

SCRIPTS

ADPro users can choose from 68 scripts, most of which can be used on single or multiple files. ProPage users can add to their already long list of Genies, and even good old AmigaDOS gets ten scripts of its own.

When loaded, Batch Factory has the appearance of a directory manager. Two large windows are used to display the current directory and the files selected for processing, and only a single row of buttons breaks up what is an otherwise uninspiring screen.

Minimalism is carried over to the menus, which offer only a few options and can leave you wondering where the meat and veg is located.

Choose to select a script, however, and the poor impression quickly changes. A file requester, slower than the average snail but still usable, offers access to an Aladdin's cave of macros of all shapes and sizes.

The most obvious use for a program such as this is for work with ADPro, so that's where I started.

The 68 scripts dedicated to ADPro cover

*Stevie Kennedy automates just
about everything in sight with the
latest helping hand, Batch Factory*

Support

the usual sort of tasks, such as rendering animations from a sequence of images, plus a variety of common image processing tasks.

Unlike ProControl, ADPro's dedicated batch front-end, Batch Factory cannot create a script as you go along by choosing loaders, operators, and savers, but the

Below is a list of the packages supported by Batch Factory and the number of scripts supplied for each. If PageStream 3.0 is notable by its absence, don't worry.

Batch Factory will support it through an update as soon as the DTP heavyweight appears. As PS3 has already enjoyed the gestation period of an elephant, we can only hope it pops out of SoftLogik's incubators soon.

ADPro.....	68 scripts
AmigaDOS.....	10 scripts
Image FX.....	82 scripts
Cygnus Ed.....	2 scripts
Final Writer.....	4 scripts
Image Master RT.....	75 scripts
Morph Plus.....	6 scripts
Opal Paint.....	36 scripts
P.A.R.....	15 scripts
ProPage.....	6 scripts

The alternatives

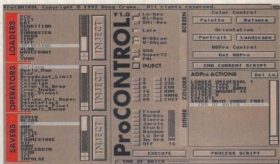
There are few ARexx front-end utilities on the market, a fact which lends Batch Factory much of its appeal, but those that do exist are much better, if more specialised.

ProControl, for example, is dedicated to ADPro batch processing and does the job beautifully. Its simple and elegant interface is much more attractive than Batch Factory's, and ProControl has the invaluable advantage of building scripts from scratch using point and click input from the user.

In a straight fight for the ADPro market, Batch Factory would go down in the first, stagger on through the second, and take a ten count in the third at the latest.

Multiframe is a slightly different proposition in that it can be used to preview the effects of a script, a huge aid when rendering something like a 24-bit ripple pattern.

As a batch processor it's fine, but many users will want something simpler for straightforward jobs. Unfortunately for Batch Factory, ProControl will scoop up most of these people in a trice.



ProControl: more specialised than Batch Factory, but a far better companion to ADPro

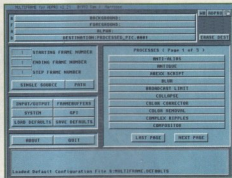
hero

mulah. In use, Batch Factory is very easy to use, and the manual is only really needed when the program is first installed.

So long as ARexx is running (the RexxMast program is usually run from Workbench's startup-sequence), Batch Factory will launch the required program, be it Image FX or ProPage, and carry out its assigned task without fuss.

MASTERING

Some tasks will require user input in the form of a new filename or a specified saved files directory, but all the tricky stuff drifts by while you make a cup of tea and give your latest issue of Amiga Computing the thorough reading it deserves. As with other



Multiframe: great program, but a bit OTT just for batch processing

ARexx front-ends such as Fred and Multiframe, you can master this program armed only with a working knowledge of the mouse.

Besides the scripting functions, Batch Factory has a couple of very useful extra buttons, namely the reverse and loop buttons. Once the program knows the first and last files in the list to be reversed, the reverse feature inverts the order of the images and adds them to the list for

processing. This can be very handy when creating large animations and saves rendering the same sequence twice just to get, say, a morph to reverse its course.

Loop is a simple button which again prompts for a first and last file before taking the selected files and adding them (in their original order) to the end of the file list.

DPaint users will probably be thinking "so what?", but though looping and ping-ponging are easy with 32-colour DPaint anims, it's not so easy with 24-bit images and not as widely supported in higher level packages.

APPEAL

These final two features give Batch Factory more appeal, but overall the package will only sell to those who use the packages it supports most or to those who already program in ARexx.

Without the facility to build new scripts from within the program, Batch Factory lays down in the novice stakes and robs itself of a much larger audience.

What's a macro?

ARexx is the Amiga's script-based language for communication between different programs and has been supplied as standard since Workbench 2.0 was released.

An ARexx script is written as a text file in an editor such as ED or a word processor, then saved to disk for use by any program which supports the standard (most do nowadays).

When a script is executed it runs in the background and can be used to do just about anything, so long as the application it is aiding has enough of its own ARexx functions built in. ADPro and ProPage are good examples of programs which can be completely controlled from ARexx.

The script sends and receives commands from its parent program and can loop over and over again to carry out mundane tasks, such as renaming all the files in a particular directory or creating an animation from hundreds of single images.

Batch Factory has over 300 scripts (or macros) and can run any that the user creates, thus taking the drudgery out of many tasks.

SYSTEM ESSENTIALS

RED = Essential BLACK = Recommended

Workbench 2 Hard drive 5 Mb RAM

The bottom line

Product: Batch Factory

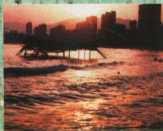
Price: \$59.95

Supplier: Visual Inspirations

Tel: (0101) 813 6410 (voice or fax)

Ease of use 8
Implementation 6
Value for money 6
Overall 7

Alternative 3D Textures



Volume 3 of the Alternative 3D Texture library is now shipping. Our new approach to textures now means that using JPEG compression we can supply over 100 stunning images in this 12 disk set. Each image is supplied at full 24 bit broadcast resolution (768x576).

This volume contains images that are ideal for background use in presentations - many of them also make stunning 3D texture maps. The images are arranged in 12 categories - Architectural, Landscapes, Maps, Metals, Miscellaneous, Organic, People, Raytrace, Skies, Stone, Water and Wood. Some of the images are supplied with alpha channel masks for compositing over other backgrounds (see the Evolution of Man image in this advert).



Also now available are Volumes 1 & 2. Each set contains 12 images supplied in 4 sizes/resolutions.

Volume 1 includes - Grass, Rich Marble, Silver Birch, Sky, Bark, Walnut. Also supplied with Real 3D Classic Support Disks 1 (tutorials & example animation files, eg. water effect).

Volume 2 includes - Cork, Sand, Sea Stone, Classic Marble, Shell. Also supplied with either Real 3D Classic Support Disks 2 or Imagine 2.0 Support Disks (you choose).



Prices:

Alternative 3D Textures Vol 3 £51.50

Alternative 3D Textures Vol 2 £41.50

(please specify Imagine or Real 3D Support Disks)

Alternative 3D Textures Vol 1 £41.50

ALL PRICES INCLUDE VAT + P&P

Contact us now to talk about any videographics software/hardware requirements.
Alternative Image, 6 Lothair Road, Leicester LE2 7QB
Tel: 0533 - 440041 Fax: 0533 - 440650 MasterCard/VISA Cheque P.O.

library base is placed in register a6, and the appropriate indirect sub-routine call is made. On return, the results (if any) are checked to see that they are valid.

One way of locking the Workbench screen is to set up a static name definition using a dc.b directive, along with a variable to store the returned Workbench pointer. For example:

```
workbench_name    dc.b 'Workbench',NULL
workbench_p       dc.l 1
```

and then use this type of bare bones library call arrangement:

```
lockscreen lea     workbench_name,a0
pointer to screen name
CALLSTS
lockpubscreen,initintdbase
move.l    d0,workbench_p
save returned pointer
rts
```

The basic code for unlocking the screen is even simpler:

```
unlockscreen movea.w    PMULL,a0    screen name not
needed
move.l    workbench_p,a1
screen to unlock
CALLSTS
initintdbase
rts
```

We need to tell Intuition which screen we want our window to open in and this, along

with various other parameters, is something that we specify in a tag list.

For clarity, the standard Commodore tag identity names should also be used, but to avoid requiring the use of the official include files I'll be setting up these items within the source code itself.

The following EQUates do just that and produce results identical to those found in the official intuition/intuition.i and utility/tagitem.i include files:

```
TAG_NONE EQU    0
WA_BASE EQU     $80000043
WA_Left EQU     WA_BASE+001
WA_Top EQU      WA_BASE+002
WA_Width EQU    WA_BASE+003
WA_Height EQU   WA_BASE+004
WA_Title EQU    WA_BASE+008
WA_DragBar EQU  WA_BASE+01F
WA_PubScreen EQU WA_BASE+016
```

WA_Left, WA_Top, WA_Width, WA_Height and WA_Title are used to provide details of the size and title of the window (provided in the corresponding data fields).

WA_DragBar, as the name suggests, asks Intuition to place a drag bar on the window if the data item field is set to TRUE and WA_PubScreen is used to supply the address of the screen being used.

Most tag identities and values can be set up as static definitions consisting of identity-value pairs, so for the most part we can decide what values are needed

before assembling the program!

The data part of the WA_PubScreen however, a pointer to the public screen, cannot be set up in this way since the value comes back at run time from the LockPubScreen() function. Because of this you'll see that I've given the WA_PubScreen data field a separate label.

The Workbench address has to be stored anyway (it's needed in order to release the public screen lock) so I've chosen to store it directly in the tag list data.

Once the screen is locked a window can be opened and in this month's code I am creating a 640x200 pixel window with a drag bar which opens at the top left screen location of (0,0).

Here are the tag list storage definitions being used:

```
tags      dc.l    WA_PubScreen
workbench_p dc.l    1
dc.l      WA_Left,0
dc.l      WA_Top,0
dc.l      WA_Width,640
dc.l      WA_Height,200
dc.l      WA_DragBar,TRUE
dc.l      WA_Title,'window name'
TAG_NONE, NULL
```

Prior to the OpenWidowTagList() call, register a1 will be loaded with the start of the tag list using code which in its simplest form looks something like this:

```
OpenWidow      movea.w    PMULL,a0
lea            tags,a1
start of tag list
CALLSTS
OpenWidowTagList,,initintdbase
```

Error handling and program shutdown

At the moment we've got just four additional operations to perform. Screen locking and unlocking, and window opening and closing. There will be many more in the final program and, as with library opening, many of these operations may conceivably fail.

For this example program I'm going to adopt an approach which is a simplified version of something which, in my C programs, I call 'dynamic resource allocation'.

The idea is to code all allocation and opening operations as separate sub-routines that try to carry out their intended job and then either fail and return an error code, or succeed and push the address of a corresponding de-allocation routine onto a function pointer stack.

Under normal (non-error) termination conditions, program shutdown occurs by reading any existing pointers from the function pointer stack and executing the corresponding de-allocation routines.

If during any of the allocation attempts an error occurs, the same stack emptying routine gets called, but only those pointers that have been placed onto the stack prior to the occurrence of the error will be retrieved and executed.

Hence, one de-allocation loop handles both error and non-error condition shutdown perfectly safely.

This may seem like an unnecessary complicated way of doing things but it's not been used to make things difficult for you. Far from it, because this technique makes systematic program shutdown a piece of cake – just look how easy the de-allocation loop is to code:

```
shutdown      move.l    (a1)+,a0    retrieve function pointer
brn.s        a0,a1
move.l    a0,a1
for (a0) and execute routine if it exists
brn.s        shutdown
```

We pull the function pointer off the stack and providing that it is non-zero, execute the function. Just five instructions are needed, so the 680x0 chip is pretty good for these type of operations – do note though that a data register (I've arbitrarily chosen d0) has to be used within the loop because you cannot use the 680x0's move instruction to load an address register directly.

You'll notice in the source code on disk that I've set up a null address right at the top of the function pointer stack – this is specifically to allow this zero address test to be used to indicate when all items have been removed and used.

There is another important benefit with this stack-based approach as well. The de-allocation/closedown routines automatically get executed in the reverse order to that used in the initial allocation/opening stages of the program.

This provides a nice safe way of de-allocation things and avoids having to use loads of 'spaghetti' code jumps and branches to provide error pathways when operations fail.

Listing 1 shows the code arrangements for the locking/unlocking routines and listing 2 shows the window routines. (Note: these listings referred to are on the Cover Disk along with the extended version of the code.) Notice incidentally that I'm using an error label that starts with a period in both sets of routines.

This is Devpac's way of signifying a local label (a label that gets tagged onto the last used normal label to allow effective re-use of commonly used labels like loop, error and so on).

I've also changed a couple of loop names from last month's code to provide other local label illustrations. Note however, that with some other assemblers you may need to remove the periods and add a terminal \$ sign to the labels to get the same effect (if in doubt, check your assembler manual).

QUALITY PERIPHERALS FOR THE AMIGA

AMITEK

FRIENDLY TECHNOLOGY

Designed to bring you high quality and performance at affordable prices, Amitek peripherals offer outstanding value-for-money. They are built to ensure easy fitting and trouble-free operation - making them a pleasure to use. Amitek products are also thoroughly tested and very reliable, so reliable that we are pleased to offer a full two year warranty on the Amitek products detailed here.

RAM UPGRADES

AMITEK FOR AS500/AS500plus/A5000 - 2YR WARRANTY

CODE	DESCRIPTION	INC VAT
RAM 0505	AS500 - 512K (No Clock)	£20
RAM 0510	AS500 - 512K (With Clock)	£25
RAM 0520	AS500plus - 1Mb RAM	£30
RAM 0605	A5000 - 1Mb (No Clock)	£30
RAM 0610	A5000 - 1Mb (With Clock)	£40

MODULATOR

FOR ALL AMIGAS



The Amitek External Modulator makes an ideal replacement modulator for all Amiga cards. Everything needed is supplied. Like all Amitek peripherals, it comes with an easy to follow manual.

Use friendly manual included
High quality design
FREE RF cable supplied

MODULATOR

£34
INC. VAT - MOD A4200

RAM UPGRADE & MATHS ACCELERATOR FOR THE AMIGA 1200



Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The Amitek Hawk RAM expansion includes up to five fast 50-ns RAM the ability to support a sophisticated 68082 FPU (Floating Point Unit) - drastically increases the speed of maths intensive operations) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in pre-configured versions enabling you to select the model which best suits your requirements.

Model	RAM	FPU	Price
AS500	512K	50-ns	£99
AS500	512K	50-ns	£159
AS500	512K	50-ns	£199
AS500	512K	50-ns	£259
AS500	512K	50-ns	£299
AS500	512K	50-ns	£399
AS500	512K	50-ns	£499

INCREASED OPERATOR BY UP TO 10%
2 Year Warranty

£99
INC. VAT - RAM 1210

1Mb INTERNAL FLOPPY DRIVES

AMITEK FOR AMIGA 500/500plus & AMIGA 600/1200



These internal Amitek replacement drives are ideal for users who wish to replace their existing internal drive.

The packs feature:
A high quality internal 1.5" 3.5" drive mechanism for the Amiga 500/500plus
Amiga 600/1200
As you need to fit your drive is included, plus a variety of floppy instructions and 24 months warranty.

£34
INC. VAT - AS500/AS500plus
£44
INC. VAT - A600/A1200

1Mb SONY 3 1/2" DELUXE FLOPPY DRIVE FOR ALL AMIGA COMPUTERS



Amitek's new disk drive contains all elegant design, high build quality and smooth performance in a very affordable package. Highly recommended! Jason Holloway - Leading Amiga Journalist

DELUXE FEATURES

The Amitek Drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK

The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

ANTI-VIRUS

The switchable Anti-Virus mode stops track 0 viruses infecting the disk whilst in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some lazy copy protected software to run.

ADD ADDITIONAL DRIVES

As a double sided mechanism, the Amitek Drive gives 880K of disk space after formatting. It is also - daisy-chainable, which means that you may add further drives to your system and, using little power from your Amiga.

HIGH QUALITY SONY MECHANISM

Amitek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGAS	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	✓	✓	✓	✓	✓	✓
ZAPPO	-	-	-	-	-	-

- High Quality 3 1/2" SONY MECHANISM
- STRONG METAL CASE
- BUILT-IN ANTI-CLICK FEATURE
- SWITCHABLE ANTI-VIRUS MODE
- ENABLE/DISABLE SWITCH
- 75MS ACCESS TIME
- DAISY CHAINABLE VIA THRU PORT

Low Power Usage
No Need For External PSU
2 Year Warranty

EXTERNAL DRIVE
£59
INC. VAT - DRI 1150

THE SILICA SEAL

Before you decide when to buy your new Amiga products, we suggest you take your carefully about WHERE you buy them. Consider what will be a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet your customers requirements with an understanding which is second to none. Consider and return the coupon now for our latest FREE literature and begin to experience the "Silica Seal".

FREE OVERSEAS DELIVERY:
On all hardware orders shipped to the UK mainland (there is a small charge for Saturday delivery).

TECHNICAL SUPPORT HELPLINE:
A team of technical experts are at your service.

PRICE MATCH:
We match competitors on a "same product - same price" basis.

ESTABLISHED 16 YEARS:
We have a proven track record in professional computer sales.

MAIL ORDER 081-309 1111
PLUS TECHNICAL AND HEAD OFFICE

1-4 The Mews, Hemmely Road, Slough, Bucks. TA4 4DX

BRISTOL 0454 291821
CARDIFF 0222 389198
CHELSEA 071 481 4455
CHESHAM 0456 355511
CROYDON 081-680 4455
GLASGOW 0437 481 4455
GLASGOW 0437 481 4455
HARLOW 0462 355511
HULL 0482 355511
IPSWICH 0447 355511
LONDON 017 500 4000
LONDON 017 500 4000
LONDON 017 500 4000
LONDON 017 500 4000
LUTON 0495 355511
MANCHESTER 061-827 8666
PLYMOUTH 0752 866666
SHREFFOLD 0457 355511
SHREFFOLD 0457 355511
SOUTHAMPTON 0703 223880
SOUTHAMPTON 0703 223880
THURROCK 0703 866666

PLEASE SEND ME AN AMIGA CATALOGUE

Mr/Ms/Ms/Ms: _____ Initials: _____

Surname: _____

Company (if relevant): _____

Address: _____

Postcode: _____

Te (Home): _____

Te (Work): _____

Which computer(s), if any, do you own?

public



sector

As Summer has drifted to its conclusion and

Autumn's deep hues are now upon us,

James Johnson goes scrumping for quality PD

➔ **C**heck out the latest and greatest from the world of PD. Whether you need the latest utility or want to indulge in the delights of demos, from Bjork to Grand Prix Racing, the Public Domain has a lot to offer...

RDS 2.0

Programmed by: Ben Sutter
Available from: Your Choice PD

There's a fair chance you'll have seen an RDS somewhere before. A Random Dot Stereogram is a strange type of picture that is supposed to appear as 3D when viewed in the correct way.

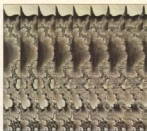
Well now there's a program for your Amiga that allows you to create your own, and also a text file which explains exactly how they work.

If you, like many others, have come across these strange pictures before, you'll either be able to see them or you won't. If you can't then I'm sure you'll agree they can become extremely frustrating and soon you'll convince yourself that they don't exist.

Maybe you should get hold of this offering and lock yourself in your room until you can. Believe me, it can take a while, but it's definitely worth it.

This program allows you take any normal IFF picture (like the ones created in Deluxe Paint) and transform it into one of these magical wonders. The good news is that it works, and it works quite well.

However, RDS is quite fussy in that it only works with some pictures. Generally I found



Can you see a 3D image?

that black and white or greyscales produced the best stereograms, so don't go feeding in some hi-res AGA still as it simply will not work. The is the only obvious drawback to the software itself, which otherwise does a good job.

The program is menu driven, simple to use, and you should have no problems getting it running. In five minutes you can create your own 3D masterpieces and save them as standard picture files. If you own a printer then there's no stopping you. Great fun.

Racing Maniacs

Programmed by: Paul Gaze
Contact: Paul Gaze

Racing Maniacs is a fast game. It's even faster on an A1200. In fact, it's so fast you'll probably have difficulty playing it at first.

Racing Maniacs is (as you've probably guessed from the title) a racing game in the style of Formula One Grand Prix, and is quite enjoyable.

Two versions of the game are included on the disk; one for AGA machines and another for the opposite. Obviously it's enhanced for the A1200 and runs like a dream.

The graphics are in a 3D style and certainly nothing to boast about – basic green, grey and blue polygons that represent the

Big Time AGA

Programmed by: Axis
Available from: Freestyle PD

There's a lot of AGA demos floating around at the moment, and here's another to add to the collection. This one is spread over two disks and features some impressive graphics and effects including the usual plasma clouds, hi-res stills, and also some original effects – some of which are quite excellent.

The demo opens with an impressive display of a mountain range, and uses some careful animation and pixelisation to add to the atmosphere.

One thing I realised after watching this particular demo was the lack of any form of spinning objects that normally rule the demo world, and this in itself is promising.

Big Time AGA definitely makes full use of the AGA chipset, with 256 colour pictures and backdrops of a stunning quality.

There's also a thumping tune by Bjork pumping away in the background which lasts throughout the demo and is surprisingly clear.

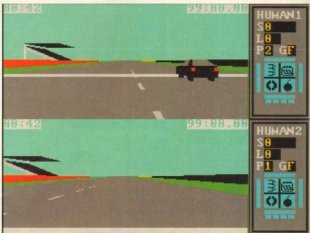
obvious. The playability on the other hand is where this game wins hands down.

There are a few different options of gameplay such as head-to-head, tournament and different tracks to choose from, but essentially the style of play is the same.

You control a car and race around various tracks against your opponent, with all the usual features of damage, bonuses and – as an added feature – weapons to attack your opponents vehicle with during the race.

You are supplied with four mines for each track, the purpose being to destroy your opponent and claim victory. This adds a little more excitement to the game, especially when racing against your friends.

The best way to describe Racing



Racing Maniacs is the name, Racing Maniacs is the game. High speed driving with a difference.

ART of the MONTH



Impressive AGA stills on offer with Big Time AGA



Punters: Barious money. Well, maybe not, but still a good laugh.

Maniacs would be to look no further than the title itself, which summarises the game perfectly.

While Racing Maniacs cannot compete with the likes of F1GP, and is fairly limited due to lacking in that essential 'I want more' factor, it is still a good laugh and offers some exciting features. Check it out.

Punters

Programmed by: G Smith and R Horn
Available from: Sanity Soft

Anyone for a bit of gambling? Supplied on an enormous four disks, Punters is a collection of various gambling-related games just perfect to entertain yourself with on a rainy day.

There are five different games in total and up to four people can take part at any one time. There's also provision for single players, although it's not nearly as much fun.

Choose from a quick bash at the fruit machine, a day at the races, a round of Yahtzee, Othello or maybe just a game of Blackjack. Whichever you choose, there are

tons of options and features to keep you going.

Although not exactly stunning in the graphics or sound department, most of the games are of an average quality and offer similar features to their real-life counterparts. Nothing special however.

The only major drawback I can see is the disk swapping. The entire compilation is provided on four disks but linked together into one main system, whereby you choose and then insert the required disk.

This can become a bit tiresome, although it is possible to install the game on hard disk which is a relief for some. Maybe it would have been a better idea to supply the games on separate disks (after all, they are essentially separate games) to avoid

Aliens - Special Edition Slides

Available from: Kevin Howell

As far as slide shows go, there are good ones and there are bad ones. This collection of shots from the film 'Aliens - Special Edition' unfortunately falls into the latter category.

Provided on two disks, the first major drawback to become apparent is the requirement of an external disk drive in order for it to run correctly. This prevents anyone without an external from viewing the slides and could easily have been avoided with a simple disk swap.

Don't worry though, as you're not missing much. A bunch of poorly digitised, dark and gloomy pictures from the film, these might just appeal to the greatest fans of the 'Alien' films.

To add to the insult, the soundtrack is nothing special and so this hardly grips the viewer with any particular interest.

There are hundreds of slide shows for the Amiga, some offering excellent graphics, thumping sound-

Calling all PD libraries....

...and individuals with anything remotely worth my while having a peek at. If you want something released as PD, or you're a library with stacks of hot new stuff that you haven't seen reviewed yet, why not drop me a line with a copy, full documentation and everything clearly labelled? I promise I'll at least look at your work.

Tina Hackett, PD Submissions,
Amiga Computing, Europe
House, Adlington Park,
Macclesfield, SK10 4NP.

booting through the menu system and tedious disk swapping.

If you're a particular fan of this sort of entertainment, then Punters is for you. It's nothing special but does offer a good selection of quality games to keep you occupied even on the duller of days.

DiskManager v4.0

Programmed by: Andrew Woods
Available from: KEW-ill Software
Disk No. U1100

As the title suggests, DiskManager is a disk cataloguing program that allows you to obtain and store information about the



Store data about your disk collection with DiskManager.



Sigourney Weaver features in this rather poor quality slide show.

tracks and greater compatibility. Many of them are just one disk in size, and beat this particular offering hands down.

Do yourself a favour and order two slide shows of a higher standard for the same price.

SYSTEM

Your essential guide to the world of Amiga gaming

Under the System
spotlight this month

Pinkie 100

Universe 102

Kid Chaos 106

World Cup USA 108

Bubble 'n' Squeak 112

SYSTEM ESSENTIALS

124 Heroquest CD32

124 Apidya

SYSTEM PREVIEW

114 MysterX

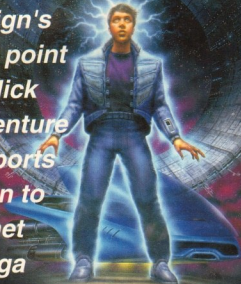
118 Dreamweb

120 Litil Divil

UNIVERSE

Out of this world

Core
Design's
epic point
'n' click
adventure
teleports
down to
Planet
Amiga





Budgets under a bluey!

The Birmingham-based software house US Gold has just announced the launch of 15 titles on their Kixx budget label.

The titles include 3D Pool, Action Fighter, Bionic Commando, Blasteroids, Carrier Command, E-Motion, Indiana Jones & The Last Crusade, International Soccer Challenge, MicroProse Soccer, Out Run, Rick Dangerous, Rick Dangerous 2, Streetfighter, Stunt Car Racer and last, but by no means least, World Class Leaderboard.

All the titles are priced at £4.99, so there is no excuse for not running down the shops to buy a couple of new games. All the products should be in the shops by the time you read this.

system online

Yet another bout of news from the world of Amiga gaming. If you want to know what's going to be hitting the shop shelves soon, read on.

The biggest game of '94?

Millennium, the Cambridge-based software house responsible for such hits as Brutal Sports Football, Diggers and the James Pond series of games, claim to have bagged the biggest games licence of 1994.

The game is Mr Blobby and it will feature 60 levels of madness, mayhem and some darned fine gameplay to match. By the time Christmas comes around, you won't be able to move without bumping into Noel Edmonds' pink and yellow creation.

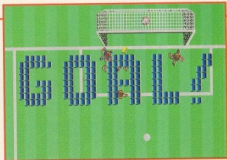
Noel's House Party is watched by 13 million viewers and Blobby has even appeared on the front pages of the New York Daily News

and the Washington Post.

Noel Edmonds, so confident of Blobby's forthcoming success has already launched a number of Theme Parks in the UK which are attracting up to 10,000 visitors daily.

By the time the game arrives, a second hit single will be clambering up the charts and there will be over 260 Mr Blobby licensed gifts and products on the market for you to buy.

I'm still unsure, simply because I can't stand Mr Blobby, but we shall see when the game arrives on all Amiga formats this Christmas.

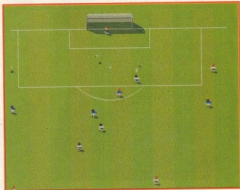


Going for goal!

The World Cup is now over and I bet you've been as surprised as System at the amount of football games sitting on the shop shelves. You'll not have been able to afford all of them, but Empire have come up with what is surely the best-ever football compilation pack.

Empire World Cup '94 contains Sensible Soccer, Goal, Championship Manager '93 (plus it's '94 data disk) and Striker. For football aficionados this is surely a compilation sent from heaven, but I suppose the majority of games players have got at least one out of the four games.

If you haven't got any of these games then this is your lucky day, because Empire World Cup Year '94 costs only £25.99 which works out at about £6.50 per game.



Happy Daze are here again

Daze, after the tremendous success of *Stardust*, are back on the Amiga with two brand new releases to keep you entertained during the autumn months.

The first is the German-designed football management simulation entitled *On The Ball: World Cup Edition*. Developed by Ascon, you begin the game as manager of a national soccer team, facing the first few qualifying rounds of the world's greatest sporting spectacular with the desire to go all the way and win the trophy.

On *The Ball* features unique TV style coverage of each match with exciting action replays from various different vantage points around the stadium. A running commentary is also provided to add to the atmosphere.

The graphics are actual animations and not jerky computer generated images. On *The Ball* has apparently sold loads of copies in Germany and now Daze are hoping that it will do the same here in Great Britain.

On *The Ball* looks like a breath of fresh air in the world of computer football management simulations and should be out in the shops by the time



On The Ball is a brand new football management simulation which features amazing match animations as well as unique TV style coverage

you read this. Daze's second offering is the third part in the epic *Ishar* series of RPG/adventure games. The games have become extremely popular over the last two years, mainly due to Silmaril's efforts in the graphics department.

This time the French software house have included animated film sequences, quantum leap time travel, teleportation, character manipulation, detailed maps and even more spectacular locations.

The evil wizard, who you thought you'd killed at the end of the second *Ishar* game, is back! Time is the main element in this third and maybe final game in the series. To kill the evil wizard Shandar, you must travel back in time and make your way through a series of time gates.

Ishar 3 has a scheduled release date of September and will cost you a mere £32.99. An A1200 enhanced version will arrive at around the same time, but at the slightly higher price of £34.99.



The third part in the Ishar series of adventures, created by top French developers Silmaril, should be on your local shop shelves now

System Technology

The world of computers is ever-changing and System is here to keep you aware of what else is happening throughout the industry.

● A home VR unit is finally on its way and could even be in UK stores in time for Christmas. US firm *Forté Technologies* is making plans to launch its standalone unit, beating rivals such as Sega and Atari to the market.

Called the *VFX1*, it is due to be launched worldwide in November and is expected to cost around the £650 mark.

It's fully PC-compatible, weighs less than two pounds, supports a standard VGA video card and slots into the back of a PC. Several top titles will be available by the time of the launch, including *Doom* by Id Software.

● The *Jaguar* is arriving on these shores in greater quantities, thus *SDL* have reduced their RRP to just £229. *Jaguar* games from *SDL* include *Crescent Galaxy*, *Dino Dudes*, *Baiden*, *Tempest 2000*, *Brutal Sports* and the PC smash-hit, *Wolfenstein 3D*.

● With the *3DO* planned to hit the UK, high-street stores, news has been leaked about a new *3DO* compatible machine code-named the *Bulldog*. Scheduled for release at Christmas next year, the machine is said to boast some impressive specifications.

● Nintendo *Ultra 64* (the new name for *Project Reality*) was just one of the machines on show at this year's Summer CES in Chicago. Also on show at the CES, which boasts the largest gathering of video game companies to ever assemble under one roof, was the *3DO* and the CD drive for Atari's *64-bit Jaguar*.

● There is a *Super Street Fighter 2* motion picture being filmed in Bangkok as you read this. The film is under the direction of Steven de Souza and is expected to be completed in time for a stateside Christmas release.

Jean-Claude Van Damme stars as Guile while Raul Julia plays the evil M. Bison, but perhaps the biggest news of all is that Aussie actress and top pop-starlet Kylie Minogue will play the part of Chun-Li.

Streets ahead

Street Fighter 2, the world's greatest beat-'em-up (allegedly) is going to feature in its own monthly comic. The Japanese "Manga" style strip will feature all the characters from the top-selling computer game, as they take part in the ultimate *Street Fighting* tournament, set among the criminal underworld on the island of Shad.

Street Fighter 2 is the first new title from Manga Publishing, the newly-formed comics division of Manga Entertainment, producers of the best-selling *Manga* video line. It promises to combine all the action and excitement of one of the world's most popular video games.

The comic strip is written and drawn by Masaomi Kanazaki, one of the top artists in Japan, whose other work includes the popular *Manga* video, *Xenon*.

Each issue will feature a 32-page full colour story, plus a pull-out poster featuring characters from the game. The first issue spotlights the hero Ryu.

As an additional bonus, a free pack of *Super Street Fighter 2* stickers from Merlin Entertainment will be given away with the first issue. The comic will go on sale for a measly 95p.



SYSTEM Selections

Arcade Pool

Arcade Pool can now be added to the list of Team 17 budget successes.

The game may have very nice graphics, but it's in the playability department where it excels.

There are so many different game styles

Out of touch with the latest Amiga games scene? These elite selections from the last few months should put you back on the right track

that you'd be hard pressed to become bored with this piece.

For just under a tenner it is an amazing bargain, especially when you consider that it has actually been in development longer than most full-price games.

James Pond 3

Highly original it might not be, but fans of the previous games and platform lovers will be absolutely besotted with the third instalment. For sheer enjoyment and lastability, you'd have to go far to find a better platform

game than Millennium's tasty third fishy adventure. If you're yearning for some fast, frenetic platform jumping fun, then I suggest you splash your cash on James Pond 3. You will not regret it!

Benefactor

Benefactor is the best thing Psygnosis has released in a long time. It feels like a montage of Flashback and Psygnosis' very own genocidal pets, the Lemmings. Both the graphics and sound have been implemented very well. The variety of both location and

puzzle aspect of Benefactor make it an engrossing challenge.

Benefactor is the type of title that will keep the most devious platform freaks and puzzle lovers alike twiddling well into the wee hours.

Banshee

I do like this game and the weirdest bit is, I've never been a fan of shoot-'em-ups! They usually bore me to bits, but Banshee has that elusive quality that drags you in. Each level demands new challenges which are gen-

uinely tough, and the learning curve is just right. This is an intense and extremely satisfying game that should tempt any games fan with an ounce of adrenaline in their veins. The Harvey Keitel of shoot-'em-ups.

Quick The Thunder Rabbit

Casting aside all previous platform games, Quick is really a perfectly funky little game. Admittedly, my first reaction to a platform game about rabbits was not printable in a family publication, but I was won over by the

sheer professionalism of it all. It's probably more suited to younger players, due to its simplicity and cuddly approach, but despite every aspect of it screaming "cliche" it comes across as a very fun game.

King's Quest 6

Adventure fans will be delighted that Sierra have finally decided to release the sixth adventure in the King's Quest series onto the Amiga. As far as adventure games go, they don't get much better than this.

With its brilliant graphics, a fairytale of a plot, superb playability and a level of addiction that will keep you coming back for more and more, King's Quest 6 is an adventurer that should have a place in everyone's games collection.

The scores on the doors

System has a different scoring system than any of our competitors, so before you continue reading the mag, glance at the words below to find out exactly how it works.

I'm sure many of you are now familiar with our new scoring system, but for those reading Amiga Computing for the first time and those who might have forgotten exactly how it works, here is our guide to the System scoring system.

In our opinion, review scores have lost their context as a percentage: some products receiving scores which were only a few percentage short of being the "perfect" game, when in truth they were only marginally above average.

OK, so the scores might seem unnaturally low at first, but that's only because other scoring systems tend to be on the high side and perhaps not as comprehensive or honest as they could be.

In the long run you'll receive a more concise and reader-orientated review that's geared towards the consumer.

0-20 This is given to the lowest of the low

21-30 An all-round poor game that may have a single saving grace

31-40 Just below the average, perhaps let down by a few indiscretions

41-55 Games of this score are roughly average with 50 being a perfectly average score.

56-66 This is an above average game and is worth buying. For this reason it would be awarded the BRONZE award.



67-77 A game of high quality that you as a reviewer would have no reservation in recommending. Anything of this ilk would be awarded the SILVER award.

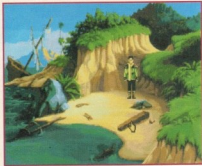


78-89 A brilliant title. Definitely worth buying and almost the definitive of its kind. This type of game would receive the GOLD award.

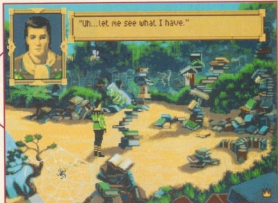


90-100 The best in its genre. This benchmark title receives the PLATINUM title.





The start of Prince Alexander's quest to become King and find his lost love, and you can help via this wonderful guide



At exclamation point you bump into a bookworm who has lost his dangling participle. Ouch, sounds painful!

beat the system

The first part of a two part complete solution to Sierra's sixth magical fairytale adventure.

Paul Maher guides you through the trials and tribulations of trying to become King.

The start of your adventure and the first thing you have to do is pick up a ring. Your next job will be to move the plank. After you have moved the plank you will see a box, open it up and pick up the coin. Now, walk to the crossroads and from there walk right up to the castle.

At the castle you will meet a guard. Talk to him and show him the ring. You will now meet with Vizier. After this you will have to walk to the village and

up. Before leaving the shop, click on the spell book on the counter. Upon leaving the shop walk north to the village, look at the beauty in the garden and then go west. Ignore the boy who is swimming and go to the ferryman. Knock on the ferryman's door to talk to the ferryman then go on the ferry. Keep talking to the ferryman until he repeats himself.

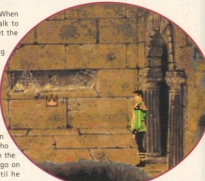
When he does this take the rabbits foot and exit the ferry. Now walk back to the village and go to the

enter the book shop. When you are in the shop talk to the shop owner to get the ferry references.

Collect the boring book and then go to the love poem shelf and read a love poem. A page should fall to the ground and you can pick it up and you can pick it up. Before leaving the shop, click on the spell book on the counter. Upon leaving the shop walk north to the village, look at the beauty in the garden and then go west. Ignore the boy who is swimming and go to the ferryman. Knock on the ferryman's door to talk to the ferryman then go on the ferry. Keep talking to the ferryman until he repeats himself.

When he does this take the rabbits foot and exit the ferry. Now walk back to the village and go to the

King's



Alexander wanders around the catacombs looking for the beast. That greaser in the wall looks as though he's already met him. Gulp!

book shop. Walk inside and talk to Jollo the clown. Show the ring to Jollo and then leave the shop.

Make your next stop at the pawn shop and pick up a mint. Talk to the shop keeper who will produce a map. Show the ring to the pawn shop owner and trade it for the map. Observe the next animation and then show your coin to the pawn shop owner. After showing your coin to the pawn shop owner, take the nightingale and leave.

MAGIC MAP

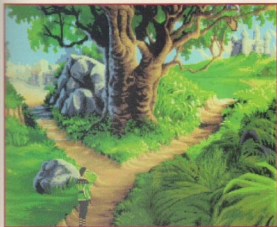
Once outside leave the village and return to see another animation. You will now find a bin. Get some invisible ink from the bin, then go to the beach. Use the magic map and from it select the Isle of the



In the swamp and things are starting to get very spooky indeed. Nothing to go on as yet, but you'll be back here later!



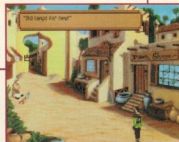
Pick up one of the iceberg lettuce because it'll come in very handy for later on in the adventure



Use your wind-up nightingale on the real nightingale and you will find that the bird will take love poems to your Princess



The guard-dogs at the palace won't let you in, so change direction and see if there is another way to enter



Talk to the lamp seller and you never know, you might get lucky and get a lamp with a genie inside!



The pawn shop is one of the most useful places you can visit for getting important objects



Go and see the ferryman, but watch out for the boy in the water. Don't dive in to join him or it'll be game over!

Quest 6

Sacred Mountain.

On the mountain pick up a flower and a feather, then using the magic map once more select the Isle of Wonder.

On the Isle of Wonder you will meet up with a number of gnomes. You must use the flower on the small gnome, the wind-up nightingale on the sound gnome, the mint on the taste gnome, the rabbits foot on the touch gnome and use the invisible ink on Prince Alexander in front of the see gnome.

Next you should get the sentence from the water. You will meet an oyster, whereby read the boring book to the oyster and when it opens its mouth take the pearl.

When you have done this head east to exclamation point. When you reach exclamation point try to take a pile of books and you will be asked to get a dangling particle for the exchange of the books.

Walk back to the beach, then north through the swamp to the garden and pick up an iceberg lettuce, before heading back to the beach. Use the magic map again and go to the Isle of Beast.

Once on the Isle of Beast walk north to the boiling pond. Use the iceberg lettuce to cool the pond where there should be a hunters lamp in a tree - collect it. Next you should head north ignoring the gardener on the way and you should find a brick - take it and walk back to the beach. This is where you meet the dangling particle.

Talk to the dangling particle and read it the sentence. Now use the map to go back to the Isle of Wonder. When you land on the beach walk to exclamation point again. Try to take some books and when the bookworm appears use the dangling particle on it in exchange for a rare book. Open the rare book in the inventory.

Click on the dangling thread to distract the spider and while the spider is distracted get the scrap of

paper. When this is completed walk back to the beach and use the map to get back to the Isle of Crown.

From the beach, head for the crossroads. When you find a nightingale use the wind-up nightingale to befriend it. When you have done that, walk into the village and read the proclamation.

Then enter the pawn shop. Use the wind-up nightingale on the shopkeeper and then select a flute from the counter. Exchange the pearl to get the ring back and then exit.

Go into the book shop and talk to Jollo. Swap the rare book with the shopkeeper for the spell book. Open the spell book in the inventory for the ingredients, exit the shop and walk to the crossroads.

INVENTORY

Use the ring on the nightingale and then pick up the ribbon. Click on the ribbon in the inventory to get a hair strand and then walk to the beach. Use the magic map to go to the Isle of Wonder. Once on the beach, go to the garden.

In the garden there is a teacup on the chair. Take it and also pick up the rotten tomato. There is a hole in a wall. Look at the hole and then click on it. Use the flute to make the wallflowers dance. While the flowers dance, click on the hole-in-the-wall.

Go through the gate into the chessboard land. Once in chessboard land, walk towards the chessboard guard and observe the queen. Get the red scarf, walk back to the swamp and use the teacup on the swamp.

Give the rotten tomato to the bump on a log. Use the teacup on the swamp-ooze, which can be found on the log. Walk to the beach and use the map to go back to the Isle of the Crown

**VIDEO OWNERS
GET
NUMPAD
EM97 TO
GET MORE
PROGS
WORKING**



CENTRAL LICENSING INC.

EST. 1991



BUSINESS

1 LABEL: ENDSIDE

- [illegible]

100% OF THE 1.5M USD Football Club
Training Centre were using

- [illegible]

100% CUSCO COMPILER TOOL
 100% CUSCO COMPILER TOOL
 100% CUSCO COMPILER TOOL

- PROB1 PROBABILITIES
- PROB2 PCG SMALL Pascal Compiler
- PROB3 C LANGUAGE MANUAL, 4th ed (4 disks)
- PROB4 C++ PLATEX Make Latex TeX Tools C++
- PROB5 AND LOGO v4.4 logo

ALL INFORMATION CONTAINED HEREIN IS UNCLASSIFIED
DATE 08-14-2009 BY 60322 UCBAW

- [illegible]

1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 26

- VIDEO WORK**
- V024 CAPTIONING: Speech video titles
 - V025 HARBORER VIDEO ART 1
 - V026 HARBORER VIDEO FONTS 1
 - V027 HARBORER VIDEO FONTS 2
 - V028 TELESCREENS, 1 video title
 - V029 TELESCREENS 2 (a-h) - one with title
 - V030 DE SM TYP: FIVE Age Screening titles
 - V031 W030 WORKSHOP: Masters & Fonts
 - V032 ASSASSIN VIDEO TITLES
 - V033 M030S DVD 2 Order Bookings, Pls.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 351–357

- 1041 AGA BAKER - 1st African pop
 1042 40 WHEELS IN 10.5 (1st place)
 1043 40 FACTORY BLUES - 1st Brit Soul
 1044 40 POINT OF VIEW - 2nd Main Soul
 1045 40 JAMES CAGNEY - 1st Main Soul
 1046 40 MOUNT OF SAINT SINS - Super
 1047 40 BLACKBOARD - Super Producer
 1048 40 BUCK RAMON
 1049 40 AGA 40 - 1st on AGA stage
 1050 40 BROWN AGA - 1st
 1051 40 SCORPIO 40 - 1st (1st place)
 1052 40 AGA 40 - 1st (1st place)
 1053 40 AGA 40 - 1st (1st place)
 1054 40 AGA 40 - 1st (1st place)
 1055 40 AGA 40 - 1st (1st place)
 1056 40 AGA 40 - 1st (1st place)
 1057 40 AGA 40 - 1st (1st place)
 1058 40 AGA 40 - 1st (1st place)
 1059 40 AGA 40 - 1st (1st place)
 1060 40 AGA 40 - 1st (1st place)
 1061 40 AGA 40 - 1st (1st place)
 1062 40 AGA 40 - 1st (1st place)
 1063 40 AGA 40 - 1st (1st place)
 1064 40 AGA 40 - 1st (1st place)
 1065 40 AGA 40 - 1st (1st place)
 1066 40 AGA 40 - 1st (1st place)
 1067 40 AGA 40 - 1st (1st place)
 1068 40 AGA 40 - 1st (1st place)
 1069 40 AGA 40 - 1st (1st place)
 1070 40 AGA 40 - 1st (1st place)
 1071 40 AGA 40 - 1st (1st place)
 1072 40 AGA 40 - 1st (1st place)
 1073 40 AGA 40 - 1st (1st place)
 1074 40 AGA 40 - 1st (1st place)
 1075 40 AGA 40 - 1st (1st place)
 1076 40 AGA 40 - 1st (1st place)
 1077 40 AGA 40 - 1st (1st place)
 1078 40 AGA 40 - 1st (1st place)
 1079 40 AGA 40 - 1st (1st place)
 1080 40 AGA 40 - 1st (1st place)
 1081 40 AGA 40 - 1st (1st place)
 1082 40 AGA 40 - 1st (1st place)
 1083 40 AGA 40 - 1st (1st place)
 1084 40 AGA 40 - 1st (1st place)
 1085 40 AGA 40 - 1st (1st place)
 1086 40 AGA 40 - 1st (1st place)
 1087 40 AGA 40 - 1st (1st place)
 1088 40 AGA 40 - 1st (1st place)
 1089 40 AGA 40 - 1st (1st place)
 1090 40 AGA 40 - 1st (1st place)
 1091 40 AGA 40 - 1st (1st place)
 1092 40 AGA 40 - 1st (1st place)
 1093 40 AGA 40 - 1st (1st place)
 1094 40 AGA 40 - 1st (1st place)
 1095 40 AGA 40 - 1st (1st place)
 1096 40 AGA 40 - 1st (1st place)
 1097 40 AGA 40 - 1st (1st place)
 1098 40 AGA 40 - 1st (1st place)
 1099 40 AGA 40 - 1st (1st place)
 1100 40 AGA 40 - 1st (1st place)

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 351–357

- | | |
|------|---------------------------------|
| 4445 | AGA SLINKER - 14 STREET PONY |
| 4446 | STANTON PONY 4-8 (1.0000) |
| 4447 | MAGIC FACTORY SLIDES 1 - 810 No |
| 4448 | MAGIC FACTORY SLIDES 2 - Mini S |

AUTIT ANDY'S WRECK STOLE 9-87
Autit 34 WR STOLE - 1 owner
Autit wrecked 1980 model car.

- [illegible]

- _____



Millennium's new cutesy platform star must save the dinosaurs by collecting the spotty eggs, remembering to deposit them in his superb Pinkie pod for safety.

FLASHBACK

There have been so many platformers similar to Pinkie that I could possibly list them all.

Titles like Zool 2 and Bubba 'n' Stix stand out in the mind because they've only just come and gone, but if I had to compare Pinkie to anything, I would have to delve into Millennium's back catalogue. The

In the past, some of the world's best game characters like Zool, Chuck Rock, Bub & Bob, and James Pond have appeared on the Amiga, but where are today's stars? Zool has gone back to the Nth Dimension, Chuck has rocked off, Bub & Bob are somewhere over the rainbow and James Pond has flipped out!

The lack of decent characters is slightly worrying, but I think a solution to rectify this problem has been found. Millennium, a company already successful with the James Pond series of adventures, have invented a brand new platform character and Pinkie is his name.

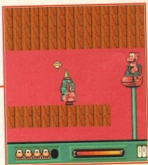
With his home base set on the Planet Purple, Pinkie is small in stature, owns a big heart, a bouncy walk, a huge appetite and perhaps the cheesiest grin you've ever seen in your life.

The actual game is a blend of hot and frenzied platform action, plus a good healthy dose of puzzles have been chucked in there for good measure. Millennium are hoping that Pinkie will do the business for them and hopefully become as big as his platform contemporaries.

INTRODUCTION

Pinkie

Yet another cutesy platformer, but is this one a little bit different than the rest? Jonathan Maddock is tickled pink as he enters the surreal egg-collecting world of Millennium's latest platform offering



On his quest Pinkie must try to collect as many flowers as possible while avoiding his enemies

GRAPHICS

The visuals in Millennium's platformer are superb and Pinkie really does look like a cartoon. This is partly down to the traditional animation pastel colour palette which really brings all the game characters to life.

Not surprisingly, Millennium have got plans to take their pink star from the monitor screen and place him on the TV screen in his own animated cartoon.

The main character jumps and prances around the screen and is very well animated, plus there are so many nice animated touches that it's obvious a lot of time and trouble has been spent on creating Pinkie.

The backgrounds differ from level to level and range from snowy wastes to alien worlds (complete with pulsating backdrops). The graphics are so good that Pinkie literally looks like a breath of fresh air in the otherwise dull and stale world of platformers.



85%

STORYLINE

Pinkie makes plenty of happy jaunts to other planets in the solar system with the intent of exploring and meeting other beings. Pinkie's first mission in this, his debut game, is to save the alien dinosaurs from extinction.

This is done by collecting the eggs and keeping them safe in his Pinkie pod. The eggs are yellow with blue spots and are extremely fragile. When the eggs hatch a fully formed

baby dinosaur pops out. The eggs have been placed, unfortunately for Pinkie, in the most precarious of places throughout the galaxy.

If the hero of the game drops an egg it is likely to shatter. Once this happens, the baby dinosaur immediately extends its legs out until they reach the floor and then runs away. These highly mobile eggs cause Pinkie all manner of problems. If Pinkie does manage to collect all the eggs and save the dinosaur race, he will be handsomely rewarded by the King of the Pinkies.

SOUND

The music in Pinkie is pure unadulterated pop and so it should be. The games score will go down in the history books as just another cheesy platform tune, but Millennium have taken the concept of game music a step further.

The Cambridge-based company approached Station 2 Station, a music marketing company responsible for getting Mr Blobby to number two in the charts last Christmas and for working with top pop stars like Right Said Fred, to see whether licensing Pinkie to music would be a good idea.

The brief was not to produce a single from the game music, instead Millennium asked Station 2 Station to produce an original interpretation of a game "score".

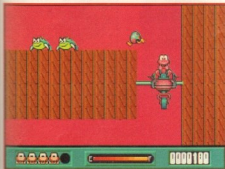
Station 2 Station finished up with a 30-track single entitled "Play-It" and it features the vocal talents of Kelly Smith AKA Little Sister. CD32 owners will have the pleasure of having all 30 mixes of the same single and you, as the listener, will be able to make up your own favourite mix.

A1200 owners will just have to buy the single on its own when it hits the charts!

The sound effects, before I forget, are just standard noises and aren't worth shouting about, but they do the job adequately enough.

80%

Publisher: Millennium
Developer: Idea Design
Date: 2
Price: £25.99
Genre: Action platform
Hard disk install: No
Control system: Joystick
Supports: A500/A500+/A600/A6000
Recommended: 68000 upwards



Pinkie's pod has more gadgets than the Batmobile and can be used to reach parts of the game that Pinkie wouldn't normally be able to reach!



Hopping off his pod, Pinkie finds one of the highly important dinosaurs eggs



OPINION

83%

Pinkie is a cracking little platformer. It looks beautiful with its pastel coloured graphics, it has a nice and cheery popastic soundtrack and even the gameplay differs from its competitors as it's heavily puzzle-based. The animation of the characters, including the

hero, is very accomplished and well presented. The end-of-level guardians are especially worth checking out, due to the sheer gargantuan size of them.

Pinkie, as a concept, isn't anything different and doesn't contain any new surprises, but as a game on its own works remarkably well. I don't think I've seen a platformer cuter than this one and I imagine Pinkie,

as a character, will be a huge success. The game is obviously going to appeal to the 11-16 age group, mainly because that's exactly who the game was designed for. Older gamers might want to take a look, but may prefer something with a little more substance.

Pinkie is a harmless little platformer that won't hurt anybody.

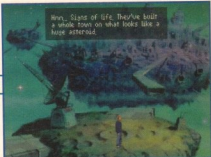
In the past, many companies have attempted to create involving and stylish graphic adventures, with varying degrees of success. These days it takes something a little bit special to make heads turn, but Derby-based Core Design have an impressive track record with games such as Chuck Rock and Heimdall proving especially successful.

INTRODUCTION

Core are confident that Universe will make a major impact on an already crowded marketplace.

Innovative graphic and sound systems have been developed, but the game aims to be more than just a pretty face. There are also a couple of arcade sequences, despite the fact that in the past otherwise excellent games like Operation Stealth have been spoiled by over-tricky arcade sections.

However, the emphasis has clearly been on creating a challenging and atmospheric adventure that can be easily controlled via an uncomplicated system of user-friendly icons.



In the beginning there was Boris, and he stood all alone on an asteroid in a strange dimension

Universe

STORYLINE

Boris is just a normal kid living in a typical suburban neighbourhood. His dad probably works for a merchant banking firm in the town centre, and his mum does part time work at a local estate agents.

Boris has a sister called Jenny, who is about five years younger than him and likes Neighbours, Just Seventeen and Take That.

Boris is quite keen on computing, and he's just invested in a brand spanking new 35-bit Excellence Engine which knocks the socks off his best mate's 986PC XDAT VHS thingy.

One winter's day, Boris is happily tinkering away in his bedroom when his mother, concerned that her beloved son is devoting too much time to an expensive piece of silicon and plastic, decides to send him on an errand - taking some mail to his Uncle George's house.

Boris grudgingly toddles his way through the centre of Ashby-de-la-Zouch on his bike, despite the recent snowfall, dodging Christmas shoppers wherever possible and colliding with them whenever not.

Along the way he ponders some fundamental questions of life, such as "What's in the envelope?", "Why does dropped toast always land buttered side down?" and "Who created Eamon Holmes?" Eventually, having answered two of these questions, he reaches Uncle George's house.

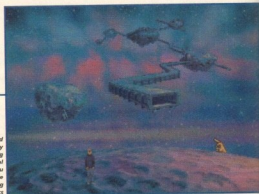
Uncle George is slightly wacky and eccentric, and among all manner of junk in his house, Boris finds a bizarre machine. Foolishly, he begins messing and promptly gets zapped into another dimension.

Some might say it serves him right, but regardless of whether it does or not it is your task to return Boris to his home. Having the opportunity to save the universe along the way is really an added bonus.

Much was expected of this graphical adventure from the creators of Curse of Enchantia. Dave Cusick finds out if it lives up to its billing



A spinning asteroid passes silently by before shooting off into the eternal night, leaving you gaping at the outstanding graphics



GRAPHICS

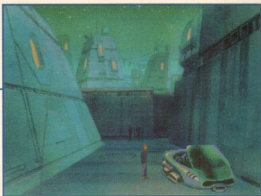
It's hard not to be impressed by the beautiful moody backdrops which were lovingly crafted by top-quality artists and then scanned into the computer.

There is some very effective use of colour and in places the scenery is nothing short of spectacular. Take a look at the screenshots and you'll appreciate just how stunning the effect can be.

Core says that Universe features a revolutionary new graphics system which allows up to 256 colours on screen, even on an A500. The desire to see new locations in all their graphical splendour is probably one of the reasons that Universe holds the attention so well.

Our hero Boris has quite a range of moves available to him, and the animation throughout is extremely lifelike and smooth. He shrinks as he moves further away from the front of the screen, but loses little detail in doing so.

91%



I wouldn't mind a vehicle like that one, except that the insurance premiums could be worryingly high



The intelligently designed icon panel means Universe is easy to get into but strangely addictive



A perplexed Boris gazes longingly up at the light spilling from an out-of-reach window

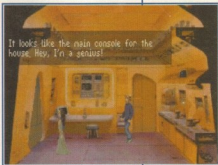
FLASHBACK

The game which really started the trend for point-and-click adventures was the ageing Monkey Island, but to be honest I reckon Universe has a more effective control system and is streets ahead in terms of presentation.

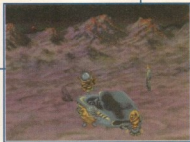
Monkey Island 2 was a great game but some of the puzzles could be a little strange and the game was supplied on a huge number of disks which meant plenty of swapping.

A fairer comparison might be Beneath A Steel Sky, a far more recent release with a similar science-fiction setting. In this you play Robert Foster, who finds himself in Union City. You must discover why you are there and what you must do now that you are.

It features a unique Virtual Theatre system developed by programmers Revolution Software, meaning that other people in the game go about their day-to-day business normally, so there is a feeling that you are part of a real living world.



It looks like the main console for the house. Hey, I'm a genius!



Slimey, you can't leave a car anywhere these days without a band of hooligans appearing on the scene



Hang on a minute, wasn't he in "The Never Ending Story"?

Publisher: Core Design
Developer: In House
Basis: 5
Price: £24.95
Genre: Adventure
Barefist: No
Control System: Mouse
Supports: 6800/1000/12300/14000
Recommended: 80000 upwards

This luxurious kitchen proves to be something of a deathtrap unless you can make a quick escape

ADDITIONAL INFO

Our universe is thought to be somewhere between 10 and 20 billion years old. At present the most distant detected galaxies are thought to be around 10 billion light years away, but scientists believe that the universe is expanding constantly.

The speed at which galaxies are moving away from us is thought to be between 30 and 60 miles per second for every million parsecs between them and the earth.

Apparently though, Boris is no longer in our universe – he's in an anti-universe called Paralela. Because of this, although Boris does indeed have to save the universe, there is a spark of originality in that it's not actually our universe he's saving.

From the brief extracts from the Encyclopaedia Paralela supplied with the game, Paralela is very different from our universe. All of this suggests that either Uncle George was one of the greatest scientists who ever lived, or that he was a crazed fool meddling with forces far beyond his control.

SOUND

In its early stages, Universe boasts the sort of ambient in-game soundtrack that the Orb would be proud of. The effect of this is to conjure up a marvellous all-pervasive atmosphere of supreme calmness and cosmic loneliness, enhancing the gaming experience no end.

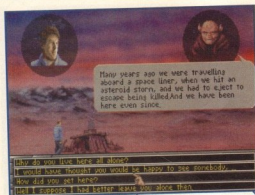
The title theme is suitably imposing and sets the scene quite nicely. It has a familiar-sounding air about it without sounding predictable or unoriginal.

In fact, throughout the game the music is of a very high standard. If you do find yourself reaching for the volume control, it will most likely be to turn it up.

Core says that during play the music adapts to the mood of the game in a manner similar only to the LucasArts (Muse) system, making it something of a novelty on the Amiga.

There aren't really many sound effects, but they're not missed due to the presence of such a feast of sonic delight.

82%



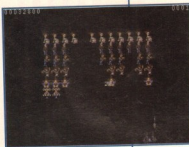
A space hermit reveals all via the single conversation system



Welcome to Wheelworld, which appears to be to Universe what Mos Eisley was to Star Wars



Is this Wheelworld, or a seedier part of Stockport on a Saturday night?



A golden oldie springs up, making a pleasant change from point-and-click frolics

OPINION **85%**

Without doubt, Universe is one of the games of the year so far. It has class in copious amounts and is presented outstandingly well.

The combined icon and text control system is intuitive and friendly, making this a simple game to get to grips with and allowing for maximum user enjoyment.

While it would appear that Universe is smaller than, for instance, Beneath a Steel Sky, with regards to the number of disks, there is certainly plenty of depth and challenge.

Some of the puzzles encountered are completely mystifying, until suddenly the solution dawns on you and you wonder why on earth you didn't realise what to do a little earlier on.

As with all good adventure games, there will probably be times when you turn the computer off in frustration, only to return later when inspiration strikes,

whereupon you will play the game for hours until you next become badly stuck. The difficulty level makes success all the more satisfying.

The smattering of humour which is liberally sprinkled throughout the game adds considerably to the experience. While Universe is not a comedy adventure in the mould of Leisure Suit Larry or even the Monkey Island games, it is good to see that it does not take itself too seriously.

Also, adventure purists will be happy that the occasional arcade sections are surprisingly well implemented. Another nice touch is that in a bar on Wheelworld, the arcade machines feature extremely good versions of timeless classics.

It is a shame that Universe is not hard drive installable since this would have made playing it an even more pleasurable experience, but to be fair the designers have tried to eliminate disk swapping wherever possible and loading times are kept to a bare minimum.

Universe is the type of adventure game that will be enjoyed by even those normally disinterested in the genre, and must be highly recommended.

£1.00
per disk

Software Expressions

Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!

90p
per disk for
15 or more

All disks are compatible for
A500/A300+/A600/A1200, except (N)
which indicates not compatible for 1200

UTILITIES

- 0001...A-Gene (1 meg) Trace your ancestors
- 0032...Education 1... Learn German
- 0100...Bachytins (1 meg) Chart your feelings
- 0052...Business Card Maker Simple, but useful
- 0086...Database Master Comprehensive AMOS database
- 0130...Label Designer Various label printers
- 0134...Ami-Gish Best accounts package included
- 0136...Amibase Prof... Excellent database
- 0137...@300 Business Letters... Pre-written script for business correspondence
- 0140...Test Engine Excellent word processor
- 0142...Super Fonts Lots of Super Fonts
- 0151...Impolisher V4.0 Compacting program
- 0152...PC Task Emulates IBM + PC programs
- 0153...File-A-Voice... As it sounds
- 0164...GEO... Beginners word processor
- 0166...Deluxe Paint Tutor Enhance your knowledge of it
- 0162...The Bible (4 disks) (N) The King James Version
- 0164...World Database Crashes maps of the world
- 0165...A-graph Creates bar graphs
- 0175...Test plus VERSION 4 Excellent word processor
- 0178...@2 Discs Amibase ALC (2 Discs) Best spreadsheet available
- 0179...Calorie Bible Work out your own calorie intake
- 0189...GCE Maths Babylon taught disk
- 0185...Astronomy Calculates positions of planets
- 0190...Shadow demo maker Create your own demo
- 0192...J-F Comm... A simplified mailer program
- 0194...Total concepts Learn about databases
- 0195...Home Manager Address book/notes
- 0204...Rata Rater (N) For home saving information
- 0206...ABC Adventure Creator (N) Create your own adventure games
- 0210...Poets Poets Version 2 Work out your writings
- 0211...Training Log... Keeping 11
- 0212...Baz Talk Advice on Communication Compacts
- 0217...Marie Nilobik Self-assess recorder
- 0230...Illness Logbook Label printer
- 0231...Audio Animation Studio Create Cartoons
- 0232...Cheque Book Account Keep tabs on your expenditures
- 0233...Engineers Kit Check your Amiga System
- 0236...Word Power Solve anagrams & anagrams
- 0237...Stock Analyst Analyses the share market
- 0238...Form Farm Variations of forms available
- 0239...Ducks 2TP Desktop Publishing for Kids
- 0240...Label Office Word Processor, Database & Spreadsheet
- 0241...Minemaster Database for wine enthusiasts
- 0242...Budgets 1.34 Accounts Manager
- 0243...D-Solve Crossword compiled with two crosswords
- 0244...Colour The Alphabet Educational spelling game
- 0244...Lookin' V2.0 Unwieldy quiz activities
- 0245...Reb Kick V1.4 Label D. Grader for A1000
- 0251...Prostat Electronic Cartest design drawing program
- 0252...Shedders Winner Work out winning lines

- 0251...Assassins Graphic utilities collection. Enhance your Amiga
- 0255...Odds or... Demo version for gambling
- 0256...Print studio Multi-purpose printer utility
- 0257...Power Capers (N) Eight of the best FD capers available
- 0258...Gardner Hooper... Create your own garden content graphics
- 0259...A 2-Spell Spellchecker for word processing
- 0261...X Beat Drum sampling & DAW machine
- 0262...Essential Virus Killers Kills all the latest viruses
- 0263...Soccer League Database for statistics on soccer teams

DEMOS

- 0258...Enterprise leaving disk Famous animation
- 0275...Girls of sport Pretty shots of talented girls
- 0148...The Run 11 meg 1. R. Richter's car-chase animation. Good
- 0168...Star Trek Animations Scenes of USS Enterprise
- 0170...Star Trek Animations Aghron no 17 More like Jaws please
- 0286...Jaws on TV (2 disks) (N) Excellent case movie
- 0292...How to skin a cat Amazing demo
- 0297...Gardner Girls Shockwave
- 0313...Rave Vision Rave music & Graphics
- 0313...Teehee Warrior More of the same

MUSIC

- M002...No Limits (2 Disks) Quality music compilation
- M014...Cybermax Excellent music compilation
- M019...Sound Music quality music
- M020...More catchy love
- M021...Sound Tracker Samples (4 Disks) 100's of sounds for sampling
- M024...Sound Effects Different samples for music making
- M062...House Samples Drums & Synthesizers etc

GAMES

- 0205...All New Star Trek 2 disks, 2 disks USS Enterprise classic. Best one
- 0207...American Star Trek (2 disks) (N) Jim Barbier's graphic adventure
- 0210...Bazzard Horizontally shoot 'em up. High quality
- 0214...Adventure Solutions (2 disks) Loads of hints of commercial games
- 0215...Jungles of the Amazon Difficult adventure quest
- 0216...Demolition Mission (1 meg) Similar to Balloonman, good fun
- 0222...Electronic Train Set (1 meg) Construct your own set
- 0240...Learn and Play 1 Good for the kids. Background maths, etc
- 0244...Learn & Play 2 More fun for the kids
- 0253...Mehlers Brilliant shoot-'em-up
- 0255...Pine Kingdom (2 disks) Tricky adventure game
- 0257...Return to Earth (1 meg) Space adventure
- 0259...Pressure Hunt Great Kid game
- 0260...Wrathful God Good general knowledge quiz
- 0261...Simulation 1 (1 meg) Recommended. 5 games including: Metal
- 0269...War of Portents TV Quiz computerized
- 0274...Napoleonic Warfare High-quality simulation
- 0275...Card Ship Well presented card game
- 0275...Growth Satisfying an expanding base
- 0275...Quartermaster Difficult puzzle game
- 0275...Boredom 2 (N) Create a children's adventure
- 0275...Annoy Captain Overcast
- 0275...TV Quiz Secret New quality platform game
- 0275...White Wall NEW Wizard shooting game
- 0275...When Knight World War 2 simulation
- 0275...Tide Attack (N) Check! Simulation game
- 0275...Al-Rounder (N) Find the flags. Very addictive
- 0275...Ragabag Excellent
- 0275...Grand Prix Simulator 14 excellent
- 0275...James Gators Train (N) Try & catch a perchman
- 0274...Parachute Jump

- 0215...Bettlemans Roll-a-ball game
- 0217...Act of War Excellent strategy game
- 0218...Raiders Classic
- 0219...Space Rescue Gallop Speshing through Terrain
- 0220...Suck Attack (N) Also available + border
- 0221...Feasting of the mutant camel Shouting game
- 0222...Neighbours adventure (2 disks) Bring Paul Robinson to court
- 0223...World Wars Graphics adventure
- 0224...Strategic Games 2 excellent games
- 0225...Adams Family Quiz Out on quiz TV programme
- 0226...2 player shooting game
- 0227...Excellent Tennis demo Version 1.00. Adventure
- 0244...Legend Of Luthien Graphic adventure
- 0245...Iron Clads (2 disks) Quiz which includes Editor
- 0246...Alabama Excellent Adventure Games
- 0252...Nemjady Rescue the dying planet
- 0255...Ames Games 5 Games including Gutsback
- 0256...Starball Management game of US football. Type Sport
- 0257...Relief Chessness game. Board level
- 0259...Tag Of The League Addictive football management game
- 0300...Bibi Shoot 'em up
- 0301...Sector 1 2 excellent games
- 0302...More Market Stock exchange game
- 0303...Strike Ball Amos written baseball type game
- 0306...The Fairheads 3 games including Europa
- 0307...Vim vids (2 disks) Excellent golfing game
- 0308...Gosh Very similar to pipeline
- 0310...Zillions (2 disks) Space shoot 'em up
- 0312...Background & Dungeon Tapper Backgrounds & Dungeon Tapper
- 0313...Rally Runner Monaco Pallone card game
- 0319...Mega Race And Wacky Rally Competition
- 0324...Psychic Sam Waddle your psychic with this insane disk
- 0325...Master Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
- 0328...Whistle World Galaxy Really good platform game
- 0327...Terra Pro Terra games with exceptional visuals
- 0328...Carnival Combat V. Good missile command type game
- 0328...Freddie 123s Pretty Graphics Platform game
- 0331...Jigsaw (2 disks) Clunky little space demo
- 0332...Dhruv in Space Popular platform game
- 0334...Crazy Sea 2 Children's spelling quiz
- 0335...Wodermine Excellent demo game
- 0336...Funnies Updated soccer management game
- 0337...Super League Manager 2 Updated asteroid top game
- 0340...Project Babel 2 Submarine game
- 0342...Death Charge The best space shooter game
- 0341...Earth Invader

A1200 ONLY

- 0225...Sleeping Nights Completion of A1200 utilities
- 0265...Panes 29 meg of graphics on one disk
- 0266...No point of sale Shining Franchises demo
- 0268...Revelations Photo realistic slide show
- 0269...Rude 2V Amos quality demo
- 0290...Raging Mad Man High quality music video
- 0291...Lethal Exit Shaming demo
- 0294...AGA Swirls (5 disks) 256 color pictures use with 256 bit
- 0330...Techniques V4 Move into music
- 0331...Retro Excellent Vector line demo
- 0305...Utopia A1200 slideshow
- 0310...Mega Marshall AGA slide show
- 0321...AGA Klokke (3 disks) Excellent pallone card game
- 0322...Singer Tennis Sets demo
- 0323...I Ching Brilliant chess game
- 0329...AGA Megalith Brilliant breakout game

Blank disks
5 for £2.75
or 10 for £4.99

POSTAGE

UK orders : £5p
Europe : £1.50
World : £3.00

PRICES

PD...£1.00 per disk
90p each for 15 to 24
85p each for 25 or more

CLIP ART PACK

Print Studio together with
10's of clip art ranging from
Birthdays to sport
6 disks for £6.50 including postage

CATALOGUE DISKS

75p each
Details of over 5000
disks in our library
updated regularly



SOFTWARE EXPRESSIONS,
Unit 4, 117 Kennington Avenue, Bishopston,
Bristol BS7 9EX
9am-5pm Mon to Fri



KICK 1.4

**DOWNGRADE YOUR
A1200 AND/OR A600
TO WORKBENCH 1.4
YOU CAN NOW RUN
ALL OUR SOFTWARE**

G

rudgingly, I put the disk into the drive dreading yet another dull platformer. But pushing all my reviewer's cynicism to one side though, I pledged to give it a fair trial. And then a strange thing happened, I was actually having fun. In fact it's the only thing that's brought a smile to my post-holiday depressed face all week!

Granted, Kid Chaos is another platformer, but Wales-based software house, Magnetic Fields, have really done something to add sparkle to a tired-out old formula.

INTRODUCTION

Chaos often breeds life, when order breeds habit

The Education of Henry Adams

ADDITIONAL INFO

The story of Kid Chaos relies on the futuristic image that man will be able to travel backwards and forwards in time (i.e. scientists from the 21st century travel back to the stone age to kidnap Kid Chaos).

Many theories have been pushed forward on the subject, making it a topic rich in opportunity to stretch the imagination.

With many explorations into space having been made, things that didn't even seem vague possibilities are now reality.

Those born at the turn of the century would have merely laughed at the thought of sending one man and his dog into space, but then in 1957 the first dog was sent orbiting around the Earth to determine the effect of weightlessness on animals.

And only a few years later we witnessed the first man landing on the moon. So, what may seem bizarre or impossible to us now may well become a distinct possibility in the future.

In the meantime though, people can only speculate, and images of time travel can still conjure the imagination without the restrictions of reality.

Kid Chaos

Tina Mackett follows the travels of one prehistoric space kid courtesy of Ocean's new platformer, Kid Chaos.



Smash as much of the scenery as possible



GRAPHICS

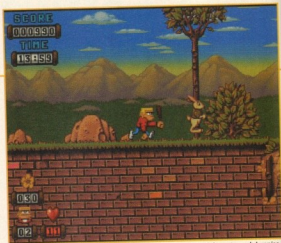
It probably makes a pleasant change but I'm actually stuck for words. The graphics really are breathtaking and it's hard to sum them up well enough to do them justice.

Layers upon layers of parallax scrolling have been used to create a terrific sense of realism and depth, and updates at the most terrific rate to keep up with the action.

Consoles can disappear up their own cartridge holes because as far as I'm concerned this looks as good, if not better, than some supposedly superior console platformers.

There are many different settings, from Secret Gardens to Toxic Wastelands, and each one looks superb, picking up on a bright, cartoon like feel.

85%



Mindless violence towards bunnies - makes a refreshing change



Pig-headed Kid Chaos finds his way around the Toxic Wasteland

STORYLINE

Hmm, a bit dodgy this one but here goes. Kid Chaos, a cave-kid, was kidnapped by evil scientists from the future and transported back to the 21st Century.

They experimented on him and forced him to wear modern clothes – this being the most contrived excuse for his dubious choice in clothing I've ever heard.

The kid, having somewhat of an aversion to being experimented on and having to wear blue slacks, decides to escape.

However, the exits are blocked by force fields but the kid overhears the scientists talking – in true blockbuster movie fashion – and hurrah, by smashing enough scenery this breaks the sources of the force field and unblocks the exits.

He escapes and now it's your job to guide him home.



All kinds of obstacles block the way. Conveyor belts make manoeuvring difficult



FLASHBACK

Take your pick really. There are enough platforms to look back on and compare. Well, I'll start with Zool, the game which sets the standards for other Amiga platformers to follow.

It's a hard act to match but Kid Chaos does come pretty close, although Zool plays a little faster than Kid Chaos and looks slightly prettier as well.

Unlike most platformers though, Kid Chaos is not cute. In fact this is where it derives a great deal of its appeal. Instead of rescuing sweet fluffy bunnies you actually get to beat them out of the way with a club.

And instead of having to play an annoyingly cute sprite you get to play a Billy Idol look-a-like with an attitude for smashing the place up with a baseball bat.

SOUND

Yet again brilliant. The fast dance track works well with the style of the game and it even becomes realistically muffled when the character disappears under water.

Sound effects such as when Kid Chaos smashes the scenery works well and gives a great feeling of a real smash-'em-up fest!

82%



An end-of-level shoot-'em-up against the clock

OPINION 77%

Platformers have acquired somewhat of a reputation of late for unoriginality and it's great to see a game that really does break the mould.

Kid Chaos thankfully lacks any cutesy factors. It's fabulous to play, looks great and the end-of-level games – wow!

The idea behind them is a sort of shoot-'em-up scenario and armed with a gun you have to clear the screen of various objects. On one level you even get to blast cute teddy bears. See, no sympathy for small, furry creatures and it's great!

The gameplay, although following the basic principles of platformers, adds a novel twist in destroying the scenery and cute animals.

Although it may not be politically correct, it means you get to keep your lunch down rather than these sickeningly sweet offerings we get these days.

And just because it's a platformer doesn't mean life is going to be easy. Far from it in fact. It'll take some tricky joystick manoeuvring in some places, which may prove irritating for some but this is also an advantage in that the game will last and last, making it well-worth the asking price.



Kid Chaos bashes the computers to pieces – I know the feeling!

Publisher: Bucas
 Developer: Magenta Fields
 Bits: 4
 Price: £25.99
 Genre: Platformer
 Hard disk install: Yes
 Control options: joystick
 Supports: A500/A600/A1200/A4000
 Recommended: 386/486 onwards



The amount of detail makes for a visually superb game

W

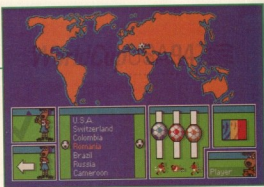
ith the many
football games
released this

INTRODUCTION

Summer to tie in with the World Cup, we all looked forward to some impressive new games, but so far there's not been one that's really astounding.

So with US Gold releasing this offering, the official World Cup license, it's bound to be good. Or is it?

Nice, fiddly team selection. Customise the game to include teams that didn't qualify.



**Tina 'striker' Hackett takes a peek
at the latest footy game to hit the
shelves courtesy of US Gold.**

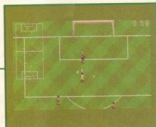
World Cup

SOUND

Yes, it does have some and at first it sounds quite convincing but after a while it does start to sound rather a like being in a train toilet while whizzing through a tunnel. Sorry, but that is the most apt description I can use to describe it.

It does change slightly when you take a shot at goal but somehow it just doesn't seem to create much atmosphere.

32%



Note the ridiculous green borders. They are actually much worse on screen!



Sprite graphics look terrible and seem 'bitty'

GRAPHICS

What a sorry sight this is. Well, first off, we have these enormous green borders around the screen, reducing the actual game to almost half the screen. Why this has happened is anyone's guess, but it looks dreadful and makes it very distracting.

And then we have the actual sprite size which give the impression of "Oh, we couldn't quite make our minds up whether we wanted small or large sprites, so we've opted for some that aren't really either." They're too small to show any animation and too big to play as well as the tiny Sensible Soccer sprites.

Animated sequences have been used to show the referee and the crowd cheering after a goal, but they don't look particularly effective and slow the proceedings down to a snail's pace.

29%



The animations, such as the crowd, slow the whole thing down

FLASHBACK

Many football games are available now to choose from and this just isn't worth forking out your cash for.

It does have a good range of options but these are available in other games anyway. One different option is to change the 'Glue Factor' - how close the ball stays to your feet when tackling - which works well.

The others though, such as Game speed, weather, and the feature to customise the World Cup match, have all been included in other games which are a darn sight more playable than this tedious effort.

Save your money for Goal or Sensible Soccer. They may be old but they certainly show these new games a thing or two. Or if you really do want a new footy game then I'd still wait...the computer footy games season ain't over yet!



Throw-ins are quite awkward

SIMULATION

To get the idea of how World Cup USA really plays, simply imagine standing in a train toilet while going through a tunnel (for the sound effects), squinting to see only half the action and playing with a Space Hopper rather than a ball. That will be pretty close.

Seriously, it doesn't get much better than this and it is about as far away from the real thing as you can get.

Set-pieces are taken using a method of setting an arc of dots to direct the ball in the required direction. Unfortunately this isn't very effective and is fiddly to do.

Goalkeepers are too easy to beat and the player simply takes his shot and stands there. There's no following it through in case there's a rebound which he could redirect into the goal - incredibly irritating.

A one or two button joystick can be used and even though the moves should be quite simple to carry out, the controls feel unresponsive and clumsy.

62%

USA '94



Penalty practice - and the goalie has passed out with the atrocious graphics!

Publisher: U.S. Gold
Developer: Turbos
Bios: 2
Price: £27.99
Genre: Sports
Hard disk install: Yes
Control scheme: Joystick
Supports: A386/486/68000/68010/68020/68030
Recommended: 8000 sports



The useless Strip Editor, more fun than the actual game

OPINION 28%

As if all this wasn't bad enough, the game is full of bugs, it crashes and is glitchy - the graphics flicker terribly when two players cross over. The whole thing looks rushed out in time for the World Cup.

There was some hope with all the options available but this was let down by the most ridiculous option screens I've ever seen. They've insisted on using the official dog mascot at every opportunity - just in case we should forget that this is the official merchandise. This all leads to total confusion as you try to differentiate between one dog picture and another.

Incidentally, once you've changed all the variables to suit your game style they don't make that much of a difference anyway. There's even the option to change

the colour of the teams socks. Is this meant to be serious? Does anyone really care what colour socks they have?

I mean anyone with a modicum of common sense would surely have realised and said, "Hey, why don't we concentrate on things that really matter, like gameplay?"

This is what counts after all. Somehow you don't feel in control of the game and there are no impressive moves to carry out.

Most of all, the game is incredibly boring! Even the most appalling football games manage to conjure some excitement especially in two-player mode. But not so in this case. You find yourself wishing for the final whistle and the game does nothing to evoke the competitive spirit.

This really is the spit in the referees whistle - avoid - unless of course you really are a glutton for punishment.

AMIGA SOFTWARE



A Virus Killer is an essential purchase in these days where there are hundreds of Amiga viruses. Make sure your software collection is safe from all known viruses.

£4.00

VIP4-2. VIRUS KILLERS



If you're in a bit of a fix, here's a treat. Fight against numerous opponents in this fast action beat 'em up. Features enhanced sound on 2 drive Amigas.

Only £5.00

BDK6-3. KOMBAT



Who needs Sonic or Mario when you can play fantastic games like this on your Amiga. Fast, smooth scrolling platform game. Excellent stuff.

Only £5.00

MSB5-1. MORTON STRIKES BACK



Now the summer's here, it's time to do the garden, and this is a good reason not to, because you'll be too busy designing it.

Only £3.00

GRN3-1. 3D GARDEN DESIGNER



A two disk collection of various Scala background textures. Wood, paper, etc. Gives your Scala production a more professional finish.

Only £8.00

SCA6-2. SCALA TEXTURES



Make your own hardware and save £250. Sound samplers, memory expansions, bridgeboards are all here. Includes complete diagrams.

Only £3.00

HWP3-1. HARDWARE PROJECTS



Forty top quality computer generated fonts for use with WSG3, PageStream, Wordworth, D-Plan 4 etc.

Only £7.00

PSF7-3. COMPUGRAPHIC FONTS



Four all time classic board games. Scrabble, Cluedo, Snakes and Ladders, and Monopoly. Great fun for all the family.

All for only £10.00

BDG10-4. BOARD GAMES



This is the most powerful Amiga disk duplicator available. In fact the authors say that if you can't copy something then they'll give you your money back.

Order Now £34.95

XCP35-1. XCOPY PRO.



Fifty stunning AGA images in 250 colours. All of which will blow your mind. All run as a desktop for ease of viewing.

Only £15.00

GRI15-10. BATHING BABES



The complete RSI demo maker, featuring font editor, vector editor, graphic templates, extra music fonts etc. and a complete library.

All for only £15.00

RSM15-5. RSI DEMO MAKER



Features all you need to crunch, archive & burnish any file or disk. Includes CDMS the Disk Manager. Powerpacker, LHA etc.

Only £5.00

CRM5-2. CRUNCH MANIA



Over 1000 Top Amiga game cheats on five disks. Includes all popular titles like: Monkey Island, Project X etc.

Only £5.00

CHT9-5. 1000 GAME CHEATS



Over 70 top quality image objects for use in any version of Imagine. Subjects include: Vehicles, Animals, Star Trek, Dinosaurs, Star Wars and loads more.

Only £15.00

JOD15-10. IMAGINE OBJECTS



Hundreds of general knowledge questions. Subjects include: Sport, Film, Music, Science, Geography. Test your knowledge with this excellent Trivia game.

Only £5.00

QUZ5-2. QUIZ MASTER



Run PC software on your Amiga. Supports VGA on the A1200 or A4000 series with your Hard Disk, Floppy Drive, Serial, Parallel & mouse ports.

£39.95

PCT40-1. PC TASK



A five disk set of over 70 top quality fonts for use with Wordworth 2 or 3. Simply install them and they're ready to use.

Only £10.00

WWF10-5. WORDWORTH FONTS



A complete Word processing package. Includes spell checker & grammar checker. A very easy to use package.

Only £4.00

WPR4-1. WORD PROCESSING



FREE!!!
FREE BOX OF TEN BLANK DISKS WITH EVERY ORDER OVER £25
Don't forget to ask for this!



Create your own fascinating Random Dot Stereograms. Easy to use.

Only £3.00

RDS1-1. RANDOM DOT STEREOGRAM



Get your finances in order with this excellent package. Have a closer look at your accounts, find out where all your money goes every month.

Only £5.00

FIN7-3. FINANCE



A two disk set of extra backgrounds, icons etc. for use with Magic WordBackgrounds. Requires WSG3.

Only £5.00

MW5-2. MAGIC WB EXTRAS



The most professional word search, crossword puzzle available on the Amiga. Includes a dictionary of over 50,000 words, and you can add your own.

Only £5.00

WFP5-2. WORD FINDER PRO.



If you're new to the Amiga, then you may be having problems with missing Libraries on your system that are needed to run particular software. Order this now and solve these problems.

Only £2.00

EPR1-1. ESSENTIAL FOR BEGINNERS



A selection of tools for degrading your A1200 down to a 500. Very easy to use, but extremely effective way of running old games etc.

Only £4.00

DEG4-2. A1200 DEGRADERS



A good selection of games, music, movies, and more to use only on the A1200 or A4000. A great way to increase your Amiga software collection.

£15.00

AGA15-10. A1200 STUFF



High quality box of ten blank disks, in a choice of pre-formatted or unformatted media. 100% error free guaranteed.

Only £4.95

BLK5-10. TEN BLANK DISKS



If you want to be a budding top Chef or Foodie then THE GOURMET COOK BOOK is a good way to get started. Over 50 recipes included.

Only £2.00

GCB3-1. THE COOK BOOK



Double the space available on your hard disk. If you have a 4096 drive this will give you over 150MB of available space. Turns silently in the background.

Only £5.00

EPU5-2. DISK DOUBLER



Learning to type can be a difficult task, but not when you get a copy of our classic typing tutor. Includes three games to help you learn to type.

Only £3.00

TYP3-1. TYPING TUTOR



Whether you want to link two Amigas together, or 2 Amigas to a PC, then this package will suit you. Easy to install.

Only £8.00

COM8-3. NETWORKING



Brilliance 2 is the best AGA paint & animation package available on the Amiga. Supports all available graphics modes. Check latest magazines for reviews.

Only £89.95

BRT90-1. BRILLIANCE 2

All Titles Advertised on these pages should work on any Amiga unless stated

ORDER FORM

Name _____
Address _____
Tel _____ Amiga _____
Payment method _____
Credit Card No. _____ Exp. _____

Order Value	
Amount of PD Packs	QTY
XXXX-X PACK TITLE	_____
Other Items	_____
Goods value	_____
Postage & Packing	_____
Amount enclosed	_____

X-CAD 2000

One of the most powerful Computer Aided Design packages available on the Amiga. Now at an unbelievable price. Order Code █ XCD30-1 Only £29.95

OVERSEAS ORDERS

Overseas orders are welcome. We please add 25p to each disk ordered, & £3.00 for each Pack ordered, a minimum of 5 disks apply. All Overseas orders are sent by air for fast delivery.

COLLECTING DISKS

You are welcome to collect your order, but you are advised to place it through prior to collection. Office hours: 9.30am - 5.00pm Mon-Sat.

CD³² LINKUP

Connect your CD32 to your Amiga for easy transfer of ALL CD Rom disks. Complete with leads + CD Rom boot software. █ CDL35-1. Only £34.95 + £1.00 P&P

ORDERING BY POST

Simply send your order in as an Air Mail, listing the number and name of the disk, and your name & address, or if you wish simply send us the order you want to order. Fill in your name, etc. and send your order to: EPIC MARKETING, First Floor Offices, Victoria Centre, 138-139 Victoria Rd, Swindon, Wiltshire, SN1 3BU.

ORDERING BY PHONE

Call any time between 9.30am & 5.00pm Monday to Saturday with your credit card details and the disks you would like to order.



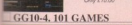
Order hotline: 0793 490988 Fax: 514187



MGB3-1. MEGABALL AGA

Megaball V3 is most definitely the best ever "break-out" game available. Superb AGA graphics, music and gameplay make this an all time classic.

Only £3.00



GG10-4. 101 GAMES

If you're into imagine then this fantastic new Objects disk will amaze you. Objects include: Delta Fighter, Soul Hunter, Tyranid and Vortex One Space Craft.

Only £4.00



BLF4-1. BABYLON 5 OBJECTS

A collection of tools for the printer user. Printer drivers, label maker and other useful utilities are included in this great getting started pack.

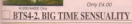
Only £8.00



PRT8-4. PRINTER TOOLS

Whether you run a small business or just need to go computerised then this superbly easy to use integrated package is what you want.

£7.00



IFC7-3. LITTLE OFFICE

This is the most impressive AGA demonstration available. If you want to impress someone, then this is what will do it. Features a real 3Ding soundtrack.

Only £4.00



BTS4-2. BIG TIME SENSUALITY

Hundreds of quality textures for use in Imagine. Render your objects in a variety of shades, colours and textures. Compatible with all Amiga.

Only £12.00



ITX12-7. IMAGINE TEXTURES

A compilation of very powerful disk editors, make backups of your software collection with ease.

Only £5.00



CPY5-2. DISK COPIERS

Seventy backup tools for use in almost any package including Deluxe Paint. Also features a fantastic font editor for designing or customising your own fonts.

Only £7.00

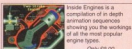


FNT7-3. FONTS & EDITOR

Tetris is the most addictive game for a computer and that's a fact. This is a compilation of five of the best. Best graphics, best sound and best playability.

Only £9.00

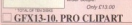
TET9-5. TETRIS MAYHEM



ENG9-5. INSIDE ENGINES

Inside Engines is a compilation of in depth animation sequences showing you the workings of all the most popular engine types.

Only £3.00



GFX13-10. PRO CLIPART

Hundreds of high quality professional clipart images. Subjects include: People, Computers, Areas and people. A much wider scope.

Only £13.00



SPG15-7. SPECCY GAMES

A selection of printer drivers including all popular printers such as: Hewlett Packard, Star, Panasonic, Epson, IBM, OKI, Seiko, Postscript etc.

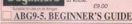
Only £3.00



THE END

Contains a selection of video stills, video wipes & backdrops. Great for creating professional home movies. All you need.

Only £12.00



VID12-6. VIDEO STUFF

If you've just purchased your Amiga you may be a bit bogged how to use it properly. Well this five disk set takes you step by step through every basic thing to know.

£29.00



ABG9-5. BEGINNER'S GUIDE

A collection of Amiga card games including: Poker, Craps, Solitaire etc. Great fun for all the family.

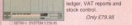
Only £10.00



CRD10-4. CARD GAMES

Over 200 Workbench 2 or 3 utilities, including text editors, virus killers, disk editors, sound & graphic tools and loads more.

Only £2.00



TTU3-1. 203 UTILITIES

Monitors the card game features unbelievable 256 colour backgrounds. Also available now are four new data disks featuring 4 new card designs.

Only £8.00

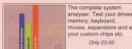


KLD6-3. KLONDIKE AGA

The perfect companion for all Amiga business needs. Includes: Cashflow, invoicing bills, wages, VAT reports and stock control.

Only £7.95

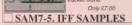
ST80-1. SYSTEM 3 ENHANCED



ENK3-1. ENGINEER'S KIT

The complete system analyser. Test your drives, memory, keyboard, mouse, printers and all your custom chips etc.

Only £3.00



SAM7-5. IFF SAMPLES

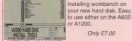
Hundreds of high quality IFF samples, including drums, guitars, bass, vocals and beats. Perfect for Music X, Med or any tracker store.

Only £7.00



AAC10-4. ARCADE CLASSICS

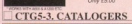
Features 4 of the classic. New & old versions of Pacman, Space Invaders, Asteroids and Galaxian. Remember the good old days for once! £10.00



AHD7-2. HARD DISK INSTALLER

An essential tool for installing workbench on your new hard disk. Easy to use either on the AS50 or A1200.

Only £7.00



CTG5-3. CATALOGERS

Organise your entertainment media with this set of cataloguing tools. Video, CD and disks are all catered for.

Only £5.00



CLF15-8. COLOUR FONTS

This is the most impressive PAVE demo available on the Amiga, features an amazing soundtrack & video, visuals, don't miss this.

Only £4.00



SBL4-2. NINE FINGERS

An all time classic! Features include: 7 skill levels, full league tables, 3D football sound, managerial injury, promotion & relegation.

Order now only £3.00



FBM3-1. FOOTBALL MANAGER

Another great puzzle game for a computer. A part of the best, a package of pressure and a good game of Chess. Also contains the "What a life!"

Only £10.00



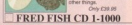
CFS10-1. CENTREFOLD SQUARES



GAMES DEMOS 1-1000

Thousands of useful tools, games and graphics on each disk. Call for details. GURNET DEMOS 1-1000 of the very best. Includes: GURNET 1, GURNET 2, GURNET 3.

Only £14.95



FRED FISH CD 1-1000

The Fred Fish collection. Over 4000 utilities included. Over 4000 utilities included. Over 4000 utilities included. Over 4000 utilities included.

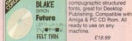
Only £28.95



LOCK 'N' LOAD CD

1000 all time classic Amiga games, puzzles, adventures, RPG, Shootout, etc. Platforms. Works on the CDTV, CD30 or any other Amiga CD ROM drive.

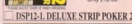
Only £18.95



AMINET 3

Thousands of archived tools, including patches, fonts, tools, graphics, AGA tools, workbench tools. It'll take you months to sit through this lot.

Only £19.95



AMINET 3 CD ROM

Over 2,000 Adobe and computerised structured fonts, great for Desktop Publishing. Comes with Amiga & PC CD ROM. All ready to use on any machine.

Only £12.00



PRO. FONTS CD ROM

Play Poker with some of the most lovely ladies in the world. Includes video graphics and digitised speech.

Only £12.00



DSP12-1. DELUXE STRIP POKER 2

Whether you're a complete beginner at chess or a champion, CHESD has something for you. Includes video graphics and speech make this a great software title.

Only £4.00



JIT4-1. CHESS & TUTOR

Williams F1 Imagine object. It requires a meg but as you can see is Amazing. Requires a version of Imagine to render it.

Only £4.00



WIO4-1. WILLIAMS F1

A collection of great fun educational games for children aged 7+. Maths, spelling, speed, etc. are all included in this excellent compilation.

Only £9.00

EDU9-4. EDUCATIONAL

Ship other people from London to New York. It's a hard task, by putting a customised password on your disk. Also contains file encryption tools.

Only £10.00

PASSWORD

ENCRYPTOR

ENCRYPTOR

PSW10-4. PASSWORD

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

PSW10-4. PASSWORD

Only £10.00

P

latformers seem to have made a bit of a revival of late, with some top quality titles making an appearance.

It's finally been acknowledged that these games need a little more to them to make them interesting and Audiogenic seem to be on the right lines with their platformer/puzzler, Bubble and Squeak.

INTRODUCTION



Although the characters are irritatingly cute the game is rather taxing

SOUND

Again it is in keeping with the platformer style using lively, jaunty tunes which fit in with the pace.

Sound effects are in abundance and are of a very high standard. In fact there seems to be a different sound for every action. From enemies sneezing at you to rippling water, they all sound realistic and work well. Background sounds have even been thought out, like birds tweeting.

At first I thought the character's sampled phrases (such as "Wait here" and "Come on") would grate on my nerves but they simply reinforce what is happening in the game.

70%



Find pots around the levels to reach higher platforms



STORYLINE

Now this is a weird one! Apparently a character called Squeak just happens to drop through a Black Hole and asks you (Bubble) to become hero of the universe.

The land of Grool, Squeak's home, is under a reign of terror of the evil Kat of Nine Tails who has enslaved all the Grooleans and stolen their tails.

Squeak managed to escape and now needs your help to free the Grooleans.

Bubble

Gone are the days when Bubble and Squeak was merely the dreaded choice on the School dinner menu, because now it's a tasty new platformer from Audiogenic. Tina Hackett investigates what's cookin'



The underwater effects look and sound brilliant

OPINION

77%

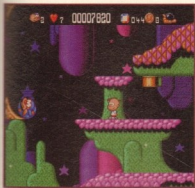
It is quite common for platformers to sometimes fall into the trap of being dull and not very challenging, so it's always nice to play those that involve a good puzzle element too. Bubble and Squeak does take a fair bit of working out and it's not a game you can just whizz through.

The puzzles require you to work out how to get the two characters around the levels by using the objects and character's abilities - for example, jumping onto Squeak's back to reach higher levels or operating the lifts with the switches located on different platforms.

This works extremely well and leaves us with a very enjoyable and addictive game.

My only actual beef is a little too cute for some but this doesn't mean it is an easy game. Ignore the misleading cutesy factors and it is a taxing but very playable title.

The password system is a more than welcome feature (although fiddly to operate) because in some places, if you make a small mistake like falling off a platform, there seems to be no way out other than starting from scratch again.



Send him in a spin to fly over gaps

GRAPHICS

Although it looks nothing new and is the usual platformer type thing with cute sprites and bright, cheerful graphics, it does work exceptionally well and is of a very high standard.

The backdrops are detailed, the levels set out well and the special effects such as the lightning and the character becoming darker underwater look brilliant.

On the bonus level, you take charge of an underwater submarine and this is where the graphics really do excel. Using psychedelic, kaleidoscopic patterns to convey the rippling water, the scenery becomes part of the puzzle as you make your way through seaweed and foreground and background obstacles.

The characters have been nicely animated and add some humorous touches. For example, if Bubble is left standing he will yawn or Squeak will tap his feet.

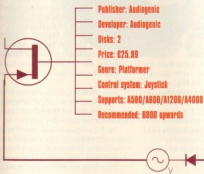
75%



Storms are brewing and the lightning spectacular but our fearless hero still braves on, even against deadly Rattlesnakes.

and Squeak

Bubble Gum machines give Squeak special powers



The game has many objectives which keep things very interesting. There are five worlds on the planet Grool and each one has at least five different levels. You also get to progress onto shoot-'em-up levels and bonus games.

On some levels the water will rise and cut off some of the lower levels. If either characters become submerged they will lose a life. This keeps things frantic and the pace exciting.

Gumball machines also play a big part believe it or not, and buying the Bubble Gum for Bubble results in giving him special powers to fly or move as fast, or jump as high as Squeak.

Plenty of attention to detail has been paid, especially in creating themed settings and imaginative sprites, such as the Stardust Caverns with its Red Crawlers and Baseball Ducks who will hit any fire you hit back at them.

This is a very polished game, with a great deal of attention paid to every aspect, providing varied gameplay and detailed graphics. The game has been very nicely put together and although it is another platformer, it is of a high quality and has enough puzzles in it to keep it challenging.

FLASHBACK

There are many games in this puzzler/platformer genre but perhaps the closest to Bubble and Squeak is Core Design's Bubba 'N' Stix which involves a similar sort of gameplay.

In this case you have to use a stick character to get around the levels, whereas now it is an alien. Both have an exceptionally high standard of graphics and have many, logical puzzles to solve.

This is more than just another platformer and has many more aspects to the gameplay than usual.



Violence sells. Don't take my word for it, take a look at the facts. Street Fighter 2, Mortal Kombat and Body Blows have all been amazing successes across their own various formats.

The majority of these beat-'em-ups are jam-packed full of nothing more than "cartoon" violence. I mean where you ever been in or seen a brawl where

one of the fighters has leapt 20ft in the air and fired lighting out of the tips of his fingers?

No, of course you haven't because, and here's a thing, computer games aren't real! That's not to say that there isn't a person out there who has spent twenty years training in martial arts, almost as much time studying ancient Chinese legend and is now ready to become the portal for the ancient and

banished five guardians of the earth.

Sounds weird, but it's totally true. Neil Axe is his name and he's about to star in his very own beat-'em-up entitled *MysterX* – but his story goes much deeper than that.

Born in the year of the snake in Bucks, Neil Axe (real name) was first taught karate by his father at the age of five. He spent seven years learning karate-based self defence, before using the next couple of years to widen his skills in two other forms of karate, Wado Ryu and Shotokan.

After dabbling in boxing, Akido and Judo, Neil moved to New Zealand where a five year gap in his martial arts training was filled mainly with bouncing work in night-clubs.

On Neil's return to Britain, more study in several martial arts resulted in Neil's rise to the top of his chosen profession and eventually became known as Master Axe – but his story doesn't stop there.

Oriental legend has it that there are five guardians of the earth: Quazar, Stone, Storm, Aqua and Fire. All were banished from this plane 9000 years ago by man, who felt that he no longer needed their advice.

Since then, chaos has ruled the earth and without the guardians it seems set to continue. The guardians need to find a human host through which to project

themselves into this world once more, but the host is a rare being, and must possess a number of special skills.

The skills required are those of the fabled Animal Warriors: Bull, Dragon, Crane, Leopard, Mantis, Monkey, Phoenix, Snake and Tiger. It will take many years to select the host, as a test is required for the chosen one.

In 1988 Neil Axe led a team of four men (Roger, Michael, Julian and Neil himself) across the United States, sparring in various towns and cycling around 4000 miles from New York to San Diego.

This, as Neil believes, was the test. The guardians had appeared to Neil in dreams before the trip, but it wasn't until he finished his cycling quest (which incidentally raised funds for the Great Ormond Street Hospital) that he finally realised it.

Look I know it sounds far out, but Neil states very clearly that the five guardians wish to make their voices heard through him and that he is the chosen one.

Ridicule the story if you wish, but by all accounts Mr Axe is not one of those people that you'd want to mess with, but I swear that the above story is true.

The full official and impressive title of Millennium's beat-'em-up is *Master Axe: The Genesis of MysterX*, but it isn't a straightforward out and out beat-'em-up. Chris Elliott, the head honcho behind the creation of the game, explains just how *MysterX* will work.

"The beat-'em-up will be split into four distinct parts: The Academy, Coast to Coast, Trial by Combat and Spirit Struggle. Each part will test the player on a slightly different level, as well as portraying varying types of atmosphere."

The Academy part is essentially a trainer level to enable the player to get friendly with the controls and practice all the moves needed to complete the quest. Spirit Struggle is a

system analysis

This is a true story. Neil Axe, unknown outside of the martial arts world, is about to become big news.

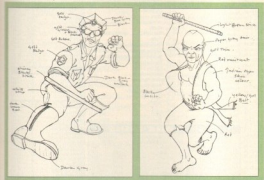
Jonathan Maddock bows politely and takes a look at

Millennium's forthcoming beat-'em-up extravaganza.



The finished drawings of the enemies that will appear in *Master Axe: The Genesis of MysterX*





The preliminary sketches for Master Axe's opponents include a cop who Neil, Roger, Michael and Julian ran into while cycling across the United States of America



1 At this stage in the development, only the Neil sprite has been completed and it moves exactly like Master Axe

2 In the training centre and just have a look at how much detail has been put into the background

3 The Neil sprite whose realistic fighting manoeuvres have been brought to the small screen

4 The back streets of New York, just one of the amazing backgrounds in MysterX



Neil Axe in front of the spectacular view of Mount Rushmore

MysterX

two-player section, whereby the competitors control the dark and light (dark representing evil, light representing good) side of one of the four characters on the spooky spirit plane.

Trial by Combat is another two-player level and is a tournament mode based on Neil and his comrade's adventures in places like Las Vegas, Los Angeles and Maui.

SPRITES

Coast by Coast, which was destined at one time to become the first game in a MysterX series, is a one-player game featuring the previously mentioned cycle trek across the USA.

As well as Neil, Roger, Michael and Julian, one of which you'll be able to control, there are to be eight computer opponents who pop up during various stages.

The game is only in its beginning stages and has a predicted release date of November – therefore only the Neil Axe sprites and a handful of backgrounds are fully complete – but already it's looking rather good.

Neil himself is more than pleased with

the backgrounds. "I've spent months now looking at just about every other beat-'em-up there is," says Master Axe "and right now, I'm biased."

"I don't like special moves and I think that from a martial arts viewpoint, which some of them try to emulate, the movement is ridiculous. Apart from that though, there is a tendency to treat the backgrounds as an afterthought. 'A pier somewhere', 'a city street anywhere', that kind of thing. What Chris and Millennium have done though is just superb."

The A500/500 versions of MysterX will be released first, with the enhanced A1200 and CD32 versions following soon after. The A500/500 version may have slightly less moves than it's more powerful counterparts.

MysterX is going to be that little bit different from the norm. It's not a license, it's based on a real story and a real person.

Neil Axe will be punching and kicking his way on to the Amiga very soon and with plans for his own Hollywood movie and countless merchandising deals, the computer game is only the tip of the iceberg.



I know about or have seen almost every single Amiga game. Although I know at least one game a month will shine like a twinkling star, I also know that the others won't make the grade. Only a few games now genuinely excite me.

Theme Park is one product I'm eagerly looking forward to, the same goes for Ocean's TFX and Inferno, but there is one piece of software I saw a year ago which excited me more than anything I have seen in a long time.

Dreamweb, developed by Creative Reality and published by Empire, is now only a month away from release and about to make Reservoir Dogs look like Play School.

It's an overhead view role-play adventure game and on its menu is bad language for starters, violence as the



Ryan, on a visit to Louis, his dodgy druggie friend, gets himself snugged for his trainers

The start of Ryan's adventure and time for him to tool up and go and kill his first victim



main course with a small side order of sex for good measure. A banquet fit for a King!

Before one of you start writing to Points of View about the state of violent games and today's disaffected youth,

Dreamweb has an adult theme and thus is going to be aimed at the same audience who have seen films like Blade Runner and Akira.

Empire are even going to give the game a voluntary 18 certificate, so

angered parents need not worry – not that they should anyway because their kids need only watch the News at Ten to get their daily dose of violence.

The Dreamweb is an endless dwelling of thought. Its core is occupied by seven



In Dreamweb there is an element of surprise and Ryan, by not looking over his shoulder has, unfortunately, just been blown away. Game over, man

system analysis

Over four years in the making and it comes complete with sex, bad language and violence. Jonathan Maddock desperately searches for something to get these bloodstains, not nearly clean, but really clean...

Reality bites!

Creative Reality was formed about four years ago and consists of just two people – Neil Dodwell codes while Dave Dew produces all the graphics. The duo have worked on almost every machine and completed about 15 products between them.

Before Dreamweb, Neil and Dave created the wonderful Myth for System 3. The two were also responsible for several older Spectrum games including Nemesis the Warlock and Saine from 2000AD, plus they've done various conversions onto the consoles.

Both developers have never had any formal training and never had a "proper" job. The two work well as a team and their best work is always something that they have collaborated on.

The Dreamweb concept was first conceived sometime in 1989. Creative Reality, like so many developers, got bored with linear platform games and then got the idea to do a role-play adventure. The name "Dreamweb" was what first started the whole project because Creative Reality thought that it was a powerful film-like name.

The game has been through many ideas and story lines and it's taken just over



four years to complete. This in computer game terms is a hell of a long time, but Empire believe let the lads have complete freedom to do what they want and firmly believe that Dreamweb is worth waiting for.

In the future, Creative Reality are hoping to do more games using the Dreamweb adventure engine. The duo are planning to use CD technology more and more as it is ideally suited to games like Dreamweb.

controlling powers who influence the thoughts and actions of their hosts on Earth. The Dreamweb is watched over by the keepers. When any of the seven people on Earth die, their controlling power dies too.

A new power emerges which may be good or evil. The overall feeling of the Dreamweb is reflected in people's dreams on Earth. If the Dreamweb tends towards evil, dreams become nightmares.

The evil hosts come into conflict with the good hosts and a battle for status ensues for centuries. The battle swayed both sides, but evil has finally destroyed all the good hosts and it now controls all the dreams. The keepers decided that it was time to appoint a person on Earth to act for them and restore the balance.

HOSTS

You play Ryan, the only person close enough to all seven hosts to destroy them before they reach entropy. When Ryan kills a host their soul is consumed into his body, sending the hero of the adventure into the Dreamweb.

Only when all seven hosts are dead will the Dreamweb's balance be finally restored. This concludes Dreamweb's mind-expanding epic storyline!

The game revolves around intricate object manipulation and Creative Reality are proud of the fact that every object can be examined in minute detail. Objects can hold many other smaller objects which can also be used (i.e. cigarette packets hold cigarettes and so on).

The objects can be picked up and dropped anywhere in the game, unlike most adventures which don't let you drop them. The game keeps track of all



The guardians of the Dreamweb summon Ryan to assassinate the seven evil beings to try and restore the balance between good and bad

this manipulation using complex data structures.

Dreamweb is a graphically huge adventure and as with the programming, it was all done by one person. There are over 4000 frames of animation alone, each frame hand-drawn by Dave Dew. The graphics are heavily stylised and give more than a nod and a wink to the visuals seen in Ridley Scott's Blade Runner.

Dave didn't use any clever techniques such as digitising - everything was drawn with his own fair hand. Most of the graphics were produced using Creative Reality's own adventure editor, but some of the larger sprites and backgrounds were created on Deluxe Paint.

I've seen a 99% complete version of Dreamweb and all Creative Reality need to do is add the ever-changing atmospheric soundtrack, but I can't really fail to be impressed.

I know this is a preview and not a review, but Empire have got a winner on their hands and I will have the wonderful pleasure of reviewing it for you next month. Just dreamy!



Outside of Sparky's bar and there is a babbling drunk standing in the rain. Go inside to gain some important information



First assassination of the day and you have to shoot a rock star while he's indulging himself in a bit of hot sex. What a way to go!



Another evil target has been hunted down and she is about to be put to rest with a bullet in the head

web



Creative Reality consist of just two. Neil Dodwell codes, while Dave Dew handles the graphics for Empire's imminent adventure



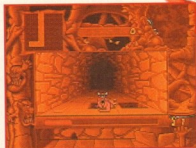
The beginning of the game. A guardian on the bridge has been added, but graphically not much has changed from the first initial sketch



system analysis



Down in the pits of hell, Jonathan Maddock grows some horns out of the top of his head, grabs his trident and takes a look at Gremlin's forthcoming CD32-only cartoon extravaganza



Litiil Devil has, unfortunately, found one of the many traps in the game and I don't think he looks too happy about it either



Litiil



Mutt has found one of the doors which lead to one of the game's 50 or so puzzle rooms

Over the last few years the term "interactive cartoon" has slowly translated into "unplayable game." This is the fault of the developers who have been putting too much emphasis on the graphics and sound and forgetting about what really counts, the playability.

The first interactive cartoons on the Amiga were the Dragon's Lair and Space Ace series of games. Technically, these software products were outstanding and caused many gamers' jaws to drop.

The down side, due to massive amounts of data involved, was that the games came on far too many disks which meant you were sentenced to a life in swapping hell.

The Sullivan Bluth Studios, famous for motion pictures such as Freddy F.R.O.7, All Dogs Go To Heaven and more recently Thumbelina, handled all

the animation and did a really good job with the products, but they were all sadly lacking in the playability department.

3.5" disks are now becoming slowly defunct and it looks like the computer industry is quickly moving towards the CD format. The CD is able to hold huge amounts of data and some machines like the CD32 even have built-in FMV (Full Motion Video) modules, enabling the user to watch current movies on CD.

This means games like Space Ace will now become more commonplace and with the data storage problem sorted, prominence can now be, at last, put on gameplay.

The Irish division of Gremlin Graphics have been working on a game to fully test the CD32's capabilities in the interactive cartoon department. It's called Litiil Devil and has taken four years to complete. Litiil Devil's story begins in the



There are several items on sale in the shop and all of them are needed to complete the game. Collect the gold and they will be yours

Underworld and this is where the sands of time trickle eternally through the four glass of infinity. Thus tomorrow is the same as yesterday and will undoubtedly be the same as the day after.

Time crawls along and only once is the monotony broken. This occurs once a year by a meeting of the Grand Council in the Chamber of the Ancients.

This occasion is where Mutt, the hero

contained within Gremlin's arcade adventure. The first and main one is a 3D maze which Mutt must explore, looking for doors which lead to the second style of game.

Through these door are puzzles or quest rooms and these must be successfully negotiated before Mutt is able to progress further into the maze.

The puzzles range from dealing with huge spiders to playing a fishy game of

the character sprites. The animation is top-notch stuff and it's no wonder that Gremlin Ireland have taken so long over Lital Divil.

Animation isn't the quickest thing to do in the world and the creators have taken care of every little detail, including drawing every single wall in the 3D maze individually.

Although the graphics are undoubtedly the game's best feature, Lital Divil does have a whole host of others, like the fact that it is riddled with humour all the way through the adventure.

The top quality gags look as though they've been nicked from an episode of Bugs Bunny. Mutt gets stabbed by spikes, falls down holes and fire shoots out of the floor and burns our hapless hero, but he still gives that shake of his cartoon head, jumps up and gets on with his perilous quest - that is until his life-force runs out and



you lose a life. The whole game is topped off with a full cinematic CD score, giving Lital Divil just the right amount of atmosphere in all the right places. To go along with the various comedy moments, there is a full compliment of "wacky" cartoon-style sound effects.

As mentioned before, Lital Divil has been four years in the making and from what I've seen it's going to be well worth waiting for. With it's gorgeous graphics, superb soundtrack and the fact that it's playable, these make the perfect ingredients for a classic game.

Gremlin's spectacular CD32 game looks like it will become the first product to actually be called an "interactive cartoon" and hopefully this will entice more software publishers to use the CD32 to it's full capacity.

Divil

of Lital Divil, currently resides. The Council must decide who will be chosen to go forward into the Overworld, through the labyrinth of Chaos, and bring back the Mystic Pizza of Plenty. Every year, one of the Divils is selected, but as yet none have ever returned from their quests.

Each Divil in turn must reach into the sacred pot and pull out a straw. The one with the shortest must go and find the pizza. When it comes to Mutt's turn, he surprisingly gets stuck with the short straw.

After much celebrating from the other Divils and congratulations received from the Grand Councillor, Mutt is shoved towards the entrance to the Labyrinth.

Despite the terrible inscriptions outside, Mutt makes a start on his treacherous journey - this is where you take control of Lital Divil.

There are two distinct styles of game

"Simon says" with a wicked mermaid. Some of the puzzles are relatively straightforward, while some will have you racking your brains - but nothing that you won't be able to finally get past.

The 3D maze is littered with traps of all shapes and sizes. Each one, if sprung, takes some health-force away from Mutt. To restore this rapidly decreasing energy bar, Mutt can pick up loads of food which can be found dotted around the levels.

The most outstanding features of Lital Divil are the graphics. Apart from Microcosm, Gremlin's adventure is the best-looking game yet to appear on the CD32. The sprites and characters look set to rival anything that Sullivan Bluth have done or Disney themselves for that matter.

The backgrounds are exquisite and even though they are highly detailed, they don't detract anything away from



In one of the puzzle rooms and Mutt must make his way across the swamp by hopping on the stepping stones

AUDITION COMPUTERS LTD.

Established 1988

Free 50 Disk Labels with every Order



Disks & Boxes

25 Bulk DSDO Inc Labels	£10.00
50 Bulk DSDO Inc Labels	£18.50
100 Bulk DSDO Inc Labels	£36.00
10 Precision branded	£3.99
10 TDK branded	£7.99
60 x 4 Colour Labels	£1.00
200 x 4 Colour Labels	£2.00
10 Holder Disk Box	£3.95
20 Holder Disk Box	£2.99
50 Holder Disk Box	£3.99
100 Holder Disk Box	£4.49
100 File Drawer	£8.99
200 File Drawer	£11.99

All disks are guaranteed 100% Error Free

Accessories

Seagun Plus Gentek	E99.99
TecnoPlus Internal Disk Drive	E49.99
Quality Gray Mouse	E2.99
Seagun Plus Micro (280mb Micro switched)	E12.99
Automatic Joystick/Mouse Switch Box	E12.99
3 Metre Joystick or Mouse Extension Lead	E5.99
Amiga Analogue Adapters - use PC Joys on Amiga	E59.99
"L" Lead Extends Mouse & Joystick Ports	E5.99
"P" Lead Plus Mouse & Joystick in 1 Port	E5.99
Joystick/Mouse Automatic Switch Box	E7.99
Aerial Switch Box	E3.99
2 Metre Amiga to Stereo Lead	E2.99
5 Metre Amiga to Stereo Lead	E2.99
3.5" Disk Drive Head Cleaning Kit	E7.99
Printer Stand (fits most printers)	E2.99
Surge Protection Plug	E11.99
Amiga A1500/2000 - 80mb GVP Hard Drive	E199.99
Amiga A1500/2000 - 120mb GVP Hard Drive	E299.99
Amiga Keyboard/Tast	E274.99

Dust Covers

Citizen Swift Printers	£4.99
Philips Monitor	£4.99
Amiga A1500 - 2 part cover	£8.99
Star LC20 or 100 Printer	£4.99
Star LC200 Printer	£4.99

Printers

Star LC24/200 Printer	£4.99
A600 Control Centre Cover	£8.99
Printers	
Citizen Swift 90 Colour 9 Pin Printer	£154.99
Citizen ABC Colour 24 Pin Printer with ASF	£169.99
Citizen Swift 200 Colour 24 Pin Printer	£189.99
Citizen Swift 240 Colour 24 Pin Printer	£229.99
Parallel Printer Cable	£7.99
Citizen Swift 9 pin Black Ribbon	£4.00
Citizen Swift 24 pin Black Ribbon	£5.00
Citizen Swift Colour Ribbon	£16.50
All Printers come complete with driver software	

Control Centre

Manufactured to the highest standards from Sheet Steel. Epoxy coated to colour match the Amiga. Precision made to fit over the back of your Amiga to make a perfect platform for a monitor with a shelf for a disk drive etc. underneath.

Amiga A600 Model £29.95

Educational

Fun School 2 - ages Over 8s	£7.99
Fun School 3 - ages Under 5s	£11.99
Fun School 3 - ages 5 to 7s	£11.99
Fun School 3 - ages Over 8s	£12.99
Fun School 4 - ages Under 5s	£12.99
Fun School 4 - ages 5 to 7s	£12.99
Fun School 4 - ages 7 to 11s	£12.99
ADI Junior Counting ages 4/5	£9.99
ADI Junior Counting ages 6/7	£9.99
ADI Junior Reading ages 4/5	£9.99
ADI Junior Reading ages 6/7	£9.99
ADI English ages 11/12	£9.99
ADI English ages 12/13	£9.99
ADI English ages 14/15	£9.99
ADI French ages 11/12	£9.99
ADI French ages 12/13	£9.99
ADI French ages 13/14	£9.99
ADI Maths ages 11/12	£9.99
ADI Maths ages 12/13	£9.99
ADI Maths ages 13/14	£9.99
ADI Maths ages 14/15	£9.99
Primary Maths 12/16	£12.99
Primary Maths	£12.99

Computer Goods Fast


More English (GCSE)	£17.99	Super Jam	£19.99
Mega Maths (A Level)	£17.99	Quarterback	£39.99
More German (GCSE)	£17.99	Audio Sculptor	£19.99
More Science (GCSE)	£17.99	Midi Connector	£29.99
Reading and Writing - ages 3 to 8	£17.99	Mega Mix Masters	£39.95
Alvin's Puzzles - Kids' Academy	£17.99	DS88 Digital Sound Sampler	£34.95
Nobody's Big Adventure	£18.99	DS6 Digital Accounts	£35.99
Mickey's Memory Challenge	£13.99	Video Grabber & Sound Sampler in one	£39.99
Mickey's ABC	£13.99		
Playroom - ages 3 to 8	£14.99		
Maths Adventure	£11.99		
French Mistress	£9.99		
Answer Back Senior Quiz	£9.99		
Fact File 500s (or above) BUY 2 GET 1 FREE			
Scarf	£8.99		

Banks

Amiga Intern.	\$32.95
Amiga A500 Insider Guide	\$12.95
Amiga A1200 Insider Guide	\$12.95
Amiga A1200 Beginner's Pack (2 Books & Video)	\$39.95
Amiga Next Steps	\$14.95
Amiga Dos Quick Ref	\$8.95
Amiga Dos Inside & Out rev.	\$23.95
Amiga Graphics Inside & Out	\$29.95
Amiga Dos 2 Companion	\$22.99
Advanced Amiga Basic	\$14.99
Amiga Made Easy	\$12.95
Amiga Desktop Video Workbook	\$29.99
Amiga Dos Ref. Guide 3rd Ed.	\$17.95
Out of Amiga Tricks & Tips	\$24.95
Companys 2nd Book of the Amiga	\$16.90
C: A Dabbard Guide	\$14.95
Deluxe Part 4 - Tutor VIDEO	\$14.99
Inside Amiga Graphics	\$16.99
Kids and the Amiga	\$15.95
Making Music on the Amiga	\$29.95
More Tricks and Tips	\$14.95
Practical Amiga Programmer's Guide	\$19.99
Printers Inside and Out	\$29.95
Mastering Amiga Dos v3	\$20.95
Mastering Amiga Printers	\$19.95
Mastering Amiga Dos Vol 2	\$21.95
Inside Amiga on the Amiga	\$29.95

Software

Amos - The Creator	\$29.99	Making Music on the Amiga	\$29.95
Amos - Compiler	\$17.99	More Tricks and Tips	\$14.95
Amos - Professional	\$29.99	Practical Amiga Programmer's Guide	\$19.99
Pen Pal	\$27.50	Printers Inside and Out	\$29.95
Final Copy	\$78.99	Mastering Amiga Dos V3	\$20.95
Final Writer	\$57.99	Mastering Amiga Printers	\$19.95
PageSetter V3	\$36.99	Mastering Amiga Dos Vol 2	\$21.95
Pretron Paint	\$9.99	Using Amos on the Amiga	\$29.95
Directory Opus	\$42.99		
Deluxe Paint 3	\$9.99		
Media Show	\$39.99		
TV Test	\$24.99		
Home Accounts 2	\$34.99		
Money Matters	\$49.99		
Gallery Database	\$9.99		
Cashbook Controller	\$18.99		
SoundSaver Turbo v2	\$24.49		



Many CD32 Titles in stock please call for details

Karaoke Mixer with Microphone - Connect to your CD32 and sing along to your favourite music CDs. \$49.99

We also carry a range of Karaoke CD32s with the words:

Just like you see in the pub! Please call for details

Amigos CD32

Many CD32 Titles in stock please call for details
Karaoke Mixer with Microphone - Connect to
your CD32 and sing along to your favourite
music CDs £49.95
We also carry a range of Karaoke CDs with the words.
Just like you see in the pubs! Please call for details.

**AUDITION
COMPUTERS
LIMITED**

MAIL ORDER DEPARTMENT

35 BROAD STREET

STAMFORD

LINGS PE9 1PJ

MAIL ORDER HOTLINE

0780 55888



Pay by Credit Card for Immediate Despatch
(subject to security clearance)

Minimum order £15.00

Delivery Charges: Economy £2.00

Express £7.50

Post Cheque or Postal Order made out to
"Audition Computers Ltd" along with your
 Name, Address, Telephone Number and Details
 of your Order, to the address alongside.

All Prices include 17.5% VAT E&OE

Offers subject to availability.

LCL announce an incredible new release

CD MICRO FRENCH (Beginners - GCSE) **NEW**

CD Micro French is a complete course of 30 programs taking beginners up to GCSE in French, following the National Curriculum, for the Amiga CD or CD32. (See the black & white copy of the full colour screen).

It uses all the features of a CD system, i.e.:

- Interactive film-like programs are included. Actors talk to you out loud and wait for you to reply, before continuing the conversation, in French.
- Extensive French speech by native speakers.



- CD music by musicians who have played with world-famous groups.
- Massive 30 programs, with French instruction and over a thousand questions.
- Very easy to use, it really teaches you French, and it is great fun.

Also **new** interactive real speech in Amiga courses (where required)



LCL Self-tuition courses will open up a whole new world for you as each course is specifically designed to take beginners up to a recognised level (such as GCSE, A-Level or National Curriculum tests) in a fun but effective way.

Everything you are likely to need is included - you don't have to keep buying new packs. Each course includes an **incredible 24 programs** or tutorials, and even a **book**.

They are the most comprehensive courses of their type available - and yet amazingly, because of their established volume sales - they cost **LESS**.

Choose from the largest popular range of GCSE courses in the world:

Reach the top

MICRO FRENCH
(Beginners - GCSE)

MICRO MATHS
(11 years - GCSE)

MICRO SPANISH
(Beginners - GCSE & Business)

MICRO SCIENCE
(8 years - GCSE)

MICRO GERMAN
(Beginners - GCSE & Business)

PRIMARY MATHS
COURSE (3-12 years)

MICRO ENGLISH
(8 years - GCSE)

MEGA MATHS
(A level course)

**£5 OFF TOTAL FOR 2 COURSES,
£10 OFF FOR 3, £17 OFF FOR 4**

Only £24.99 per floppy disk course (U.K.). Only £34.99 for CD Course

Cheques payable to LCL. Free catalogue

Send orders to:
LCL (Dept AMC), Thames House, 73 Blandy Road,
Henley-on-Thames, Oxon RG9 1QB.

(* phone order floppies only)



Phone 0491 579845 (sent in 24 hrs. *)



PHONE
0480 498889
Fax: 0480 496379
Open 5 days a week
9am - 7pm

CD32 TITLES

ALIEN BREED 2	19.99
ARCADE POOL	9.99
BATTLECHIEFS	19.99
BENEATH THE STEEL SKY	19.99
CANNON FODDER	19.99
CAPTIVE 2 - LIBERATION	19.99
DARKSEED	19.99
ELITE 2 - FRONTIER	19.99
GUNSHIP 2000	19.99
HEMIDALL 2	23.99
IMPOSSIBLE MISSION	19.99
JAMES POND 3	19.99
KICK OFF 3	21.99
LIVERPOOL FOOTBALL	19.99
LOST VIRGINS	19.99
MAN UNITED RUGBY	19.99
PINKIE	19.99
PLANET FOOTBALL	CALL
SECOND SAMURAI	19.99
SHOGUN WARRIOR	19.99
SKIDMARKS	19.99
SOCCER KID	19.99
SUPERHOP	9.99
SUPER PUTTY	9.99
THEME PARK	CALL
UFO - ENEMY UNKNOWN	19.99
WHALES VOYAGE	19.99
WILD CUP SOCCER	19.99



AMBERMOON	22.99
ARCADE POOL	7.99
ARFIDY	7.99
APPROACH TRAINER	17.99
A-TRIP IN CONSTRUCTION	10.99
BANSHEE (AT2000)	17.99
BATTLE ISLE 2	CALL
BENEATH THE STEEL SKY	20.99
BENEFactor	17.99
BOYDOLDS (AT2000)	8.99
BUMP & BURN	19.99
CANNON FODDER	19.99
CASTLE CONQUEST	23.99
CHAMPION WRESTLER EL	10.99
CHAMPION WRESTLER EL	10.99
CIVILIZATION	22.99
CLUB FOOTBALL	19.99
CODENAME HELLFIRE	19.99

All items are subject to availability.

Post and packing: UK + 75p per item; 2nd Class: £1.50 per item; 1st Class: £2.00 per item; 1st Class Recorded: £2.50 per item.

E.E.C. - £3.00 per item; Non E.E.C. - £5.00 per item.

South Air E.E.C. - £5.75 per item; South Air Non E.E.C. - £9.00 per item.

North Air E.E.C. - £5.00 per item; North Air Non E.E.C. - £9.00 per item.

Prices marked with a * may not be released at time of going to press.

Please telephone for availability, and a full copy of our terms and conditions.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

GAME OF THE MONTH

SM CITY 2000

ONLY £5.99

AMIGA TITLES

DARKSEED	19.99	SUPREMACY	21.99
DARKSEED	19.99	SYNCHRONIC	21.99
D-DAY	23.99	TACTICAL MANAGER	19.99
DEMOMANIAC	11.99	THE SETTLERS	24.99
THEME PARK (AT2000)	22.99	TOP GEAR 2 (AT2000)	17.99
DREAMWEAVE	23.99	TRAPS 'N' TREASURES	17.99
DUNGEON MASTER CHOKOS	19.99	UFO - ENEMY UNKNOWN	22.99
ELFMANIA	16.99	ULTIMATE PINBALL	20.99
EMPIRE SOCCER	19.99	UNIVERSE	16.99
EXILE	19.99	VALHALLA	19.99
EYE OF THE BEHOLDER	11.99	WING COMMANDER	9.99
FIELDS OF GLORY	22.99	WORLD CUP COMPETITION	19.99
FRONTIER - ELITE 2	19.99	WORLD CUP USA 94	19.99
GUNSHIP 2000 (AT2000)	22.99		
HARPOON V.121	22.99		
HEMIDALL 2	22.99		
ISHAR 3	21.99		
JAMES POND 3 (AT2000)	19.99		
JET STRIKE	15.99		
JOHN WARRIOR HARPON	10.99		
K240	19.99		
KID	9.99		
KICK OFF 3	16.99		
KID VICIOUS	18.99		
KINGMAKER	24.99		
KINGS QUEST 6 (AT2000)	28.99		
LEWINSBURG 2 - THE THREE	15.99		
LIBERATION - CAPTIVE 2	19.99		
MAGIANS CASTLE	19.99		
MARIO IS MISSING	19.99		
MIG 29 - SUPER RACER	9.99		
MONKEY ISLAND	12.99		
NOK RALDO CHAMP	9.99		
NODDY BOY ADVENTURE	10.99		
ON THE BALL	22.99		
OVERLORD	22.99		
PINKIE	16.99		
POLICE QUEST 3	19.99		
RUFF N' TUMBLE	16.99		
RECONQUEST	19.99		
SAMMY TURTLE (AT2000)	19.99		
SANDBOX SOCCER '97 EDITION	13.99		
SIERRA SOCCER	19.99		
SIM ANK	9.99		
SIM CITY CLASSIC	19.99		
SIM CITY DE LUXE	17.99		
SIM CITY DE LUXE	22.99		
SIM EARTH	9.99		
SIM LIFE	9.99		
SIMON THE SOCCERER	19.99		
SPACE QUEST 3	10.99		
STARBUCK	10.99		
STREETFIGHTER 2	10.99		
SUB	19.99		

Prices can be subject to change. £ & D.L.

Post and packing: UK + 75p per item; 2nd Class: £1.50 per item; 1st Class: £2.00 per item; 1st Class Recorded: £2.50 per item.

E.E.C. - £3.00 per item; Non E.E.C. - £5.00 per item.

South Air E.E.C. - £5.75 per item; South Air Non E.E.C. - £9.00 per item.

North Air E.E.C. - £5.00 per item; North Air Non E.E.C. - £9.00 per item.

Prices marked with a * may not be released at time of going to press.

Please telephone for availability, and a full copy of our terms and conditions.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

Titles marked with a * are available at the price shown while stocks last.

NAME

ADDRESS

POSTCODE

PHONE

ITEM

ITEM

ITEM

(Please indicate whether you require Disk or CD-ROM)

Via / Mastercard / Switch Number:

Switch Issue No:

Card Expiry Date:

SIGNATURE:

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

PRICE

POSTAGE

POSTAGE

POSTAGE

POSTAGE

POSTAGE

POSTAGE

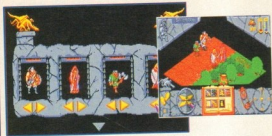
POSTAGE

POSTAGE

Make cheques payable to: European Computer User & send to: Units A2/A3 Edition Road, St. Ives, Huntingdon, CAMBS PE17 4LP



OPEN ALL DAY SATURDAY



Hero Quest 2 - Legacy of Sorasil



Gremlin's sequel to the classic 3D isometric adventure, released back in May, was warmly received by both the press and the general public. This CD32 version of the game isn't that much different from the original Hero Quest 2. The only noticeable change is a brand spanking new CD soundtrack to tantalise your ear drums while you wander around the fabled land of Rhia.

You can either use a mouse or the CD32 joystick for controlling your party of four heroes. Both are equally good, although the extra buttons on the joystick tend to make things slightly easier.

The game is relatively easy to play, but first-time adventurers might need to practise before attempting to complete the quest. Hero Quest 2 is divided into turns. You move your characters first then the Forces of Darkness respond.

Each of your characters moves in order and there are a range of options each can carry out. All have an allocation of 20 action points per turn, to be used in whichever way you require - remembering that the more complex the action the more points it will take to complete.

CD32 owners will be more than happy with Gremlin's superb adventure sequel. The 3D isometric graphics are spot on, the CD sound is a major improvement over the sonics heard in the computer version, plus it's still highly playable and incredibly addictive.

Whether you're using joystick or mouse, the control method is very simple, making the game a lot of fun to play. Even the younger player won't have too many problems with it.

Hero Quest 2 will last you an awful long time and it's by no means a game you're going to complete in an afternoon.

If you've got a CD32 I heartily recommend Gremlin's fantasy role-playing sequel.

Publisher: Gremlin

Developer: Io-house

Disks: 1

Price: £29.99

Genre: Isometric adventure

Hard disk install: N/A

Control system: Control pad

Supports: CD32

Recommended: N/A

75%



system essentials

Money too tight to mention? Moths flying out of your

wallet on a regular basis? Don't worry, be happy as

System takes a look at the latest budget and CD32

offerings from Gremlin and US Gold.

Apydia

Some older gamers reading this might remember the first time Apydia raised its shoot-'em-up head. It was heralded, at the time, as one of the best and most original horizontally-scrolling blasters you could get for your Amiga.

Since then, Team 17 have waded into the computer industry wearing a pair of size twelve Doc Martens and brought out a range of classic games including the shoot-'em-up benchmark, Project X.

If Team 17 have the best Amiga blaster sitting in their stables, why have they bought Blue-Byte's Apydia and put it on their budget label for a ridiculously cheap price of £10.99? Er, I don't really know, but that's what Team 17 tend to do from time to time and with a fair amount of success.

Apydia is a five level shoot-'em-up with a distinct insect. You control a "bee" ship (which looks more like a wasp, but there you go) and must hunt down an evil sorcerer called Haxaa who tortured your partner to near death.

The sprites and background graphics are delicately crafted and even in today's era of super high-quality products they look just beautiful. The game boasts the largest ever animated end-of-level guardians, some of which reach to full screens in height and over two screens in length.

Unlike Team 17's Project X, Apydia features a really good simultaneous two-player mode. The "other" player controls a drone which is able to protect the bee, but its abilities are limited. This is not shoot-'em-up, but it's not brilliant, and whoever reviewed it when it first appeared on the Amiga scene was perhaps a little too enthusiastic. The main problem appears to be that it's just too hard, even with two players

competing. Maybe that's just me being completely rubbish at shoot-'em-up! For just over a tenner though I shouldn't complain too much because it will keep you entertained for quite a while.

To sum up, Apydia has gorgeous graphics, nice sound, plenty of playability, a touch of addiction, but the difficulty level is set just a tad too high.

Publisher: Team 17

Developer: Blue-Byte

Disks: 2

Price: £9.99

Genre: Shoot-'em-up

Hard disk install: N/A

Control system: Joystick

Supports: A500/A600/A1200

Recommended: 6600

67%



Easy PD

PO Box 36, Frodsham, Warrington WA6 6DJ

High Quality and Low Prices - No Compromises!

We offer an unbeatable Fast, Friendly Service and some of the greatest PD Software around - So why pay more when the Best Costs Less!!

Telephone enquiries welcome - 0928 732 550

GAMES

18th Hole
GAT 1001 - 1 DISK - NOT 3DS. This is a very good looking overhead golf game. Good play value.

3D Games Series

GAT 1002 - 1 DISK. Includes about 30 adventures games, which is absolutely huge.

Act of War

GAT 1003 - 1 DISK. A very good Space Crusade style strategy game with some scenarios to be won, and some to be avoided.

Advanced Hero Quest

GAT 1004 - 1 DISK. Not for the computer but a very good game. It is a very good game. It is a very good game.

Deluxe Galaga

GAT 1005 - 1 DISK. A very classic but as old as the hills game. It is a very good game. It is a very good game.

Diplomacy

GAT 1006 - 1 DISK. A very complex strategic version of the classic board game. It is a very good game. It is a very good game.

Gnu Chess

GAT 1007 - 1 DISK - NOT 3DS. A very good looking chess game. It is a very good game. It is a very good game.

Golden Oldies

GAT 1008 - 1 DISK. A wonderful collection of classic games from the early days of computing. It is a very good game. It is a very good game.

600 Business Letters

GAT 1009 - 1 DISK. Lots of letters for the office.

Account Master

GAT 1010 - 1 DISK. A good little accounting program for the home.

Amibase Pro 2

GAT 1011 - 1 DISK. A very good database program for the home.

Astro 22

GAT 1012 - 1 DISK. A very good astronomy program for the home.

Astronomy

GAT 1013 - 1 DISK. A very good astronomy program for the home.

Classic Utilities

GAT 1014 - 1 DISK. A very good collection of classic utilities for the home.

Create Addresses

GAT 1015 - 1 DISK. A very good address book program for the home.

Crossword Creator

GAT 1016 - 1 DISK. A very good crossword puzzle program for the home.

Crunchers disk

GAT 1017 - 1 DISK. A very good calculator program for the home.

D-Copy 3.1

GAT 1018 - 1 DISK. A very good disk copying program for the home.

Dynamic Skies

GAT 1019 - 1 DISK. A very good flight simulator program for the home.

GAMES

Grand Prix 83
GAT 1020 - 1 DISK. A very good racing game. It is a very good game. It is a very good game.

Gush

GAT 1021 - 1 DISK. This is a very good game. It is a very good game. It is a very good game.

High Octane

GAT 1022 - 1 DISK. This is a very good game. It is a very good game. It is a very good game.

JellyQuest

GAT 1023 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Knows the Cat

GAT 1024 - 1 DISK. A very good game. It is a very good game. It is a very good game.

LD Dreams

GAT 1025 - 1 DISK. A very good game. It is a very good game. It is a very good game.

LD Meme 1

GAT 1026 - 1 DISK. A very good game. It is a very good game. It is a very good game.

LD Meme 2

GAT 1027 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Pay Quiz

GAT 1028 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Penis Tecks 2

GAT 1029 - 1 DISK. A very good game. It is a very good game. It is a very good game.

PP Mini Crunch

GAT 1030 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Professional Utilities

GAT 1031 - 1 DISK. A very good game. It is a very good game. It is a very good game.

S-I-R-B-S

GAT 1032 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Start of the

GAT 1033 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Starview

GAT 1034 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Test Engine 4

GAT 1035 - 1 DISK. A very good game. It is a very good game. It is a very good game.

The Memory Program

GAT 1036 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Utility Disk Maker

GAT 1037 - 1 DISK. A very good game. It is a very good game. It is a very good game.

X-Beat Pro

GAT 1038 - 1 DISK. A very good game. It is a very good game. It is a very good game.

GAMES

Red Dwarf Quiz
GAT 1039 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Read to Hell

GAT 1040 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Starbase 13

GAT 1041 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Survivor

GAT 1042 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Tetris

GAT 1043 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Me Men Olympics

GAT 1044 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Total War

GAT 1045 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Wizard Wars

GAT 1046 - 1 DISK. A very good game. It is a very good game. It is a very good game.

ASSASSINS

Assassins 3
GAT 1047 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 123

GAT 1048 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 114

GAT 1049 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 95

GAT 1050 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 133

GAT 1051 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 138

GAT 1052 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 128

GAT 1053 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 139

GAT 1054 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 135

GAT 1055 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 130

GAT 1056 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 125

GAT 1057 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 120

GAT 1058 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 115

GAT 1059 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 110

GAT 1060 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 105

GAT 1061 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 100

GAT 1062 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 95

GAT 1063 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 90

GAT 1064 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Assassins 85

GAT 1065 - 1 DISK. A very good game. It is a very good game. It is a very good game.

MUSIC/VIDEO

Fairlight 242
GAT 1066 - 1 DISK. A very good game. It is a very good game. It is a very good game.

9 Fingers

GAT 1067 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Arts

GAT 1068 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Attraction

GAT 1069 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Banging Raves

GAT 1070 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Banging Raves 2

GAT 1071 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Beats

GAT 1072 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Deep Re-mix

GAT 1073 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Gastric Ulcer

GAT 1074 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Star Trek Rave

GAT 1075 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 2

GAT 1076 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 1

GAT 1077 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 3

GAT 1078 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 4

GAT 1079 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 5

GAT 1080 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 6

GAT 1081 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 7

GAT 1082 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 8

GAT 1083 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 9

GAT 1084 - 1 DISK. A very good game. It is a very good game. It is a very good game.

MUSIC/VIDEO

Geppel Koralek
GAT 1085 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Kaos Theory

GAT 1086 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Mega Meme 2

GAT 1087 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Place of Mind

GAT 1088 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Scopex 2 Unlimited

GAT 1089 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Sequencial

GAT 1090 - 1 DISK. A very good game. It is a very good game. It is a very good game.

For Your Video

GAT 1091 - 1 DISK. A very good game. It is a very good game. It is a very good game.

State of the Art

GAT 1092 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Star Trek Rave

GAT 1093 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 2

GAT 1094 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 1

GAT 1095 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 3

GAT 1096 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 4

GAT 1097 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 5

GAT 1098 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 6

GAT 1099 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 7

GAT 1100 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 8

GAT 1101 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 9

GAT 1102 - 1 DISK. A very good game. It is a very good game. It is a very good game.

Techno Tracks 10

GAT 1103 - 1 DISK. A very good game. It is a very good game. It is a very good game.

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

USEFUL

600 Business Letters

GAT 1009 - 1 DISK. Lots of letters for the office.

Account Master

GAT 1010 - 1 DISK. A good little accounting program for the home.

Amibase Pro 2

GAT 1011 - 1 DISK. A very good database program for the home.

Astro 22

GAT 1012 - 1 DISK. A very good astronomy program for the home.

Astronomy

AMIGA Snippets COMPUTING

KEW=II  **SOFTWARE** Est. 1989

THE BEST QUALITY PD & SHAREWARE

THE LEADER - OTHERS CAN ONLY FOLLOW!

FREE FRIENDLY HELP BY POST or PHONE ANYTIME!

FREE CLUB MEMBERSHIP

PICK YOUR OWN PROGRAMS!

BY NAME NUMBER AND SIZE!

IT'S EASY!

500k makes 1 bootable disk!

800k makes 1 non-bootable disk!

FREELY UPDATED CATALOGUE WITH FULL DESCRIPTIONS

INDEX & VIRUS CHECKER ONLY £1!

Phone for the LATEST PROGRAMS:

PD Box 672

South Croydon

Surrey CR2 9YS

Tel: 081-657 1617

1-1 disks £1.50

4 or more ONLY £1.25

FREE P&P

CAPRI CD DISTRIBUTION

CONVERT ALL AVAILABLE TITLES IN STOCK AMIGA

70+ CDTV titles (most compatible with CDD2)

70+ CDD2 TITLES/VIDEO CD TITLES

NEW CD RELEASES

Amos PD £19.99 - CDDP 4 £19.99

Fortis £8.99 - Clip Art £9.99

Emerald Mines £14.99

CDD2 SPECIAL OFFERS

Overkill/Lunar C £14.99 Moon Arena £14.99

Alfred Chicken £14.99 Packed Fun £19.99

7 Gates of Jambh £17.99 Prey Alone £17.99

Arabian Nights £9.99 Lemmings £9.99

Bank Sampan £19.99 Murph £14.99

Chambers Shovel £17.99 Pangloss £17.99

Chuck Duck £19.99 Nick Reed's Get £19.99

Premier £9.99 Project NVT Challenge £17.99

Seek & destroy £14.99 Total Carriage £17.99

CAPRI CD DISTRIBUTION

Dept AC2, 9 Dean Street,

Marlow, Bucks. SL7 3AA

TEL/FAX: 0628 891022

TRADE ENQUIRES WELCOME

To place an ad on this page call Barbara Newall on 0625 878888

Copy dates:

Nov 30 Aug

On sale 22 Sept

49.5mm x 35mm

Dec 26 Sept

On sale 20 Oct

49.5mm x 74mm

Xmas 24 Oct

On sale 17 Nov

103mm x 35mm

Free typesetting service provided



FREE PD SOFTWARE

AMIGA - PC - All Commodore

One third year subscription Sept-Dec £8.50 UK only

Call (081) 651 5436 or

Write to 45 Brookcroft, Linton Glade, Croydon CR9 9NA

Independent Commodore Products Users Group

Are You Missing Out on the VERY BEST AMIGA User Group???

Thousands of New Contacts, Free Help & Advice, Second hand Hardware, Software and Hardware Swaps, (all exchanged). Exclusive member club discounts, Latest product information and member reviews. Plus the Best Features/Diskettes and Millions of PD Shareware titles at unbelievable member only prices. Exclusive Newsletter, 800 and much, much more... Find out what you're missing by sending us N&A for our FREE Intro pack too.

R.G.G. (UK) Ltd, PO Box 121, Gerrards Cross, Bucks, SL9 8AP (07531) 864472

TOXIC SOFTWARE

28 Sandwick Ave, Skaggs, Lincs, PE25 3PL

(0754) 760665

Catalogue Disk £0.75

Hard Disk £0.35

P.D. Please make cheques payable to: TOXIC SOFTWARE PD

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

2000 GAME CHEATS!!

This MASSIVE collection of tips, cheats, level codes and solutions for the most popular and latest AMIGA games around, covering more than 250 pages, is yours for only £3.99 postpaid!

FUTURE SOFTWARE (AC)

Dept. C, 8 Magnolia Park, Dunmurry, Belfast BT17 0DS

ONLINE PD

Tel: 0704 834335 NEW - PICK 'N' MIX

BBS: 0704 834583

From your cat disk choose the modules, examples or art you require & we'll put them onto disks for you. Send for our catalogues by mail order for further details.

Remember for every 10 disks ordered another may be chosen FREE

HARDWARE ITEMS

The following items include VAT & FREE Delivery Insurance & come with a 1 YEAR Guarantee

ACCOM - High Speed 14.4 Data/1.44 Flo. £17.00 Box Inc.

Amiga & PC comms Software, Only £9.95

HARD DRIVE - Seagate, High Performance 16MB HD £39.95

3.5" 10MB 20MB 40MB (all suitable for AMIGA & AT) £19.95

Overdrive Units, also available with purchase of only £29.95

CATALOGUE DISK

Send 2 1st class stamps or 75p or SAE for a Cat. disk, which lists & describes 1,000's & 1,000's of PD disks

Cheques/P.O. Orders payable to Online PD, Dept. AC, 1 The Cloisters, Haulway Lane, Formby, Liverpool, L37 3BP.

BUS STOP PD

What do you want from a PD Library?

• 24 Hour Turnaround

• Possibly the best catalogue in the country?

• Friendly service run by Women?

All this for 85p per disk?

Then send 2 x SAE for our catalogue of 2000+ or disks

Dept. CO, 2 Wyldfell Terrace, Gilterson Road, Lutworth, Leicester, LE17 4DX

Latent PD 100% Satisfaction Guarantee

Cat Disk £1 or 4 1st class stamps sent to 100% Satisfaction Guarantee

Return envelopes and order form provided, no max. order, free friendly service

Why not send us a try

Please make cheques payable to D.B. Collins

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

FANTASIA P.D.

AND SHAREWARE

SEEKING IS BELIEVING

Over 8000 disks, DEMOS, ANIMATIONS, MUSIC, FRED FISH, ARIG, JAM, AGA, N.Z. GNU UTILITIES, MODEM AND COMMUNICATION PROGRAM, VIDEO GAMES, STRATEGY GAMES, TECHNICAL DOCUMENTS

As you can see the list is endless.

Priced from 40p to 99p per disk + 40p P&P.

Catalogue disk 70p or send a blank disk with S.A.E.

DON'T DELAY ENQUIRE TODAY.

40 BRIGHT STREET, GOSWILL, SWINDON, WILTS. SN2 6BU. TEL: 0793 610134 24HR LINE

Make all cheques or postal orders payable to R. A. Woods

PLEASE NOTE: WE ARE A NON PROFIT MAKING P.D. HOUSE

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

100% Satisfaction Guarantee

HORNESOP P.D.

EST 1990

Over 11,000 Amiga PD Disks, priced from just 30p to 75p

Fast friendly service

We stock the lot including:

Fred Fish, Amos, T. Tack, A1200 only etc

Now in PD Licenceware

Also available: Fred Frontier issue 6 for just 40.20 inc p.p. Also Amiga 3 & 4

42.50 each inc p.p.

AMIGA

Leading through the Amiga maze every month, with expert tutorials on programming, DTP, video, Music, comms and much much more...

GUIDE



ARexx 139

As ever Paul Overaa comes good with all the essentials for ARexx programmers



Video 143

In the first of a two-part special, Adam Phillips goes out into the industry



Music 145

Paul Overaa finds out how to produce quality Amiga music on a limited budget



Comms 147

On-line audio with funky Phil South. AC's very own comms guru talks to the stars



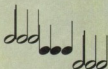
Amos 149

Stylish transitions with the aid of Amos. Phil South explains how to generate your very own wipes



Publishing 151

A guide to picking the perfect binding, saddle stitch, perfect bound and all the options in-between



Sweet samples 130

Jonathan Maddock offers some sound advice on sampling with a guided tour of the do's and don'ts



Home video 134

In this the third part of Gary Whiteley's guide to home video, he looks at all the essential add-ons

Classifieds 127

Buying, selling or just browsing, all the best Amiga bargains in our dedicated second hand section

HOW 2 Sample

The law of

Before you even load up your sampling package to record your sounds for your musical masterpiece, you need to know all about the law of sampling, otherwise you could find yourself in a lot of trouble.

Sampling has become a massive bone of contention throughout the music industry, and within the last few years it has become more and more popular due to professional sampling machines becoming more affordable.

Is sampling a legitimate source of new sounds or is it quite simply out and out theft? This particular argument will rage on until the opposing parties are blue in the face, but as far as the future goes, sampling is here to stay.

When you create a piece of music, you

automatically have the copyright, but only if you write it down or record it. Even if someone else records your piece of music, you are still the author and thus have exclusive rights to the piece.

The important thing is proving that you came up with the music first. There are two things you can do which will satisfy any court of law. You can either post a copy of the work to yourself by recorded delivery, so the postmark can act as proof of the date. The other option is to leave a copy with your bank and get an official receipt stating the date of the deposit.

RECORDS

That's the law dealt with, but the art of sampling has raised many legal problems. If you want to sample from a record, just how much can you get away with? An infringement only occurs if a "substantial part" of a piece of work has been copied or sampled.

The actual Copyright act doesn't state exactly how much this is, but it's as much the quality of the sample as the actual quantity. A very short musical piece can still

constitute a substantial part, if it's distinctive enough. The four copyrighted notes of the Channel 4 television theme tune is just one example out of many.

If you sample any part of any copyrighted work, no matter how small, you risk getting caught. You may believe that what you've sampled is from a relatively obscure source, but there will always be someone

somewhere who might recognise it.

Even if you distort the sample, so that it's totally different from the original, there might be that certain somebody - maybe even the original artist - who will know the sound and sue you because you've changed it from its original form. Your case probably wouldn't even make it to a court of law, but you still could face a large



Boot up your sampling package, plug in your leads and let the sounds play. Welcome to the exciting law-breaking world of sampling...

Sample samples

Creativity and imagination is the key when it comes to sampling something. That small vocal snippet or musical stab can either make or break a record. Here, in no particular order, is my top ten favourite sampling music moments.

Artist	Track	Sample in question
1. The Prodigy	Charly	The sample that flew up from the underground and spawned a rave generation
2. Orbital	Halcyon + On + On	The vocal off "A Fine Day" by Opus 3... backwards!
3. Credit to the Nation	Call It What You Want	The beginning riff of Nirvana's "Smells Like Teen Spirit" fused into rap record that virtually assured a chart hit
4. The Orb	Little Fluffy Clouds	Rickie Lee Jones babbling on about the sky and thus giving ambience to the masses
5. Utah Saints	What Can U Do For Me	The sampling of Annie Lennox, a master-stroke that turned the track into a massive chart smash
6. The Orb	Majestic (Millwall Mix)	Genius snippets from the cult TV comedy series, Monty Python's Flying Circus
7. Senseless Things	Homophobic Asshole	The girl screaming "you want it" from the film Hellraiser, edited especially for the radio
8. Ned's Atomic Dustbin	Suave and Suffocated	Dennis Hopper's mad ranting and raving from Apocalypse Now
9. Carter USM	Falling On A Bruise	Michael Caine's classic "Know what I mean" speech from the film Alfie
10. Public Enemy	Hazy Shade of Criminal	The words "Rebel Base" as uttered by Darth Vader, take on a whole new meaning

Sampling

out-of-court settlement. There are four safe options to stop you getting into trouble with your samples. First, go through the proper channels and get your samples cleared. If you've got a sample you're not sure about, you can try to get it cleared by getting in contact with the Mechanical Copyright Protection Society.

Check with the MCPS whether you need a licence and how much it will cost. If the publisher of the sample in question is not associated with the MCPS, then you must get in contact with the publisher yourself and get request clearance. Payment for the use of a sample may be a lump sum or a royalty on each recording sold.

The second option is to create your own samples. This technique is now being used by a number of artists and it involves the creation of "take" samples by intentionally adding noise to your own sounds. Take a drum track for instance and add some background noise and 'hey presto,' you've created your own exclusive sound.

TROUBLE

A third alternative is that if you believe the sample you want to use is questionable and you think you'll get in trouble for using it, then simply don't use it! I know it might totally wreck your original inspirational idea, but it's a lot better than getting sued.

Dance band, the Utah Saints had to get permission to use samples of Annie Lennox and Kate Bush, and they say that had the original artists not liked the use of their samples, then they simply wouldn't have released the records.

The fourth and final option is to get your samples from a reputable specialist sample CD companies like Time + Space or AMG. These discs provide a wealth of noises, beats and effects in many different musical styles for full and part-time musicians, and are becoming more and more popular.

The convenience of the CDs are heaven-sent and all of the sounds are free to use as often and as much as you like. They cost around £50 each which to the amateur musician might sound a lot of cash, but they are invaluable because you'll end up paying a lot more if you get caught sampling someone else.

As mentioned at the start, sampling is here to stay whether people have a problem with it legally or morally, but one thing is for sure, artists and musicians are using it more and more creatively than ever before.

Sampling looks relatively easy, maybe because it is, but there are certain things that you should know that will really improve the standard of your samples. Here is a brief, but useful set of hints and tips for would-be

Now!

that's what I call Sampling!



**The HitSound
Producer Series**
Over an hour of Sound
Hit Samples from:
DJ Jazzy Jeff
Pascal Gabriel
Cubist
Newman Cook
Denny Cummings
Miles Road
David Byrne

PUBLIC ENEMY



samplers. The first tip might sound incredibly stupid to many of you, but for the beginner always read the manual from cover to cover. It's an obvious point, but there are so many people who by not reading the manual miss an important feature that they might benefit by.

RATES

Try experimenting with sample rates. You don't always have to go for the highest quality frequency, you can always get some really dirty effect by using a much lower rate - plus it saves on a lot of disk space.

The best sampling rates are between 15k up to 28k, because this tends to get rid of all the top and bass sounds and leaves you with a nice 'middle' sound.

Always, and I mean always, make sure that your loop points are joined at around the same point. Failure to do this normally leaves you with a click sound as the sound loops, making for messy and amateurish samples.

It can be useful to shift the sample loop

points about, especially where percussion is concerned, because this can sometimes provide you with a new feel in your beat.

Try using short samples rather than long, as this leaves you a lot more scope for experimentation, which of course is what sampling is all about.

Don't be too fiddly when it comes to tuning the sample. Try and get friends to listen to the noise because it might not need much altering as different people's ears have different perceptions of pitch.

Don't spend too much time on any sample, apart from the ones that you're definitely going to use in your musical masterpiece, because this just wastes unnecessary time.

One of the most important tips I can give is to always make sure that you save your work at least every ten minutes. Crashes by your computer can cause so much hassle and stress that this tip should never be forgotten.

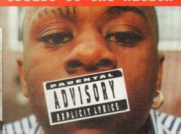
When saving your work, make sure you place your samples in an organised library

Looking for that elusive sample that'll bring you chart success?

Jonathan Maddock

guides you around the sampling laws and tells you how to get better quality samples.

credit to the nation



take dis

where they can be easily and quickly found when you need them. This will save a lot of time in the long-run.

The last thing I can really say is to always experiment with your samples. You never know, one quick reverse of a sample and a whole hit record could just be around the corner. Happy sampling!

Useful Addresses

**Mechanical Copyright Protection
Society Ltd**
Elgar House, 41 Streatham High
Road, Streatham, London SW16 1ER
Phone: 081-769 4400

AMG
PO Box 67, Farnham, Surrey
GU9 8AR
Phone: 0252 717393

Time + Space
PO Box 306, Berkhamsbert, Herts
HP4 3EP
Phone: 0442 870681

Take your Amiga Multimedia System to Warp Speed with the WarpEngine4040 running a Motorola 68040 at 80/40MHz for over 30 MIPS of Workstation Performance!

**Dramatically Increase Speed for 3D Rendering, Modeling and Layout.
Reduces Screen redraw times for Graphic Design and DTP.**

How Fast is the WarpEngine™:

Rendering the Texture example included with LightWave:

A4000/040-25MHz

A4000Warp-40MHz

A4000Warp-28MHz

Disk speed using 2.1Gig Barracuda Drive: Read from file 9 Mbytes/sec

2 minutes, 40 seconds

Under a minute

1 minute, 22 seconds

CPU Available: 94%

- **Approximately 3 Times Faster!**

- **2 Times Faster**

- **up to 9 Times Faster!**

Coming Soon:

The ImpulsEngine™ is a 50MHz Accelerator that can more than double the speed of an Amiga3000 and add up to 64 Megabytes of Local 030 Burst Memory™

The 40MHz and 33MHz versions include the 040 Processor, four SIMM sockets and the NCR SCSI-2 Fast HardDrive Controller. It is more cost effective to install a WarpEngine 4028 Accelerator if you have an Amiga 4000/040 than to buy a HardDrive controller/memory board or one of each which will take up expansion slots and won't accelerate your Amiga (Ram speed is actually slower). This will double your Rendering Speed!

The WarpEngine™ uses four standard 72 pin SIMMs and allows the use of up to four different size SIMMs at the same time (4, 8, 16, 32MB SIMMs). GVP only has two SIMM sockets onboard and uses much more expensive (up to 1.5 times as much as WarpEngine SIMMs) custom SIMM modules (only 4 or 16MB SIMMs can be used but not at the same time) which are only available from GVP.

The NCR SCSI-2 Fast 32Bit DMA Bus Master Processor makes it the *Fastest HardDrive Controller available for the Amiga!* It provides up to 10MB/s Transfers with 90 to 98% of the 68040 CPU Processing Power left available in your applications. All WarpEngines include the SCSI-2 HardDrive controller and 128MB of Ram Expansion, unlike GVP which SCSI module and optional Ram expansion module which are still not available!

All WarpEngines are fully upgradable to 40MHz!

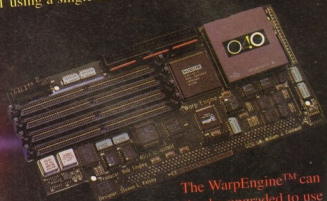
Features	WarpEngine	GVP-040/40	X-Calibur	FastLane	4091	DKE3128
28MHz, 33MHz, 40MHz Versions	YES	NO	NO	NO	NO	NO
28MHz Upgradable to 33 or 40MHz	YES	NO	NO	NO	NO	NO
Expandable onboard to 128Megabytes	YES	NO	YES	YES	NO	YES
Built in SCSI-2 Fast Hard Disk Controller	YES	NO	NO	YES	YES	NO
Uses Industry Standard Amiga SIMM Modules	YES	NO	YES	NO	NO	YES
Uses any Combination of SIMMs	YES	NO	NO	NO	NO	YES
Allows use of the Memory from the Amiga	YES	NO	YES	NO	NO	YES
Uses a Zorro III slot	NO	NO	NO	YES	YES	YES
Memory Speed Much Faster than Amiga Ram	YES	YES	YES	NO	NO	NO
Works in Amiga 3000	YES	YES?	NO	NO	NO	Yes
Zorro III DMA or Buster Problems	NO	NO	NO	NO?	YES	?

MacroSystem Development, Inc.

24282 Lynwood, Suite 201 • Novi, MI 48374 • Phone (810) 347-3332 • Fax (810) 347-6643

WARP ENGINE

Complete Acceleration Solutions for the Amiga A4000 and A3000 Systems. The WarpEngine™ provides the Highest Speed 040 Acceleration available with up to 128 Megabytes of Local 040 Burst Memory™ and the Fastest SCSI-2 HardDrive Controller Available! All of this WITHOUT using a single Zorro III Slot!



The WarpEngine™ can also be upgraded to use the 060 in the future!

We have equipped half of our Toaster Systems with 40MHz WarpEngines and have seen our rendering times triple in throughput speed. Now we are going to install 40MHz WarpEngines in the rest of our Toaster Systems.

Lee Wilson

Visual Effects Supervisor
RoboCop: The Series

Exclusive UK Distributor
Premier Vision
166, Blackfriars Rd.
London SE1 8EN
Ph. 071 721 7060

The Ideal Solution for anyone dealing with digital Video or Audio Post Production. Recommended for use with the DPS Par card, VLab Motion and the Sunrise ADS16

- Works in all 3000, and 4000 series Amigas.
- Full Two Year Warranty on Board

WarpEngine 4040	£1199.00(RRP)
WarpEngine 3040	
WarpEngine 4033	£ 999.00(RRP)
WarpEngine 3033	£ 799.00(RRP)
WarpEngine 4028 w/CPU	£ 599.00(RRP)
WarpEngine 4028	

All Prices include VAT

Appointed Dealers:
Premier Vision
166, Blackfriars Rd.
London SE1 8EN
Ph. 071 721 7060

Power Computing
44a Stanley St.
Bedford MK41 7PW
PH. 0234 273 000

White Knight Technology
93 Queens Rd.
Waltham Cross
Herts EN8 7HT
Ph. 0992 714 539

The first two parts of this series looked at most of the Amiga hardware and software you need to add titles and graphics to your videos and grab images from them.

But what about the video equipment itself – the cameras, VCRs, sound recording and other equipment you'll need for capturing an event, and the additional Amiga add-ons you'll need to edit your raw source material. That's where we headed this month.

Obviously, you're going to need a video camera so that you can record your own original material. The next time you walk down the main street in any major town, or you go to a shopping centre, take a look in some of the specialist electronics shops (Dixons, Currys, and the like).

You'll see a number of video cameras on display, in a wide range of shapes, sizes and prices, all with labels pointing out their latest whizz-bang features.

But what do you really need in a camera? Is fuzzy logic or built-in captioning a necessity? In most cases I would think not, but it isn't my place to tell you whether a particular feature is necessary for your purposes. I'd rather let you know about those you'll actually need – everything else is icing on the cake.

The first thing you should decide is what video format you want to use. For many people this will mean choosing either VHS or S-VHS, though some people will prefer Video8 or Hi-8. Ultimately, which system you choose depends on several factors.

Your main concern will probably be image

quality. If this is the case, then S-VHS or Hi-8 should be your choice as each offers visibly superior quality over their VHS or Video8 counterparts and, as a consequence, S-VHS and Video8 formats are more expensive.

The type of genlock and digitiser you own (or plan to own) also has a bearing on the choice of format, as genlocks or digitisers are capable of accepting the more sophisticated Y/C signals from S-VHS and Hi-8 machines.

If you're planning on using your camcorder as an editing source, make sure it can be controlled externally via a Control-L port (aka LANC), because this is what your Amiga will interface to (via an appropriate editing package) to gain control over the camcorder's play and pause functions so that the appropriate video clips can be recalled as required.

zoom

Try to get a camera with a reasonable zoom lens, and macro too, so that you have more choice in the shots you can take. If the zoom can also be operated manually so much the better, because the motors which drive the zoom can quickly drain a battery during frequent use.

Speaking of batteries, get a few spares – they might be expensive, but there are times when a spare battery would have allowed you to get those brilliant shots you just missed when the power ran out.

Make sure your camera has a mains adaptor too, because if you power the camera from the mains it's unlikely you're

Lights,

The video camera and its counterparts are the all-important aspects of a video production. Gary Whiteley shows you what you need and how to use them



Make the investment in a high quality VCR now instead of later – think about the long term wherever affordable



The mini came are highly portable and easy to use, but many feature restricted automated functions with no manual control

going to run out of juice at a critical time.

There are other things you'll need to go with your camera, like a good fluid-head tripod and maybe a shoulder-mount, but go and buy a specialist video magazine and take it from there.

For sound recording, try to find a camera which will let you plug an external microphone in because, let's face it, there's no way that the built-in camera mic can possibly cope with everything that's thrown at it.

Try recording an interview on a windy day using only a camera mic and you'll hear why professional camera crews usually use a separate mic (and mic operator).

There's no way that a camera mic can capture just the sound of the interviewee

and filter out the wind noise, even if you stick a woolly sock over it!

One further point. If you can, buy a camera which allows you to control the volume level manually as well as automatically, and make sure you learn how to use this feature.

Otherwise you'll fall foul of the built-in AGC (Automatic Gain Control), which tries its best to keep the recording level constant at the expense of the sound itself.

For instance, if you were recording an interview and a lorry drove past or a noisy aeroplane flew over, then the AGC would reduce the recording level to take into account the lorry or plane.

The result would be that the interviewee's recorded voice would drop in proportion to the overall drop in recording

The out-takes

To edit video you need at least one video source (which could be a camcorder or a VCR) and a VCR to record onto. The record VCR should be capable of accurate frame positioning – the more accurate the better.

Again, the choice of VCR format is up to you, and it doesn't necessarily have to be the same as the format of the video source, as long as they can be connected together successfully. For instance, you could use a Hi-8 camcorder and an S-VHS VCR, since both use Y/C video signals.

One important point to note is that the VCR must, like the camcorder, be able to be controlled externally – for instance via infra red remote control – because this control will be used during editing.

But you can't just connect the video decks to the Amiga and start editing. You'll need

an interface and control software of one kind or another, and the cost of such things ranges from several hundred pounds to several thousand, depending on the level you wish to edit at.

In most cases home users won't be doing A/B or 3-machine editing, concentrating instead on simple cutting from source to recorder and genlocking graphics and titles, so one of the cheaper packages would probably suffice.

Two-machine editing can't add wipes and fades between pictures, but it can let you cut out all the rubbish from your source tapes, add graphics and music and assemble a coherent program from a series of individual clips.

This is probably a satisfactory compromise for those birthday, holiday and other home videos which won't ever be seen by anyone but you, your close friends and family.

There are a couple of low-cost edit controllers on the market – Gold Disk's Video Director is well under £200, likewise Scala's Echo EE100 (which also requires ScalaMM300 and a fairly powerful Amiga with a hard drive). Both packages can control a

cameras, action

level, and probably be completely swamped by the louder lorry or plane.

For me, as an ex-sound recordist, AGC is a big gain in the backside and can cause no end of problems.

Therefore it's important that (a) you can control the sound levels manually and (b) you can plug an external microphone in so you can get closer to your subject.

If you are able to mic your main sound source as closely as possible, the relative balance between it and the background sound will be much better – and the resulting recordings will be far more audible.

CONDITIONS

There are times when even the best cameras can't cope properly with the prevailing lighting conditions (unless you've got an infra-red night vision camera, of course).

Most modern cameras use CCD devices, which provide better lighting pick-up than the tubes older cameras were based on. Although many cameras have lighting gain switches to boost the brightness of a low-light image, this boosting also enhances the inherent noise in the image, making it appear more grainy.

The solution is to add extra lighting, where circumstances allow, so that the picture quality remains as high as possible. It isn't always necessary to buy specialised lights though, because depending on where, and

what, you are shooting it might be possible to use lighting which is at hand. For instance, use an Angipose or table lamp to improve the lighting, switch on the room lights, or even just use a sheet of newspaper as a reflector to bounce some daylight onto a subject. There are lots of little things you can

do to improve the lighting, but there are also times when proper lighting is an absolute must, whether for practical or artistic purposes.

If you cannot hire lights (like most video equipment, lights are often available for hire locally if you make a few enquiries) then you'll have to buy some.

Good lights cost a lot of money, so before you take the plunge take a trip to a large hardware store and see what kind of halogen lamps they have on offer.

I say halogen because they provide a lot of light while being compact in size, and you might decide that to save money you can improvise a set of lights for all but those special occasions when it wouldn't do to look like you're using makeshift lighting.

But for home shooting, animation or what have you, such lighting will usually suffice. Always remember that electricity can be deadly, and if you're not sure what you're doing, find someone who does who can either advise you or fix the lights up for you.

Gary Whiteley can be contacted by e-mail at dragz@cc.computlink.co.uk

And, by way of a shameless plug, you could also buy his *Amiga Desktop Video* book (ISBN 1-898275-08-4) from Future Publishing (Tel: 0225 822510) or from any good bookshop.

Costs

There's not much I can tell you here except that good video equipment doesn't come cheap and there's seldom such a thing as a bargain when buying edit-capable VCRs and camcorders. If you're buying from scratch, expect to shell out at least £2000 on all the bits and pieces.

Home video Part 2



Redhead, blondheads and fillers are vital components to any production



The Charged Coupled Device provides better lighting pick-up when compared to tube-based systems

Control-L camcorder or VCR as source and an infra red-equipped VCR for editing. By defining a series of clips which you wish to copy from the source to the editor, the whole process can be organised fairly simply. If you have the right video equipment.

Obviously, each program has different features and there's no room for reviews here, so you'll have to look elsewhere for more details – and for other editing packages – but as a good start for your research check out Video Director and, if possible, Scala Echo. Other editing solutions include KRF's Video 20 series, VideoPilot 330 and Syntronix's Ediman.

Of course, an edit controller isn't strictly necessary, and you can do simple editing by hand using only the play, pause and record buttons on the video machines. However, this is a very rough and ready method and there's no way you're going to get accurate edits this way, though as a cheap and nasty method it's hard to beat.

THE U.K.'S NUMBER 1 AMIGA FONT AND CLIPART DISTRIBUTORS - AMIGA COMPUTING ISSUE

Typesmith Demo Disk £3.50
 Pagestream2 Demo Disks £6.99
 Quabvision Update Disks £6.99

EMC Volume 143 - 5 Disks - £14.00 - 256 Trains 3
3rd of our 256 Train vols, containing Steam and Electric locos!

EMC Volume 144 - 5 Disks - £14.00 - 256 Trains 4
4th of 256 Train vols, containing Steam and Electric locos!

EMC Volume 145 - 5 Disks - £16.50 - 256 Military
Desert Storm, Tanks, Bombs, Jets, Cannons, Navies and more!

EMC Volume 146 - 5 Disks - £16.50 - 256 Flight
Planes, Helicopters, Light Planes and stunning pics. of Hot Air balloons

VIDEOGRAPHERSEMC are teaming up with a leading film/production team with the aim of conducting weekend seminars covering all aspects of Amiga related video production and post production for the beginner, semi-pro and full Pro. If you are interested, send an SAE along with a brief letter detailing your interests and we will forward you full information & contact details.

EMC Vol 2	- 5 Disks	- \$16.50	PC ClipArt
new collection of 5000 clipart items, 10000 words more!			
EMC Vol 3	- 2 Disks	- \$ 8.00	Pagestream Fonts
32 Pagestream fonts, fonts, compatible with all program versions			
EMC Vol 21	- 5 Disks	- \$16.50	IBM ClipArt
Armed, Airplane, Computers, Sports etc.			
EMC Vol 32	- 5 Disks	- \$16.50	IBM ClipArt
Armed, Airplane, Computers, Sports etc.			
EMC Vol 33	- 5 Disks	- \$16.50	IBM ClipArt
For Frames - People, X-Mas, Buildings, Sports and Transport.			
EMC Vol 48	- 5 Disks	- \$14.99	ColorFonts
Color fonts for IBM PC, 386, 486, 586			
EMC Vol 49	- 5 Disks	- \$14.99	ColorFonts
63 4.5 and 16 color fonts for PC, 386, 486, 586			
EMC Vol 18	- 5 Disks	- \$16.50	IBM ClipArt
Armed, Airplane, Computers, Sports etc.			
EMC Vol 20	- 5 Disks	- \$16.50	IBM ClipArt
Armed, Airplane, Computers, Sports etc.			
EMC Vol 22	- 5 Disks	- \$16.50	IBM ClipArt
Armed, Airplane, Computers, Sports etc.			
Typesmith Demo Disk \$3.50			
Pagestream2 Demo Disks \$6.99			
Revision Update Disks \$6.99			

If you are interested, send an SAE along with a brief letter detailing your interests and we will forward you full information & course prospectus when details have been finalised.

SPECIALISING IN THE PROMOTION OF TYPING ON THE AMIGA AND WINNERS OF THE 1992 AMIGA SHOPPER TOP TYPEFACE AWARD



TYPE 1 FONTS

Compatible with PageStream. The Publisher: Final Copy! red, Final Writer etc.

EMC Vol 4 - 5 Disks - £14.00 - 67 Type's
EMC Vol 5 - 5 Disks - £14.00 - 67 Type's
EMC Vol 6 - 5 Disks - £14.00 - 67 Type's
EMC Vol 7 - 5 Disks - £14.00 - 67 Type's
EMC Vol 16 - 5 Disks - £14.00 - 71 Type's
EMC Vol 17 - 5 Disks - £14.00 - 71 Type's
EMC Vol 27 - 5 Disks - £14.00 - 56 Type's
EMC Vol 29 - 5 Disks - £14.00 - 80 Type's

NEW TYPE 1 FONT VOLUMES

EMC Vol 77 - 5 Disks - £16.50 - 70 Type's
EMC Vol 78 - 5 Disks - £16.50 - 67 Type's
EMC Vol 79 - 5 Disks - £16.50 - 67 Type's
EMC Vol 80 - 5 Disks - £16.50 - 71 Type's
EMC Vol 81 - 5 Disks - £16.50 - 106 Type's

CG SCALABLE FONTS

Compatible with all versions of PageStream, including HESL. Some PostScript and (PostScript 4) etc.

EMC Vol 8 - 5 Disks - £16.50 - 61 CGFonts
EMC Vol 9 - 5 Disks - £16.50 - 61 CGFonts
EMC Vol 10 - 5 Disks - £16.50 - 57 CGFonts
EMC Vol 23 - 5 Disks - £16.50 - 54 CGFonts
EMC Vol 24 - 5 Disks - £16.50 - 54 CGFonts
EMC Vol 25 - 5 Disks - £16.50 - 66 CGFonts
EMC Vol 26 - 5 Disks - £16.50 - 71 CGFonts
EMC Vol 30 - 5 Disks - £16.50 - 54 CGFonts
EMC Vol 31 - 5 Disks - £16.50 - 60 CGFonts

NEW CG SCALABLE FONTS

Supplied, one per popular demand, with P/D downloadables.

EMC Vol. 82 - 5 Disks - £16.50 - 53 CGFonts
EMC Vol. 83 - 5 Disks - £16.50 - 53 CGFonts
EMC Vol. 84 - 5 Disks - £16.50 - 48 CGFonts
EMC Vol. 85 - 5 Disks - £16.50 - 48 CGFonts
EMC Vol. 86 - 5 Disks - £16.50 - 34 CGFonts
EMC Vol. 87 - 5 Disks - £16.50 - 38 CGFonts

PICK 'N' MIX SERVICES

We offer you set and mix. From 1000 characters.

FONT PICK 'N' MIX SERVICE

This service, other offers, is implemented upon request. All available fonts are available with optional P/D downloadables. We will support them?

CLIPART PICK 'N' MIX SERVICE

We believe that the best way to use our fonts is to have them in a variety of styles. Any font that you are in need of HIGH QUALITY clipart in a particular subject, we will be happy to provide you with a set of 100, business, business, medical, equipment or even baby items. We will print and we will provide a disk or floppy later made to meet your requirements.

SCANNING SERVICE

Have your own business cards scanned? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

Do you need to scan your own business cards? Do you need to scan your own business cards? Do you need to scan your own business cards?

EE'S HIGH QUALITY IMAGES FOR ALL AMIGAS

These VERY HIGH QUALITY images are compatible with all Amigas and will give you the best results. They are available in a variety of sizes and are suitable for use in a variety of applications.

YOU WON'T BELIEVE THAT THESE IMAGES ONLY CONTAIN IN COMPACT DISC

EMC Volume 173 - 6 Disks - £16.50 - ECS Chicks 1

EMC Volume 174 - 6 Disks - £16.50 - ECS Chicks 2

EMC Volume 175 - 6 Disks - £16.50 - ECS Chicks 3

EMC Volume 176 - 6 Disks - £16.50 - ECS Chicks 4

EMC Volume 177 - 6 Disks - £16.50 - ECS Chicks 5

EMC Volume 178 - 6 Disks - £16.50 - ECS Panorama 1

EMC Volume 179 - 6 Disks - £16.50 - ECS Panorama 2

EMC Volume 180 - 6 Disks - £16.50 - ECS Panorama 3

EMC Volume 181 - 6 Disks - £16.50 - ECS Space 1

EMC Volume 182 - 6 Disks - £16.50 - ECS Space 2

EMC Volume 183 - 6 Disks - £16.50 - ECS Cars 1

EMC Volume 184 - 6 Disks - £16.50 - ECS Cars 2

EMC Volume 185 - 6 Disks - £16.50 - ECS Cars 3

EMC Volume 186 - 6 Disks - £16.50 - ECS Aircraft 1

EMC Volume 187 - 6 Disks - £16.50 - ECS Aircraft 2

EMC Volume 188 - 6 Disks - £16.50 - ECS Animals 1

EMC Volume 189 - 6 Disks - £16.50 - ECS Animals 2

EMC Volume 190 - 6 Disks - £16.50 - ECS Animals 3

EMC Volume 191 - 6 Disks - £16.50 - ECS Animals 4

EMC Volume 192 - 6 Disks - £16.50 - ECS Dogs/Cats 1

EMC Volume 193 - 6 Disks - £16.50 - ECS Dogs/Cats 2

EMC Volume 194 - 6 Disks - £16.50 - ECS Famous People

EMC Volume 195 - 6 Disks - £16.50 - ECS Motor Racing

EMC Volume 196 - 6 Disks - £16.50 - ECS Motor Racing

EMC Volume 197 - 6 Disks - £16.50 - ECS Water

EMC Volume 198 - 6 Disks - £16.50 - ECS Winter/Summer

EMC Volume 199 - 6 Disks - £16.50 - ECS World 1

EMC Volume 200 - 6 Disks - £16.50 - ECS World 2

EMC Volume 201 - 6 Disks - £16.50 - ECS World 3

EMC Volume 202 - 6 Disks - £16.50 - ECS World 4

EMC Volume 203 - 6 Disks - £16.50 - ECS World 5

EMC Volume 204 - 6 Disks - £16.50 - ECS World 6

EMC Volume 205 - 6 Disks - £16.50 - ECS World 7

EMC Volume 206 - 6 Disks - £16.50 - ECS World 8

EMC Volume 207 - 6 Disks - £16.50 - ECS World 9

EMC Volume 208 - 6 Disks - £16.50 - ECS World 10

EMC Volume 209 - 6 Disks - £16.50 - ECS World 11

EMC Volume 210 - 6 Disks - £16.50 - ECS World 12

EMC Volume 211 - 6 Disks - £16.50 - ECS World 13

EMC Volume 212 - 6 Disks - £16.50 - ECS World 14

EMC Volume 213 - 6 Disks - £16.50 - ECS World 15

EMC Volume 214 - 6 Disks - £16.50 - ECS World 16

EMC Volume 215 - 6 Disks - £16.50 - ECS World 17

EMC Volume 216 - 6 Disks - £16.50 - ECS World 18

EMC Volume 217 - 6 Disks - £16.50 - ECS World 19

EMC Volume 218 - 6 Disks - £16.50 - ECS World 20

16 COLOUR CLIPART FOR ALL AMIGAS

The VERY HIGH QUALITY colour clipart is suitable for use with ALL Amiga programs that support the use of colour clipart including PageStream, Pictor, WordPerfect, Final Copy, Final Writer, Final Cut, etc.

At disks, except the disk on EMC Volume 204, contains special OFF index thumbnail screen. Simply double click on the "Disk" icon to see the entire disk contents!

EMC Volume 201 - 6 Disks - £16.50 - CCA Animals 1

EMC Volume 202 - 6 Disks - £16.50 - CCA Animals 2

EMC Volume 203 - 6 Disks - £16.50 - CCA Animals 3

EMC Volume 204 - 10 Disks - £25.00 - CCA Maps

EMC Volume 205 - 6 Disks - £16.50 - CCA Flowers

EMC Volume 206 - 6 Disks - £16.50 - CCA Fruits

EMC Volume 207 - 6 Disks - £16.50 - CCA Various

EMC Volume 208 - 6 Disks - £16.50 - CCA Various

EMC Volume 209 - 6 Disks - £16.50 - CCA Various

EMC Volume 210 - 6 Disks - £16.50 - CCA Various

EMC Volume 211 - 6 Disks - £16.50 - CCA Various

EMC Volume 212 - 6 Disks - £16.50 - CCA Various

EMC Volume 213 - 6 Disks - £16.50 - CCA Various

EMC Volume 214 - 6 Disks - £16.50 - CCA Various

EMC Volume 215 - 6 Disks - £16.50 - CCA Various

EMC Volume 216 - 6 Disks - £16.50 - CCA Various

EMC Volume 217 - 6 Disks - £16.50 - CCA Various

EMC Volume 218 - 6 Disks - £16.50 - CCA Various

EMC Volume 219 - 6 Disks - £16.50 - CCA Various

EMC Volume 220 - 6 Disks - £16.50 - CCA Various

EMC Volume 221 - 6 Disks - £16.50 - CCA Various

EMC Volume 222 - 6 Disks - £16.50 - CCA Various

EMC Volume 223 - 6 Disks - £16.50 - CCA Various

EMC Volume 224 - 6 Disks - £16.50 - CCA Various

EMC Volume 225 - 6 Disks - £16.50 - CCA Various

EMC Volume 226 - 6 Disks - £16.50 - CCA Various

EMC Volume 227 - 6 Disks - £16.50 - CCA Various

EMC Volume 228 - 6 Disks - £16.50 - CCA Various

EMC Volume 229 - 6 Disks - £16.50 - CCA Various

EMC Volume 230 - 6 Disks - £16.50 - CCA Various

EMC Volume 231 - 6 Disks - £16.50 - CCA Various

EMC Volume 232 - 6 Disks - £16.50 - CCA Various

EMC Volume 233 - 6 Disks - £16.50 - CCA Various

EMC Volume 234 - 6 Disks - £16.50 - CCA Various

EMC Volume 235 - 6 Disks - £16.50 - CCA Various

EMC Volume 236 - 6 Disks - £16.50 - CCA Various

EMC Volume 237 - 6 Disks - £16.50 - CCA Various

EMC Volume 238 - 6 Disks - £16.50 - CCA Various

EMC Volume 239 - 6 Disks - £16.50 - CCA Various

EMC Volume 240 - 6 Disks - £16.50 - CCA Various

EMC Volume 241 - 6 Disks - £16.50 - CCA Various

EMC Volume 242 - 6 Disks - £16.50 - CCA Various

EMC Volume 243 - 6 Disks - £16.50 - CCA Various

EMC Volume 244 - 6 Disks - £16.50 - CCA Various

EMC Volume 245 - 6 Disks - £16.50 - CCA Various

EMC Volume 246 - 6 Disks - £16.50 - CCA Various

ENCAPSULATED POSTSCRIPT CLIPART

Very high quality clipart, suitable for use with PageStream, Pictor, WordPerfect, Final Copy, Final Writer, Final Cut, etc.

EMC Vol. 12 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 13 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 14 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 15 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 16 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 17 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 18 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 19 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 20 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 21 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 22 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 23 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 24 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 25 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 26 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 27 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 28 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 29 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 30 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 31 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 32 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 33 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 34 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 35 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 36 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 37 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 38 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 39 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 40 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 41 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 42 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 43 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 44 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 45 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 46 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 47 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 48 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 49 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 50 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 51 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 52 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 53 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 54 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 55 - 6 Disks - £16.50 - EPS Clipart

EMC Vol. 56 - 6 Disks - £16.5

**Quality PD & Shareware**

Magazine Business Centre, 11 Newark Street, Leicester LE1 5SS

Tel: 0533 559711 Fax: 0533 470118

Monday-Friday 9am-6pm, Saturday till 2pm

This month latest PD

Company 1st AGA
Marian Bailey Pro AGA
After Darker AGA
Mondale AGA Card Tap (1)
Mondale AGA Card Tap (2)
Cybernetic Corp (1) AGA
Card Tap (2)
Card Tap (3)
Card Tap (4)
Card Tap (5)
Card Tap (6)
Card Tap (7)
Card Tap (8)
Card Tap (9)
Card Tap (10)
Card Tap (11)
Card Tap (12)
Card Tap (13)
Card Tap (14)
Card Tap (15)
Card Tap (16)
Card Tap (17)
Card Tap (18)
Card Tap (19)
Card Tap (20)
Card Tap (21)
Card Tap (22)
Card Tap (23)
Card Tap (24)
Card Tap (25)
Card Tap (26)
Card Tap (27)
Card Tap (28)
Card Tap (29)
Card Tap (30)
Card Tap (31)
Card Tap (32)
Card Tap (33)
Card Tap (34)
Card Tap (35)
Card Tap (36)
Card Tap (37)
Card Tap (38)
Card Tap (39)
Card Tap (40)
Card Tap (41)
Card Tap (42)
Card Tap (43)
Card Tap (44)
Card Tap (45)
Card Tap (46)
Card Tap (47)
Card Tap (48)
Card Tap (49)
Card Tap (50)
Card Tap (51)
Card Tap (52)
Card Tap (53)
Card Tap (54)
Card Tap (55)
Card Tap (56)
Card Tap (57)
Card Tap (58)
Card Tap (59)
Card Tap (60)
Card Tap (61)
Card Tap (62)
Card Tap (63)
Card Tap (64)
Card Tap (65)
Card Tap (66)
Card Tap (67)
Card Tap (68)
Card Tap (69)
Card Tap (70)
Card Tap (71)
Card Tap (72)
Card Tap (73)
Card Tap (74)
Card Tap (75)
Card Tap (76)
Card Tap (77)
Card Tap (78)
Card Tap (79)
Card Tap (80)
Card Tap (81)
Card Tap (82)
Card Tap (83)
Card Tap (84)
Card Tap (85)
Card Tap (86)
Card Tap (87)
Card Tap (88)
Card Tap (89)
Card Tap (90)
Card Tap (91)
Card Tap (92)
Card Tap (93)
Card Tap (94)
Card Tap (95)
Card Tap (96)
Card Tap (97)
Card Tap (98)
Card Tap (99)
Card Tap (100)

CD Software

Save 5% when you buy 3 or more!

Gifts Galore**£19.99****Multimedia CD****£19.99****The Meeting (Pearl)****£19.99****17 Bit Collection****£35****17 Bit Continuation****£18.99****CD Exchange****£19.99****Network CD****£34.99****Demo 2 CD****£18.99****CD PD 2.3****£18.99 each****Disk Prices****1-15 Disks - £1.05 each****16-24 Disks - £1.00 each****25+ - 95p each****Post & Packing: UK 60p****UK Recorded Delivery £1.25****Europe £2.50, ROW £3.00****Over £200 PD in stock****order catalogue disk for £2****on 3 disks. All orders****despatched same day or next****working day****F1 Licenceware**

We stock disk 11001 to 11025. New
disk added on day of release.
Prices from £2.99 to £4.99.
Full details on catalogue disks

Nothing But Amos

Disk Magazine
Issue 6 now in stock
On 2 disks £4.50

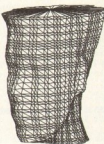
3D Objects

Compatible with all versions of Imagine



A set of stunningly realistic humans created with the help of a 3D object digitiser.

Both Male and Female at 3 resolutions to suit 2Mb, 4Mb or 6Mb memory configurations.



Over 16000 points for £35 inc VAT & P&P.

Send S.A.E. for more information.

For information and orders, please send SAE, cheques or POs to:

Kyte Products,
Dept C,
45 St Ladac Rd,
Keynham,
Avon,
BS18 2DR.

Please allow 6 working days for cheque clearance.

Telephone:

0272 400 805

(9am - 5pm)

Parallel port fitting real time clock still available at £15.

(Amiga Shopper 91%)
More details on request.

NEW GENLOCK FROM RENDALE

your video input. Various extra modes are offered, including two keyhole modes.

Buy this new genlock directly from the manufacturers, at a price of only £299 including order VAT and delivery.

COME TO RENDALE, GET THE BEST.

Contact: Marcam Ltd., 62 Tenter Road, Moulton Park,
Northampton NN3 6AX.

Tel: 01604 790466 Fax: 01604 647403

Last month we were looking at a routine that can be incorporated into any macro that needs to make unit conversion changes (eg lbs to kilos) in blocks of text.

The idea was to use a loop to search for particular combinations, and whenever a number was found at the *i*th location we set *j* to *i*+1 and compared the *j*th word with the units parameter. After doing any conversions necessary, the next iteration of the loop was performed.

I said that an improvement could be made and in case you're still wondering what it is, just consider the case where *j* units test is successful.

The next iteration of the loop will then always be pointless because the next *words.i* cannot be a number (since *words.i* of that iteration will be *words.j* of the previous iteration and this matched the specified units string).

This means that we can reduce the work that the routine has to do by eliminating those pointless loop iterations. This is done by incrementing *i* whenever a units match is found:

```
if words.j=units then
do
words.i=conversion_factor*words.i
words.j=new_units
i=i+1
end
```

This simple change produces the ModifyBlock() procedure shown in listing 1. There are faster ways of doing the job but to be honest, when this particular routine was being written speed was not the only concern - flexibility and reusability were also high on the agenda.

Notice that ModifyBlock() doesn't get involved with any inter-program communication itself. This is deliberate and is done to ensure the generality, and therefore the reusability, of the procedure.

The idea is that you should collect the text from the program in question, do any modifications in 'as application independent way as possible', and then send the replacement text back to the main program.

A typical paragraph-oriented use can be seen

```
ModifyBlock: procedure
para arg block$,units,new_units,conversion_factor
numeric digits 4
number_of_words=words(block$)

do i=1 to number_of_words
  words.i=word(block$,i) /* extract words from block */
end

do i=1 to number_of_words-1
  if DataType(words.i,"N") then
    do
      i=i+1
      if words.j=units then
        do
          words.i=conversion_factor*words.i /* more complex conversions */
          words.j=new_units /* could be done using */
          i=i+1 /* further procedure calls */
        end
      end
    end
  end

block$=""
do i=1 to number_of_words
  block$=block$ words.i /* rebuild block */
end

return block$
```

Room for improvement

for instance in this Final Copy II micro fragment:

```
options results
'extract' /* read paragraph */
text$=ModifyBlock(result,"text","inches",12)
'delete' /* remove existing
paragraph */
'type' text$ /* insert modified
paragraph */
```

In this case 'extract' pulls in the text (notice that the paragraph returned in Alex's results variable is passed directly to the ModifyBlock() procedure as a parameter).

The 'delete' command removes the original text, and 'type' puts the new text in place. All easy enough to do but as mentioned, the key point is that the ModifyBlock() routine is pure Alexos code - it doesn't rely on any product-specific interface commands.

This brings us to an important general point. Alexos functions are the building blocks of all larger Alexos programs and programmers use them in the same way as the electrical engineer might use integrated circuit chips (electronic components pre-designed to do a particular job) to build an electronic circuit.

A function will perform an operation (perhaps make a calculation or, as in the case of our ModifyBlock() routine, make alterations to selected text block items) and may also return a value to the program which called it.

To use the example routine you supply the text block, the two units strings and a conversion factor. Alexos evaluates the right-hand side of the expression by making a call to

the ModifyBlock() function using the parameters supplied.

It then assigns the function's return value to whatever variable is provided on the left-hand side of the expression that uses the function.

Written properly, a function should behave just like a black box - the function user provides some input (known as the function's parameters or arguments) and the function carries out its job, possibly returning some information to the caller.

To be honest, the user of the function doesn't even need to know how the function works - they just have to know what the function does, what information must be supplied, and the significance of the results produced.

You'll notice that I've tended to call the ModifyBlock() routine a 'procedure' rather than a function. This is to emphasize the fact that I've used the Alexos Procedure instruction at the start of my function definition.

The purpose of this is to force Alexos to regard all the variables used within the function as being local to the ModifyBlock() routine.

If, when you write a function, you use the Procedure keyword and pass all the data required by the function as function arguments rather than use global variables, i.e. variables that are visible throughout the program, then you'll end up with routines that can be easily extracted and re-used.

Needless to say, these types of ideas become more and more important as your Alexos scripts become larger.

ALEXOS



Following on from last month, Paul Queraa explains how you can reduce the workload of a routine

Listing 1: The improved procedure provides a good example of the use of local variables

BRIAN FOWLER

Computers Ltd

11 North Street, EXETER, DEVON, EX4 3QS

Commodore
AMIGA

A1200
14MHz 68020, 2 MB RAM, 3.5" Floppy Drive, AGA Chip Set, 262,000 Colours On Screen and Free On-Site Warranty.
£289.95

"Combat" Pack - A1200 -
Wordworth - Total Carnage - Print Manager - Day by Day - Tool 2 - Brian The Lion - Personal Paint 4.0
Great value at just £349

Free Technical Support

Official C-
Hard Drive
Versions
Available
(Phone Us!)

CD32 Spectacular Voyage Pack!!!
With Microcosm & The Chaos Engine.
£249.95

We have been selling CD32 Connection Kits successfully since October 92! If you want it to work, talk to us!

A4000 The Ultimate Power Machine!
Choice of Fast Processors. AA Chip Set, 16.8 Million Colour Palette. Superb flicker-free display, 3.5" HD Drive (MSDOS capable), Fast IDE Hard Drive (SCSI Available), 4 Zorro III Expansion Slots. Complete with WB3 and Manuals. Full On-Site Warranty. Various Configurations. Call for compatibility requirements! These are UK machines, not "grey imports".
030 Call Now For New Prices 040 Phone for best deal

Can't see what you want? Just ring (0392) 499 755 --- we have lots more than we can show here!

How To Order

By Post
Send your cheque/postal order to the address above. Clearly state your name, address, telephone number and the product(s) you require. Prices can change so please phone to confirm price and availability. Please allow seven working days for your cheque to clear.

By Phone
For an even faster service telephone our sales hot line and quote your credit or debit card number. Friendly and expert buying advice is available at all times.
(0392) 499 755

PRICES CORRECT AT TIME OF GOING TO PRESS.
E&OE. PLEASE PHONE TO CONFIRM LATEST PRICES.

CD32 Expansion Modules
Floppy Port 33 Pin Video Port
IDE HD Port Mega Through
S1KM Socket Audio In
Keyboard Port Drive Disable
Serial Port Switch
Parallel Port Real Time Clock
£199.95

Memory, Floppy Drives, Hard Drives, Keyboards available ... Phone for prices.

Lightwave 3D PAL

For a limited introductory period we will be offering this powerful software at the astonishingly good price of

£449.95

Fax Modems complete with software

Join the Comms revolution!

From £199.00

We're Backing AMIGA!

Call us for all your Amiga requirements!

EValue

Fed-CASE Flowcharting Code Generator
We are the UK Distributors for this excellent product.
£74.99

CD32 Connection Kit Mark II
Network to any Amiga Includes SERNET "Just Click and Go"

£34.99

Upgrade from Connection Kit Mark I available --- Only £16.00

Worbench 3.1 Upgrade

Update your 500 / 1500 / 2000 / 3000 / 4000 to the very latest

from £89.95
Microvitec 1438 14" Colour Monitor. All Amiga models.
£299.99

A1200 CD Rom Drives
Double Speed, Multi-Session CD ROM + Photo CD Compatible + Plays CD-i music and graphics CDs + Mix CD and Amiga Audio Output + Plays (name) CD32 Software + PCMCIA Connection
£199.95

Hard Drives, SCSI 2 Controllers and Accelerators for the A4000 and A1200

GVP 040/40MHz	A4000 CD ROM	SCSI II
With Interface card - also available for 1500, 2000 and 3000CT. Available NOW!	FAST! SCSI2 Gigabyte Hard Drive	
£1299.00	from £179.00	Only £749.00

Fax us on (0392) 423480

Compare Our Prices! We don't charge extra for Credit Cards or Standard Delivery. What You See Is What You Pay !!!

Monday - Saturday 9.30am-6.30pm

0392 499 755

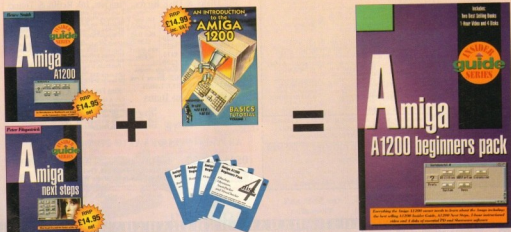


All Prices Shown Include VAT. Standard Delivery Is Free. No Hidden Extras.

A1200 Beginners Pack

The Inside Story for just £39.95 from **BSB**
Bruce Smith Books

With two top-selling books, the *A1200 Insider Guide* and *A1200 Next Steps*, plus a full one-hour instructional video and four disks of essential software the *A1200 Beginners Pack* is an essential purchase for all A1200 owners.



Amazing Specification and Outstanding Value – that's the Amiga A1200 Beginners Pack!

We've taken two top-selling books and combined them with the number one tutorial video, four disks of the best PO/Shareware software around and packaged it into one great value pack – all for just under £40!

Already thousands of Amiga owners worldwide have invested in our bumper value pack – guaranteed to get you inside the A1200 in three easy stages.

- Start by viewing *Wall Street Video's* 60-minute introduction to the A1200 on how to do those essential everyday tasks.
- Read the best selling Amiga book – the *Amiga A1200 Insider Guide*. Taking you step-by-step through the fundamentals, it introduces the Workbench, AmigaDOS, the Extras Disk, Copying, Printers and much, much more.

- Leave the basics of the Workbench and AmigaDOS behind as Peter Fitzpatrick's *Amiga A1200 Next Steps* shows you how to use MultiView hypertext, install and use a hard drive, reconfigure your System, deal with screen modes, the many preference settings and many other subjects. And if that isn't enough the four disks included contain the most useful software any beginner could want, including: a wordprocessor, database, Workbench utilities, fonts, graphics, virus checker and recording studio! Full details on how to get the best use out of all the software are provided on the accompanying leaflet.

Both books and video are available separately.

Amiga A1200 Beginners Pack £39.95 (inc VAT) plus £3 p&p, ISBN: 1-873308-30-2



For all Amigas – the complete guide to disks and drives.

Having problems getting to grips with disks and drives? Whether its simply copying a file or installing software to run from your hard disk this latest Insider Guide from the pen of Paul Overaa has the answer.

It covers everything from floppies to hard disks, Ram Disks to RAD disks, even CD-Rom drives, explaining not only how they work but also how to use them efficiently. Ever had a corrupt disk or lost a file somewhere? Find out what to do when things go wrong, how to repair a disk and perform essential back-ups. If you have an Amiga with a disk drive and value your information then this is the book for you.

Amiga Disks and Drives
 Paul Overaa, 256 pages, £14.95, ISBN: 1-873308-34-5

- Available in all good bookshops -
CREDIT CARD HOTLINE
(0923) 894355
- 24-hour ansaphone service -

Free postage on all books in the UK. Add £3 per book for Europe, £5 per book elsewhere. Add £3 postage on the A1200 Beginners Pack. International Orders: Phone +44 923 894355 - Fax +44 923 894366.

To order, send cheques/POs made payable to 'Bruce Smith Books Ltd' to:
 Bruce Smith Books Ltd (AG), FREEPOST 242, PO Box 382, St. Albans, Herts,
 AL2 3BR.

Name

Address

Postcode

Please rush me the following items:

☐ £

☐ £

☐ £

Alternatively charge my Access/Visa/Mastercard No:

Signed

Expiry Date:

A one man company, Crystal Haze Graphics has been in operation for the last four years producing various pieces of work for a whole range of clientele but, specifically, the video market.

Run by Simon Hough, a 21 year old entrepreneur and commercial artist, the business has gradually climbed up the ranks from a struggling beginner to a relatively successful and respected firm.

Based at his home in Birmingham (Hough believes that an office for a small operation such as his is a waste of money), Simon has been bouncing away on his two Amiga 4000's creating 3D stills and animation for television and video alike.

One machine is used for creating objects while the other busies itself with the lengthy task of rendering. All graphics are created with Imagine but, when Lightwave PAL arrives, Simon intends to jump on the bandwagon of the excellent package.

He first started dabbling in 3D at the age of 17 when this very magazine provided its customers with a Real 3D demo coverdisk. After playing round with it for a few weeks, Hough was hooked.

Flicking through a magazine one day, he came across an advert from Matt Black, part of the pop group Cold Cut, who was looking for computer-designed graphics to include in their latest video.

BREAKTHROUGH

Putting several images on disk, Simon posted his work wholeheartedly believing that he would hear nothing in reply. A couple of days later, Black was on the phone: "I want more of your stuff!"

With the success boosting his confidence, he began to peddle his wares at local video production studios. Hough secured several deals due to his low prices when compared to the competition.

Due to his association with Matt Black, Simon was approached in mid '93 by Melvyn Bragg of the South Bank Show who wanted some animation done for a new series called: Opening Shot.

The sequence they were asked to do was a visualisation of a section in Terry Pratchett's book, *Only you can save mankind*. He only had two weeks in which to produce a space battle sequence for the programme. The end result



As well as video work, Crystal Haze also dabbles in other media areas such as BB's



These images were all produced on Imagine

Blissful union



Some sequences provided for video houses are animated. This example moves in from the side and rotates towards the viewer

was a resounding success, with both Bragg and Pratchett highly impressed with the graphics produced in such a short space of time.

With this arrow to his bow, Hough has continued to steadily climb the career ladder

and earn himself a healthy £18K a year for his work.

Coming up is work on a series of exhibitions for a large freezer manufacturer and for Spender speakers who have asked him to design what will appear on the video walls at an up-and-coming show.

Of course, Hough intends to use the Amiga exclusively for any graphics operations undertaken. He is adamant that Amiga is the best machine for the job: "software support is amazing. Lightwave. Imagine - it goes on."

Various forays in to the PC world and Windows have left him cold - "I don't want to know, I simply don't like it."

At the moment, Simon's burning ambition is to make it in the pop video market where there is so much scope. You can let your imagination run wild.

With a healthy portfolio of images logged in his hard drive, we may well be seeing the Amiga-fronted Chart Show displaying his name at some point.

Watch your back

A word of caution though for those thinking about setting up their own graphics company. "The biggest mistake you can ever do is to tell people that you use an Amiga. You go to the potential customer and tell him you use an Amiga and they'll say "Oh, my son uses one of those for games, your finished results can't be that good."

Simon continues, "they expect a Silicon Graphics machine or a Pentium PC. I thought that kind of attitude was a rumour when I first started out but it's actual fact."

He believes that if Commodore are ever to break their games-only image, it's going to take a serious turn round in marketing and even a rebranding to pull the focus of punters away from the Amiga 'game only' label.

"The marketing people at Commodore need to be given the push. Television programmes such as Babylon 5 use the Amiga and Commodore still can't get the machine off the ground."

As for those of us who wish to use the Amiga for something other than games, Hough has these words of advice: "For those people trying to start out, don't get depressed when people put you down. Watch out for individuals trying to exploit you and watch your back."

Crystal Haze Graphics can be reached on 021-421 4835 (after 6 PM, the line becomes a BBS).



The Amiga and video are two words that belong together. Adam Phillips talks to Crystal Haze, a video graphics company

HiQ Limited

Tel +44 (0)81 909 2092 Fax +44 (0)81 909 3885

!! HiQ Hard Drive Sale !!

HiQ are offering Bare Hard Drives at unbeatable prices in IDE and SCSI, as well as their existing Video Products. Please call for latest prices by phone or fax.

IDE 3.5" Drives for A4000, A1200 and PCs
420mb - £239.95

A1200 Cable Pack £10.00

A1200 200w Power and Cable pack £50

Above cables and power only with drive

SCSI 3.5" drives

340mb Conner £269.95

Micropolis Audio Visual 1GB (1050mb)

£699.95 inc vat.

Micropolis AV SCSI-2 drive designed for sustained transfer rate without the normal drive house keeping interruptions on other drives, which slow them down.

WE WILL NOT BE BEATEN



All Prices include Vat and P&P

HiQ Ltd, 176 Kenton Lane, Harrow, Middx,

HA3 8SU.



Fax +44 (0)81 909 3885

Tel +44 (0)81 909 2092

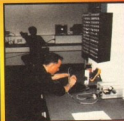


AMIGA REPAIRS

FREE QUOTATION



- Amiga A500/500+
- Amiga A600/1200
- Amiga 1500/2000
- Amiga 3000/4000
- C64/CD32
- Monitors/Printers
- Floppy/Hard Disks
- Modems



We offer a free quotation on the repair of your computer or any peripheral. Your only cost is the return postage of £5. Simply drop off your equipment at our showroom or call us for a courier pick-up at just £11.

All work is carried out by our highly qualified engineers in custom-built premises. We will also install any upgrade, software or accessory from our main advert free of charge unless otherwise stated.

A 10 day warranty is given to all repairs.

First Computer Centre Dept. AC
Unit 3, Armley Park Court
Off Cecil St, Stanningley Road
Leeds. LS12 2AE

0532-319444



ANALOGIC ANALOGIC ANALOGIC

Analogic Computers (UK) Ltd

Unit 6, Ashway Centre
Elm Crescent
Kingston-Upon-Thames
Surrey KT2 6HH

Telephone Mon-Fri 9am-6.30pm
Sat -9am-5.00pm

081-546 9575

Tel/Fax: 081-541 4671

COMPUTER AND MONITOR REPAIRS WHILE-U-WAIT!!!

- AMIGA A500/A600/A1500 REPAIRS WITHOUT DIAGNOSTIC FEES
- FIXED CHARGES (A500 AND A500+ ONLY)
- FAST TURNAROUND
- MANY COMPUTER REPAIRS DONE WHILE-U-WAIT
- WE PROVIDE PICK-UP SERVICE FOR REPAIRS FOR ONLY £4.95 + VAT
- QUOTATION ON A600/A1500 AND MONITOR REPAIRS

Now low prices for a
limited period only

£44.95

(A500 & A500+ ONLY)
including NEXT DAY DELIVERY
(if picked up by us) by COURIER SERVICE
when dispatcher back

HEWLETT PACKARD PRINTERS

HP310
HP590
HP 550C
HP 560C

POA

ACCESSORIES

512K RAM A500	19.95	MOUSE MAT	4.95
512K RAM A500+	19.95	DUST COVER	4.95
1 MEG RAM A500+	34.95	SUPER PRO ZIPSTICK	14.95
1 MEG RAM A600	44.95	10 UNBRANDED BLANK DISKS	9.95
990 DPI Mouse	14.95	10 UNBRANDED BLANK DISKS	5.95
SCART LEAD	14.95	PRINTER CABLE	9.95

FLOPPY DRIVES

1 MEG 3.5" A500 Internal	39.95
1 MEG 3.5" A600 Internal	39.95
1 MEG 3.5" A1200 Internal	39.95

CHIPS AND SPARES

KICKSTART ROM V1.3	24.95	8375 1 MEG FATTER AGNUS	24.95
KICKSTART ROM V2.04	29.95	8375 2 MEG FATTER AGNUS	29.95
KICKSTART ROM V2.05	34.95	PAULA	19.95
A500/A500 + KEYBOARD	44.95	GARY	11.95
A600/A1200 + KEYBOARD	69.95	CIA	8.95
AMIGA PSU	44.95	68000	14.95
		6570 KEYBOARD CHIP	24.95

* All prices include VAT

* Same DAY DESPATCH subject to availability

* Fixed charge for repair does not include disk drive replacement nor keyboard

* All prices subject to change without notice * We reserve the right to refuse any computer/monitor repair

* Postage Charges: £3.50 by Royal Mail or £6.00 + VAT for courier



Most of us, given the chance, like spending a few bob but the chances are that we never have quite enough of the green stuff floating around to buy everything we want.

Software is a typical case so this month I thought I'd look at some of the mid/music PD and shareware offerings that are available. I've chosen the SeaSoft Computing library simply because they seem to provide more music-related offerings than most other libraries.

With SeaSoft's strong MED/OctaMED connections it's not surprising that a great many MED/OctaMED related disks are available.

Total Irrelevance, the disk magazine from MUG (MED Users Group) costs £2.50 and is worth looking at since it always has an interesting selection of articles.

If you want a taste of what it is like then you can in fact get the best of the 1993 issues on a three disk set for £4.50. Other MUG related offerings include the Friends of Paula volumes one to four, which are modules for use with OctaMED, Making Tracks Volume one, Musically Challenged, and Microcraft Volumes one to four.

There are also Drumkit samples Volumes one and two, Bass Sounds, and Brass & Woodwind IFF sample disks available, again courtesy of MUG.

Of course IFF samples are found in abundance throughout the public domain and as well as the obvious sources, such as the disks just mentioned, you can also create your own using a sound sampler.

You can also 'borrow' samples from PD games and demos or other legitimate sources (lots of magazine disks will include sound samples that can be used for your own purpose).

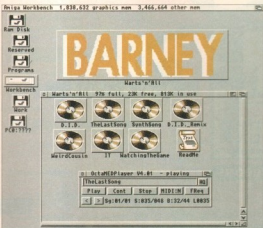
Finding such samples is easy enough if you only have a few directories on the disk - especially if the samples have been given obvious names such as crash.iff, bang.snd or wallop.BSVX.

Locating them when the samples have less intuitive names (eg DX002) can be much harder, especially if the disk has many nested directories. More to the point, it may take a lot of time to look at every file in every directory!

The result of course is that all too often you can miss potentially useful sound samples just because they are not easy to identify. Fortunately there's a nice easy solution - we automate everything and let the Amiga do all the hard work.

I've used a Shell utility called Search for a

Doing it on the cheap



The MED User Group's 'Barney - Warts 'n' All' is typical of the (high) standard of ready-made music available. It's a pity you can't hear it playing!

number of years to look not only for BSVX sound samples but all common IFF files (LBM pictures, SMLX files etc).

It will even find things like Music X MSCX and standard Midi files (SMF files). This utility, incidentally, was provided on the February '93 cover disk but since it only takes 8k of disk space it's been provided again on this month's cover disk for the benefit of any of you who missed it the first time around!

To use it just open a Shell window and type Search followed by the disk drive to be looked at. Search d0:, for example, will search all of the directories of the disk in drive d0 and give you a list of the required files and their directory locations. This is the sort of output you'll get:

```
Amiga Computing IFF/SMF Search Utility (Paul Overaa 19xx)...
IFF BSVX: d0:/T01/1
IFF BSVX: d0:/T01/2
SMF files: d0:/Tracks/complete/ttitle.snd
Function Complete
```

If you are searching a high capacity hard disk partition or a floppy with many files and nested directories, the program may take a minute or two to locate the required information but it will be a lot quicker than other methods!

You can, incidentally, cancel the search operation at any time by hitting control-C or control-D. If you need a permanent copy of the program's findings just redirect the screen output to a disk file, or to the PRN device.

And there's more

You'll also find plenty of other Midi/Music items floating around the SeaSoft library. X-Beat Professional for instance is a particularly good shareware drum sequencer.

If you want to learn more about Midi then there is a Midi tutorial disk written by Kevin and Garrett Craft that's worth looking at, and the same authors have also produced a large selection of Music X and Amiga/PC Midi files that are available at £15 per set (with a MidiCraft demo disk available for £1.50).

In addition to this, SeaSoft also distribute the AM/FM disk-based music magazine which now has about 18 issues under its belt. A similar number of AM/FM sample disks are also available along with a variety of other disks containing Midi songs, larger music utilities etc.

There are of course loads of ready-made songs available for use with the freely distributable OctaMED/Player module player utility. A

disk called Barney - Warts 'n' All provides a good example of the quality available and is just one of the many song collections available nowadays.

In general the disk magazines cost £2.50 per disk and normal PD/shareware utility and sample disks £1.50 (an extra £0.50 for postage and packing needs to be tagged on to each order).

With samples, Midi files, disk mag and tutorial-type disks you'll usually encounter few problems in using the disks but, as with all PD/shareware stuff, not all utility programs will work on my A4000!

X-Beat Professional V1.0, for example, does not run on my A4000! You'll find the SeaSoft ads in most issues of Amiga Computing and obviously the best idea is to give them a call before ordering, just to confirm that a particular utility will actually run on your machine. SeaSoft Computing can be reached on 0903 850378.

Recession? Oh, that recession! Paul Overaa provides a timely reminder about keeping the cost of your music interests to a reasonable level

OPEN ALL HOURS

WELL, NEARLY!
9am-10pm Mon-Sat
10am-6pm Sunday

SPECIAL OFFERS!!

DSDD DISKS 100 DISKS +
100 CAP BOX
29p **£31.99**

2.5" HARD DRIVES FOR A600/A1200

60 MEG	£129
80 MEG	£149
120 MEG	£199
258 MEG	£259
344 MEG	£299

All hard drives include full titling kit & instructions

A1200 RAM EXPANSIONS

2Mb £109.95
4Mb £174.95

Features battery backed clock and socket for optional CPU

PRINTERS & RIBBONS

Star LC100 Colour	£134.00
Star LC24.30 + Auto Sheet Feeder	£209.00
Seikosha SP1900 9 Pin Mono	£119.00
Seikosha SL95 24 Pin Col	£189.00
HP310 Colour Inkjet	£219.00
HP310 + Auto Sheet Feeder	£269.00
Star LC24.200 Colour	£274.00

WE STOCK A WIDE RANGE OF RIBBONS

AT LOW PRICES - PLEASE CALL

LEADS & CABLES

Printer	£3.99
Serial	£4.99
Null Modem	£5.99
Joystick Extender 3 metre	£3.99
Joystick/Mouse Extender	£3.99
Amiga to SCART	£7.99
Amiga to 10845/8833	£7.99
Analog Joystick Adapter	£4.99
4 Player Adapter	£5.99
Parnet Cable	£8.99

LOOK! LOOK! LOOK!

TRACTORFEED DISK LABELS

Now you can print your own professional disk labels!
500 Plain white disk labels on tractor feed,
complete with FOUR disks of software and artwork.

Yours for ONLY

£9.95

1000 Labels with software
ONLY £13.50

AMIGA HARDWARE

A1200 Race and Chase Pack	£289.95
A1200 Desktop Dynamite	£329.95
CD32 + Software	£249.00
Amiga A4000	£Phone
Microtec 1438 Monitor	£295.00
Cubscan 1440 Multisync	£399.95
External Floppy + Virus Killer	£56.95
A500 Internal Floppy Drive	£48.95
A500 512K Ram Exp. + Clock	£23.50
A500 1.5 Meg Ram Exp.	£76.95
A500+ 1 Meg Ram Exp.	£29.00
A600 1 Meg Ram Exp.	£29.00
A1200 2 Meg Ram Exp+Clock	£109.95
A1200 4 Meg Ram Exp+Clock	£174.95
A500/A600/A1200 Power Supply	£29.95

DISKS & LABELS

All disks are supplied with labels.
UNBRANDED DISKS are 100% error free.

In the unlikely event that any of our disks are faulty, then we will replace the disks AND reimburse your return postage!

3.5" DSDD Grade A	£0.37 each
3.5" DSDD Grade B	£0.29 each
3.5" Rainbow	£0.44 each
3.5" DSHD	£0.58 each
3.5" DSDD Fuji (box of 10)	£4.90
3.5" DSHD Fuji (box of 10)	£8.90
5.25" DSDD Fuji (box of 10)	£2.50
5.25" DSHD Fuji (box of 10)	£4.90
1000 3.5" labels	£6.50
1000 3.5" tractorfeed	£8.50

STORAGE BOXES

Most types are available for 3.5" or 5.25" disks.

10 capacity	£0.95
20 capacity	£1.95
40 capacity	£3.49
50 capacity	£3.95
100 capacity	£4.50
80 capacity Banx drawer	£8.49
150 capacity Posso drawer	£15.95
200 capacity drawer	£11.95

VISIT OUR SHOP

9.30am - 5.30pm Mon - Sat, 9am - 1pm Thurs



MISCELLANEOUS

Mousehouse	£1.80
Mousenail 9mm thick	£2.50
Diskdrive cleaner	£1.80
A500 Dustcover	£3.50
A600 Dustcover	£3.50
A1200 Dustcover	£3.50
Monitor Dustcover	£3.50
LC20 Dustcover	£3.50
LC100 Dustcover	£3.50
LC200 Dustcover	£3.50
LC24-200 Dustcover	£3.50
Roboshift	£13.95
Amiga Lightpen	£29.95
Optical Mouse	£32.00
Manhattan Mouse	£9.99
Megamouse II	£11.95
Megamouse 400 DPI	£12.95
Point Mouse	£12.95
Alladash Trackball	£26.95
Crystal Trackball	£32.00
Zydek/Truebox Trackball	£25.95
Zyfi Amp/Speakers	£49.00
Zydek Pro Speakers	£34.25
Action Replay Mk III	£56.95
Midi Master	£26.00
TitlTurn Monitor Stand	£9.95
2-piece Printer Stand	£3.49
Metal Printer Stand	£8.99
A4 Copypolder	£5.99
Metal Angle Pose Copy Holder	£14.95
A500/A600 ROM Shaver	£14.95
W13 ROM/V2.04 ROM	£25.95
Microjet Tractorfeed Paper 500 sheets	£4.50
2000 sheets	£14.95

JOYSTICKS

All joysticks have autofire feature except those marked *

Trigger Grip Models	
Quadrant Turbo	£6.95
Pylon III	£7.95
Juggernaut	£11.95
Topstar	£18.95
Sigma Ray	£14.95
Base Fire Button Models	
Maverick 1M	£12.95
Megastar	£21.50
Zepstick	£11.95
Comp Pro 5000*	£10.95
Comp Pro E-star	£12.95
Comp Pro Star	£12.95
Cruiser Multicolour*	£9.95
Advanced Graves Black	£24.95
Advanced Graves Clear	£27.95
Comp Pro Star Mini	£14.95
Aviator 1 Flightyoke	£22.95
Handheld Models	
Speedking	£10.50
Navigator	£13.95
Bug	£11.95

ANALOG JOYSTICKS

These Joysticks will fit any Amiga

Warrior 5	£14.95
Saltick Megagrip 3	£19.50
Speedking Analog	£13.95
Intruder 5	£25.50
Aviator 5 Flightyoke	£27.50
Adaptor to use any PC analog joystick on an Amiga	ONLY £4.99

COMPUTER SUPPLIES
Direct

0782 206808 - Anytime
0782 642497 - 9.00am-5.30pm Weekdays
0630 653193/0782 320111 - Evenings & Weekends

BUSINESS HOURS
9am to 10pm Mon-Sat, 10am to 6pm Sun
All items and offers subject to availability. E&OE
Postage £3.30 Next Day £3.75

We accept POs, cheques & credit cards
Please show Cheque Card Number on cheque for instant clearance

BUSINESS AND EDUCATION ORDERS WELCOME! All Prices Inc VAT

DIRECT COMPUTER SUPPLIES 36 HOPE STREET, HANLEY, STOKE-ON-TRENT ST1 5BS



we all have favourite musicians, don't we? In pubs and at colleges all over the country, indeed all over the world, common ground is formed by the sort of music we are into, the sort of sports we like and the sort of computers we like.

The Net is just an extension of those little bits of small talk that we use in real life, so it's only fitting that the Net should have places where you can talk about music.

In your search for bits and bobs about your favourite musicians, your first point of call should be Archie. Do an Archie search using your favourite musician or type of music as the keyword.

This will lead you to a few sites that carry information or pictures of your fave raves. To get you going still further, here's a list of things I've found useful:

● **Electronic/Industrial Music Zine List** - A list of electronic magazines based on electronic/industrial music. You can obtain the list using anonymous FTP to:

ftp.spies.com

using the directory path:

/Library/Misc/

and download the file:

electron.zin

and there you are. A whole list of sources about this type of music.

● **CyberSleaze** - The sleaze guide used to be available from mtv.com, but this is now called metaverse.com because the sysop used to work for MTV but got the sack, so MTV won't allow him to use the domain name. Send a message to:

adams@metaverse.com

asking to subscribe to the cybersleaze magazine, or better yet why not cop it via Mosaic at the metaverse WWW server?

● **Techno/Rave Gopher** - Although for the last few days this service has been offline, the Rave gopher is a good source of pictures and info about the Rave scene in both the US and UK. Get it by using Gopher to go to:

techno.stanford.edu



Get pictures of your favourites...

Let's talk about...



● **Song Lyrics Gopher** - If you want to find out the lyrics to a certain favourite song, simply Gopher to:

gopher.alcra.uam.edu

and choose the menu:

Fun & Games

then choose:

Music/Music Archives/Lyrics Archives

and just pick your artist from the alphabetical listings.

● **Allmusic Gopher** - Another music gopher is at:

allmusic.ferris.edu

● **Music Archives** - One of the very best music archives is via anonymous FTP at:

ftp.uwp.edu

although you may find it's too busy to get on once the USA wakes up. It's a very popular site and is often swamped.

You might also like to try:

ftp.sanet.se

which is where ftp.uwp.edu get their pictures, and in fact this is where this issue's pictures come from. There's hundreds, so why not go and check them out for your favourite artists?

Also, there is a superb list of music trivia at the excellent Rutgers Gopher site:

quartz.rutgers.edu

which is a place to be recommended for just about any Net surfing you might have in mind, as they have links with a number of other interesting sites. What is there is pretty interesting too, without the need for you to explore further.

I would also recommend RTFM, and MIT Gopher site:

rfta.mit.edu

which also has some great music material. Quartz, RTFM and Spies are my favourite Internet sites of all of them.

Along with the WELL Gopher, these are the places I visit most often on the Net, as they provide huge resources of information but also provide useful links with similar sources, including in most cases each other.

● **Utenet Music Newsgrups**

These are just some of the ones I frequent, Mr Sad that I am, but you can be sure that your favourite music is catered for somewhere on the Net.

Did you know this Prince's new name?

alt.fan.frank-zappa
alt.fan.laure-anderson
alt.fan.spinal-tap
alt.music.alternative
alt.music.enya
alt.music.brian-eno
alt.music.hardcore
alt.music.peter-gabriel
alt.music.prince
alt.music.u2
alt.rave
rec.music.newage



...including what's his name... Prince?

COMMS



Phil South explores all the places on the Net where you can get hold of info and pictures and talks about your favourite musicians

AMIVISION SOFTWARE present

FORMULA ONE CHALLENGE v4

An incredibly addictive and detailed formula one simulation for 1-4 players.

Watch the races as they unfold with three levels of highlights. Crashes, spins, pile ups, car failures, stoppage penalties, weather changes, fastest & record laps, make pitstops. Four independent levels of difficulty. Accurate and detailed graphics of the teams, circuits etc.

15 teams, 9 cars per team, 50 drivers with varying skills, complete engine & tyre contracts. Choose tyre compounds, tune your engine, change wing settings, even train your pit crew!

Qualifying, 16 accurate championship circuits, news section, realistic sound file, loadsave games, weather forecasts, statistics saved, latest FISA rules, sponsors, full drivers and constructors championships and so much more.

NEW

Includes latest up to the minute details NOW WITH FULL 1994 Circuits, drivers, teams, etc.

Incredibly addictive, produced by true formula one fans. The most realistic formula one management simulation, guaranteed.



Just £14.95!

includes instruction manual

includes full 1994

season details

A1200 compatible

1994 season updaters disk for existing owners just £3

PLEASE MAKE CHEQUE/POSTAL ORDER PAYABLE TO: S. REMICKS
Dept. AC, 1 Cherrington Drive, Great Wyrley, Walsall WS6 6NE

50 TOP AMIGA GAMES

FOR ONLY £9.99 POSTPAID!!

These games are NOT Public Domain or Shareware!
They are ALL 1993 Copyrighted games titles!

Adventures, Puzzlers, Platformers, Sports,
Shoot-em-ups, Beat-em-ups etc.
Some of these games were MEGA-HITS

FUTURE SOFTWARE (AC)

8 Magnolia Park, Dunmurry, Belfast BT17 0DS

All AMIGAS - 1 MEGABYTE MINIMUM!

Cheques and Postal Orders only

Fast Despatch on orders. Overseas add £2.00.

MICROLAND BULLETIN BOARD SYSTEM

0891 990 505
To Download

0483 725 905
To View

Shareware to download at V32bis, V32, V22bis,
V22, V23, & HST etc. 8 data bits, no parity.

INTERNET CONNECTED

Microland is now connected to the world's largest network. We now provide full global mail, news, software archive, and interactive services. Don't miss out, get connected and explore the world of Internet. Download from the biggest archives in the world. Services subject to availability.

Why wait for your software when you can download now direct from your computer. Microland offers high speed connections and most files are compressed to minimise the cost. Check it out on 0483 725 905 at normal call charges. So much shareware you are spoilt for choice.

Calls to 0891 990 505 charged at 39p per minute (cheap rate), 49p per minute at all other times. Treven Design Ltd. PO Box 13, Aldershot, Hants. GU12 6YX.

AMIGA REPAIRS

FIXED CHARGE ONLY £42.99 incl.

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT

90 DAY WARRANTY ON ALL REPAIRS

24 HOUR TURN-AROUND ON 95% OF REPAIRS

ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR

INCLUDES REPAIRS TO DRIVE & KEYBOARDS, ADD £10.00

IF NEEDED REPLACING. FULL DIAGNOSTIC TEST AND SERVICE

Est
12 Years

In
Stock

SPECIAL OFFERS

New Low
Price

A500 INT. 3.5" DRIVE **£38.99**

Simple to fit, fully documented

A600/1200 INT. 3.5" DRIVE **£41.90**

Simple to fit, fully documented

KICKSTART 1.3 ROM **£25.00**

For software compatibility

KICKSTART 2.05 ROM **£29.90**

Upgrade to A500+ Rom

SUPER DENISE **£28.70**

Excellent value

68000 CPU **£15.00**

A500 MODULATOR **£18.90**

Exchange repair

A500 KEYBOARDS **£44.10**

Factor's new, genuine part

FATHER AGNUS £372A **£36.50**

1 Meg chipman compatible

CIA IC **£9.20**

Printer, serial, drive ports

GARY IC **£11.50**

PAULA IC **£19.95**

A500 PSU **£25.00**

ATTENTION ALL DEALERS

Our company now offer the most competitive dealer repair service.
Full credit facilities available. Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons. AMC10

Prices valid with this coupon

Service HOTLINE (0533) 470059

DART Computer Services

105 London Road

LEICESTER LE2 0PF

DART
Computer Services

FAST AMIGA REPAIRS

FOR QUICK QUALITY WORK DONE AT COMPETITIVE PRICES

Upgrades + Engineering requirements

* NORMAL SERVICE

£24.99 + parts
Free Quote

* GUARANTEED SAME DAY SERVICE

£18.00
computers received by
12.00 mid-day

also Monitors repaired

Door to door pick up + delivery anywhere in the U.K.
or see us at our workshop in Central London

Central
London

FAST COMPUTER SERVICES

144, Tanner St., Tower Bridge, London SE1 2HG

Tel. 071-252 3553

REPAIRS DONE ON THE
FULL AMIGA RANGE
* including A600+A1200

Low Cost upgrading

1/2 MB A500	£17.50
1MB A500+	£29.99
Hard Drives	P.O.A.
Internal Drives	£49.00

*PRICES AVAILABLE



I've done screen wipes before I know, but easy to employ screen transitions, like a piece of lead pipe in your pocket in a dark alley, are comforting to have around.

These ideas are from J. Houghrey, who has supplied us with three wipe PROCs to get us going. I'd be interested to see some more of this type of PROC, as it's nice to have a little library of useful bits, especially ones which you use a lot.

So here we have three screen wipes, and this is number one. To demonstrate the PROC, we have to load a screen:

```
* *** Wipe1.AMOS
Load $F1:"$F0:amosscreen",0
```

Then we need to activate the PROC:

```
_LFAFET0,1,41
```

which we do like so for the sake of argument. Later down the program we define the PROC, which as in all Amos programs can be anywhere:

```
Procedure _LFAFET0,01,00
```

How do you use the procedure? Well the format is like so: `_LFAFET0[SCR,DI,CO]`, where SCR equals the number of the screen you want the effect to happen, and you have to make sure that the screen exists.

DI equals the effect type (for which you can use the numbers 1 to 5) and CO equals the ink colour you wish the screen to wipe to.

So having set the parameters of the wipe and called it, we have to code the wipe, which in this case goes like this. Set up the screen:

```
Screen SCR
$1X=Screen Width($CR)-1 : $1Y=Screen Height($CR)-1
Ink $5,0
```

find out which effect you want and draw it to the screen:

Wipe that smile off

```
If $1=1
For A=0 To $1Y Step 2 : Draw 0,A To $1X,A : Next
For A=1 To $1Y Step 2 : Draw 0,A To $1X,A : Next
End If
* Effect 2
End If
* Effect 3
If $1=3
For A=0 To $1Y Step 2 : Draw 0,A To $1X,A : Next
For A=$1Y-2 To 0 Step -2 : Draw 0,A To $1X,A : Next
End If
* Effect 4
If $1=4
For A=$1Y-2 To 0 Step -2 : Draw 0,A To $1X,A : Next
For A=0 To $1Y Step 2 : Draw 0,A To $1X,A : Next
End If
* Effect 5
If $1=5
For A=0 To $1Y Step 2 : Draw 0,A To $1X,A : Draw
0,$1Y-A+2 To $1X,$1Y-A+2 : Next End If
End Proc
```

The wipe is a simple matter of drawing lines to the screen in the ink colour specified. Simple and looks good on screen, so it gets the thumbs up from me. Here is another one which takes the wipe from a different angle:



```
Procedure _WFAFET0,01,00
Screen SCR : Rem set screen
$1X=Screen Width($CR)-1 : $1Y=Screen
Height($CR)-1 : Rem get screen details
Ink CO,0 : Rem set ink colour
* Effect 1
If $1=1
For A=0 To $1X Step 2 : Draw A,0 To A,$1Y : Next
For A=1 To $1X Step 2 : Draw A,0 To A,$1Y : Next
End If
* Effect 2
If $1=2
For A=$1X To 0 Step -2 : Draw A,0 To A,$1Y : Next
For A=$1X-1 To 0 Step -2 : Draw A,0 To A,$1Y : Next
End If
* Effect 3
If $1=3
For A=0 To $1X Step 2 : Draw A,0 To A,$1Y : Next
For A=$1X-2 To 0 Step -2 : Draw A,0 To A,$1Y : Next
End If
* Effect 4
If $1=4
For A=$1X-2 To 0 Step -2 : Draw A,0 To A,$1Y : Next
For A=0 To $1X Step 2 : Draw A,0 To A,$1Y : Next
End If
* Effect 5
If $1=5
For A=0 To $1X Step 2 : Draw A,0 To A,$1Y : Draw
$1X-A+2,0 To $1X-A+2,$1Y : Next End If
End Proc
```

And finally, for a really rip snorting finish, yet another variation. The format this time is: `_SFAFET[SCR,DE]`, where SCR equals the number of the screen, and DE equals the delay.

So for example:

```
_SFAFET0,51
```

will call the Colour Remove effect to work on screen number 0 using a delay of three. Suck it and see:

```
Procedure _SFAFET0,01
Screen SCR : Rem set screen
WdScreen Colour=1
For A=0 To WC
Colour A,0
If $DE=0 Then Wait $E
Next
End Proc
```



Create a screen wipe like this or you may prefer a different outlook

AMOS



Amos guru
Phil South
meditates on
screen wipes.

Write stuff

If you have an Amos question, or a routine you'd like to share with the world, then please write to Phil South, AMOS Column, Amiga Computing, Europa House, Adlington Park, Macclesfield, SK10 4NP.

1st Computer Centre	26-27, 144	Fast Engineering	148	PD Soft	89
Alternative Image	82	Five Star PD	90	Power Computing	11, 154-18C
Amivision	148	Future Software	148	Premier Mail Order	116
Analogic	144	Gasteiner	17-19	Premier Vision	132-133
Audition Computers	122	Gordon Harwood	36-37	Rombo	0BC
Blittersoft	30	Grey-Tronics	48	Selectafont	150
Brian Fowler Computers	140	Hi-Soft	8	Silica	69, 85, 95, 125
Bruce Smith Books	142	HIQ	144	Siren Software	29
Dart Computer Services	148	Indi	13	Software Expressions	105
Delta Pi	141	Indi Direct Mail	2-3	Softwood Products	62-63
Deltrax PD	98-99	Kyte Products	138	Special Reseve	6-7
Direct Computer Suppliers	146	Ladbrooke	60	The Producers	123
Direct Software	41	LCL	123	Trevan Design	148
E.M. Computergraphics	136-137	Marcam	138	Trilogic	76
Easy PD	126	Micro-Mania	78	Weird Science	20
Epic Marketing	52, 110-111	MicroVitec	51	Whiteknight Technology	44-45
Europress Direct	152-153	Northern Amiga Users	66	WTS	72-73, 116
Europress Software	15	Owl Associates	141	Zappo	55
Express PD	138	PD Drome	117		

SEND NOW FOR YOUR FREE 48 PAGE INFO PACK

Over 4000 Fonts now in Stock!

Many other Structured Clips

Fontbuster
41 DISKS 1500 Fonts! £34.99
Choose from 4 Different Volumes

INK-JET/BUBBLEJET SERVICES
Having used Ink-Jets for 3 Years, we feel we are in a unique position to offer a first class service to all of our customers. We only supply PREMIER Ink refills for all printers which we GUARANTEE will give a BETTER quality than from our original cartridges. We also supply a comprehensive range of Ink-Jet/Bubblejet Consumables including: CARTRIDGE KITS/ORIGINAL CARTRIDGES/CLEANING KITS

Single Refills (£6.99)
Twin Refills (£12.99)
6 Pack Refills (£34.99)

available in Black/Cyan Magenta/Yellow/ Green/Red/Blue

NEW! RE-USE NEW! RE-USE!
Washproof Black Ink Single Refills £7.99
Twin Refills £14.99

IFP CLIPART
We only supply 30-sec Clip Art which we have created ourselves. All disks come with Image Catalogues

NEWSFLASH!
NEW VECTOR CLIPART COLLECTIONS NOW AVAILABLE

For a FREE Comprehensive Pinpoint Font, Fonts and Details of our other Services, PHONE 0763 308330 24 HR SERVICE or FAX 0763 308340

or WRITE TO US:
Please include Details of your System set-up and the Software you will be using

SELECTAFONT

FASTEST MAIL ORDER COMPANY ON EARTH! 15 hr response

Font from as little as 7pence!

STRUCTURED CLIP-ART
Wordworth v3, Final Writer, Pro-Page, Pro-Draw, Pagecolor v2/3, Pagebrush, Expert Draw, Pro-Vector, Art Expression.

ARTIST DRAWN QUALITY CLIPS AVAILABLE FOR ALL THE ABOVE PROGRAMS.
ONLY AVAILABLE FROM SELECTAFONT.

BIRDS: 3 DISKS 147 CLIPS £4.99
ANIMALS: 3 DISKS 145 CLIPS £5.99

TECHNICAL Drawings for all Customers

CLIPBUSTER
23 CLIPART DISKS £24.99
(All Disks have Image Catalogues)

POSTSCRIPT

RANSOMIE

SHRAPNEL

STAR STEEL

STENCIL

TREX

TOYBLOK

WRECKLE

WOBBLER

ZARROU

Zipper

Tiptopetto

OpenHouse

PEACE

POWERLINER

StarStruck

SALTER

AMIGA COMPUTING

OCTOBER 1994

Binding is important. A brilliantly laid out document can be ruined by unsuitable binding. Obvious example – a document which is intended for reference, where readers are going to want the document to remain open while using both of their hands to follow instructions.

Use a binding that won't let the document remain open and you will annoy your readers. So you have to choose a suitable binding.

The cheapest method of binding is called side-stabbing. You place the pages in order, one on top of the other, then drive wire staples through the left-hand side.

Although cheap and easy, it is a crude method which does not allow the document to be opened easily, nor to remain open. Only use this method if, because of time or costs, there really is no other option.

Rather than side-stab your document, it's better to use plastic grip binders which cost a little more than staples but are just as easy. Most big stations sell them.

However, do keep in mind that like side-stabbing, plastic grip binders do not allow documents to be opened easily, nor to stay open, plus there is the added disadvantage that if opened very quickly the grip may well fly off at great speed.

The most widespread method of binding and also one of the least costly methods is called saddle-stitch. Here, pairs of pages are printed together on the same sheet. All the sheets are collated, folded in half, and then they are either stitched or wire-stapled together down the fold.

Provided they do not contain too many pages, with a bit of pressure down the fold saddle-stitched documents can usually be opened flat and persuaded to remain open at a certain page.

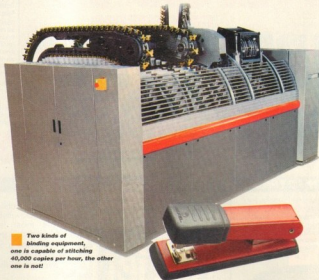
The smaller the format, the fewer pages you can have before the fold gets the upper hand. While a 48-page, A4 format, saddle-stitched document may be persuaded to remain open, an A5 format document of that size would want to close. (Ask Isaac Newton if you want to know why.)

For binding purposes, the pairs of pages have to be printed in a certain order. The exact layout of the pages depends on how many pages fit on to the sheet, but the rule of thumb is that the page numbers of "facing" pages always add up to one more page than there is in the document.

So for a four-page document, page one and four [i]weave] are a pair (page 1 being the cover), and page two and three [i]weave] are a pair. If you are providing your artwork to the printers as single pages, then let the printers worry about this, but do ensure that your pagination (page numbering) is correct.

Keep in mind that saddle-stitched documents have to be made up of multiples of four pages.

Bit of a bind



Two kinds of binding equipment, one is capable of stitching 40,000 copies per hour, the other one is not!

You can't have a nine-page document saddle-stitched, it would have to have three blank pages to make it 12.

Most printers prefer to work in multiples of eight, so think about this before you design and lay out your document.

Saddle-stitched documents will also need trimming down the non-stitched length, as the pages in the centre will poke out further than those nearer the covers.

DESIGN

Bear this in mind when designing your pages. It depends on the thickness of the paper, but in a 64-page (32-sheet) document the trim can be as much as 5mm left and right with standard 80 gsm bond paper.

And that size – 64 pages – is about as big as you can go with saddle-stitch without getting an ugly bulge at the fold. You may be able to push it to 96 pages (48 sheets) if the paper isn't too thick, but any bigger than this and you'll either have to have the document stitched in sections and use the cover to bind the sections (hardback

books are normally bound in this way, it's not cheap), or choose another method of binding.

Wire or plastic binding is very popular these days. Many offices have a machine for binding reports and so on in this way. Holes are punched along the left-hand edge of sheets and a wire or plastic clip is meshed into the holes. For documents that need to lie flat, wire or plastic binding is perfect.

The main disadvantage, apart from the cost if you use wire [even more for plastic-coated wire], is that documents bound in this way are not easy to store because the binding is wider than the publication.

Also, packed on to a bookshelf, wire binders can get entwined. A solution to this problem is a special type of cover which almost completely covers the wires, but, because of the special equipment needed, this is among the most expensive methods of binding.

Lastly, there are ring binders. Two or four holes are punched down the left-hand side of pages, and these are then threaded on to a fitting in the ring binder.

It is simple, but the ring binders themselves can be expensive. They don't get much cheaper than about £2 each unless you buy in vast quantities. But if your document needs to be regularly updated, and/or needs to lie flat and stay open, ring binders are the best solution.

The only disadvantage, apart from cost, is that the pages can wear at the holes if the document is used regularly. If you do choose ring binders, choose ones that suit the size of the document – there's nothing worse than having half-a-dozen pages flapping about in a binder designed to take hundreds.



Pages falling out of documents is a familiar story. Ben Pointer shows you how to prevent it

Complete perfection

Perfect binding is the neatest method. It is how this magazine is bound. Single pages – or single sheets of eight or 16 pages folded in a special way (called sections), later sliced along the folds – are clamped tightly together and a thin layer of glue is applied along the spine.

Perfect binding costs a bit more than saddle-stitch, but the results are much neater. It is possible to "break" the binding by folding the document back on itself, in which case pages are liable to drop out, but on the whole perfect binding is good for anything over 32 pages that doesn't have to lie flat and remain open.

AMIGA

COMPUTING

READER OFFERS

ALL PRICES
INC VAT & UK
POSTAGE

Order Hotline: 051-357 1275

Fax: 051-357 2813 General Enquiries: 051-357 2961

Order at any time of the day or night. Don't forget to give your name, address and credit card number

TURBO TOUCH JOYPAD

This is a radical new style of hand held controller, just pass your finger over the sensor - No more finger fatigue or blisters. And thanks to better diagonal and circular (360°) control, the newest and most challenging games are easier to control and more fun to play. The Turbo Touch 360 brings a new dimension of control and comfort to video game play.



**ONLY
£16.99**

Product Price Order No.
Turbo Touch Joypad £16.99 1913a

INKJET REFILLS

New
Offer

Inkjet Refill
Suitable for most leading Inkjet Printers

The easy way to refill your empty cartridges

**ONLY
£11.99**

Product Price Order No.
Inkjet Refill £11.99 2011

This new product utilises the best thermal ink available and is suitable most leading inkjet/bubblejet cartridges.

Each Kit contains a Step by Step instruction leaflet.

Filling Syringe with blunt needle.

Contents will fill most cartridges twice or more.

Gives High Quality, Extra Refined, High Density Black & Colour Ink.

This product is safe, Clean and Easy to use.

Available in both Black & Colour.

New
Offer

Inkjet Refill
Suitable for most leading Inkjet Printers

The easy way to refill your empty cartridges

**ONLY
£6.99**

Product Price Order No.
Inkjet Refill £6.99 2012

10 OUT OF 10 MATHS (NUMBER)

For children 6 to 16 years. This is a first rate set of games suitable for a wide range of ages and abilities. They are educationally worthwhile and exciting to play - a rare combination. They are highly recommended for both home and school use.



**ONLY
£15.99**

Product Price Order No.
10 out of 10 Maths (Number) £15.99 1914a

10 OUT OF 10 ENGLISH

For children 6 to 16 years. With its elaborate system of colour coded levels of achievement and multiple levels of difficulty. This is a useful compilation of programs based on the current National Curriculum for English. Guaranteed to sustain the attention of even the most reluctant of learners.



**ONLY
£15.99**

Product Price Order No.
10 out of 10 English £15.99 1914b

DISC DIARY

Disc Diary - the smartest way to carry up to six 3.5" floppy discs at a pocket money price.

Each case is made from tough semi-rigid polypropylene specially designed to protect against accidental damage whilst retaining the smart appearance of a wallet or pocket diary. A perfect practical gift not yet available in retail outlets. Available in black or grey.



**ONLY
£4.99**

Product Price Order No.
Disc Diary £4.99 1912

PRO-PUNTER 2 PLUS

DO YOU WANT TO INCREASE YOUR CHANCES OF WINNING ON THE HORSES? THEN LOOK NO FURTHER

Independent comparative reviews confirm that Pro-Punter is still the performance benchmark by which all others are judged.

The best racing software... available, the Racing Post.

Officially proven to be the racing press and other magazines by sending time and date formatted letters by Post Office mail, Pro-Punter has shown that it can predict winners with remarkable accuracy. Pro-Punter is also consistent with your money. If it thinks there is any doubt about the outcome of the race, it will advise you not to bet.

The NEW second generation Pro-Punter is written to professional standards and is attractive and easy to use. It features full editing and review of race data entered and also a unique low maintenance database that does not need constant updating.

In addition to UK features, Pro-Punter 2 contains unique course/going/lines editors and will configure to metric weights/distances, thus allowing configuration for racing worldwide.

**ONLY
£45.99**

Product Price Order No.
Pro-Punter 2 + 1146 disc £45.99 2007



AMIGA Back Issues & Binder

COMPUTING

If you've missed any of these issues, now's your chance to put things right, by either buying an individual issue or a full six months' worth. But hurry - stocks are limited!



Modeling Madness, the ultimate guide to all things three dimensional. Sequencer round-up. Survival guide to scanners. E-mail for the masses. **FREE 16 page CD32 supplement**
ON 2 DISKS: AMIGS 30, Building, Stock, Ahauch, Virus Checker and Akeko-AGA



Virtual reality - the new frontiers. Surfers survival guide. Floppy round-up. AC awards. Mortgage 14. Show report. Database round-up. Paint package round-up. **FREE 64 PAGE BOOK:** All about the A1000.
ON 2 DISKS: Design Works VALUED at £50. Vidi Amiga (12) RT Software.



The future of computer games explored. What will they look like in ten years? Also, reviews of Hain, Amiga Mac emulator, A1230+ accelerator, Tocaatta 16-bit sound card, and A4091 SCSI-II card.
ON 2 DISKS: kindWords 1.2, a complete wysiwyg word processor with dictionary and thesaurus.



How to survive and master the Internet. Plus: reviews of A1230 Turbo, CurSSEA the animator package, the Tabby graphics tablet and Lina.

ON 2 DISKS: Deypad v2 plus demo of 10 out of 10's French Tutor.



OTF round-up of the best OTF packages available. Survival guide to SINRA, ZIPs and DRAMA. Review of Emance 2, Picasso 2, Hana 292 and MiniGen Pro. **FREE** Software encyclopedia paperback book
ON 2 DISKS: Quarterback Tools, Harmoni Moll Sequencer VALUED at £70.



Amigas in the movies. Round-up of sound samplers and flight simulators. Reviews of WaveTools, I-Card, Protext v6.0, Star SJ144, TraxFax, Synthesis and Spectrum 28
ON 2 DISKS: The Publisher and MRBackup Professional VALUED at £40.



Can Commodore survive and take the Amiga forward. We look at the Amiga market as a whole. Plus: reviews of TBC Plus, Wordworth 3.0, Multitrans, Videostage Pro, and the AIZ marketing initiative.
ON 2 DISKS: Personal Fontz Maker for creating your own custom fonts, Legacy of Serial complete playable level, and Epoch Master, a superb personal organizer.



An exclusive preview of the new stand-alone Lightwave PAL, plus all its essential add-ons. A first look at PageStream 3.0, Retina III, MainActor and a DIY guide to building a home studio.

ON 2 DISKS: Scroller 2, a complete commercial video titling system worth £50.



Money saving guide for new Amiga users. Word Processor round-up. RAM expansion round-up. Survival guide to Reppien.
ON 2 DISKS: Take Two animators editor VALUED at £30, Fusion Paint VALUED at £30.



A look behind Babylon 5, PC and Mac emulation and a survival guide to monitors. Reviews of Vidi Amiga 24 RT, Humanoids, BUBBO and A2A.

ON DISK: JeGraph



The information highway and where the Amiga fits in. Is the super-highway just a lot of hype? Plus: reviews of Final Writer 2, Distant

Stars & Stripes 16 latest sampling software.
ON 2 DISKS: K-Sound 2 full commercial spreadsheet program, plus Virus Checker 6.34 and Syntris.

	Price	Order No.
November 1993 + 2 x 3.5" disk	£3.25	9767
December 1993 + 2 x 3.5" disk	£3.25	9768
Xmas Issue 1993 + 2 x 3.5" disk	£3.25	9769
January 1994 + 2 x 3.5" disk	£3.25	9770
February 1994 + 2 x 3.5" disk	£3.25	9771
March 1994 + 3.5" disk	£3.25	9772
April 1994 + 2 x 3.5" disk	£3.95	9773
May 1994 + 2 x 3.5" disk	£3.95	9774
June 1994 + 2 x 3.5" disk	£3.95	9775
August 1994 + 3.5" disk	£3.95	9777
September 1994 + 2 x 3.5" disk	£3.95	9778
Any 6 issues above	£18.00	
Amiga Computing Binder	£5.95	9509

All prices include VAT.

TEL: 051-357 1275



Premier Vision are known as market leaders for being a step ahead of the rest and manufacturing innovative products for our customers. Now we have the pleasure of introducing the ultimate multimedia source for Corporate and Business users.

You've heard how the Amiga has made television programmes possible such as Star Trek: The Next Generation, Babylon 5, Sequester DSV, even the wire frame modelling for Jurassic Park was created on the Amiga. But how do you find out how to make the Amiga work for you?

Premier Vision services

Monthly events on Digital Television, Multimedia, Audio & Music production, are designed to show how the Amiga is used for specific applications.

We can design and install complete systems.

Once to one, or one to two training for specific applications or software products.

Official Scala Training Centre

We create complete custom Multi-Media systems for point of information, point of sale, training and education, including CD-ROM mastering and duplication.

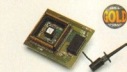
Products

Personal Animation Recorder, Sunrise, ADHS, Warp Engines, Video Toaster, Piggy Bank MPeg Decoder, Lightwave 3D, Info Channel, Scala Multi-Media and Burn & Pipes Professional

Clients

21st Century
CIC Video
Granada TV
National Trust
British Gas
Shell
Ministry of Defence

For information please call
071 721 7050



MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering is required.

MegaChip RAM**£159**

MEMORY EXPANSION

We manufacture a vast range of memory cards for the Amiga 500, 500+, 600, 1200, 1500, 2000, 3000 and 4000. Please telephone us for prices and availability.



IMPLANT MAC EMULATOR

This Macintosh emulation board boasts to many features to list all of them, for further details please contact Power. Some of the features include full colour support, stereo sound, hard drive support, Mac 800K and Mac/IBM 1.44MB support, AppleTalk, SCSI devices, printers, scanners and CD-ROM etc.

Basic**£279.95**
Basic + AppleTalk**£329.95**
Basic + SCSI Interface**£329.95**
Basic + AppleTalk/SCSI Interface**£379.95**

OCTOGEN SCSI-2

SCSI-2 board for the Amiga 2000 including memory expansion capabilities of up to 8MB.

Octogen SCSI-2**£129**

CO-PROCESSOR

All maths co-processors include crystals.
20MHz**£25**
33MHz**£60**
40MHz**£80**
50MHz (PGA)**£120**

CHIPS & SPARES

Call for your requirements**£POA**



DKB 4091

Connects up to seven SCSI devices to your Amiga. The DKB 4091 features: Full Zorro III implementation, fast SCSI-2 implementation, direct memory access.

DKB 4091**£299**

WORKBENCH 2.1

Release 2.1 Enhancer, including 2.1 software and User Guide manuals.

2.1 Enhancer**£69**
ROM Share with 2.04 ROM**£99**
2.04 ROM Chip**£29**

REPLACEMENT PSU

Replacement PSU for GVP HD & other HD's
Replacement Power Supply Unit**£39**



TANDEM CD-DE

* For 1500/2000/3000/4000
Supports Minus CD-ROM & CD-ROM & FX001D
double speed CD-ROM drives
* Supports Syquest 3.5" drives
* Supports IDE hard drives
* Play audio CD utility
* Requires KickStart 2.04 and above
* Includes cables, software and manual

Tandem CD-DE card**£69**
Tandem CD-DE A1200 card**£69**
Tandem CD-DE & CD Drive**£229**
Minus CD-ROM Drive**£160**

AUTO ROM SHARE

ROM Share**£19.95**
ROM Share including v2.04**£50**
ROM Share including v1.3**£39**
ROM Share A600**£29**
ROM Share A600 v1.3**£55**

VGA ADAPTOR

VGA Adaptor**£15**



POWERSCAN 4

Produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (on AGA machine), scan in 161, add colour to greyscale images, special effects, new support for 18 bit scanner, add text to scans. A1200/600 version available.

PowerScan 4 (Mono)**£119**
PowerScan 4 inc. OCR**£139**
PowerScan 4 upgrade interface**£50**
PowerScan 4 upgrade software**£20**
OCR Full version**£49**

"PowerScan is virtually flawless.
Highly recommended" Amiga Format

EPSON SCANNERS

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size, with output resolutions of up to 1280DPI on the GT-6500 and 1600DPI on the GT-8000 in 16.7 million colours, greyscale or line art. The scanners include either PowerScan or Image FX scanning software.

Epson GT-6500 PowerScan**£599**
Epson GT-6500 Image FX**£689**
Epson GT-8000 PowerScan**£849**
Epson GT-8000 Image FX**£929**
Document Feeder**£399**

DISK EXPANDER

* Can add 99% to your hard drive capacity at a stroke
* Fast compression and decompression
* Flexible and expandable as new compression libraries are developed

* Works with all drives, including SCSI, IDE, Floppies, and even the RAM disk
* Reliable in tests - no data corruption
* Once installed the program is transparent to the user
* Works on any Amiga and any KickStart

Disk Expander**£35**
Floppy Expander (Compress files on disk)**£9.95**

VIDEO BACKUP

Use a VCR as backup. 2000 Amiga floppy disks fit on to a 48h tape. Allows you to watch TV on your 1084i monitor.

Video Backup Start**£65**
Video Backup Photo**£60**



POWER COMPUTING LTD

44a/b Stanley Street Bedford MK41 7RW

Tel 0234 273000 Fax 0234 352207



ACEEX FAX MODEM

- * External Fax & Data modem
- * Receive & send faxes in the background
- * Full Haynes AT command set supported
- * Supports class 1, 2 and 3 fax commands
- * Fax send & receive
- * Auto dial & Auto answer
- * Supports error correction + detection
- * Leased line support
- * All cables & manuals supplied

Aceex Modem v.32 bis£169

Aceex Modem v.32 bis inc. TrupFax£199



FARGO PRIMERA

- Primera primer£649
- Photo realistic upgrade kit£199
- Photo realistic refill kit (100 prints)£250
- Photo realistic refill kit (25 prints)£79.95
- 4 colour ribbon (80 prints)£38.95
- 3 colour ribbon (115 prints)£38.95
- Monochrome ribbon (400 prints)£31.95
- Primera paper (A4 200 sheets)£18
- T-Shirt transfer paper (A4 10 sheets)£17.95
- Printer & Studio DS software£699

(Studio software is a true 24-bit printer driver)

SCSI/IDE DRIVES

We can supply SCSI or IDE 3.5"/2.5" hard drives in many different sizes. Including cables and installation software.

- 80MB IDE 2.5" Internal£160
- 130MB IDE 2.5" Internal£229
- 170MB IDE 2.5" Internal£270
- 260MB IDE 2.5" Internal£359
- 52QMB SCSI/IDE£169
- 80MB SCSI/IDE£179
- 160MB SCSI/IDE£249
- 200MB SCSI/IDE£349

SYQUEST DRIVES

- 3.5" IDE Internal£499
- 3.5" IDE External£579
- 3.5" 105MB Cartridge£79
- 3.5" SCSI version available EPOA

POWER OPTICAL

- 128MB Optical Internal£699
- 128MB Optical External£779
- 128MB Optical Disk£35
- SCSI Controller A2000£129

X-BACKUP PRO

- X-Backup Pro (Hardware designed by us)£29.95



NEW MIDI INTERFACE

- Midi Interface (new Midi chip)£19.95

Warp Engine 28MHz£799

Warp Engine 40MHz£1199

Amiga 4000 only

new

The new 18-bit colour hand scanner produces stunning colours with clarity and verve, brightening up those presentations. With over 250,000 colours and award winning PowerScan software, anything is possible!

Colour and mono software
Full image manipulation
Up to 400DPI
256 Greyscale (AGA machine)
128-bit colour (AGA machine)
OCR optional extra

colour

the best scanner program available

Amiga Format July '91

£239

POWERSCAN COLOUR

Order Form

Name	
Address	
	Postcode
Telephone No.	
System Owned	
Description	
I enclose a cheque/PO for £	
Credit Card No.	
Expiry Date	
Signature	

Delivery next day £5.00 2-3 days £2.50 Saturday £10.00 deliveries are subject to stock availability. Please make cheques payable to Power Computing Ltd, please allow upto 7 days for cheque clearance.

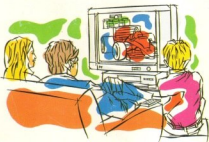
3 Steps to Frame Grabbing



1. Capture your picture



2. Convert it



3. Use it

Frame grabbing couldn't be simpler and more satisfying and is probably the best function that you can add to your Commodore AMIGA.

The Vidi AMIGA range has been developed to meet this requirement at an affordable price and an unequalled performance level. No matter what your needs are, from hobbyist to professional, there is a Vidi to fit the bill.

The Vidi AMIGA helps you place pictures within publications, animate or just have fun with digitised images. Connection couldn't be quicker and simpler. They're designed to exploit your creativity and imagination!

Vidi AMIGA 12

Excellent value 12-bit digitiser, captures colour HAM pictures in less than 1 second. Delivers good quality grabs from composite or S-Video sources. Minimum recommended system: A500 with 1MB RAM.

Only £99.95

Vidi AMIGA 12RT

A superb real time (fast scan) digitiser, grabs 24-bit images in 1/50th of a second. Similar to the Vidi 12 but with many additional features and higher quality output. Vidi 12RT can be upgraded to the Vidi 24RT. Minimum recommended system: A1200 with 2MB RAM.

Only £199

Vidi AMIGA 24RT

Identical to the Vidi 12RT but with more video RAM. Can grab in formats up to 24-bit and produce full overscan images in HiRes interlace. Professional quality capture. Minimum recommended system: A1200 with 2MB RAM.

Only £299

All Vidi digitisers have common built-in features such as sequence editing and playback, essential for animation and sophisticated image processing software. All have composite and S-video inputs and are fully AGA compatible.

The Vidi AMIGA range is available from your authorised reseller or from ROMBO.

For more information or to place your order phone 0506 414631 or fax 0506 414634.



ROMBO Productions Limited,
2B Young Square,
Brucefield Industrial Park,
Livingston, Scotland. EH54 9BX.