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AMIGA

User

INTERNATIONAL

MARCH 1996 £3.99

**5 Full Floppies of
Super Goodies**

AMIGA User INTERNATIONAL

FIVE Floppies Full of Super Stuff!

On these disks!

AUI SuperDisk No.77

The Great AUI utilities this month include: **Morse Code Trainer** - learn how to tap those fingers to get you out of sticky situations; **CacheClock** - speed up floppy access and keep an eye on the time too; **Lzx 1.20** - the latest souped-up version of the excellent archiver that was selected by AUI for these very SuperDisks!

Boot this disk to install to floppy or hard drive. Requires Workbench 2.0 and above, and at least 1Mb of RAM. Some software is AGA only.

March 1996

NO DISK?

**Ask Your Newsagent!
Or see the SuperDisk
Pages in this issue.**

AMIGA User INTERNATIONAL

FIVE Floppies Full of Super Stuff!

AUI SuperDisk No.78

On these disks!

The Great AUI utilities this month include: **Pools** - pick the numbers that might let you win a jackpot; **Vinci** - a versatile text editor which supports many packers; and last, but by no means least **ZapDisk** - erase a floppy's contents, permanently!

Plus

The Great AUI Games Disks: Two superb games to exercise your hand/eye co-ordination. **Argus** - Fly your space-ship against hordes of alien fighters in this exciting Xenon like shoot-'em-up. Or you can try your hand at the **Wrath of Gwendor**, a platform game created especially for AUI, where your Barbarian slugs it out with the worst the evil knight can throw at you.

To use this disk, you must first boot using SuperDisk No.77. Do not try to access from Workbench.

March 1996

NO DISK?

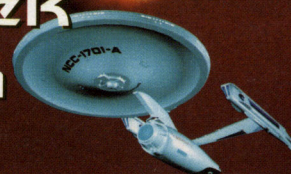
**Ask Your Newsagent!
Or see the SuperDisk
Pages in this issue.**

Computer Graphics

**Burning Up The
Visual Universe**

**Starring Star Trek
and the Amiga
XI Paint**

**World of Amiga Toronto Show Report
The Online Column
and the Amiga goes Siamese
WIN a Super Hard Drive**



"If it sounds like I raved, then I've communicated successfully exactly how groovy this product is".

Ami-FileSafe

"It makes as much difference as adding some fast SCSI Zorro III controller from hell".

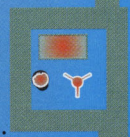
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Benchmarks

A3000 030 Oktagon SCSI 2

Test	FFS	AFS	Units
DirScan	409	1780	Files/Sec
CreateFile	227	1073	k/sec
ReadFile	244	1363	k/sec
Seek and write 4bytes (start & end)			
x100	53.6 Sec	4.4Sec	

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software includes the advanced tools for removable media
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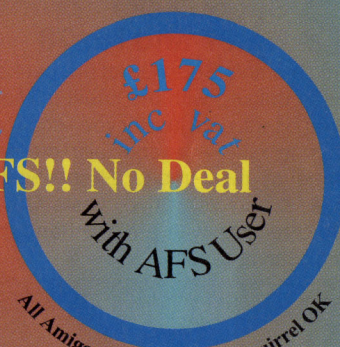
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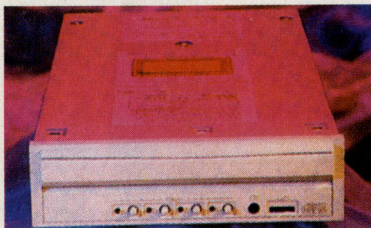
CONSTANT FACTORS

5 The Amiga Dimension

Managing Editor Antony Jacobson comments that software sells hardware and that rule applies to the Amiga too, if it is to have a real future.

8 SuperDisks No.77 and No.78

This month's SuperDisks are packed full to bulging with the latest utilities, virus killers, and, just for you - don't tell anyone else - a specially created game or two. Imdad Shah sweats over a hot disk drive, while David Ward relaxes with a Martini and the intoxicating results.



16 NewsFile

With their nose to the ground and their ears in the air, **AUI's** news snoopers, Anthony Mael and Martin Witton, poke around the bins at the back of... well, that would give away their secrets, wouldn't it?

68 Amiga Answers

By special arrangement with the gods of Amiga wisdom, we are once again able to you bring our Guru of the Answers. Yes, **AUI's** very own Amiga Answer Machine, Andy (What's the set up?) Eskelson. Does your Miggy feel down, are you tired after sleepless nights? Then send your problem to Professor Eskelson and let him worry about it instead!

77 Toolbox

Andy Eskelson finds that the Amiga Answers questioners need some extra help. Here it is.

Cover picture: Ocean's upcoming 'Steampunk' game, created by SGI Onyx.



93 The PD Stakeout

After many days of peeping through the letterbox here at **AUI**, David Ward finally gets to see the Postman. Is he bringing a sackful of PD goodies for us to review? Is he hell!

96 Write to Reply

What is the secret message that Bud Vennos encodes in the acidic repartee of his Amiga Conscience Column? Only the tough and the clever can read carefully along or between the lines. Can you?

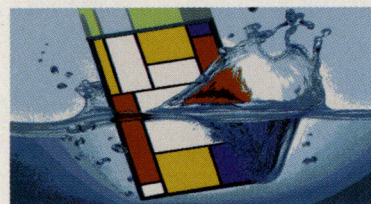


30 Xi Paint

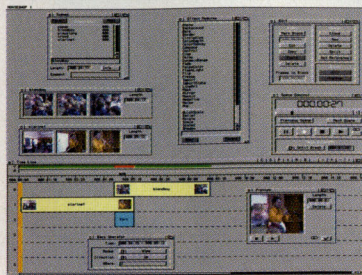
Undoubtedly the first Amiga paint package to arrive on CD, Gary Fenton thrashes the disc in an effort to see if it lives up to what it promises.

32 CD Round Up

Another release from the massive files of the Aminet and one from Almathera encourages David Ward. Gems of the compact discworld.



FIELD REPORTS



41 World of Amiga - Toronto

From the land that brought you singing lumberjacks, singing policemen, and Commodore, Steve Bowie reports on an upbeat World of Amiga Show in Toronto.

98 Everybody's Girlfriend

It's the Amiga whose charms are sung by Tangent Music, a new creative music group headed by ex-CBM MD David Pleasance.



USER PORT

36 Hard Driving Part 3

Alan Lewis once again examines the platters and finds out that they were not just a popular American singing group of the '50s. Who's driving you home?

HARD COPY

50 Networld II

You might not think that ink on dead trees will help you on the Net but Daphne Moss reviews two books that can.

MENTOR

82 Programming Tips

Paul Overaa pops into a library and brings back the full details on file requesters.

ENTERTAINMENT NOW

83 Still Footy Crazy

Ashley Cotter-Cairns dons his studded leather boots, kicks a few balls, and grins as his opponents writhe in pain. Soccer mania returns to **AUI** in this month's look at footy games.

COMPETITION

82 Win A Super Hard Drive!

AUI SERVICES

33 Subscribe!

How and why to subscribe to the world's longest established Amiga magazine - and there is an astounding free offer of Datachrome too. What did Sarah-Jane Clifford-Jones have to do to get this for such a generous special offer?

40 Back Issues

Despite being desperately ill, you crawled down the road, coughing and spluttering, to get to your local newsagent for a copy of **AUI**. They were sold out. Of course. You should have subscribed, shouldn't you? You still want that issue? Here it is - put aside just for you, and your £5.

79 Readers' Survey

Do we give you what you want from **AUI**? Here's your chance to tell us. And you can win a stereo player for your trouble.

87 Arena

In the Arena a large number of number of eager companies wishing to show off their stunning products to you present their (soft and hard) wares. Peruse and choose.

92 Advertisers' Index

Where you can find those who want you to know what you want to buy when you need something to help you know more about the Amiga.

TECHNOWORLD

Martin Witton boldly leads the AUI team out into the TechnoWorld

43 Seeing is believing. . . Maybe

Martin Witton investigates the exploding world of computer graphics with many days in darkened rooms and brings back interviews with leading figures and reports from this exciting sector of the computing world.

52 Computer Graphics Now

It was once Caligari on the Amiga. Now it is TrueSpace on the PC. No wonder it has got the PC users in a flap. They now have a decent piece of software to use, as Steve Jones demonstrates.

54 The Online Column

What's hot and what's not in the realms of cyberspace. Join AUI's intrepid Anthony Mael as he adventures into the ever growing world of electronic communications.

STAR TREK and the Amiga

SPECIAL REPORT

62 Star Trek: The Infinite Frontiers

Imdad Shah explores a strange new world. He seeks out a new civilisation boldly going where no Shah has gone before.



64 Star Trek: The VideoCD Movies



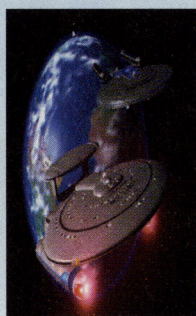
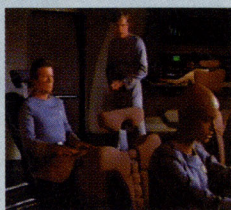
All the famous films are now available on VideoCD. David Ward finds a use for his CD32.

66 Star Trek: The Expo

Details that you will find useful of the latest public showing for Trekkers.

67 Star Trek: The Hard Copy

Are you Star Trek fans? What do you read? The AUI review team sat quietly perusing the Star Trek books at every available spare moment.



Who Does What

Managing Editor and Publisher:
Antony Jacobson

Editorial Co-ordinator: David Ward
Contributors: Kim Berle, Steve Bowie,
Ashley Cotter-Cairns, Andy Eskelson, Gary Fenton,
Steve Jones, Alan Lewis, Anthony Mael, Daphne
Moss, Paul Overaa, Imdad Shah, Bud Vennos, Martin
Witton.

Design: Graham Baldock/Rico Gusmen

Advertisement Executive: Nick Martin

Marketing and Subscription Manager:

Sarah-Jane Clifford-Jones

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Editorial & Advertising:

Amiga User International

Unit 2, Utopia Village, 7 Chalcot Road, London NW1 8LX

Telephone: 0171 586 5606

Email: amigauser@cix.compulink.co.uk

Subscriptions Address: AUI Subs. Dept.

Customer Interface Ltd, Bradley Pavilions,

Pear Tree Road, Bradley Stoke,

Bristol BS12 0BQ

Telephone: 01454 620070

Fax: 01454 620080

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...And What They Used

Commodore's Amiga 500, 500+, 2000, 3000, 1200,
CD32, Almathera's Photogenics and Parnet, Armor's
Protext, ASDG's Art Department Professional 2.5,
Canon's BJ-20 BubbleJet, Commodore's 1942 and
1084S monitors, Citizen's Swift 240C, Consultron's
CrossDOS, Dattel's Action Replay MKIII, Digita's
Wordworth 3.1, Discovery Software's Grabbit,
Epson's GT9000 flatbed scanner, Electronic Arts
Deluxe Paint IV, Gold Disk's Professional Page 4,
GVP's A530 Turbo, GP Software's Directory Opus
5, HiQ's 1500, John Velduis' VirusChecker, JVC's
HR-D980 video recorder, Micro-System's Scribble!,
Macro-System's VLAB, OpaTech's OpaVision,
Paravision's SX1, Philips CM8833-II monitor, Supra's
V32/288 Fax Modems.

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The Amiga Dimension

Among the many interesting, fascinating even, items in this AUI, there are some that are important for us as Amiga users; as well as others that may concern us more than that, affecting us as human beings.

In our TechnoWorld section we have a major coverage of the exciting developments in computer graphics. Among the wealth of products mentioned two, LightWave and TrueSpace, are both from the Amiga in origin, but are now making a major impact on the growing PC market.

TrueSpace used to be known as Caligari when it was exclusively on the Amiga and, upgraded and improved, it's a hit among computer graphics artists on the PC. LightWave... who can blame the talented Tim Jenison and his NewTek crew for moving over to the more profitable PC domain?

In the NewsFile, we report on the purchase of longtime Amiga music software company, Blue Ribbon by none other than mighty Microsoft. Blue Ribbon were already porting their software, like the renowned Bars 'n Pipes and SuperJam, to the PC in an improved form, which is why Microsoft wanted to buy them. Another Amiga software company bows out.

Though I have touched on this subject before, the software "brain drain" that's taking place on the Amiga market is causing alarm that's worth commenting on further. We have, also in this AUI, some reports on Amiga Technologies' announcements of hardware developments in Germany. The problem is that, interesting and encouraging though the new hardware sounds, it is, in the well-known phrase, software that sells hardware. It's not the other way around, except in the case of the ever-expanding PC perhaps, as the ex-Amiga developers realise.

We are not getting news of software companies starting on the kind of software product that is vital to the survival of the Amiga. Where are the new LightWaves, TrueSpaces, Bars 'n Pipes? Companies do keep their products under wraps until they want to launch or get publicity for them, but it would be to the great benefit of Amiga Technologies and the Amiga market in general for some strong, major, software products to be started and known and not rumoured to be under development.

This would encourage those, professionally involved in development or in use of the Amiga, to continue their connection with the computer. It would make those of us who support it and who are concerned about what's happening to it, find good reasons for telling the world a more optimistic story. It might also help to bring the machine back to the forefront of the computer market.

In our report from the World of Amiga Show in Toronto, it is clear that the Amiga Technologies management is hard-working and determined. Yet hard work may not prove enough if the software is not there to attract sufficient users and developers to the Amiga.

It might not mean very much, but one of the biggest games computer magazines recently ran a questionnaire in which they asked which computers would still be around by the beginning of 1997. Now the voters may be a shallow lot of games players, but it is not encouraging for the Amiga, as it was, to be given by them a zero possibility of survival. Yes, zero.

Games are just one section of the market, and if you talk to any of the games companies, you will probably get the same estimate. That trend could turn out to be an advantage for those of us who consider the Amiga to be a serious computer. For it might force Amiga Technologies to place all their efforts into the higher end, where the Amiga could still stand a chance with a RISC-based system.

However, it will take a tremendous effort on the part of Amiga Technologies and their backers, Escom, to challenge the PC. For what makes the PC strong now is its software, which takes us back to my original point about the need for AT to make it happen in software for the Amiga, or they can forget the hardware improvements.

On the wider matter of us as human beings as well as Amiga users, there is a report in our Online Column of the intervention and banning from the Internet of material to which the Bavarian local government in Germany took exception by forcing CompuServe to strip it off the Net.

This kind of action is an infringement of all our liberties and a dangerous precedent. As even the somewhat staid Financial Times agrees, it "would be undesirable for restrictive governments to dictate what can be transmitted over the whole network". THEY don't like the freedom that the Internet brings to express what THEY don't like. We may not like what some people use freedom for, but that freedom is worth defending for all of us.

Anthony Jacobson
Managing Editor

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Eric Schwartz needs no introduction to any Amiga Animation fan.

November 1995
 As you may have already gleaned from the title, this is a CD-ROM of pretty much the complete collection of pictures, animations and related files by Eric W. Schwartz.

There are directories for animations, pictures, 3D object files, icon files, & more that hopefully will interest you. Also included is a special "Artists" section with material by other artists whom I've come in contact with over the years. These artists you may have heard of, while others are new to this medium, but I'm sure you will enjoy all their work.

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Content
Warning

A NOTE ON THE CONTENT OF THIS CD-ROM. Generally, the files on this CD-ROM (primarily animations and pictures) are OK for a fairly general audience. There are, however, some pictures and animated segments that contain material of a potentially offensive nature. To generalise, I would give this CD-ROM a basic motion picture rating equivalent of PG-13. My pictures and animations were never specifically intended for children, and I have no censors other than myself.

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- * Trail Blazer
- * Breakout
- * Centipede
- * Cyber's Bezerk
- * Snake
- * Scramble
- * Ping Pong
- * Breakout

* C64 Conversions
- * Space Invaders
- * Jeff Minter games and hundreds more more than 600Mb of unforgettable re-to-gaming.

This CD will keep you busy for months. Floppy drive required, keyboard Keyboard recommended.

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da capo
CODE: CD196 PRICE: £27.99

Fred Fish takes Amiga Music for a swim.

The da capo CDROM.

The da capo CDROM is a source for high quality music, both for your listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules, many of the modules are exclusive to da capo.

Gateway!
CODE: CD165 PRICE: £28.99

Gateway offers NetBSD 1.0 for the Amiga.

The Gateway CDROM is the easy way to start a Unix project on the Amiga.

A Full featured UNIX-Lite operating system with both sources and binaries for the Amiga, i386, Sun 3 and other architectures.

Go netserfing with a large selection of supplied networking tools.

Other supplied packages include a binary release of the X windows system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many other utilities of important text files such as RFCs and FAQs, a complete installation guide is available on the CD.

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Fresh Fonts II
CODE: CD103 PRICE: £19.99

632Mb of fonts with a nice looking book.

The send in Fred Fishes font collection this CDROM come with a small book with the font families printed out.

Gateway!
CODE: CD165 PRICE: £28.99

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Assassins Games 2
CODE: CD211 PRICE: £18.99

For the Ultimate Games Experience! play with the Assassins!

The Assassins Games 2 CD comprises of hundreds of the latest Public Domain and Shareware games and Amiga range of computers.

All the games are accessed via the easy menu system. The Amiga guide document provided gives you easy access to the games instructions and its possible to play them direct from the Guide.

The Guide also provides compatibility note for certain games with your particular machine. Also included are over 70 workbench games ready to play from the workbench.

Parnet and Sernet are also provided to allow access to the full contents of this compact disc on an Amiga with CD32/CDTV.

Network 2 Package
CODE: CD235 PRICE: £39.99

Get connected CD32 to Amiga.

The Network Package & CDROM. Wired Science.

- * Network CD 2 £14.99
- * Sernet Cable £25.00

*** The Network 2 CD and Cable combination** allows the connection of the CD32 or CDTV (CDTV only to be purchased with Network CD Vol 1 please Ask) to any Amiga. This connection requires a communications channel between the two machines, thus allowing the transfer of files from one machine to the other. Put simply you can gain access to the CDROM drive on the CD32 and use any of the normal CDROM utilities contained within this advert.

File Transfer if you have a directory Utilities such as Directory Opus, Sid or DirWork the access to any CDROM's files is simple. (DirWork (Shareware) is currently on the CD).

Postage & Packing by Recorded Delivery £2.45

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CODE: CD228 PRICE: £24.99

Come play with a whole new world of excitement!

The Gamers Delight 2 CD contains 70 commercial games and more than 1,000 freely distributable games.

This CD includes:-

- * 2 Players (5.58Mb)
- * Board Games (1.8.5Mb)
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- * Hints (4.4Mb)
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- * Shooting (16.9Mb)
- * Thinking (25.2Mb)
- * Commercial Games - Contains even more new full versions.
- * All games come with full documents

Octamed v6.0
CODE: CD237 PRICE: £29.99

The Official Octamed 6 CD has.

Contains the full commercial version of octamed 6, the latest version of this superb music utilities.

In additional the full Walk-about Music samples collection (over 1,000), have been included. To complete are 100's of meg of modules, samples and midi files. This categorised and ready to run from the CD.

This is a unique opportunity to obtain the best Amiga music package and as an added bonus we include the full manual all for only

Includes manual!!

Meeting Pearls 2
CODE: CD142 PRICE: £28.99

You're sure to find software that can make use of this CDROM!

There are many software packages on this CD-ROM that are defined to be shareware. All files can be easily copied to your hard drive. So installations and programs are exclusively on this CD-ROM.

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AMIGA

User

INTERNATIONAL

The Great AUI SuperDisks No.77 & No.78

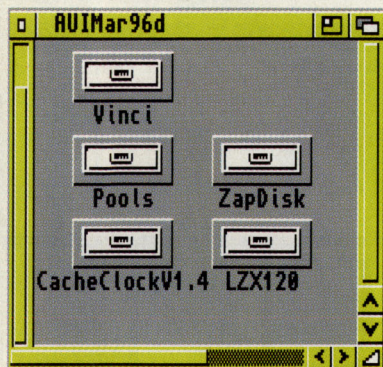
From an isolated plywood cabin in the depths of the English countryside, our crack team of software harvesters, led by Farmer Imdad Shah, have been busy gleaning the best money can't buy. David Ward explains how to stack up the crop.

You can unload this package of AUI SuperDisk goodies onto five separate disks. Isn't it amazing what can be packed together by those who wish to please?

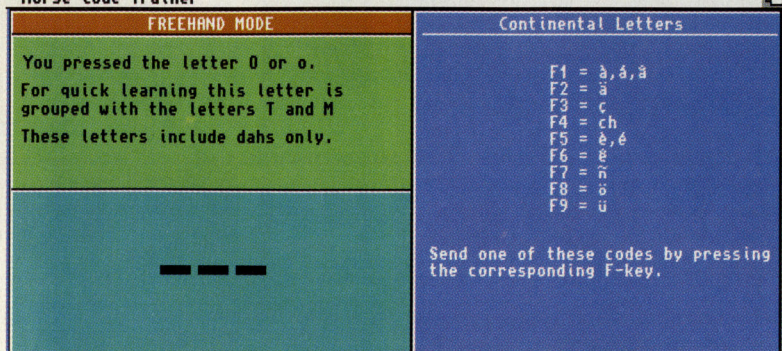
The Great AUI Utilities Disk No.1

Morse Code Trainer

How many times have you seen a film or TV programme where the hero has been saved because of a knowledge of Morse code? Why even in the Star Trek film 'Undiscovered Country' Captain Kirk, Mr. Spock, and Dr. McCoy were saved from serious injury when Scotty tapped out the words "Stand back" before blowing a hole in the wall of the Enterprise's brig. It's a useful skill - and you never know when you might be taken hostage these days and need it.



Morse Code Trainer



Now you can learn the famous electronic language of dots and dashes with this easy to use Morse code tutor. Ideal for trainee telegraphists, would-be sailors at sea, and, naturally, potential hostages.

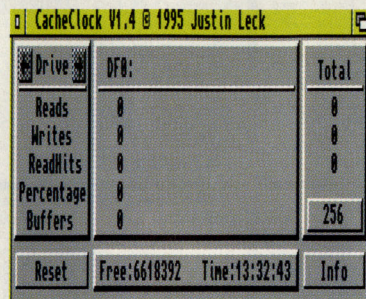
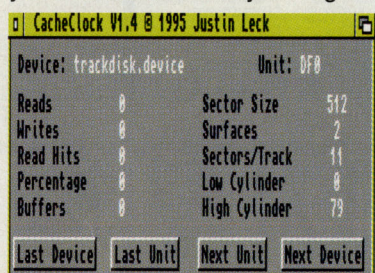
Get those fingers tap tapping.

The Great AUI Utilities Disk No.2

A whole bunch of useful items this month, from small ones up to whopping great programs.

CacheClock

Definitely a pocket-sized piece of software, CacheClock combines a floppy cache - to speed up your disk accesses, a clock to remind you what time of day or night it



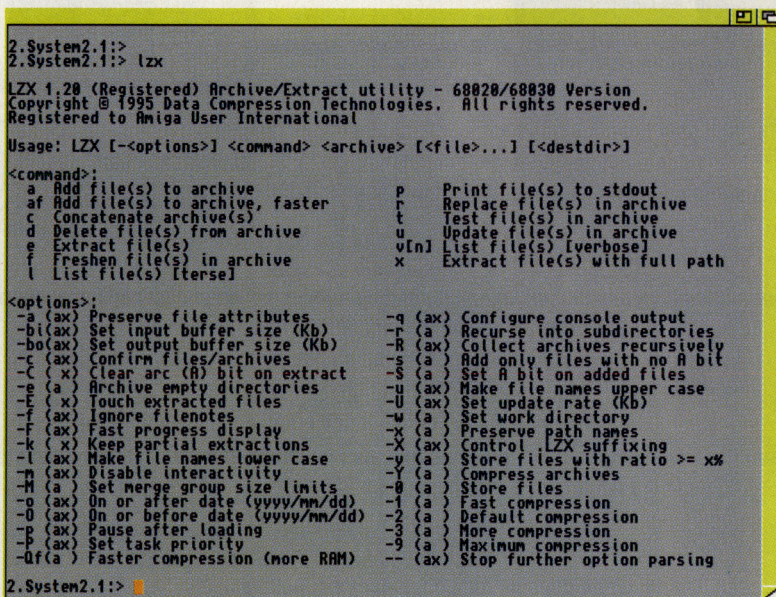
is, and a free memory meter to warn you that those other programs are gobbling up your precious RAM. Small but definitely beautiful.

Lzx

Here is the latest release of that world-beating archiving software Lzx. It's so good that it was chosen by AUI to pack as much as possible onto our two amazing SuperDisks. No greater compliment.

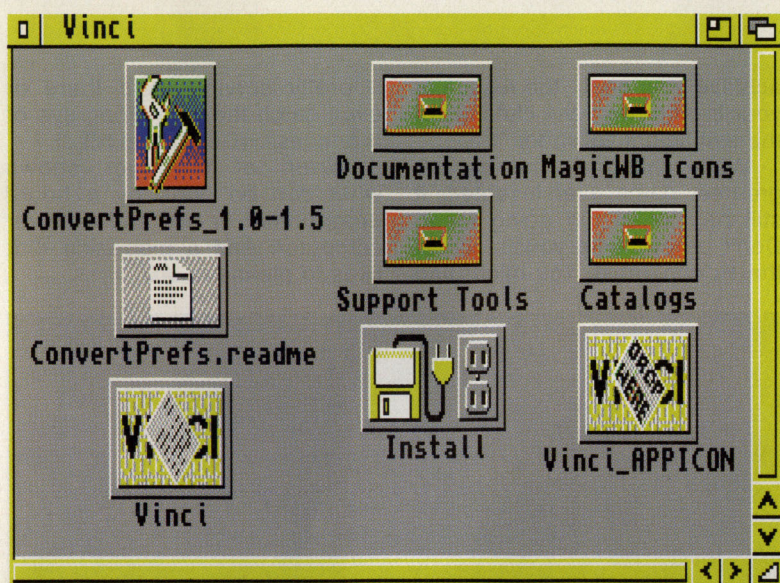
This latest release, 1.20, clears up a few bugs present in the ear-

lier versions as well as giving you the ability to decompress both Lha and Lzh archives into the bargain.



Vinci

Odd name for a text viewer. Vinci would normally make me think of Leonardo, the great Italian artist, and therefore we assume that this was some sort of graphics



Vinci 1.6 - Copyright © 1995 Martin Wulfeld - NORMAL
 amiga2sales #211, from waspy, 2150 chars, Jan 1 22:23 96
 WWWINFO FROM: waspy
 amiga2news #3485, from plesurf, 2049 chars, Jan 1 21:38 96
 New Tower Products - Details
 We have a range of new Towers, and related products which we be able to offer early in the New Year. These consist of a standard tower chassis and a choice of several different front panel designs.
 There is also a selection of Shuttle (Daughter) boards to offer further expansion and updated PSU's.
 Tower details
 Dimensions 660x190x430 mm
 Designs include over ten different styles. Pictures will be available soon. PSU's will be available in 230, 235 and 380V ratings, with a 600W possible later.
 Shuttle details
 Shuttle 2000 (Upgrades A500 to provide the following)
 XXXX Zorro II
 XXXX Video Socket
 XXXX Keyboard socket
 XXXX Expansion bus
 XXXX Floppy controller
 Shuttle 1200 (Upgrades A1200 to provide the following)
 XXXX Zorro III (5 DMA)
 XXXX Video Socket
 XXXX Expansion Slot
 XXXX Real time clock
 Shuttle 1200PCI (Upgrades A1200 to provide the following)
 As per Shuttle 1200 except:
 XXXX PC AT (Instead of 6 x PC ISA)
 Shuttle 3000 or 4000 (Upgrades A3000 or A4000 to provide the following)
 XXXX Zorro III (5 DMA)
 XXXX Video
 XXXX PC AT
 Shuttle 3000PCI or 4000PCI (Upgrades A3000 or A4000 to provide the following)
 XXXX Zorro III (5 DMA)
 XXXX PC AT
 XXXX Video
 New PC boards for any PCI based system
 Line 1 of 21 File: SCRATCH11 Size: 2231

program. But probably this is a reference to the Latin anyway.

Unlike most text viewers, Vinci supports those held within Lha and Lzx archives, plus those that have been compressed using one of the numerous packers that have appeared on our platform.

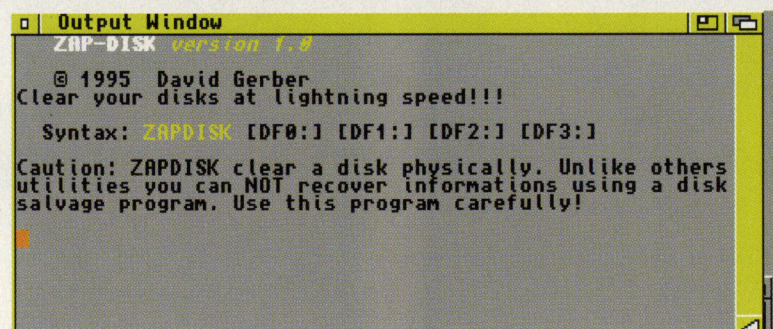
Vinci also handles AmigaGuide documents, and is ideal for editing large text files, or blocks of code. Overall, a very versatile piece of software that should be welcomed onto the Amiga scene.

ZapDisk

Not to be confused with DiskZap, which was a sector editor, this utility is designed specifically to delete files permanently beyond

the reach of even the best file salvage and undelete programs.

Works on all types of disk, be they Amiga, PC, or Atari format. And it is fast too, only a couple of seconds and the disk's contents is lost forever! Ideal for drug traffickers or hiding those illicit phone numbers from very intimate relationships in which you should not have indulged yourself.



The Great AUI Utilities Disk No.3

A double-barrelled protection disk, as we have put on two of the latest virus detectors for your immediate use. Don't take any chances, here is the software to shield your system from those nasty worms, viruses, and trojans. Inoculation! That's the magic word.

VirusChecker

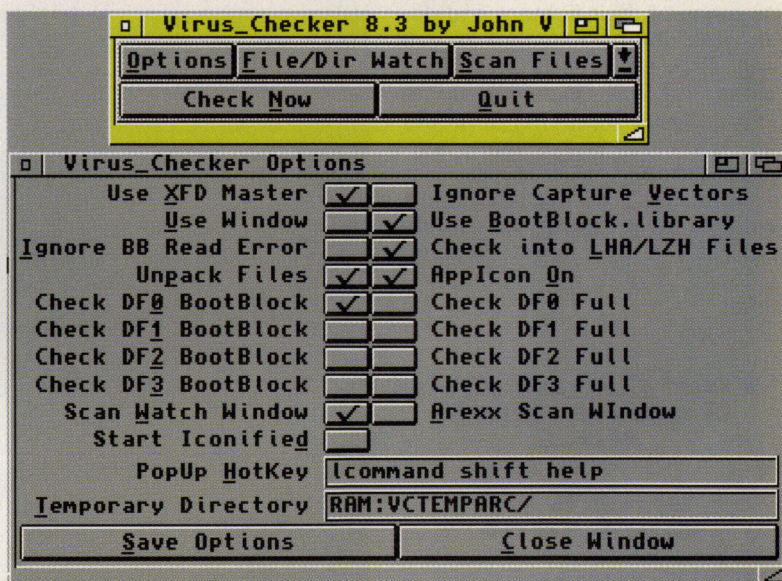
Here's version 8.03, hot off the Aminet, of the most popular virus program in recent years. Of course, we remember the good days of VirusX, but VirusChecker certainly beats that in terms of facilities and functions, plus ARexx

go in the right places. VirusChecker runs as a commodity so you can configure it to your preferences via CX_Exchange.

Xtruder

And, for extra assurance, here's Xtruder 2.0. This is a program that makes big claims about its capabilities, and certainly lives up to them. Like VirusChecker, this model piece of software has automatic installation, which is especially useful as it requires a number of libraries. These are supplied.

It comes with icons suitable for MUI users, like VirusChecker, and both programs have extensive AmigaGuide documents full of detailed information.



support. Once again, do not forget to register if you want the extras.

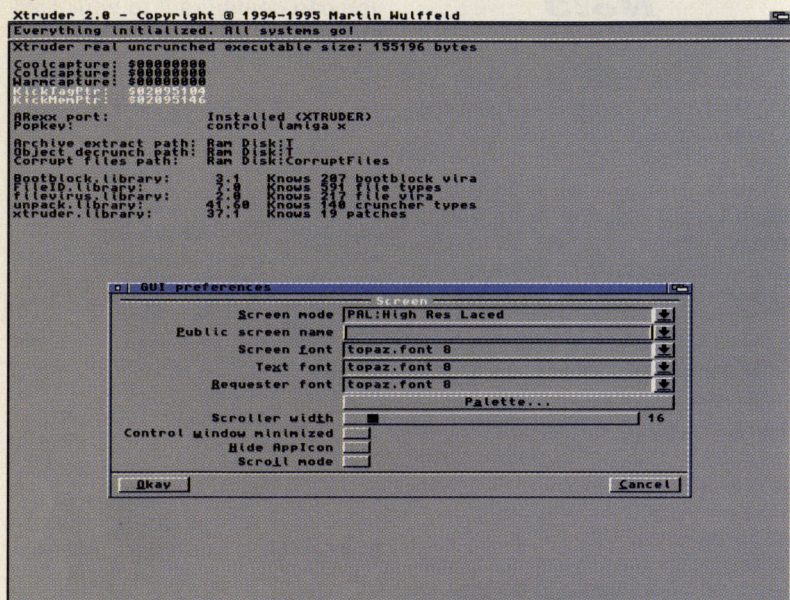
Automatic installation ensures that all the various bits and bobs

The Great AUI Games Disk No.1

Argus

The quality of non-commercial Amiga games gets better and better, especially now that Amos Pro is available. Here we have a shoot-'em-up which reminds me of the excellent Xenon from all those years ago.

Not as fast as Xenon, but certainly enjoyable, Argus requires you to fly your fighter deep into the enemy heartland, taking out



as many of their fighters and destroying other equipment as you can. Pick up various power-ups along the way, including up to five different weapons, a speed-up, a bonus, and a many surprise extras.

Strap up your joystick hand's wrist and prepare the comfy chair for a few hours blasting. Chocks away! It's scrambling time!

The Great AUI Games Disk No.2

Wrath of Gwendor

This game has been specially created for **AUI**. Yes sire, it is an exclusive, so don't say we don't go out of our way to bring you all the delights the Amiga can offer.

You are a barbarian in a dangerous land, constantly under attack from all sorts of green nasties which, when bashed with your trusty club, yield gold coins from the sky. Sort of pennies from heaven.. You then use the cash collected to upgrade your weapon at the armoury shop between levels.

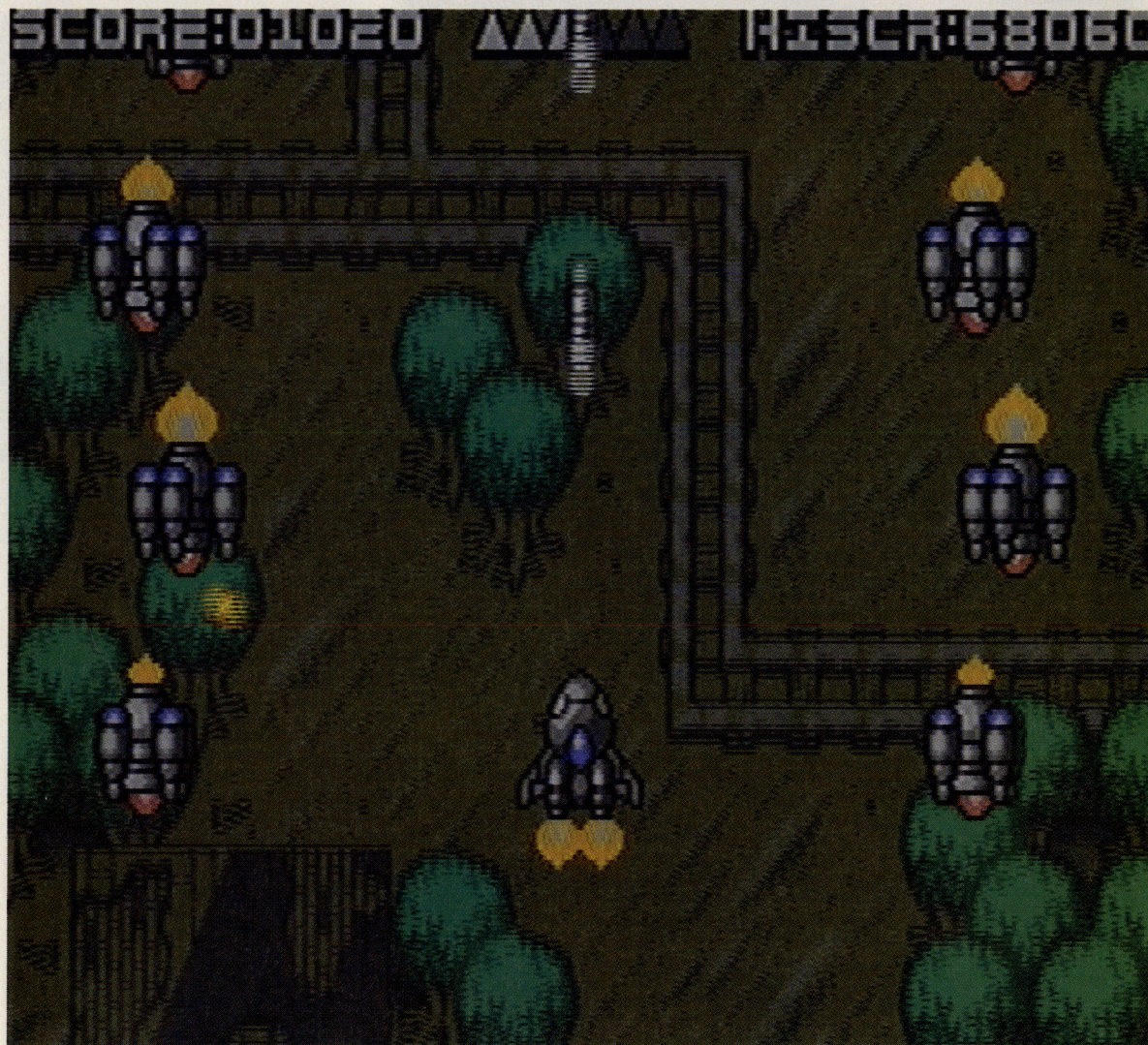
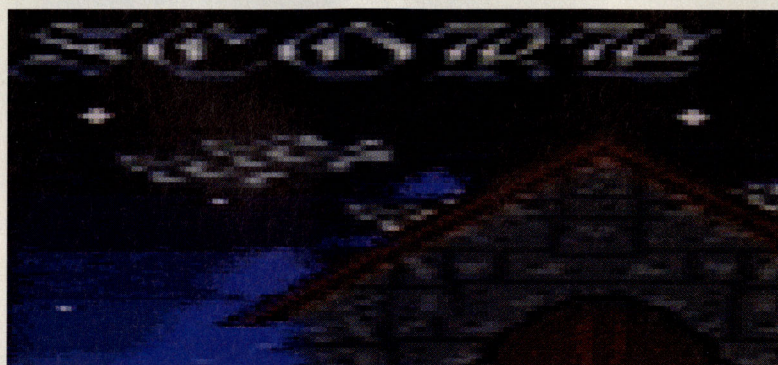
Along the way you will find switches and some magic potions that are important if you wish to proceed through the game to

achieve your goal - the rescue of your brother from the clutches of the evil knight Gwendor.

While this may not be the greatest game ever invented, it still has lot of fun going for it. Don't be shy take your place at the Round Table. You might find

a pretty serving maid there or even catch the wandering eye of a princess. (Don't drop it!).

Wrath of Gwendor shows what can be done by a bright programmer or two and a clever computer. And a magazine that likes to please... **AUI**



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DISK INFORMATION

Additional Information

Floppy Users

You can install to any disk except this month's SuperDisk. When asked whether you want to install to floppy or hard drive, select 'f'. When prompted, insert your destination disk into df0: - the internal drive. This disk will then be formatted.

Installation time varies according to the amount of information we have compressed onto the SuperDisk for you. Some installations may require some disk swapping.

Hard Drive Users

You can install directly to hard drive. Boot SuperDisk No.77 as you would for a floppy installation, and select the disk you wish to install. When asked whether you want to install to floppy or hard drive, select 'h'.

You will then be presented with a list of devices to which you can install, and the amount of space available on them. bear in mind that to install the whole set of disks will require somewhere between 2 and 3 Mb.

The installer will create a drawer with an exact copy of the floppy version of the SuperDisk in it. This includes startup-sequences, fonts, libs, and so on. Delete those that are unnecessary, and move any files in the libs, fonts, devs, etc., to their appropriate places.

Please note that the default tool for any text or document files will need changing from 'least' to your favourite, or just place a copy of least in your C directory.

You cannot install to any path that contains the following letter sequence: 'df', 'pc', 'ds', 'ram', or 'cd'. This is to save confusion with existing Amiga devices.

Expert Users

Installation directly to hard drive is so easy that we recommend you take advantage of our installer. However, if you want to do things the hard way, please remember that SuperDisk No.78 is in the diskspare format and requires you to have diskspare.device installed in your devs/DOSdrivers drawer.

All the necessary files - diskspare and UnLzx - can be found on SuperDisk No.77 and, as an expert user, you don't need us to tell you how to find and use them.

Viruses

During compilation we constantly check the SuperDisks with the latest versions of the best anti-virus software we can find. Although, to be on the safe side, we suggest you do the same prior to installation.

Shutters

Before installing the SuperDisks we recommend that you check the metal shutters on the disks for damage. This is best done by gently sliding the cover back and then letting it spring back under its own power. If it sticks, or if it appears to be coming away from the plastic casing, then DO NOT INSERT IT into your drive. You may not be able to retrieve it.

Damaged disks should be returned, see below. Neither **AUI**, the Publisher, or the disk duplicators, are liable for any damage caused to your machine by failure to following these simple guidelines.

Returning your SuperDisk

In the unlikely event that your SuperDisk is damaged or simply does not run then please return it to: TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH enclosing a stamped, self-addressed, envelope. A new SuperDisk will be returned together with the postage costs you incurred.

Technical Support

TIB operate a technical support line if you need advice. They can be reached weekdays between 10am and 12:30pm, or between 1:30pm and 4:40pm, on 0891 715929

This is a premium rate line, and calls are charged at 49p per minute. Please do ask for permission of the phone owner before making the call.

Important Information

All the software included on the SuperDisks is thoroughly checked on several machines before we even consider using it. After compilation the SuperDisks are installed to floppy and hard drive several times prior to duplication. And after duplication examples are selected at random for further testing.

While we cannot exclude the possibility of an error on our part, the most likely cause for a SuperDisk malfunction is YOU! Read the documents that came with the software you are trying to use. If there are libraries that need to be moved, or programs that need to be assigned, then refer to your Amiga's manual.

If you really get stuck then write in to Amiga Answers, enclosing a stamped, self-addressed, envelope for a quick reply. otherwise you could wait up to three months for the answer to appear in an issue of the magazine.

We regret that we CANNOT TAKE ANY TELEPHONE CALLS regarding the SuperDisks. They are too time consuming to answer and we are often busy getting the next issue of **AUI** together for you.

Reader's Contributions

Our SuperDisks are crammed full with the cream of the Amiga crop. Many of the programs are created especially for us and released into the Amiga community through **AUI**. You can make it possible for **AUI** to share this top quality software with tens of thousands of other Amiga users.

If you have a masterpiece that you think can cut it with the best, then please send it in to us for evaluation. You never know, you might end up famous. The address is: Reader's Contribution, Amiga User International Magazine, Unit 2, Utopia Village, Chalcot Road, London. NW1 8LX

Alternatively you could send us a UU-encoded file via e-mail to:

amigauser@cix.compulink.co.uk

Please remember we prefer stand-alone compiled programs, and don't forget to include any libraries or fonts that it might need - providing they are distributable. We don't want you to get done for piracy!

Shareware

Many of the programs on our SuperDisk are Shareware. This means that you can try them out, but if you use them regularly you should send the author the requested registration fee. This not only encourages the author to produce more work, they feel wanted, but you will often receive the latest version of the software.

Registration fees can be up to £20, but most hover around the £5 mark. You can send cheques to UK addresses, but those abroad often prefer US dollars. These can be sent by registered post, but sending cash is always a risk and it's your money.

Some authors may only want a postcard to see how far their program has got. Do make their day. after all, they made yours.

Compatibility

All the software on the SuperDisks runs on a basic A1200, most will work on a 2Mb equipped A500+. We deem this to be the minimum specification of Amiga nowadays and, as the A1200 is now the entry level machine, many programmers are only developing for this platform.

If you are still using Kickstart 1.3 then we are sorry we cannot accommodate you. To get the best out of your Amiga you must have a decent amount of memory - a minimum of 2Mb - and Kickstart 2.04/Workbench 2.0 or better.

Documentation

All the documents that accompany the programs on these SuperDisks can be read by simply double-clicking on their respective icons. The text will scroll under mouse control, and to exit just press the [Esc] key - top left on your keyboard.

Some files are in AmigaGuide format. They are recognisable by the node information within the text. To take advantage of these 'hyper' documents, you need to have either AmigaGuide or Multiview installed on your system, and to change the default reader tool from 'least' to the appropriate tools you usually use.

Any word processor should be able to load the document files as they are in an ASCII format. **AUI** Enjoy!

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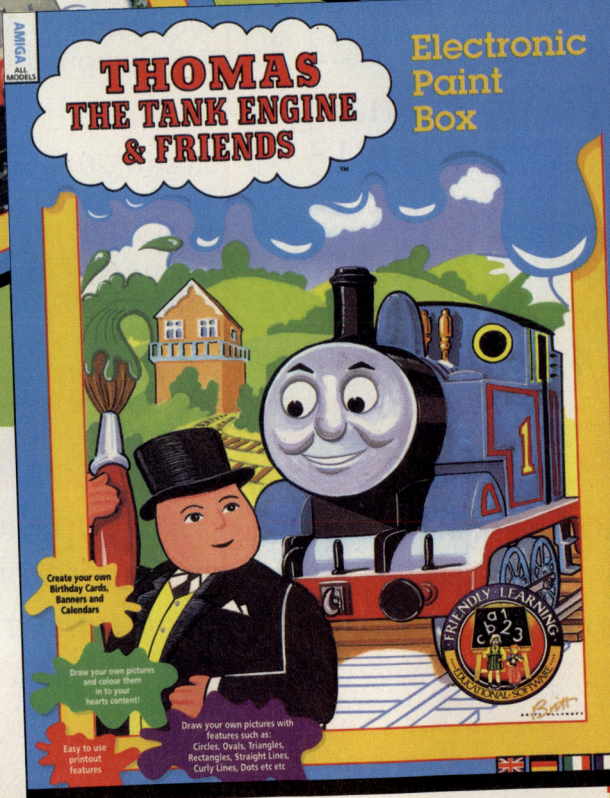
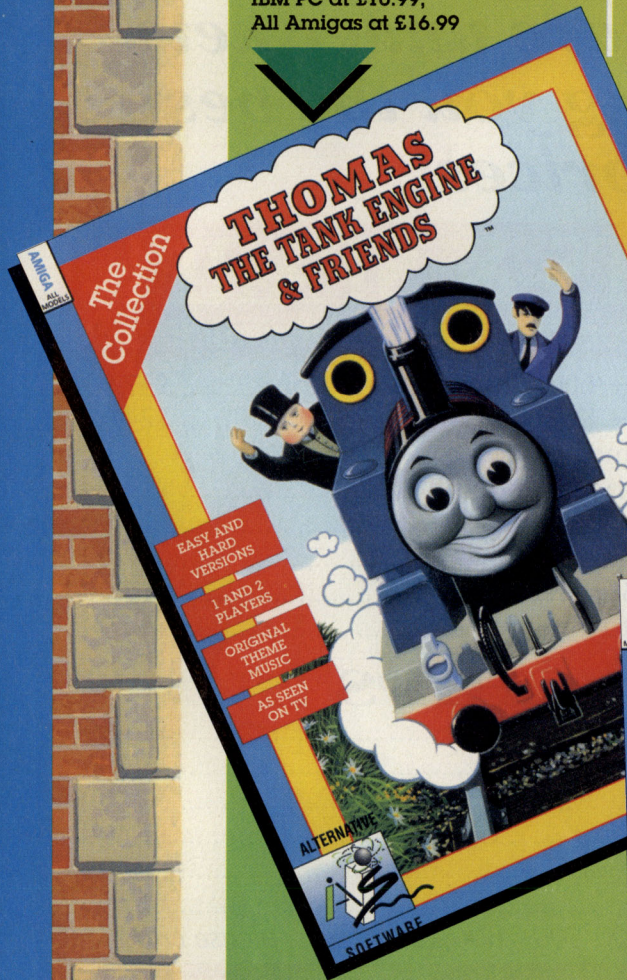
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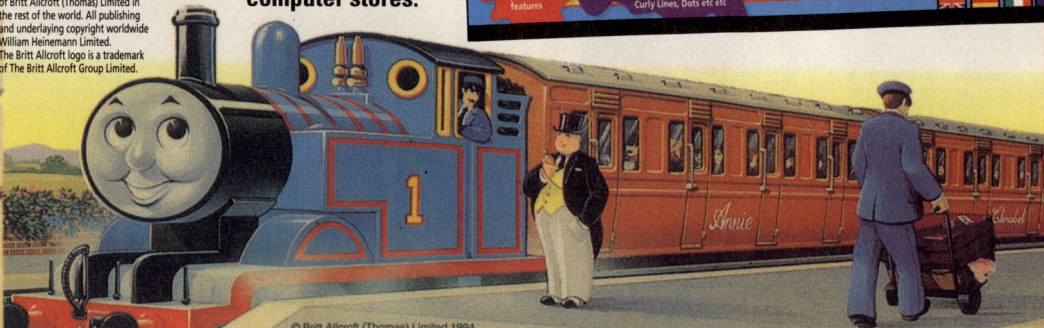
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Premier Fits Amigas
Onyx Filling Station
Blue Ribbon Cut Off

Compiled and edited by Anthony
Mael and Martin Witton with help
from David Ward

WOA There!

In this *AUI* there is a report of a rather upbeat World of Amiga Show that took place recently in Toronto, Canada. Appropriate site you might think as Commodore started in that very city 30 odd years ago. And there was, at the back end of last year, a similarly named Show in Germany. So what, we hear you cry, about the UK? The erstwhile jewel in the Amiga crown, the once great Britain, could become regarded as a bit of a backwater in the resuscitated Amiga's convalescence.

However, Amiga Technologies UK had been planning to hold a World of Amiga Show in London in the first week of January. But John Smith, National Sales Manager of Amiga Technologies, has told *AUI* that the show was postponed until 12/13 April, when, it is believed, there will be a greater selection of products on the market, including an Internet pack.

As someone commented recently, in a world where everything is uncertain and nothing can be relied upon, everything has to be re-negotiated everyday, doesn't it? And that, of course, includes a Return to the Future, Going

Back to the Past, or Building up the Present, or whatever is the current slogan attached to the Amiga's painfully slow but fervently hoped for recovery.

And for a touch of déjà vu (which, *AUI*'s French speaking maid with the short skirt, suspenders, the feather duster, and the friend called Derek tells us, is pronounced "view" not "voo" - as zo menee of you Eengleesh says it!), yes, for a touch of the look back over the past stuff, the World of Amiga Show in April is to be run by none other than Peter Brameld. His association with these shows started in the dawn of history at the Novatel when *AUI* was still a section of the late great Commodore Computing International magazine.

And where is the WOA likely to gallop into? Wow! Click my hooves and drop your chaps, it could well be the... Novatel! And who said that history repeats itself first as tragedy and then as comedy? Or would it be more apt to quote "Those who forget history are condemned to repeat it"? Queues round the block at the Novatel like the old days? We shall see.

Powergraph 64 Video

Are you tired of jerky playback of animation and games? Does your video look weary and limp? No, we're not trying to sell you rejuvenating ginseng tablets to stuff in your once hard drive. ("Heard about the PC user who gave up his computer for a girl? She's 17 going on 18. He's 50 going on pep pills.") STB have developed what they claim is "a cost effective and high performance multimedia card with digital video playback and Windows 95 Vision."

The Powergraph 64 Video multimedia card, designed for desktop PC users, has a large screen display with resolutions up to 1600 x 1200, refresh rates of up to 160Hz, to remove flickering and, naturally, 24-bit, 16.7 million colours.

The PowerGraph 64 Video uses "the latest S3 64-bit graphics engine, the Trio 64V+" which STB claim, "enables desktop PC users to take advantage of a full range of multimedia applications such as digital video, live TV on PC, playback of MPEG videos and live-action, full motion video games."

The integrated Digital Video Engine is said to accelerate video clip files, such as AVI, Indeo, and Cinepak, at up to 30 frames per second. Additionally, the Xing MPEGPlus software decoder can be used to run MPEG1, CD-i, and VideoCD films for the full-screen at up to 30 frames per second.

This kind of board is becoming common for PC users. It's what the Amiga is up against if it wants to challenge in the same league as the "Multimedia PC" that is entry level on the mass market.

Most PC manufacturers don't want to lower prices, which would mean cutting their profit margins. They much prefer to add value and features to their machines and keep the prices up.

One of those features which is being predicted as general for all PCs in the next year or two - and without lifting the prices appreciably - is MPEG.

Full screen, full motion video - MPEG - can be offered either in software as a part of the OS or, as is more likely, as a plug-in board. Less probable at a low cost is the incorporation of it by the chip manufacturers, like Intel, into their microprocessors, though that will surely come.

This trend to add on features is something that the Amiga world has to take carefully into consideration. It won't be much good bringing out an Amiga that might be advanced on the present models if it can't match up to the challenge of the ubiquitous and ever stronger PC. If you are one of that multiplying breed who work with PCs, have Amigas at home, and want to know about the hot little Powergraph 64 contact: **STB Systems Inc.**

Tel. 0171 436 4336.

Taking French Leave

A consortium of six French banks have come together to set up a computer project which will allow large inter-bank financial transactions to be carried out for the first time electronically rather than by hand.

France has lagged behind Germany, Switzerland, and the UK in the use of electronic transfers for high-value transactions in the banking world. The new system should be operational by 1997 to allow the banks in the French partnership to carry out transfers between each other, and the Bank of France, entirely by computer for the first time.

So when you cross the Chunnel and go into the Bank with your ever weaker £££s, and get about two Francs to the Livre, at least you will have the consolation of knowing that the transfer is happening at the speed of computer, even if the cash doesn't get into your bank account any more quickly.

That is, however, if you are not, as we are, except in the case of the French maid, by order of the Ed, at *AUI* conducting a "boicot" of things francaises until their Napoleonic President - well, he'd like to be - stops nuking the South Pacific. Bali blown bloody Hai, ought to be his anthem, not the Marseillaise.

Mysteries of High Amiga Finance

SDL, its fortunes revived under new management, or at least Directors, smiled prettily and said that they were happy with the new lot of A1200s situation because they could "sell all the Amigas" they could get.

Yet, strangely, SDL have made their Amiga product manager, Darren Green, redundant. Is the Amiga so successful that it doesn't even need people to sell it these days. Wow! That is some return to the computing scene, isn't it?

Vobis versus Escom

Massive German retailer Vobis is planning to open at least 20 own brand retail stores in direct competition to Escom. There are already 56 Vobis concessions within Powerstore outlets, but the new stores will be the company's first high street stores, franchises, and out-of-town superstores. Vobis intends to run TV adverts some time this year and will promote their stores through specialist computer press and mailshots.

Could you see the hefty German retailer wanting to challenge Escom too by, say, buying up a problem-troubled computer firm? What about Atari being a candidate? Or Acorn? Or even Amstrad? As we have reported before, there are those cynical characters in this world who don't believe that Escom especially cared about the Amiga at all but wanted to use the power of the Commodore brand, mainly in Germany. The Ataris etc. though don't have the advantage of offering a double barrelled challenge to a buyer, as Commodore/Amiga did.

AT's Irish Partner

EMCEE distribution has been appointed exclusive Irish distributor for the Amiga A1200, following news that the Amiga Magic bundle has been shipped to Ireland.

"Obviously Ireland will be providing us with fairly small business, but we still feel that it's very important that it has its own distributor", commented Amiga Technologies UK sales manager John Smith.

He continued, "With the way the borders have opened up in recent times, there is a lot of activity - Dixons has made a move there and that says it all. The business is flourishing, and for us to make the most of that we need someone who understands the market."

Perhaps, though, the new partner will advise AT not to start from where they are now.

Stormy Waters

Welcome to the C/C++ compiler for the Amiga, say Jeroen Vermeulen and Hans Guijt in the latest newsletter of ICPUG. StormC comes with a 'very intuitive' graphical user interface, but there is apparently some confusion as to the relationship between StormC and

Maxon C++. According to one Maxon representative, StormC was based on the Maxon compiler. He told Jeroen and Hans that some requesters in StormC used the name Maxon instead of StormC, but searching the entire preview distribution for that word yielded nothing according to the pair of informants.

The Maker's Haage & Partner, representative said they had been working on StormC for just under a year with a team of five programmers, but it was easier because they used a lot of 'older' code - whatever that may mean.

Jeroen and Hans reckon that StormC looks great, as it has intelligent Drag and Drop, clickable error messages, easy project management, an editor with syntax (yes, we have one of them too!), highlighting, a debugger which interacts with the editor (hey, how did they know about that?), and even resource tracking.

ICPUG's informative newsletter comes with membership of the well-respected user group.

Contact: ICPUG, 45 Brookcroft, Linton Glade, Croydon, CR0 9NA Tel. 0181 651 5436

High Street Time Bomb

According to a recent report into home shopping by market research firm Inteco "It will be as though a bomb hit the high street. The implications of home shopping and digital delivery on employment in retail and white collar service industries could be viewed as potentially catastrophic".

Catastrophic to whom? Not necessarily to the consumer, any more than mail order shopping has been in the computing world. Change there may be, indeed there always is, but it generally turns out that the big bucks boys just switch into the next fashionable medium for anything. They may be late coming in, and a few minnows get a start on them, but retailers like Escom and Vobis (see other item in this NewsFile) are some of the most powerful organisations existing today. They will, most if not all, pump their millions into carving out a generous slice of any new markets that come along, and that includes the developing online one.

DVD Problems

The Toshiba led SD alliance, who have agreed a single format for the digital video disc (DVD), are reported to be having a few problems with the Sony/Philips part of the partnership. Sony/Philips, who largely lost out in the battle of formats, are apparently showing a reluctance to ratifying the unified format so that they can catch up with the technically ahead Toshiba.

"If the process hadn't been stalled, manufacturers in the Time Warner Alliance, like Thomson, would have had a player out by the middle of 1996", said one source. Matsushita and Toshiba are now expected to have players out by next Christmas, and Philips is promising a consumer high-density digital movie player with a separate model for the PC.

DVD is predicted to bring a revolution in the CD field, as it could be made to take as much as 5.7 Gigabytes of data on discs of a similar kind to those that run in the CD-ROM drives of today.

Switching off the Box

More bad news for Escom's advertising campaigns on TV, and anybody else's too. The British are watching less television, down from 3.37 hours a day in the third quarter of 1985, to 2.84 hours in the same quarter of 1995. The figures have been compiled by the Institute of Practitioners in Advertising.

Escom would not be alone in worrying about the effects of this on advertising, as the Institute is concerned that less TV watching means less exposure for advertisements. When satellite and cable channels are included, viewing stands at just over three hours, but the overall long term trends remain downwards, says the report.

Could it be that in those ten years computer use has, to some extent, got those couch potatoes off their butts and into using their minds, if only to play games?

Very Hard Core Giant

One of the magic formulae for success - we know because we have had so little of it - is the ability to change your mind before your initial mistake becomes irreparable. Bill Gates and Microsoft are good examples of this technique being exploited to extraordinary levels.

Not long ago the King of Nerds and Co. was, if not throwing cold water on the idea of the Internet getting hot, at least pretty lukewarm about the whole online scene, except for a rather tentative attempt at inclusion of Microsoft Network applications in Windows 95. Yet true to form, when the giant most seems to be snoring away, it can hear the alarm bell and rise toweringly to its battleship sized feet.

Microsoft has announced a radical change in strategy aimed at dominating the market for Internet soft-

ware and speeding up the arrival of mass market services such as online shopping, following an announcement that they are teaming up with Uniplan Pipex to provide full Internet access for Microsoft Network - MSN - in the UK.

"The sleeping giant has awakened", said Bill Gates. "Microsoft is very hard core about the Internet. Very hard core".

Where does he get his expressions? The same place as his hole in the elbows cardigans we expect. Hard core? We thought that was a description of the kind of video best described in the bra ad as "Satiny Night Fever" - probably one of those that one day will be found filed under "Great Witton Productions". Hard core? Could recently-wed Gatesy have confused the Internet with something else?

100 Sega Arcades

Sega is planning to spread its arcade theme parks, apparently so popular in Japan, into other parts of the globe. The company is now working with the Spielberg/Gates link up, DreamWorks SKG, and music giant MCA to open 100 centres across the US over the next five years.

Sega already operates 970 centres in Japan and has recently moved into Europe with eight in the UK and three in France. Sega is hoping to double its annual arcade business sales from the current Y180billion - about £1.2 billion - within three years.

Not Time Yet?

Mail order PC vendor Time has withdrawn PCTV models because of disappointing sales and replaced them with a multimedia PC and an optional £160 TV tuner card. "The market is not ready for mass volume PCTV sales", said Time's general manager of sales, Colin Silcock.

PCTV, as those with short memories among you might remember, was the buzzword at the end of '95. Manufacturers of PCs could stick a TV tuner into a plain and simple PC and call it something glamorously new - PCTV.

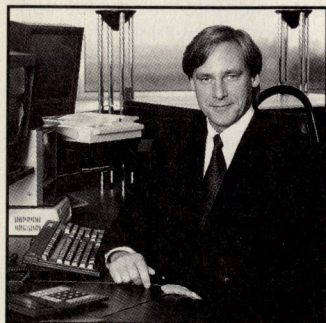
Originally there had been some resistance from those manufacturers because they didn't really know who would be called in if something went

wrong with the PCTV, the TV repair person or a computer engineer. When they got over their hesitation, they started launching the PCTV - "the next big thing".

It looks as if the public don't take too gladly to the idea if Time's experience is anything to go by. Perhaps people want to use the two facilities in different places or at the same time.

Is PCTV going to come a purler and get stuffed into the dustbin of history with Ronald Reagan? We don't think so, in fact we'd bet that all personal computers within a few years will be "PCTVs" - offer TV to computer users. Only time will tell. Or maybe Time won't.

Escom Sells Stake



Escom Chairman Manfred Schmitt.

One of Germany's biggest telecoms providers, RWE Telliance, has bought a 12.5% stake in Escom. Bernard van Tienen, Vice President of Escom International, said the deal was in line with Escom's strategy of selling stakes to partners which could help the firm move into new areas.

Siemens Nixdorf, another massive Germany-based company, holds a 10% share of Escom, while German mail order firm Quelle has 25%. Manfred Schmitt, founder and chairman of Escom's board holds 38.5%, the remaining 14% being split among other shareholders. In a private deal, Manfred Schmitt

has bought the German telephone manufacturer Hagenuk.

The RWE Telliance owned AssCarfi chain with, in Germany, fifty specialised communications stores called Talk-Line, will be integrated into the Escom Group as a part of the deal.

Hello, is anybody there?

Those of you with experience of automated switchboards might like to know that BT are going to replace their existing directory enquiries set-up with a robot system.

We at **AUI** remember the days when a friendly voice would not only give you the number of the person you were searching for, but the address as well. And for free!

With the introduction of the semi-automated facility, the address option was lost. Ofel, the office in charge of telecommunications, ruled that address giving contravened its rules. However you can still get the information you require from a printed directory. Daft or what?

You also have to pay for the service which, we have found, usually gives out the wrong information. **AUI**

has had many calls recently for companies named 'Omega', or from people wanting Amiga Computers Limited!

Now, with a robot system, you can be completely frustrated in your quest, regardless of how clever BT claim their system is, and pay through the nose for it too.

In a related story, the Department of Trade and Industry have banned the export of BT's PhoneDisc (its phonebook on a CD-ROM) to Jersey because the data is encrypted.

Apparently the decryption engine contains missile guidance code and therefore, as Jersey is outside of the UK, requires an export licence.

Now who in their right mind uses ex-MoD computer code for a civilian project? Strange, but true.

Philips at the forefront

First off the mark with a high density CD-ROM (HDCD) drive are Philips, who have demonstrated a prototype model within three months of the standard being settled.

The newly proposed HDCD disc

can contain up to 4.7Gb of data. (Which will be ideal for the next release of Windoze). Recordable HDCDs are expected in 1998, along with Digital Video Discs (DVD) which can hold 270 minutes of full motion video and sound.

Cheaper to rotate

Gur Optics, a subsidiary of the Israeli Giga Group, have developed a novel method of making high brightness, high resolution, flat-panel displays by using existing technology - namely light emitting diodes (LEDs).

By mounting the LEDs on spinning arms, Gur Optics claim resolutions above 2000 x 2000 pixels and screen sizes up to 1.52 metres. A 1 metre display with a resolution of 2000 x 2000 pixels is expected to cost around £2800. An 18cm display has been demonstrated to the Israeli Ministry of Trade and Industry.

Flat-panel expansion

Europe's \$853 million flat-panel display market is expected to grow at just over 8% per year until 1999. The two largest buyers for displays are the UK and Germany, with France just behind.

Flat-panel devices include (in order of sales): Liquid Crystal Displays (LCDs), Light Emitting Diodes (LEDs), Vacuum Fluorescent (VFD), Plasma, and Electroluminescent (EL).

Meanwhile Kodak has licensed its EL display technology to Pioneer of Japan for use in multimedia and comms equipment.

US cash greases the wheels on the Ulster Superhighway

Over £600 million is to be invested in providing a fibre-optic network to 80% of all the homes in Northern Ireland.

Both telecoms and interactive TV is to be provided by US cable operator International CableTel. Cable laying has just started. Meanwhile in Britain... no, don't laugh.

See facts on your PC

In an effort to make even more money, America Online - a big US Internet provider, CNN - the Cable News Network, NBC and Viacom - US TV companies, QVC - the home shopping cable channel, Netscape - the leading provider of World Wide Web navigation software, Intel, and others, have clubbed together to form a company called Interact.

This new organization has been

formed so that Web pages, and other 'data', can be broadcast within normal TV signals from terrestrial, cable, or satellite sources. Anyone with a suitably equipped PC or Mac can then access this information in a similar way to how we in the UK can receive teletext.

The important difference between here and the US is the words '...can sell the extra information broadcast...'

Sega on-line profits drive

Already used by 13 million US households, Sega are about to launch a 24-hour on-line service for UK homes connected to the CableWest or Nynex cable TV companies.

Joe Miller, chief technology officer at Segasoft, expects the chance to download previews of games to a Saturn or PC will force users to buy the add-on kits, additional levels, and characters.

Meanwhile Nintendo are in discussions with Netscape. They want the leading Web navigation software authors to do a version for their Ultra64.

Amiga users will continue to have to make do with cobbled together shareware offerings.

Quantum exclusively offer

'VIDI Amiga' Capture Solutions by **rombo**



These Video Capture solutions offer superb performance and exceptional value for money.

Whether casual or professional interest in graphics from Video - you *must* have a 'VIDI Amiga'



VIDI Amiga 12

The world's best selling Amiga digitiser, many features including Image Capture, Animation and Image Processing.

Mono Images are captured in real time, colour images in less than a second.

Supporting Amiga resolutions up to 704x566 in full overscan and all AGA & A1200/A4000 modes.

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Compatible with : A500 - A600 - A1200 - A1500 - A2000 - A3000 - A4000 - Workbench 1.3/2.0/3.0

- Composite & SVHS inputs!
- All colour modes inc. HAM & 256 col!
- Time Lapse remote image grabbing!
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- Cut & Paste between frames!
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VIDI Amiga 24 (RT)

Real Time colour capture from any video source. It has even more features than Vidi Amiga 12 and the added benefit of image capture from moving video.

Full AGA chipset support as standard.

£149

Compatible with : A500 - A600 - A1200 - A1500 - A2000 - A3000 - A4000 - Workbench 2.0/3.0

- Real Time Image Capture!
- Composite & SVHS inputs!
- Time Lapse remote image grabbing!
- Swipe & Play Animation Workstation!
- File support for BMP, TIFF & PCX!
- Load & Save 24 Bit ILBM & ANIMS!

VIDI Amiga 24 (RT) Pro

Professional or serious user. True colour real time image capture from any video source.

Photorealistic image capture with 24 bit file option to bridge Amiga and PC.

Improved image enhancement algorithm to produce screen and output files of the highest quality.

Full AGA chipset support as standard.

£249

Compatible with : A500 - A600 - A1200 - A1500 - A2000 - A3000 - A4000 - Workbench 2.0/3.0

- Real Time Image Capture!
- Composite & SVHS inputs!
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- Swipe & Play Animation Workstation!
- ILBM, ANIM, BMP, TIFF & PCX!
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Quantum

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N.B. Prices include VAT. All Products made in UK. Trade enquiries Welcome.

Tel: **01506-461917**



Powering Up Amigas



Old machines, new power.

The PowerPC technology planned for new Power Amigas, we have heard, will also be available through a range of Power PC Boards for the A1200, A3000, and A4000. "Thanks to the close co-operation between Amiga Technologies and Phase 5, the German turbo board manufacturer."

This report was confirmed by announcements at the Toronto World of Amiga in the report in this AUI. It might be thought that it, in some sense, contradicts the trend exemplified by the departure of Blue Ribbon from the Amiga scene. (See Blue Ribbon Cut Off item in this NewsFile). However, this welcome announcement of the possibility of upgrading the present Amiga family is thought by informed Amiga observers to be hardly reassuring.

"Where is the software to run on these hot machines?", one Amiga developer asked. "How can we spend our time and invest the

large sums of money required to develop the quality of software needed to make use of such power if we can't be sure that in a year's time there will be a market? We're better off moving into the PCs. Maybe Escom will sell our stuff through their shops then. That's if they don't ask too much cash just to put them on their shelves."

Another UK developer remarked, while denying it was a nationalistic or xenophobic comment, that the centre of gravity of the Amiga seemed to have shifted away from the English speaking countries to Germany. "There may be software being developed in Germany," he said, "but if there is it's hardly likely to be any more successful globally than German software for the Amiga was in the past. It's the USA and the UK that created the majority of the products that made the Amiga what it was. The Amiga, if it survives, could end up just for the German market and that wouldn't be any good for any of us."

"Fired up" Escom staff fired!

Seven members of Escom's staff have been sacked after the company was found to be selling software pre-loaded on PCs without supplying customers with the appropriate licences. Escom carried out an internal enquiry after the Federation Against Software Theft (FAST) approached the company reporting eleven instances of the company failing to give customers either licencing documentation or manuals. One store, in the firings, lost virtually all its full time staff.

Escom said it was not entirely a result of the FAST investigation that staff lost their jobs. "There was an element of ignorance, but these people were also fired up to sell and would do anything to get a sale. If it brings the company into disrepute that is a serious matter."

You mean it wouldn't be serious to sell software illegally if it didn't bring the company into disrepute? What about getting them fired up to sell Amigas instead? Really fired up!

Hand-held sampling

Yamaha have just brought out the SU10 sampling unit for music buffs. The paperback sized unit combines audio CD phrase sampling with a unique touch-driven ribbon controller. There is a built-in sequencer, along with realtime scratch and filter effects.



Ideal for film/video makers, DJs, musicians and multimedia artists, the SU10 can sample down to 11.6kHz for a maximum of 54 seconds on-board storage. Up to four sequences can be stored and edited, and the MIDI interface allows dumping to external storage devices like floppy or MIDI keyboard. The unit comes with two CDs full of effects to get you going. Price - £299 inc VAT.

Contact: Yamaha-Kemble Tel. 01908 366700

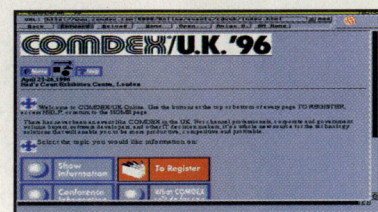
IBM gets the honours

Three top scientists from IBM: Praveen Chaudhari, Jerome Cuomo, and Richard Gambino, were recently awarded the National Medal of Technology by US President Clinton for their work on the magnetic materials that allow re-writable optical discs to function. The majority of today's discs use IBM's technology in a market worth in excess of £1.5 billion.

COMDEX comes to Europe

The world's number one IT event comes to Europe, Earl's Court actually, for four days in April. Starting April 23rd., this event is expected to be the biggest computer crowd puller for many a year - unless the £100 entry price puts you off.

Yes, £100. Mind you, if you meet the right criteria - such as executive chief vice president in charge of... - then you could well get in for nothing.



To book your place call 01203 694131, or surf <http://www.comdex.com>

The Eagle has Landed

The German firm Eagle, who are known for their tower cases for Amigas, have diversified into PC bridge boards. These Shuttle boards have been designed for expanding all models except the A600 and A2000 series.

Options include the standard Shuttle board 8/6/2 for A3000 and A4000 that includes 8 Zorro II slots, 2 video slots, and 6 PCI-ISA Bus slots; or The Shuttle 486 5/6/2 with 5 Zorro II slots, 2 Video slots, and 6 PC-ISA Bus slots.

There is a 486 DX2/4 motherboard that fits in one of the PC-ISA slots. This is not an emulator, but a real PC working independently of the Amiga. Another option is the Shuttle Pentium/PCI with 7 Zorro II slots, 3 PCI-ISA Bus, and 3 PCI-ISA 32-bit Bus slots.

For this board there is a PC ISA/PCI Pentium motherboard with a choice of processors from 75 to 150 MHz.

Intel inside on loan

A recent probe by US Government financial investigators is understood to be the result of Intel agreeing to convert part of an estimated \$470m - about £300 million - debt, owed by one of its largest customers, into a loan of unspecified duration. Intel declined to name the customer.

However, the field must be fairly narrow, as who could afford to run up such debts, so to speak? The finger has been pointed at

Packard Bell, who deny the rumours of being in financial difficulties. Despite being one of Intel's biggest customers they said they were doing very nicely thank you very much, with sales of their low cost multimedia PCs seeing "increased excitement at retail stores and strong sales for all processors".

So who could it be? There can't be many big PC manufacturers that Intel would give what is in effect a subsidy of that large amount. Or can there?

Amiga has a Siamese Twin

According to Steve Jones of HiQ we should, if we can't beat them, join them. He told **AUI**, "The main reason for the PC's success is the now huge MIPS per pound ratio and the excellent graphics cards and multimedia capabilities being added which have made the PC unbeatable at present. This is why we need to enter this world and not miss out on the party."

He hastens to add that he continues to believe that "The humble A1200 can still show the PC a clean pair of heels, obviously in the excellent way it can work with video graphics and, of course, the fact that we have had a mature, true multi-tasking, multi-threaded, 32-bit operating system for about 6 years, and the PC has an operating system that at its core is only half the Amiga's."

So what can we do about it to join in the party? "Go Siamese" is the HiQ advice. No, that doesn't mean swapping your passport and start parading around in a cheong sam. For HiQ, of PowerStation renown, have come up with a system that Steve Jones suggests could give the Amiga all the advantages of having a fizzing PC twin of the Siamese variety.

Slots and Goodies

HiQ's PowerStation, you'll probably remember, comes as a tower or desktop box. Into this you, or they, can fit your Amiga A1200 and provide it with a whole plethora of slots and other goodies. Now the Siamese upgrade to the PowerStation, says HiQ, gives the A1200 expandability never before dreamed of, and a performance kick "that means not having to wish for a DOOM clone on the Amiga when you can now run it as it was meant, while your Amiga works on that graphics project in the background."

What HiQ have created appears to be a system into which both the Amiga and a PC will fit and run, with automatic electronic display swapping, and just one mouse and keyboard. You can have it operating from one monitor alone or it can work with two monitors, one for the Amiga, and one for the PC graphics. Both displayable at the same time. Steve Jones also points out there will be no need to worry about small display sizes, "as the Siamese is capable of 1024 x 768 in 256 colours as standard, and higher resolutions are available with a simple graphics card RAM upgrade."

He's not finished yet. "For those needing video grabbers, these are available for approximately £200 and will grab video good enough to run full

screen. From those videos, you can remove single frames or sequences to convert into Amiga images or animations."

Those interested in sound recording will be pleased to learn that the system incorporates a full CD quality 16-bit stereo sampler at no extra cost, and utilities to convert to Amiga sample format.

You will, naturally, have to have a PC to put into the Siamese case, but if you haven't, then HiQ can supply either a 486 or a Pentium with, what they told **AUI**, are very high specs at agreeably low prices.

And there's more. HiQ have what they call "The Siamese Video Editing Pack". This is a video editing system based on a Pentium PC which includes everything necessary to upgrade the HiQ PowerStation to a fully digital video editing system using SVHS/Composite video input/output, and which can record and playback up to 16-bit quality stereo sound. It has MPEG file editing and creation which is suitable for editing home and semi-professional analogue video tape.

That little lot will set you back around £1750. Also at the same price level is HiQ's "Siamese Real Time 3D Upgrade Pack". This set of mouthwatering stuff is based on a piece of software called Caligari True Space V2 which, as you might gather from the name, has descended from the famed Amiga graphics package "Caligari". It is now getting raves from the PC market, and you can see what it is able to do in this month's **AUI**. (Page 52)

This package allows artists to model in real-time, and manipulate those models as if they were in clay. Enabling them to try out different textures and patterns in true colour and real-time. **AUI** has seen this up and running and, as someone said about seeing the future, it works and then some. It looks stunningly easy to manage and produces equally stunning results.

3D Acceleration

Steve Jones says "This is due not only to the amazing software, but also to the advanced 3D acceleration, which makes this system feel like a Silicon Graphics machine for a quarter of the price." (See the item on SGI in this NewsFile to find out how well they have done. If the Siamese does one tenth as well, HiQ will be a company whose shares will be worth buying.)

HiQ's view is that because the Amiga user is not generally in a posi-



Siamese twins that no-one will want separate.

tion to splash cash about in a totally uncaring way, the new Siamese system gives us all the chance to enter the realm of real power using both the Amiga, and the PC, step by step. The prices start with an upgrade to their PowerStation to include a Siamese DX2 based system at £699.95, or a Pentium 90 upgrade at £1249.95. The Siamese adaptor board plus software costs £99.95. All prices include VAT. PowerStations themselves, including a dual speed CD-ROM drive and a Squirrel interface, cost from £299.95.

It all sounds like the answer to an Amiga user's prayer, doesn't it? The versatility of the Amiga siamesed with the power and price/value of the

PC. You would have thought with Escom's involvement in the PC market, and their relaunching of the Commodore brand there, they would have done the thing themselves. But that's life, isn't it? It takes a small company to react more quickly than the slow moving dinosaurs.

As Steve Jones says "if you can't beat them, join them", which, with the unstoppable march of the PC and the Amiga's present weakened condition, sounds like an excellent idea, don't you think?

Contact: HiQ Ltd., Gable End, 2 The Square, Hockliffe, Beds LU7 9NB Tel. 01525 211327.

CD-ROM Juke Box

The Multispin, priced at £199, has been produced by NEC as a four CD-ROM jukebox for PC multimedia users who want to load software from several disks. It can also be used to switch between applications without having manually to change the CDs.

The Multispin 4x4c holds four CDs, and NEC claims it speeds up actions such as eject, play, and flipping between applications, by using an on-screen disc management utility. The drive is also said to speed up jobs by giving a 250ms access time to data on each disc, which is supported by a memory cache of 256k and a data transfer speed of 600k/s.



Jury still out on CD-ROM jukeboxes.

Not so long ago one CD astounded us by its capacity of 650Mb, now we need to "warehouse" CDs because there is so much data to access. Soon HDCDs will come along with - wow! - 5.7Gb. And then? A juke box of HDCDs? **AUI**/Parkinson's Law states: Data expands to fill the space available - and then expands some more.

Slow Revolution

A survey by New Media Monitor has shown that only 2% of the population has access to the Internet at home. Six percent have a CD ROM, and a mere 4% have a multimedia PC. (That's useful to tell the children who come home and say 'everyone' has one except them!)

Twice as many people claim to have heard of the Internet (60%) as digital TV, and only one in five has heard of video on demand, according to the study by research company BMRB International. Younger people have a greater understanding of new technology (surprise, surprise!) with 7 out of 10 fifteen to thirty-four year olds having heard of the Internet. Sharp lot, that age group.

Out of the 1000 people surveyed, those in the south were better informed than those residing in the north. Now why would that be, do you think? (**AUI** sells more in the south too, coincidentally.)

SGL's Picture Bright

Silicon Graphics Inc. has reported a 33% leap in turnover to some £400 million in the financial quarter ending September 1995. Profits have increased to around £40 million for the quarter, compared with £30 million the same period the previous year.

Computing success seems to come from choosing the right development at the right time, just as in any other line of business. Silicon Graphics was founded well after Commodore and came to the fore with its expensive Workstations, mostly used for graphics, somewhat later than the appearance of the Amiga on the world scene. Yet there they are shovelling in the cash while CBM hits the skids, and the Amiga languishes somewhere between a toy and "a computer that used to be hot for graphics, didn't it?"

If the people who ran CBM, and decided the fate of the Amiga, had chosen the path that SGI followed it could have been the Amiga at the top of the pile. Yes we all know that "If" is the biggest word in the language, but the Amiga was a machine that could have done it if - that word again - CBM hadn't gone the mass market route.

However, most of us wouldn't have ever come into contact with the computer, would we? Oh well. Who said life - computer life - was simple?

Goldstar's 3DO Cheaper

Goldstar has reduced the retail price of its 3DO machine to £199. This was thought to be in direct competition with Panasonic's three for the price of two dealer special offer which enabled the company to sell its FZ-10 3DO player at £199.

Panasonic is reported to have been pleased with consumer reaction to the price promotion while Goldstar, who went straight for the price cut, said it was to tie in with the major in-store promotions they are carrying out with a number of retailers. Man in charge at Goldstar? Ex-Commodore Multimedia Manager, Kieron Sumner who must be chortling at the £399 price still hanging round the Amiga's neck.

Virgin drops Apple

The Virgin Our Price chain of stores has decided to cut Apple Mac software from their stores as sales for CD-ROM grow and the valuable shelf space is needed. The retailer is claiming that the Macintosh format is not performing strongly enough for it to continue stocking the software.

Apple are trying desperately to make their format competitive in the mass market, but even with the support of the fabulously rich Kelvin-Clarke publishing family they are still having trouble persuading the rest of the world to buy anything other than Mac DTP products.

Meanwhile speculation mounts as to who will swallow Apple, or at least, take a large bite. IBM and Sony have been considered as possible buyers for the entire operation, especially after the chairman of Sony R&D, Olafur Johann Olafsson said that it was "a good buy for the right party", and that Apple would be better off in the hands of a company with a "strong consumer base". While software giant Oracle seeks Apple's Newton Personal Digital Assistant product group to further its own ambitions for mobile computing.

Top man at Apple, Michael Spindler, is expected to announce poor results and massive job losses as we go to press.

Hard Times for A1200

HiQ have announced the release of the "next generation of 3.5" hard drives for the A1200. HiQ's new 850Mb drive is a high performance low cost drive which is extremely easy to fit, requiring absolutely no cutting or modifications of the Amiga 1200 case or shielding. This is due to the slim design and the way it straddles the shielding without touching. Even if the Amiga were to touch it, say HiQ, it cannot short the drive because of the casing which encloses the entire unit.

The drive can be fitted within 5-10 minutes by the average Amiga user, says HiQ's Steve Jones, and comes fully prepped and formatted ready for use. "The drive will run on the standard power supply with up to one external

floppy, but if multiple external floppies are used, then perhaps a boosted supply may be necessary. We have also added up to 25Mb of PD utilities to get the serious Amiga user busy, and also some fun items for all of us, including anims and some demos."

There has been, over the time since 3 1/2" drives have been fitted into the 1200, doubts in some people's minds of the practicality of squeezing that size drive into the Amiga 1200 which clearly looked designed for a 2 1/2" drive. We once saw a drive that had been so forced into the computer that Amiga's case was bent upwards. This new drive from HiQ seems likely to overcome all objections because it is so thin that it appears to take

up almost the same space as a 2 1/2" drive.

Price £199.95 plus £7.00 p+p.

Contact: HiQ Ltd., Gable End, 2 The Square, Hockliffe, Beds LU7 9NB Tel. 01525 211327.



A right old ding dong

Remember Elite, the smash-hit game of the '80s designed by Ian Bell and David Braben? David Braben went on to develop the two sequels: Frontier and First Encounters, and Ian got 'left out'.

In an interview published on the Web page Games Domain, Ian Bell is alleged to have wronged David Braben in front of a potential (note that word) audience of 20 million. So the writs have started to fly. Keep your heads down.

Wild Bill's Star Ranges On

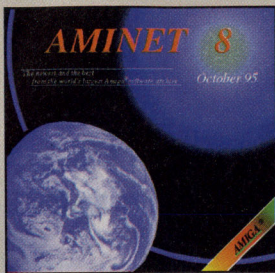
Interactive Magic are "locking into the future" with the release of their first internally developed game. Star Ranges, according to the company's chairman "Wild" Bill Stealey, is like "...playing intergalactic chess. Combining fast pace combat with a complex strategy in three levels."

"Wild" Bill Stealey? Now there's a name that comes blasting from the past. Major - U.S. Air Force Reserve - Stealey was the founder, with programming genius Sid Meier, of simulation hotshots Microprose. A couple of years back, after some difficult times, Stealey sold out to Spectrum Holobyte and one clause in the contract was that he should keep out of the computer game business for a while.

Now the exile is over - he played vicious golf in Florida - he's back in there shooting it out with the other simulation merchants as boss of Intergalactic - sorry - Interactive Magic.

"Wild" Bill, a name apparently gained from his rather cavalier use of his piloting talents, has been one of the few genuinely memorable characters in the entertainment software business, as **AUI**'s Editor will confirm.

Somewhere in **AUI**'s cupboards is a T-shirt that proclaims "I flew with 'Wild' Bill in Miss Microprose and survived." - a T-shirt that was awarded to those who had. The Editor hastens to add that Miss Microprose was not a female, but a small aeroplane. Welcome back, Bill. Keep 'em flying.



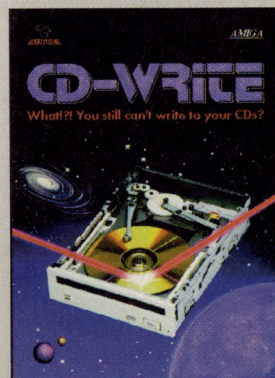
Aminet 8

Aminet CD 8, dated August 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 7 more than 540 MB new software has appeared. The current edition has a special focus on modules, more than 1000 mods from Aminet were included. User friendly access software makes the Aminet CD 8 a pleasure to use. £14.95



Aminet 9

Coming soon! £14.95



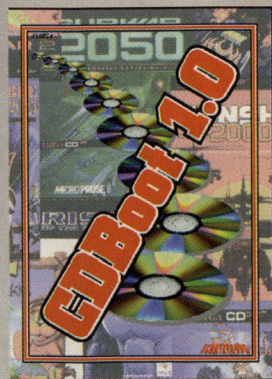
CD-Write

What?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely re-distributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £17.95



CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



Aminet Set 1

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12,500 archives and you will enjoy the comfortable user-interface. £29.95



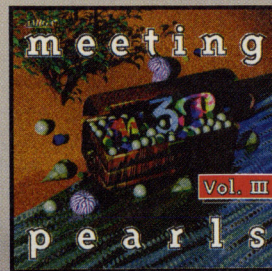
Aminet Set 2

AMINET SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12,000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure. £34.95



Gamers' Delight II

This CD contains 1070 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. 70 games are commercial versions - no public domain & no demo! This CD can be run on any Amiga with CD-ROM drive, 1 MB free memory and Joystick/Joypad. £26.95



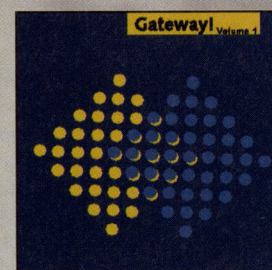
Meeting Pearls Vol. III

The Meeting Pearls Volume III contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 10 MB Packer, Cruncher, Archive Programs - 3 MB CD-ROM Utilities - 21 MB Communication and Network Programs - 5 MB Debugging Tools - 29 MB Development Tools - 13 MB Floppy, Hard Disk and SCSI Programs - 8 MB Educational Programs - 9 MB Games - 35 MB Graphics Programs - 39 MB Internet Movie Database, Updated Version - 7 MB MIDI Tools and Programs - 27 MB Mods - 12 MB Music Programs - 21 MB Pictures - 13 MB AmITCP and more for Networking - 60 MB Documentation, CD-ROM Databases, etc. - 96 MB PasTeX 1.4 - not previous available on any CD-ROM - 15 MB Utilities - 30 MB HTML-Pages - Collections of datatypes, benchmark programs, icons, programs for amateur radio and electrical/electronic engineering are also included. £9.95



da capo

The da capo CD-ROM is a source for high-quality music, both for listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. Many modules and samples are exclusively to da capo. Included are more than 1400 of the best available modules and 2000 high-quality samples. £27.95



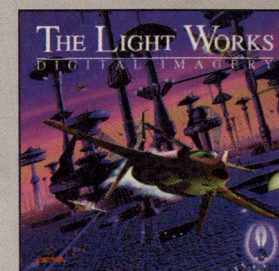
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go surfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmITCP and Envoy. £9.95



XiPaint V3.2

XiPaint is a leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint provides a professional paint program at an unbeatable price/performance ratio. Overview of Features: - Diverse paint functions including colour, contrast and saturation adjustment - Mask, outline, recolour and fill functions - Airbrush with adjustable spray functions - LightTable function for manipulating paintings and animations - Text functions with anti-aliasing using Compugraphic fonts - Support for a variety of graphic formats - Unlimited Undo - Diverse manipulation of alpha channel - Supports many graphic cards - Layers to combine different projects - ARexx port - Drag & Drop colours - External filter module - Extensive documentation - 60 textures, 50 landscapes, 30 other pictures and many fonts included. £49.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremely realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95



NetNews Offline Vol. 1

NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga CD-ROMs which contains all Amiga-related news-groups from the internet. Every volume features about 50,000 articles which contain hot rumours, important information about all aspects of the Amiga, press-releases, discussions and flame wars, ... A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95

All products are available in your local Amiga-shop or through national mail-order-companies

International Distributor:



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1-800 Breakthrough

While some people are still struggling with storing numbers in their new telephones, BT have solved a problem you may not have known you had. Toll-free numbers in the US and Canada have been barred to overseas callers up to now, but BT are offering a new service to break through the barrier, for the price of an international call.

The move opens up a universe of opportunities for UK computer shoppers as the range of software available in North America is much greater than in the UK, and at lower prices, according to BT. Often the only way to place orders can be made through a company's 1-800 number. Companies such as PC Bargains (1 800 327 5520) or the On-line Catalogue of software and hardware accessories (1 800 628 3475) can now be reached by dialling 00 1 800 from the UK. Besides software, key products and services of interest to the British public include banking, tourism, hotel reservations, car hire, and catalogue ordering.

You don't get the call free remember, it will cost you the normal international rate, but at least you can get through to the previously barred 1 800 numbers. BT, however, told *AUI* that for some reason of which they are not aware, there is occasional difficulty in accessing some numbers.

It's a pity that this all comes too late for the Amiga market. It used to frustrate Amiga users outside the USA that advertisements appearing in US magazines offered products they couldn't get hold of, and also prices that were usually about two thirds of those obtainable on this side of the Atlantic.

It could be that a revival of the Amiga in the USA would make it all worthwhile again - and maybe Amiga users who are also into PCs can benefit too.

Amiga Still Scoring

Soccer Team Manager and World Cup All-time Greats are available for the Amiga. Both are priced at £12.99. Published by Summit Software, the games allow you to manage football teams, using well known players. Soccer Team Manager can be played using either the English league, or the Italian series. World Cup All-time Greats takes you through from 1930 to the best of 1994.

Contact: Summit Software, Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire, WF8 2LN. Fax. 01977 790243.

IBM Leads The Brands

Research carried out by advertising agency D'Arcy Masius Benton & Bowles has shown that consumer interest in computing is at an all time high, with nearly half of the 'techno-friendly' generation (15-24 year olds) and one in ten of the 'techno-phobic' age group (65+) owning a PC.

The DMB&B Leadership survey also revealed that a third of all consumers are unable to name a leading brand of PC. Overall, IBM is perceived as leading the brand by 24%, followed by Amstrad and Apple Macintosh with 12% each. Other named brands include Compaq - 2%, Dell - 2%, Hewlett-Packard - 2%, Commodore - 1% (Ouch!), and Toshiba - 1%.

WrongSoft

Another survey has been published (it's the survey month obviously!) this time to gather information on the use of software by large companies. Consultancy firm BMS Bossard has found that more than half the UK's big companies could be using the wrong software.

Although they may spend up to 10% of turnover on IT, the supporting software does not perform the tasks for which it was intended. As a result the costs of retraining and lost business was considerable. The consultants estimate that at least 30% of software development projects are over time, over budget, and fail to deliver the expected benefits. Now where have we heard that idea before?

According to BMS Bossard, one resolvable problem was more employment of users in the design process which would have the dual effect of training company staff and informing designers of their needs. And what about designers, i.e. programmers, being just a shade less optimistic and more realistic in their estimates of the time it takes to do cutting edge work, or even about their ability to carry it out at all?

And Another one Bytes the Dust

According to CTW, the computer trade publication, just a few months after EMAP stopped bringing out PC Games magazine, Future Publishing has "suspended" PC Attack, another publication in the supposedly next wave of computer entertainment titles. PC Attack was, CTW comments, originally intended for the 9 to 15 year old market, but it was found that the magazine's readership was aged 16+. However Future were, CTW reports, unable to sustain the market and its closure came just six months after launch.

Future said they could not gain the necessary advertising or circulation figures to make it viable, and so they have decided to focus their efforts on another of their titles, PC Gamer.

It's a funny world this magazine publishing business and not all is as it seems. When *AUI* was launched, the first magazine of its kind in the UK, all the massive companies hung back believing there was no market for an Amiga publication here. However, after *AUI* led the way suddenly there was a rush, and within a relatively short time there were six Amiga magazines. Imitation, it is said, is the sincerest form of flattery.

When the Sega/Nintendo boom came, those same publishing companies were somewhat bolder and they all threw their resources behind a mass of very similar titles. Computer kids, hungry to be told all the latest gossip about upcoming games, and the people who made them, bought the mags in thousands, even millions. A licence to print money, it must have seemed. Even the old faithful Computer and Video Games got a new lease of life.

However, as we never tire of reminding you, life isn't simple or fair. As the video game magazines began to fade with the decline of the cartridge-based machines, it appeared to many in the publishing business that it would just be a case of one computer replacing the others when the PC came over the horizon - like the cavalry saving the pioneers. But it hasn't been exactly like that.

The PC is a different animal. It hasn't, in general, been aimed at the not long learned to read kids who would eat up any old tosh about their

favourite addiction. The PC, like the Amiga, is a computer that appeals to an older group of users and readers. If anything, it must be admitted, a couple of years or more older than the average Amiga magazine reader. And even in the Amiga magazine field the simple, if not very pure, games magazines never made the impact of the more hybrid or serious magazines because the Amiga audience wasn't only games oriented. And if you are reading this you, dear Amiga user, are living proof of that.

For the PC field, as these recent magazine "suspensions" show, the same applies only more so. Certainly, the PC is rising as a machine to be used for games, but the magazines that would cover only that kind of very basic entertainment haven't really reached the heights that were hoped for by their optimistic publishers.

Of course, there could be another reason... that the games playing audience has got older. They have after all been playing games for ten years or more and perhaps they have become tired of the juvenile style of the games magazines. If they are still just playing games that is. You never know, something awful might have happened. PC players may play games, but without the single-minded dedication to a fad that happens in the pre and just into the teen years. When you get to a certain age, you may prefer doing something else to reading badly written baloney about it. And worse, they may even prefer spending their money on those terrible things called girls! Even if publishing companies don't like it, we all have to grow up sometime.

Quotes of the Month

"The association with real suffering and family trauma is just too much in this most recent ad. Using it as a basis for humour (which is how I interpreted the ad) is, in my personal opinion, not accepting the degree of responsibility that must be considered by games publishers". Simon Harvey of PR firm Barrington Harvey.

Simon Harvey was commenting on an advertisement of the kind that is becoming increasingly frequent from computer games companies. It seems that even those whose business is in creating attention for games are becoming concerned and even alarmed at the unpleasant and nastily shocking tactics that games companies seem to think they need to sell their products.



A Touch More Amiga Magic

SCSI ZIP DRIVES



£189
£239 inc
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Amiga Zip Tools exclusively from HiSoft

Zip drives from HiSoft include everything you need to get going on a SCSI-aware Amiga: the Zip 100 drive, a 100Mb cartridge, all necessary leads and a complete set of software, programmed by HiSoft, including:

- Easy access drivers
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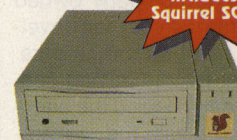
Since being introduced, the Zip™ Drive has caused a storm in the storage industry, offering an unrivalled level of price, performance and reliability. This newest, most portable exchangeable hard disk drive weighs in at just 1lb, has fast transfer and access times (up to 1Mb/s transfer, 28ms seek), easily fits in your hand, your bag or your briefcase, stores up to 100Mb on floppy-sized disks, is perfect for all types of application and is priced at a level that will make you want to unzip your wallet immediately!

Price inc 100Mb cartridge, extra 100Mb cartridges £15.95 or less!

Order your Zip drive now to avoid disappointment!

SUPERDOUBLE CD PACK

Includes 2 free CDs



£189
includes
Squirrel SCSI

The superb SuperDouble CD-ROM is back! Using an excellent 2.4 speed drive from Sony, this CD-ROM provides outstanding performance at an amazing price. With a 360Kb/s data transfer rate and a 230ms access time, the SuperDouble CD-ROM provides all the speed for the power user.

The SuperDouble is fully compatible with the new Squirrel MPEG card, supporting the industry standard VideoCD (White Book) format.

The SuperDouble CD-ROM pack includes the award-winning AGA Experience CD-ROM - rated 93% in issue 79 of Amiga Format. This CD-ROM is crammed full of pictures, utilities, demos, animations and tools for AGA Amigas. The SuperDouble pack also includes the latest Aminet CD-ROM. This disk is brimming with the latest PD, shareware, utilities, demos and picture files from the Aminet archives on the internet.

A full classic Squirrel is also included in the pack. This allows easy connection of any SCSI peripheral to the A1200. The package has all the necessary drivers and software for easy connection of hard drives, CD-ROMs and removable disk drives, such as the Zip™ Drive, to your Amiga.

Cinema4D™

Professional Ray-Tracing and Animation for your Amiga



£199



Cinema4D is the easy-to-use ray-tracing and animation system for your Amiga. Equipped with an intuition-based multi-tasking editor, Cinema4D is replete with every conceivable option including window-based real-time interactive modelling, direct modelling in 3D, basic and complex primitives with infinite variations, easy object manipulation, floating toolbars, user-defined menus, object and texture lists, definable object hierarchies, optimised versions for 68020 (A1200 etc.) & FPU's, and much more!

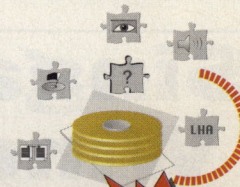
The Cinema4D animator brings you even closer to the world of "virtual reality", breathing life into objects and scenes. Whether you have your spaceship dock with a spacestation, or take a tour around the darkest dungeon - with Cinema4D it's so simple. Just a few mouse clicks and you

will have your objects move realistically through time and space.

Cinema4D also includes MagicLink, the flexible object converter. MagicLink converts all popular object formats (Imagine, Sculpt, DXF, Reflections, etc.) to Cinema4D format & back.

DiskMAGIC

Easy File & Disk Management



£39.95

Constantly doing battle with the Shell/CLI? Stop this futile struggle with DiskMAGIC, the easy-to-use file and disk management utility from HiSoft.

DiskMAGIC simplifies every task you perform, from the copying of disks and files, to the viewing of pictures and anims. In fact, after using DiskMAGIC, you'll wonder how you ever used your Amiga without it.



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To order any of the products shown on this page (or any other HiSoft title) - just call us, free of charge, on **0500 223660**, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6 within the UK, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders, made out to HiSoft. All prices include VAT. Export orders: please call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE.

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Whose Motor Is That?

How do you know if the second-hand car you have just bought is not a stolen vehicle with the number plates changed? (It could be the Editor's, whose flash, sporty, Rover took an unscheduled walk to an unspecified destination a month or two back and hasn't returned!).

CCN, a Nottingham-based information processing company owned by Great Universal Stores, has developed a database of 50 million cars. The idea is that people buying second-hand cars can check if the chassis number ties up with the registration plate as recorded at the DVLA (Driver and Vehicle Licensing Agency). The database will also list a car's changes in registration which may give clues to criminal activities.

There are thought to be at least 200,000 "ringers" on the road - 200,001 if you count the Ed's - from the increase in the number of car thefts by criminal gangs. The CCN service will include the unique chassis numbers of all 24 million cars on the roads as well as another 25 million which are officially scrapped. One in fifty cars in England and Wales are likely to be stolen this year. The service costs between £20 and £50. (And no HE hasn't put it onto his expenses - yet.)

Pentium Pro Arrives

Intel claims it has found a way of getting 486 instructions through silicon faster than ever before, by using the Pentium Pro - what used to be the P6 chip. Five PCs are now available with the new chips. As with NexGen's Nx586 and AMD's K5, Pentium Pro converts incoming 486 instructions into fixed length RISC-like instructions. The stream of 486 instructions read into the chip's 8k instruction cache which is converted into micro operations, by three parallel decoders and then fed into the superscaler processor core.

Intel is hoping that by bringing in the Pentium Pro they will outpace their rival chipmakers who are still struggling to match the original Pentium standard. However, for them to convince the world market to adopt the Pentium Pro they have to offer it a way of using existing software, much of which had been created for the 486. Hence the need for the Pentium Pro to be able to handle 486 stuff.

It must be ironic for Intel to create a lightning fast new chip and have to slow it down so as not to alienate the part of the market still dragging its 486 size feet.

Hot Swappable Modem Connector

U.S. Robotics has launched a new V.34 PCMCIA Internet-ready modem which incorporates a pop-out phone connector known as XJACK. This eliminates the need for an external interface or DAA (data access arrangement) and means the connector is protected when the modem is not in use.

The Sportster 28,800 PCMCIA XJACK is a V.34 fax/data modem which will, they say, work with any notebook computer equipped with PCMCIA type II, III, or Toshiba 16mm slots. Previous PCMCIA modems had an external DAA which protruded from the side of the notebook, making it susceptible to physical damage. Others have on board DAAs but require a custom telephone cord to provide the connection. The Sportster XJACK allows for a standard telephone cord which can be easily disconnected when not in use. The XJACK itself will then retract back into the modem making it flush with the side.

The modem is powered by the notebook's own battery, and automatically powers down when not in use. It is also hot swappable, which means that other PCMCIA application cards can be used without having to switch off the notebook first. The Sportster XJACK is priced at £199.

Contact: U.S. Robotics Ltd., 650 Wharfedale Road, Winnersh, Wokingham, Berkshire RG41 5TP. Tel. 01734 228200

IBM's game

IBM has launched into the games industry with a release of a new CD-ROM title for the firm's OS/2 Warp operating system. Classic Games CD will be priced at £22 and will feature eight titles "offering the user classics of the past, present and future."

IBM, as with the way of dinosaurs, have been a bit on the slow side getting into the fast-moving games market. Yet they are clearly taking it seriously if they are already able to predict what will be the classics of the future. Watch out next for them giving you weather forecasts for the year ahead.

Portable Data Phones

Hewlett-Packard and Nokia Mobile Phones are co-developing 'next generation' hand-held devices that will allow voice, data, and fax transmissions. They will mix HP's palmtop device expertise with Nokia's know how. The first products are due to be launched later this year.

That's the future, isn't it? A phone that is also a computer that is also a fax that is also an answering machine that is also a...

Singapore's Window of Opportunity

Thanks to the launch of Microsoft's Windows 95, Singapore reports that it saw unexpectedly high growth in 1995. The economy grew 9% in the third quarter of the year, and this was seen as being driven up by electronics demand for PCs, disk drives, and printers. All apparently stimulated by the introduction of Windows 95.

We knew that Bill Gates' mob had affected the computer world, but we didn't realise that they had the power to bring growth to the economies of countries. Perhaps John Major could call in Microsoft in his last desperate efforts to get re-elected. Or maybe Tony Blair could use a bit of Gatesian software support.

Amber Light for Adobe

Adobe has announced a software product called Amber that will, they say, allow Adobe Acrobat PDF documents to be viewed from the World Wide Web. It will be implemented within the Windows Beta versions of Netscape 2.0, with full release in the next version of Acrobat.

Acrobat, ask AUI's Aitor Ibarra, is one of the most brilliant pieces of software in recent years letting you, among other things, see and print out documents in their original format and typefaces. So this Amber software seems a pretty useful addition to the Internet.

Buying Time

Time Warner Interactive, which looked to be a leader in the computer and video games market, is up for sale according to a report in the Wall Street Journal. TWI's parent entertainment giant is, it seems, frustrated with lack of profits from the games business. US financial analysts say the group could fetch between \$50 and \$100 million and indicates that Acclaim and Electronic Arts may be possible buyers.

As with games magazines, (See item in this NewsFile) the games market all seemed rosy and so easy to make money from. Alas it hasn't turned out that way. For a multinational giant like Time Warner, a few billions of profits, or worse of losses, don't impress. When they talk, they talk billions which as yet, in general, is not what has happened in the games market.

Quotes of the Month

"In the age of the Internet... most education - I would make an exception of the performing arts - can now be enjoyed in the comfort of one's home via the computer screen, and at a fraction of the cost at which it is sold by the Harvards of this world. One academic can prepare and deliver a course to an unlimited number of students worldwide. And there is growing evidence that most cognitive skills can be learned more effectively on screen than in the classroom." - Michael Prowse, *The Financial Times*.

Mr. Prowse may be right, there are many aspects of learning that can be better absorbed through interactivity of the electronic kind. But that's what good teaching does anyway, involve the student interactively. And there is no substitute, Informational SuperHighway or not, for personal contact and the excitement that unexpected creativity can bring. It's that electrical or chemical reaction between people that leads on to wonders - or that's what the Wittons and the Maels of this world try to persuade attractive people met at parties to believe.

Multimedia PowerStation options for all Amigas

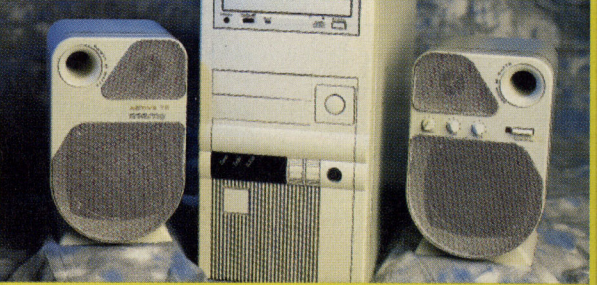


PowerStation Specifications

1. 200 Watt power supply for complete Power Systems.
2. Good looking high quality steel construction.
3. Five drive bays. Various mounting configurations.
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5. High Speed Squirrel SCSI2 interface from Hisoft.
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11. Computer speed indicator, 2 speed switchable.
12. DOES NOT VOID WARRANTY.

Rave reviews in all Magazines

Tower Version



PowerStation Pack Prices

Includes 2x SCSI CDROM + Squirrel

Desktop Version	£299.95
Tower Version	£329.99
Carriage	£12.50

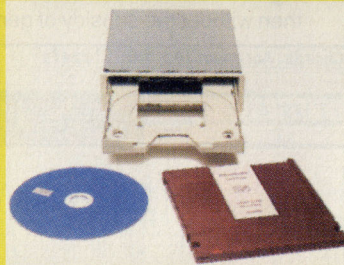


PowerStation Case Prices

Includes Internal Audio & SCSI Cables

Desktop Version	£99.95
Tower Version	£129.95
Carriage	£12.50

The Greatest Drive Since the Model T Ford

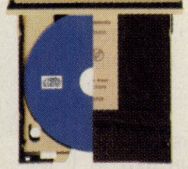


Well the wait is over and the future has arrived in the shape of the new Panasonic PD System SCSI Optical drive. This unit is a Hybrid 650mb, Quad speed CD-ROM and Optical Read/Write system. (Yes, you did read that correct!)

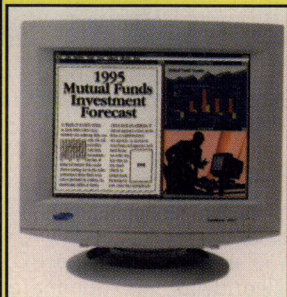
Now you can read all of your favourite CD Titles at over 600kb per second and by purchasing the low cost 650mb cartridges you have 650mb of storage space always on the line just like a conventional hard drive.

!Limited Supply!

Internal Drive Unit	£599.95	inc Vat
650mb Cartridge	£49.95	inc Vat
External Case	£59.95	Inc Vat



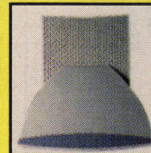
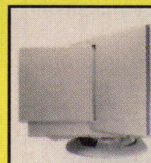
Samsung New "M" Range Monitors



The new Samsung "M" Range monitors are only for the serious Amiga User. They work at above the frequency range of the Amigas so you need to run in Double Pal mode, but the display is the best you will see from the largest monitor maker in the world!

15" does not support DBLPal	
15" G1e	£329.95
15" G1i	£399.95
17" supports DBLPal	
17" G1i	£649.95
17" G1si	£749.95
P&P	£12.50

Soon to be made in the UK



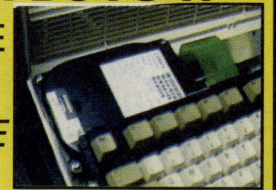
Quad Speed versus Dual Speed (SCSI) CDROM drives

- Q. Is Quad Speed the Future?
A. No, around the corner are the new multi Gigabyte CDROM drives.
- Q. Is the extra speed useful?
A. In some circumstances, but most CDROMs developed to run in Dual speed.
- Q. What about very high quality video 4-500kb / sec.
A. Yes, 15 minutes worth. All Video setup for 150kb/s for 70 minutes.
- Q. What do HiQ know about it anyway?
A. See the MultiMedia CDROMs we develop for companies like Samsung.

!! HiQ STAR BUYS !!

A1200 420mb IDE
Only £124.95

A1200 850mb IDE
Only £179.95



All drives formatted, and Magic Workbench plus PD Software installed. Free fitting for personal callers.

A1200 Cable Pack £20.00

Post & Packing £7 (CityLink)

SCSI 3.5" Drives

Quantum 540mb FireBall	£179.95
Quantum 730mb Lightning	£229.95
Micropolis 2.1gb AV drive	£829.95

Coming Very Soon

Full blown S-Video quality digital Video Recording, Editing and Playback system for PowerStation users only.

Features:

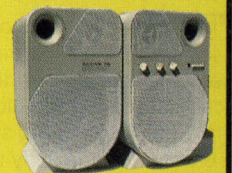
- Digital SVHS/Comp recording
- Encoded SVHS/Comp Video Output
- Full Digital Video Editing software includes many high quality DVE effects
- Upgrades Processing power
- 16 bit Audio recording and Playback
- Includes Mpeg playback facility
- Mpeg file creation software included
- 1024 x 768 16bit colour display
- Add Panasonic PD drive for instant studio.
- Prices from approximately £1,500.00

Hi-Fi Quality Active Stereo Speakers

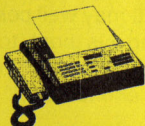
(Suits all Amigas)

Specifications:

1. 80watt Active Stereo
2. Built in Amplifier.
3. Colour matched.
4. Volume, Bass and Treble.
5. Excellent Bass Response.

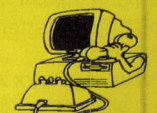


Price Only £39.95 P&P £7.00



All Prices Include Vat

HiQ Ltd, Gable End, 2 The Square, Hockcliffe, Bedfordshire LU7 9NB
Email address:- Compuserve 100432,711 • Internet:- steve@hiqltd.demon.co.uk



Premier Fits Amigas



Mul-T-Media, providing greater flexibility.

Premier, makers of the well-renowned Uni-Centre Workstation, are now selling the Premier "Mul-T-Media" which, they say, has a much wider overall width and shelf spacings than the earlier version.

The new model accommodates the A600 and A1200 with enough room for a PCMCIA fitted Squirrel or Overdrive add-on while, Premier told *AUI*, still allowing the quick and easy storage of the computer underneath, plus the various other peripherals on the intermediate shelf above.

The top shelf is wide enough for both monitor and a pair of speakers. Ah, but "what about a printer" we hear you cry? Premier's John Germany told *AUI* "In contrast to the boxed type solutions, the Mul-T-Media provides the end user with a far greater degree of flexibility, both in the choice and timing of the purchase of the various components, plus complete freedom to upgrade at will, including the computer. The Mul-T-Media is universal in its acceptance of most makes of home computer." Price £40.42

Contact: Premier Developments, 4 Third Avenue, Warboys, Huntingdon, Cambs. PE17 2SR Tel. 01487 823684.

Blue Ribbon Cut Off

One of the saddest things for any one who has been involved with the Amiga since way back when is loss. No, not the loss of Commodore or the loss of data in a crash. It is the loss that is a part of life in general, but in computing seems to be accelerated - like running a movie fast forward.

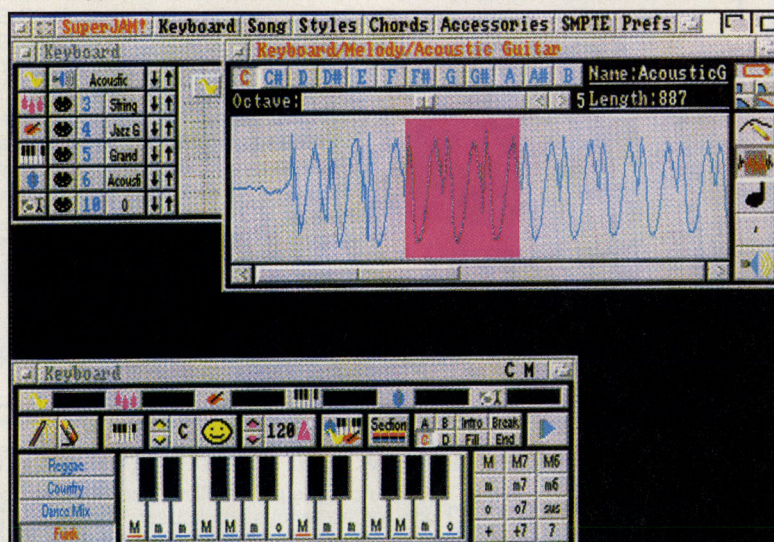
People and companies come into the field and are successful. They become a part of the dimension which seems to have a genuine reality and strength. Then for a number of reasons and, in the case of the Amiga, largely due to the incompetence of the biggest chiefs of CBM, the area of activity loses its attraction for them. Moving on to fresh pastures that are more profitable.

When, as with the Amiga, there has been not so much a steady drain away, but a large scale desertion by the developers of software and hardware, it is even sadder for us to lose a main support of the machine.

Gates and offered, potentially, a Lottery winner's bank account to enter the mass market of the PC, or the choice of remaining on hard commons with an Amiga whose fate is still in the balance. Although the plans for 1997 sound marvellous, developers can't wait that long to pay their grocery bills.

There have been many recent comments in *AUI* from interested parties about the need to retain the loyalty not just of users, but of those who provide products that those users want to run on their Amigas. And those aforementioned grocery bills need paying, as do mortgages and the bill for perhaps an occasional, celebratory bottle of champagne too.

Since they're not going to be paid during that period before the marvellous new whizzbang Amigas appear, and the doubtless huge free-spending market for them that will follow, then without the subsidy of generous,



We are talking now about the leading music company whose products have been touched, some would say, with a tinkle or a drumbeat of genius. Bars 'n Pipes, SuperJam!, Do they ring a tuneful bell for you? Yes, Atlanta-based Blue Ribbon, the blue ribbon winner of the Amiga music stakes is not running any more - at least for the Amiga.

Microsoft, the unsleeping giant, has acquired The Blue Ribbon Soundworks Ltd., the "former music software developers for the Amiga. The makers of Bars 'n Pipes; AudioActive, the interactive music engine; and SuperJam!, the music authoring tool", was a privately owned company operated by Todor Fay and his delightful partner Melissa.

You can't blame this pleasant and talented pair, can you? What would you do if approached by Billionaire

may extravagant, dollops of cash, highly talented Amiga developers, like Blue Ribbon are just not going to stick around.

The software development world is, whether we like it or not, dominated by the USA. Computing in the USA is dominated by the PC. The PC, worldwide, is dominated by Microsoft. Now Blue Ribbon belongs no longer to the Amiga, but to that very company. The cutting of Blue Ribbon's links with the Amiga is not so much a little sign of the times, but a full scale visitation from a battalion of Gods chorusing with very loud voices in unison, with much seriousness, an extremely urgent warning to Escom and Amiga Technologies. In Blue Ribbon's case it may well come with Gabriel blowing his horn to a program created on Bars 'n Pipes entitled "Toodlee! and too late!"

Onyx Filling Station

The Onyx Filling Station is a desktop accessory which enables users to re-ink empty inkjet cartridges again and again instead of replacing them. This saves time, avoids pollution, and wastage. It features a gravity filling system which fills cartridges quickly with no mess, as they claim it is impossible to overfill. The Onyx Filling system has individual colour refill control which means you can add to regularly used colours without having to dispose of others.

It has been designed to last for the life of a printer, and is said to be compatible with 98% of inkjet printers. Priced normally at £90.90 for a Starter Kit and one ink set, a special offer is available until the end of March 1996. When you buy a Starter Kit from Onyx you will be given an Onyx Filling Station worth £19.95 free.

Contact: Onyx Associates Ltd. Freephone 0800 393132.

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till 7.30pm

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Printer repair specialists call for quote

Xi PAINT 3.2

A new graphics package made Gary Fenton sit up and take notice rather quickly, but did he stay happy or sadly slump back down again?



With XiPaint many images can be loaded at once.

The Amiga has always been rich in paint packages. It was after all Deluxe Paint that played a, perhaps the, leading role in the early successes of the A1000. The ease of use of that machine and its magical abilities for graphical work have always given it a special place in the affections of those who gained their living from the exciting and creative world of computer graphics. As can be seen in the special feature in this **AUI**, computer graphics is still developing and, indeed, becoming an ever more noticeable element in everyday life.

So it always with a great deal of anticipation that I approach a fresh Amiga graphics package, especial-

ly in these parched days of Amiga new product thirst. I was well disposed toward XiPaint as a welcome new entry to the Amiga graphics field but, as you will see, my hopes were not too well answered. XiPaint is a 24-bit paint package on CD-ROM which runs on most Amigas and takes advantage of various graphics cards. Virtually all cards are supported (CyberVision, Piccolo, Picasso, etc.) and so are all Amiga screen modes, which means any plain Jane Amiga can run it (with, however, at least WB 2.0 and 2Mb RAM).

The features list is good, which is always pleasing because at least you know there's probably some-

thing exciting in store. XiPaint works in a similar way to Photogenics and Photoshop, using windows and tool boxes. Many pictures can be loaded at a time (memory permitting) and each one is housed in a window.

Bendy Brushes

Unlike other paint programs which limit the number of brushes available, XiPaint has no such restrictions, again memory permitting. Brushes are shown as colour thumbnails in the brush manager window. From a pull-down menu you'll find a fair selection of brush manipulation tools, such as mirror,

resize, rotate, bend, slant, and perspective. Instead of being able to resize brushes more or less in real time on-screen, XiPaint opens a window where you have to either type in the new size in pixels or, to bend and slant, you're presented with a very simple drawing of the brush's shape which changes when sliders are moved to a new setting. This is very primitive and most unhelpful.

The basic drawing tools offered by XiPaint are freehand, line, arc, rectangle, circle, polygon, and solid versions where the shape is filled in. The pens' tool box lets you define and store many variants of pen which can then be edited. There's no natural media tools (like

Easy Access

ASCII - American Standard Code for Information Interchange. An encoding method for both printable and non-printable characters based on a 7-bit binary number which gives values between 0 and 255.

BMP - Windows' Bitmap. A graphic format.

CMY - Cyan, Magenta, and Yellow. The subtractive colours used by printers in the publishing industries. Sometimes CMYK where K represents Black.

HSV - Hue, Saturation, and Value. Hue represents a colour, saturation its vividness, and value its brightness or luminance if you work in television.

IFF - Interchangeable File Format. The Amiga standard.

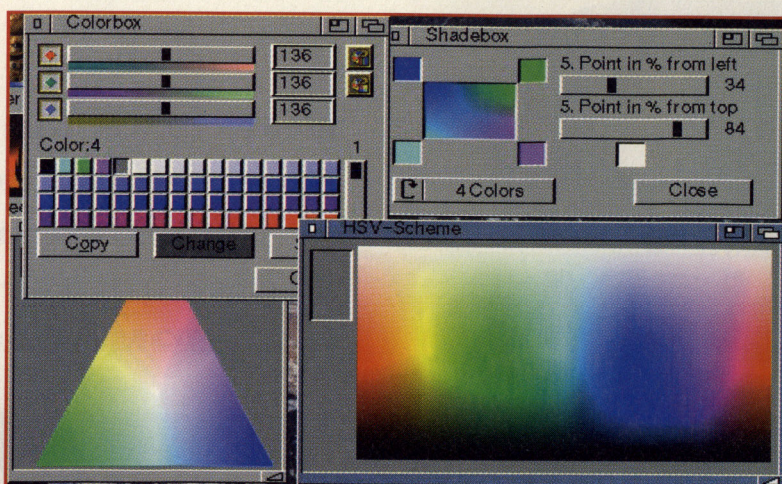
JPEG - Joint Photographic Expert Group. Acronym given to a lossy compressed image format that enables the reduction in the size of still images while still maintaining acceptable image quality.

PPM - Portable Pix Map. A graphic format, from the Unix environment, designed to ease image interchangeability between platforms. The shareware program WASP handles this type of file.

RGB - Red, Green, and Blue. The additive colours, so called because green and blue make cyan, red and blue make magenta, and red and green produce yellow. While all three together make white.

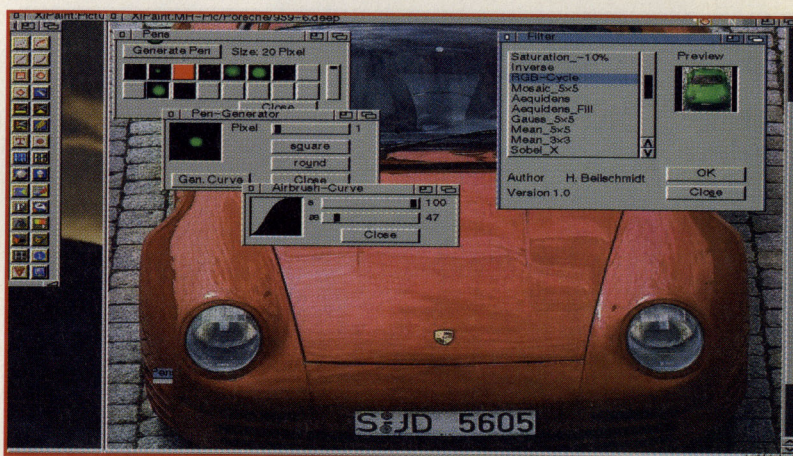
SGI - Silicon Graphics Industries.

YUV - A file format used by Vlab.



Above: Either RGB, HSV, or CMY colour modes can be used in the palette menus.

Below: The pens and airbrush menus together with the filters menu. And that's my car!



chalk and pencil), but you can define round or square brushes with transparency, edited using sliders and a real time graph for reference. This is supposed to be able to simulate an airbrush, but instead gives a brush which is solid in the centre and dark around the edges.

It does get transparent towards the outside, but if you hold the mouse button down for a few seconds while painting it produces a nasty black edge. In fact they look like "BOBS" from one of those classic Amiga demos!

Building Layers

One feature I do like is shadow. This automatically generates a simple drop shadow as you draw using the offset defined in the shadow settings. Another goody is the generation of text using Amiga CompuGraphic fonts with anti-aliasing which can even be stretched in both directions. Then there's the filters window which lists built-in effects (colour and brightness adjustments, blur, inverse, gradient, smear, etc.).

Clicking on an effect shows a colour thumbnail preview in the window - a nice touch which all the big PC and Mac programs have done for years, but has been absent on Amiga programs.

The layers feature

allows different pictures to be put together using transparency masks. Many layers of images can be combined, but it's not the same as Photogenics's compose window or Photo-shop's unmatched, real time layers feature. Yet XiPaint can still produce good results if you are prepared to experiment or use trial and error methods.

File Formats

Saving files is no way as easy as it should be. To save in a particular file format you have to select the format from the preferences window first. Supported load formats are IFF (including deep, YUV, and 24-bit), Targa, PPM, and JPEG. Save formats are IFF 24-bit, IFF-deep, Targa, JPEG, PPM, BMP, and curiously Sunraster and SGI.

XiPaint has an ARexx port and supports the recording and playback of macros which adds a great deal of flexibility to any program, and boy, does XiPaint need that!

If you hold the mouse button down for a few seconds while painting it produces a nasty black edge.

The load menu shows thumbnail previews. Next to it is the masking menu which masks by colour.

Conclusion

While there are many features which have great potential, the learning curve and awkwardness of XiPaint is too much to put up with. If I can't figure out a program in the first ten minutes I usually fall back to the manual. This manual only exists as an AmigaGuide and ASCII text file which you are expected to print out. I don't have the time nor paper to do this so I was left to read it on-screen which was far from ideal.

After reading the manual I concluded it was the lack of feedback from Beta testers and planning

which was the real problem. Sure, the features are agreeable, but the feel of the program is a complete turn off. I strongly recommend Photogenics or Brilliance 2 instead. With further development XiPaint might be worth a second look but at the present it clearly needs further development work to make it a real tough competitor for Amiga graphics users' cash. **AUI**

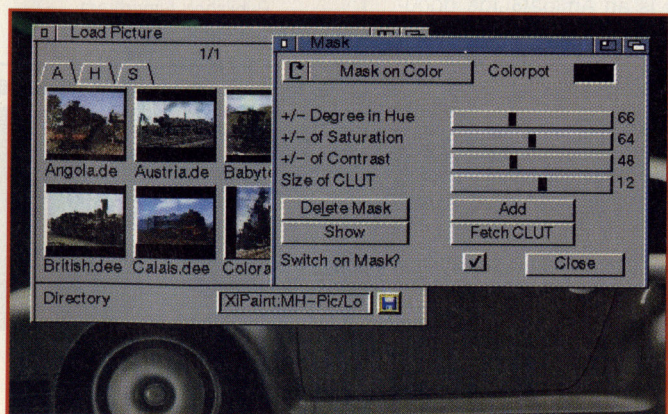
RATINGS

Xi PAINT 3.2

FEATURES	80%
PERFORMANCE	56%
DOCUMENTATION	62%
VALUE FOR MONEY	60%
Overall Rating 65%	

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CD Round Up

AMINET 9



As you are likely to be reading this review in February (the March issue), I can happily talk about the release of the December Aminet CD - which has a dark bearded Santa in Earth orbit on the front cover. It still being so near to Christmas!!!

Anyway, this is THE games disc. Over 300Mb. The entire Aminet collection in fact. Over 900 files. Enough solitaire card games to bore you senseless.

Next biggest wedge are the music modules. More than 640 files ranging from piano to jungle, from funk to voice. Should be enough to cater for even for the most recondite tastes.

While, for the masochists among you, Aminet 9 holds 129Mb of

text files, the majority being classic books from Project Gutenberg. Chaucer, Robert Louis Stevenson, Mark Twain, they're all here, along with a number of US government texts.

Not up to the usual standard if you don't play games, dislike Top of the Pops, and prefer printed books, but then who doesn't?

RATINGS

Rating 90%

INFO

Price: £19.95
Publisher: Schatzruhe/PD Soft
Formats: Amiga

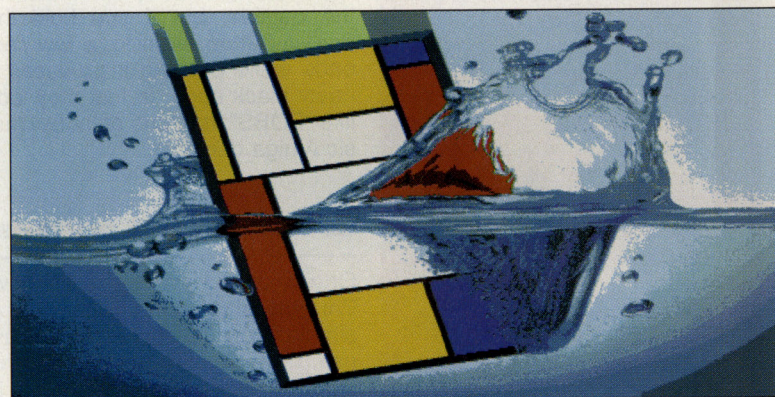
While brushing off the cobwebs that formed during his Winter hibernation, David Ward digs out the new batch of CD-ROMs from his postbox.

Euroscene 2

It is quite some time since Euroscene, Almathera's compilation of the best of the Euro demo coders, was issued. Now they have just released a compendium of the latest from the Amiga's European 'grass roots'.

accessed from it. However, there is a transcript of the interview Almathera did for Wired magazine about the demo scene in Europe. In it there is a mention of a certain

Deck the Ripper getting busted. Is this the same Deck the Ripper



The majority of the files on here, which cover visual and music demos, modules, disk mags, and graphics, are in Lha or DMS archives. Only the creme de la creme, according to the compilers, are in a ready-to-run format. And they are not wrong.

There is some spectacular stuff here and, of course, some not so good. But then again, one man's beef is another man's cow disease. And what we might consider excellent could well be derided by someone else.

There is an AmigaGuide document for the disc, but the index and unarchiving tools are not

who had a letter published in our February issue? Are we at AUI harbouring criminal epistles? Perish the awful thought! Or hooray, whichever is your view, as I said, tastes vary.

RATINGS

Rating 88%

INFO

Price: £TBA
Publisher: Almathera
Format: Amiga

CONTACTS

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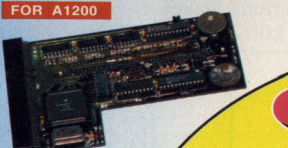
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Hard Driving

Part 3

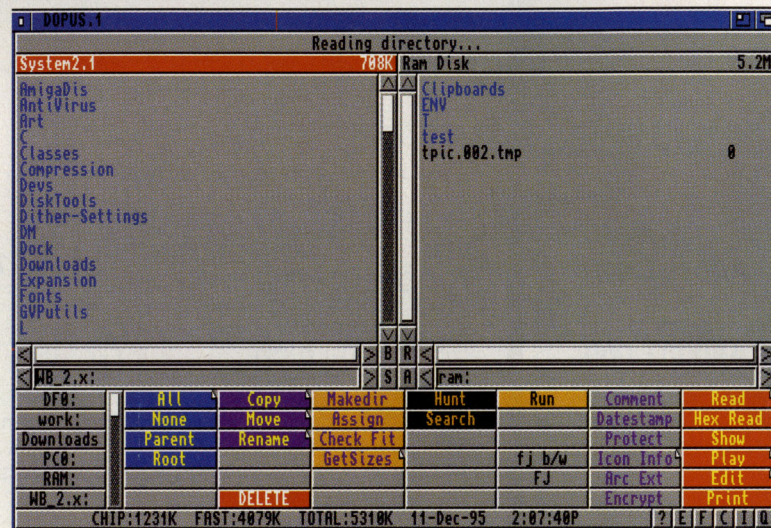
In Part 3 of Hard Driving, Alan Lewis explains how to organise a hard disk, the importance of backing it up, and he suggests some tools to make hard life a little easier.

A hard disk can be used in the same way as a floppy disk, and accessed via the Workbench or Shell, but this can be a rather long winded procedure, even with a well organised directory structure. It also means you have to remember all the Shell commands and their syntax, some of which are pretty arcane. Software is available which makes this job much easier, and you don't have to spend a fortune getting it.

The first is a good file manager program such as Directory Opus, or the PD equivalent, DirWork. These make copying, moving, and deleting files much easier, and both can play sound modules and samples, display pictures, handle the extraction and creation of archives, and more. They also allow you to configure them to reflect the number of drives you have, (both real drives and logically assigned drives), your preferred text and picture viewer, module player, and so on.

A menu program is another important tool. This will allow you to access programs with the click of a mouse button, rather than opening a disk and directories. Good examples are ToolsDaemon, ToolManager, and Launchpad. The first adds extra menus at the top of the Workbench menu. ToolManager allows this as well, but is limited to adding only extra menu choices in the Tools menu. However, both Tools Manager and Launchpad allow you have icon bars - called Docks - on the Workbench screen. Check out back issues of AUI for reviews.

Another handy utility you shouldn't be without is Magic-Menus. After installing Magic-Menus you no longer have to move the mouse



Top of the commercial offerings - Directory Opus.

pointer to the top of the screen to activate a menu. Press the right mouse button and menus appear under the mouse pointer regardless of where the pointer is on screen.

Virus Checker

A good virus checker is important, and here there is only one choice, VirusChecker by John Veldthuis. Regularly updated, this program (version 8.03 is on this month's SuperDisks) deals with new viruses, and it is widely available from bulletin boards and PD libraries. Make sure you update it regularly, and pay the registration fee - it's only about £10!

The most important piece of software to own

- other than a backup program - is a 'disk tools' program. This will allow you to fix simple errors on your disk, undelete files that you have accidentally erased, and optimise the software on your disk. Commercial offerings include QuarterBack Tools and AmiBack

Tools, stable mates of Quarterback and Ami-back, and for those on a budget, Upper Disk Tools is available at under £15. The Public Domain is ruled by Dave Haynie's DiskSalv, which is under constant refinement, and can cope with all sorts of file systems including Fast Filing System (all modes) and those from Forth Level Developments.

However, it does not offer optimization, so you will need a program such as ReOrg for that.

DiskSalv is probably

the best bet as both AmiBack and Quarterback are difficult to come by. Although it cannot optimize a drive, its repair facilities are second to none. Once again, this is a shareware program, so please support the author by paying for it.

Hard Disk Maintenance

Physically, hard disks do not need to, and cannot, be maintained. They are susceptible to shock though, so don't drop one! It doesn't really matter if the drive is fitted horizontally or vertically, but do NOT fit it at an angle.

However, your data can need maintaining. You may notice that the drive seems to slow down slightly after a while; icons take longer to display and programs take longer to load. What is happening is that the drive is becoming fragmented.

Files are stored in 512 byte sectors on the disk. If a file is larger than 512 bytes, it will occupy more than one sector. When you first install software onto your hard disk, it is written in a contiguous sequential order, i.e. the sectors it uses come one after the other. AmigaDOS tries to keep the sectors used to hold a file together, but it also tries to use the space on a drive efficiently.

AmigaDOS maintains a list of which sectors on a disk are used. When you delete a file, those sectors are freed. When you next write a file, those sectors will be the first to be used. The file may fit in that space, or it may not, and thus be split up over the disk. As time goes by, and you delete and write to the disk, the files become fragmented and so take longer to load, as the

After installing MagicMenus you no longer have to move the mouse pointer to the top of the screen to activate a menu.

drive heads have to move all over the disk to find the required sectors that a file is stored on. This can lead to an appreciable slow down of the disk performance.

A disk optimizer will read all the files from the disk, and rewrite them so that the files are written contiguously. While normally reliable in use, problems can occur. A power cut will result in the drive being scrambled and the files on it lost. Neither is it unknown for a disk optimizer to find an error on the disk, causing all sorts of problems, which can result in the data on the disk being lost. Its best to run a surface test on the drive first, and then make a backup, before running an optimizer.

Finally, don't switch off your Amiga while the drive light is on. This shouldn't damage the drive, provided it is auto-parking, but will result in AmigaDOS errors on the disks. If your drive is not auto-parking, only use the Park utility provided. Do not use programs

provided for other drives as they can cause the drive heads to land on the wrong area of the disk, damaging it.

Freeing Drive Space

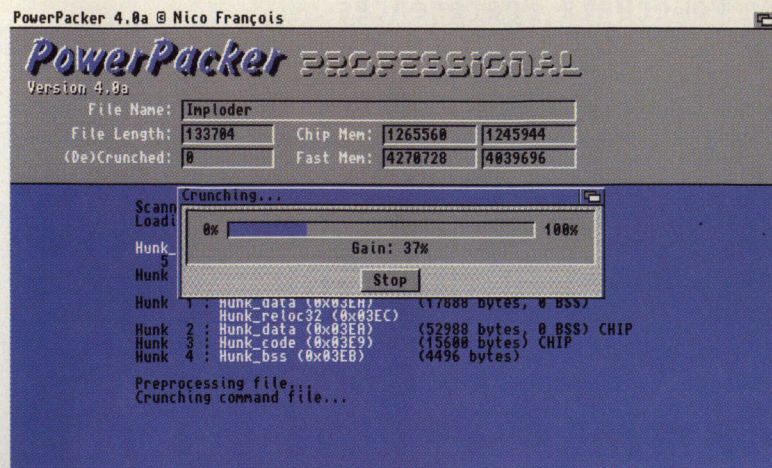
A hard drive offers seemingly unlimited storage space but, believe it or not, it can fill up quite rapidly. You should not experience this very soon, but what happens if one day you find that you are down to the last few kilobytes free space?

Let's consider the work drive, before dealing with the Workbench drive.

The first thing to do is remove any programs that you never use, usually games and disk magazines installed in that first mad rush of euphoria of owning a hard disk. Next look at the programs that are infrequently used. Could you get by with using them from a floppy disk, and removing them from the hard disk?

Old data is the next obvious choice for removal. Notice I say removal, and not just deletion. Copy any old data files to floppy disk, either complete or by using an archiver such as Lha. Try to group them together, as if you ever need to refer back to one, you will avoid spending hours searching the contents of disks trying to find that one file.

A sensible method is to collate similar files, such as using separate disks for word processor and database files. If you happen to



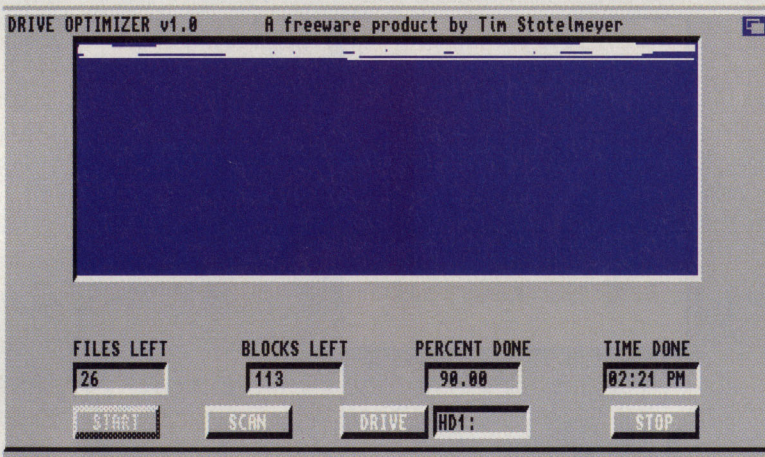
PowerPacker has spawned a number of small utilities that handle compressed datafiles - PPMore, PPShow, PPTYPE, and so on.

write letters to banks, commercial companies, and friends, use a separate archive for each.

Why use an archiver and not a regular backup program? Because it is easier to extract a single file from a disk than it is to scan an entire set of backup disks and then recover a single file.

print it out and then delete it from the drive. AmigaGuide files are a different matter. These can be printed, but often will lose any intelligible structure on paper, and frequently be difficult to read. If you no longer use them, delete them.

Be ruthless when discarding. The idea is to free up drive space,



Used with care, a disk organizer will noticeably improve the speed at which your system runs.

Unused Icons

Next, using your file manager, delete any unused icons from the hard disk. Unused icons? Pagestream and Final Writer, for instance, both create icons for each file they save. Unless you are in the habit of starting a program by clicking a data

file, and loading that, it makes more sense to load the application program and then load data into it. So, icons for data files are redundant.

Examine each program you use. Are there any ReadMe or documentation files that are no longer required? If you occasionally refer to some on-disk documentation,

What happens if one day you find that you are down to the last few kilobytes free space?

imagine that you were paying for each kilobyte of storage!

Next, after making a backup(!), run a disk optimizer over the hard drive. This will often free a little more space, and will allow you to make best use of the space that is available.

If you are still short, consider compressing programs. Note it is "compress programs," and not the disk. You may have heard of PC products such as Stacker and DoubleSpace, which claim to double the storage size of any hard disk. An Amiga version is available, called Disk Expander, along with PD alternatives such as EPU. These work, but if you do encounter

a drive problem later, your data is lost forever. Generally, the PD versions also require a knowledge of AmigaDOS and are not really for the fainthearted.

If you do use one, do NOT compress the Workbench drive, as this must be uncompressed for the Amiga to boot successfully. Disk Expander will allow you to compress a Workbench disk, but will not compress the files needed by the Amiga for booting up. However, if you make a wrong choice during installation, it is possible to make a real mess up!

So how should you compress programs? There are two popular programs; PowerPacker and Imploder. PowerPacker in its latest incarnation (version 4) is a commercial product. Imploder is PD, and, although long in the tooth now, gives just as good results as PowerPacker, although it may take a few seconds longer to achieve them.

Both programs compress a file so that it takes up less space on a disk. Archivers such as Lha can also do this. However, a file compressed with Lha must be unarchived with Lha before it can be used. Both PowerPacker and Imploder compress a file in such a way so that it automatically decompresses itself when it is loaded. Other file compressors include Titanics Compressor (which actually produces a file that decompresses itself as it loads) and ScrunchPro, from LSD. Beware of CrunchMania, or CrM. It will hang up on machines with a 68020 CPU or higher. CrM is often used to compress text files. ScrunchPro will quite happily decompress them.

Before compressing any program, carefully check it for viruses. A virus checker will not detect a file virus that has infected a program and then been crunched.

If you have followed all the above advice, and are still running out of room, it is time to consider either buying a bigger hard disk, or adding another drive. But before we cover this, let's look at freeing up space on a Workbench drive.

!! BE VERY CAREFUL OF WHAT YOU DELETE FROM YOUR WORKBENCH DRIVE. IF YOU DELETE AN IMPORTANT FILE, YOUR HARD DISK MAY NOT BOOT SUCCESSFULLY !!

Once you have read that, stop, and read it again. Most of the Workbench files are very important, and are there for a reason. However, depending on what you use, there is scope to delete some of the programs.

Hard Driving 3

CONTINUED

Let's start with the s: directory. The s: directory is assigned during bootup, and holds script files, and the odd configuration file for some older software. Script files are text files containing AmigaDOS commands that are read and executed line by line. The two most important files in this directory are Startup-sequence and user-startup. Do NOT delete these two files! Before going any further, it is a good idea to print these two files out, as you don't want to delete any command that is called by either of these files! If you do, your Amiga will not boot properly.

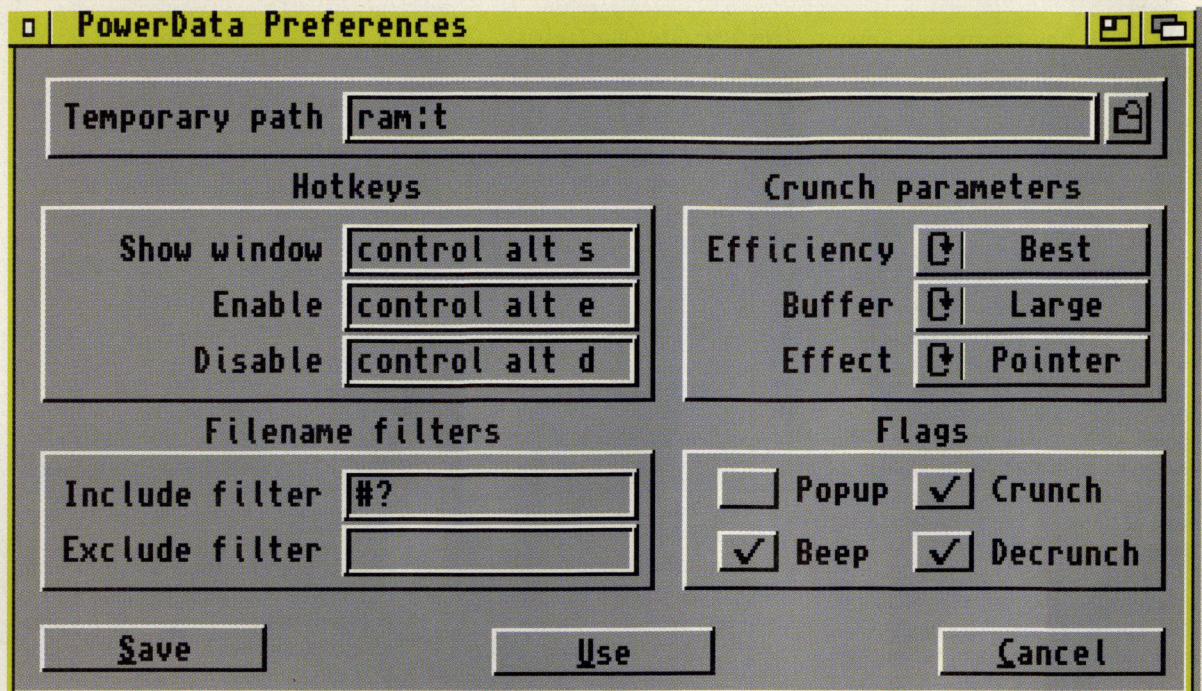
Files that may be deleted from here, assuming you don't use them, are Spat, Dpat, and PCD. These are AmigaDOS scripts for use under the Shell and offer pattern matching and an easy way to change to the parent directory. If you use a file manager, you will not need them!

If you do not use the Commodore Ed file editor, delete the Ed-Startup file as well.

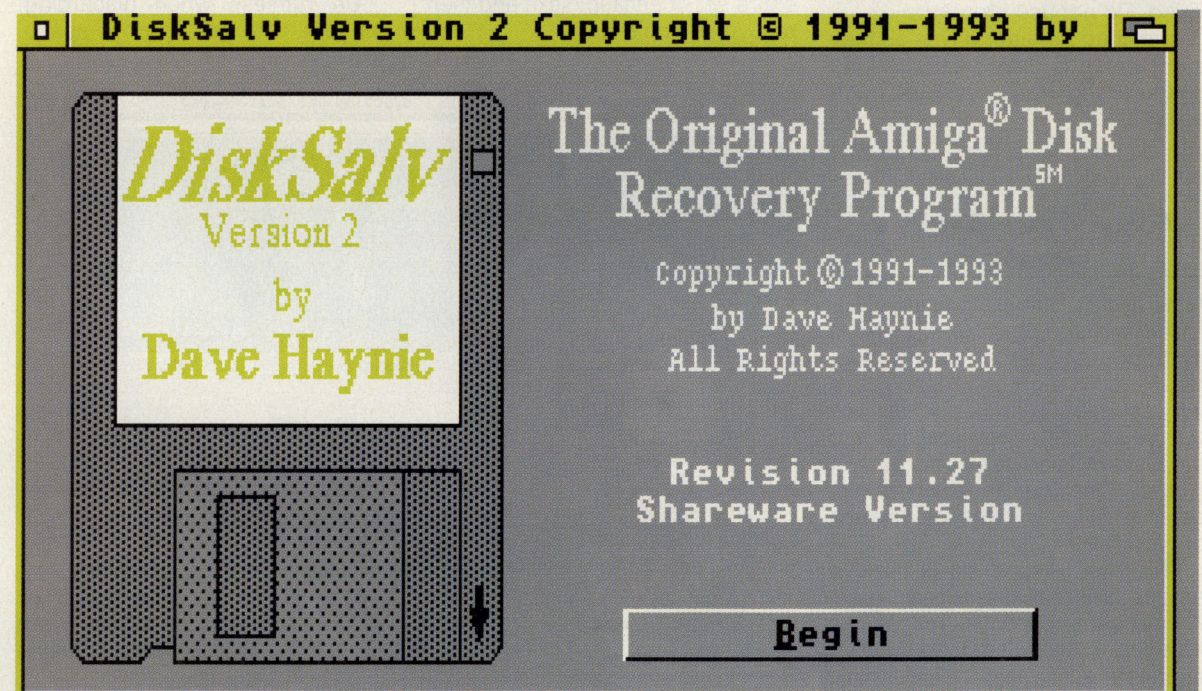
The next directory to look at is the Storage directory. Delete any printer and monitor driver files you do not use. Printer drivers that are for a different printer than the one you own are of little use to you. And, if all your applications use their own printer drivers, neither is the prefs printer. The same applies to monitor drivers. If you only use the PAL driver, delete the others from Storage/monitors. Also look in the /keymaps, /DOSdrivers and /datatypes drawers, and delete anything that is unused.

At this point, quickly reboot your Amiga to make sure you haven't deleted anything important. If all goes well, it will boot up perfectly normally. If you have made a mistake, note what the problem is, and copy everything back from your Workbench backup disks, and either give up pruning your Workbench until you are more knowledgeable about AmigaDOS and the Workbench, or reboot after deleting something from each directory. Keeping notes as you do this will help rectify errors, and teach you something about the system.

Next stop, the Locale drawer. If you used Commodore's Workbench Installer correctly, you should find these drawers empty. You did only click on the English language, didn't you? However, sometimes some programs will install foreign language guides in here. If so, delete them.



There are some utilities, like PowerData, that also transparently decompress files 'on-the-fly' for non-pp enabled programs to access.



Still considered the best disk 'fixer' - DiskSalv.

Have a quick look in the Tools, Utilities, and System drawers. Again, delete any files in here that you do not use, but be careful here as some programs in these drawers are often used invisibly by the system, such as RexxMast, Inte-llifont and Multiview. If you are not sure, then don't delete anything. But, if you do make a mistake, you can always copy the file back from your Workbench disks.

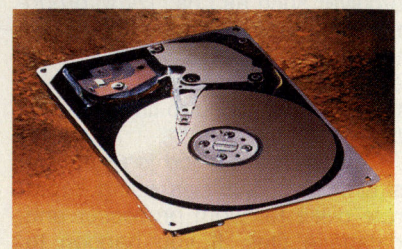
Finally, consider deleting unused commands

from the c: directory. It helps if you have a hard copy of the startup-sequence and user-startup scripts from the s: directory, to see which commands are used as the Amiga boots up. Candidates for deletion are Magtape, Bru, BruTab, MakeLink, Why, Edit (and the Ed file editor if you have a replacement such as Ced).

This should free upwards of 100k of drive space. I don't advise deleting libraries, handlers or device drivers

from the libs:, l:, and devs: drawers, unless you really know what you are doing.

Next month: Adding another drive, and what you should know about those dreaded interfaces IDE and SCSI. AUI



The Great AUI 'IDEs of March' Competition



To complement the **AUI** series on hard drives, in conjunction with those wonderful people at Mode 15 Computers, **AUI** is presenting you with a competition in which you can win a superb hard drive.

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So get your thinking caps on, your brains into gear, and prepare yourselves for the questions.

We could have asked all sorts of technical questions about IDE, sectors, cylinders, and interfaces, but have decided to focus on the calendar instead.

Question 1

On which date do the Ides of March occur?

Question 2

Who took a hard drive in the back on that date?

Question 3

1996 is a leap year and so is 2000, but one year, which apparently should have been in the last hundred, was not. Which was it?

Question 4

As April 5th is the closing date for the competition, what national significance does this day have?

Okay. Easy weren't they? Send your answers, together with your name and address, on a postcard or the back of a closed envelope, to:

The Great AUI IDEs of March Comp.
Amiga User International
Unit 2
Utopia Village
7 Chalcot Road
London
NW1 8LX

The Rules

This competition is open to anyone residing in the UK.

Answers must be submitted on a postcard, or the back of a sealed envelope.

Closing date for the competition is April 5th. 1996, and entries received after this date will be disqualified.

The 1st prize winner will be randomly selected from the correct entries. The runner-up will be chosen in a similar fashion.

The Editor's decision is final, and no correspondence regarding the competition will be entered in to.

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Back Where It Started

Steve Bowie reports on Toronto's World of Amiga Show where the Amiga's struggle for life was given a resuscitating boost.

Way back when, Commodore began its switchback ride to success and disaster in Toronto, Canada. Now, having nearly perished from CBM's failure, the Amiga had come back to its beginnings. The Amiga Technologies team was led by Gen-



Sign of the times?

eral Manager, Petro Tyschtschenko, who made the keynote address. AT's new leader is intelligent, personable, surprisingly open... and thoroughly worn out. He and his staff have had an exhausting time in the last few months. From boxes of odd bits and an office with no chairs in May 1995, through a thousand whirlwind meetings and something like nine major shows, to having 35,000 newly minted A1200s delivered to the stores, A4000Ts on the shelf, and an '060 version expected in the Spring of '96. Those who met them at the Show were left with an impression of these are people who intend to try their best to rescue a desperate situation and deliver.



Enthusiast find much for more enthusiasm.

The A4000T/060 will use AT's own CPU board, and not a version of the Cyberstorm as previously rumoured. AT say they have sold (by commitment, presumably) 1000 A4000Ts in North America, and had a target of just 1000 more before year end. Not exactly big numbers, but survival is what is important.

Promises

In his address, Tyschtschenko explained that 1995 required quick re-establishment of production and an Amiga presence in the public eye. AT has, it claims, accomplished both goals. The focus was on presence if not obvious achievement in a number of European and North American shows and conventions, as well as press events.

These however, were largely directed to the existing Amiga 'family'. 1996 should see the extension of the "Back for the Future" campaign to attempt to convince the rest of the computing world that the Amiga really will stay alive. AT is planning to use radio, TV, and print media (including non-Amiga computing publications) to spread the word. But whether it can persuade its Escom parent to ante up sufficient cash to match the spend of today's giants of the computing world remains to be seen.

Interestingly, the AT GM indicated that he expects to see "standard" programs ported to AmigaDOS. He did not elaborate, but he does not seem to be the kind of man to speak speculatively. Encouragingly, he also spoke of AT's continuing discussions with NewTek. He exhibited admiration for Tim Jenison, NewTek's founder and added his conviction that the strength of the people and products at

NewTek is sufficient to carry them through these difficult times.

He also indicated that he was approached by Apple in March (see, rumours can be true), and that unspecified discussions are ongoing. Given Apple's own problems (and the desire of IBM and Apple to break the Microsoft/Intel choke-hold), it seems possible that we may at the least see some strategic technology sharing.

Highlights

At Toronto's International Centre exhibition hall, seminars dealt with fittingly diverse Amiga subjects as "Amiga on the Internet", "PC and Macintosh Emulation", "Non-Linear Video Editing",



AT boss Tyschtschenko, thrills audience with 'Back for the Future' keynote address.

"Creating CD-ROMs on the Amiga", and my favourite "How to Make Money with Multimedia Applications". Everybody would like to achieve that and few have managed it so far.

Visitors had the opportunity to try a hands on demonstration of Amiga based Internet connectivity, as well as to avail themselves of special "Show" prices on new and not-so-new merchandise.

NewTek

Many visitors were delighted to see a stand hosted by NewTek, makers of the famed "Video Toaster" and "Lightwave 3D" animation packages. The Amiga version of Lightwave 4.0 was on display only as part of a Flyer suite, and NewTek had the courtesy to present it in an Amiga only stand, even though their products are now available on the PC.



Lazarus Engineering's release of Design Works update shows off Toolbar, and drawing event history window.

According to NewTek's representatives at the Show, continued Amiga development can be expected. AT has been visiting Topeka on a near weekly basis in marked difference from the 'bad old days'. (Commodore often presented a chilly attitude to NewTek). Tim Jenison was reported to be continuing to hire 'Amiga people' and there were veiled hints of amazing new joint projects.

Ports of Lightwave to the upcoming Power Amiga are definitely possible. Given sufficient time, we might also see the release of versions compiled to take advantage of some of the promised third party 'speedups' (such as the '060s, Draco's Alpha option, and Phase 5 RISC solutions).

Phase 5 and RISC

One of the most exciting and ambitious exhibitors was Phase 5 Digital Products of Germany. These good folks showed up in Toronto with a 'developer's version' of the first PPC RISC based accelerator card for the Amiga, as well as other high-end products like their speedy Cybervision64 24-bit graphics display card.

Represented by General Manager Wolf Deitrich, Phase 5 had a lot more exciting news for Amiga users. Currently in their development line-up are Power PC boards for all 32-bit Amigas, including A1200s. Look out for a low end HP 603e card at 120MHz (with 64-bit memory option), priced at roughly \$800 - about £500.

For those with A3000s or A4000s,

Back Where It Started continued

start saving for CPU cards employing HP 604 150MHz chips at about the £1000 mark, with an optional SCSI add-on.

Phase 5 has a very ambitious schedule in its pursuit of "Back for the Future" RISC based Amigas. In the works is a port of the AmigaDOS exec kernel and multitasking to native RISC, with the rest of the 'necessities' being in emulation mode for the time being. The full native AmigaDOS RISC version will await AT's somewhat more generous timeline.

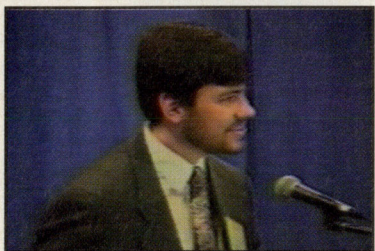
NewTek are in possession of a Cybergraphics board and they indicated that this should be a fruitful 'loan'. It was reported that a native RISC Cybergraphics 3.0 driver is being written, graphics board users may hope for a quantum leap in the area of re-targetable graphics.

Macro & Draco

Draco Systems Inc. were showing off their AmigaDOS-based 68060 workstation. Very nice looking indeed, and with provision for an optional DEC Alpha co-processor. The tower was running a new version of the VLab Motion editing software, MovieShop 3.0 beta 26, and we were told the final version is due "soon".

The most obvious differences from earlier versions of MovieShop include more colour in the GUI, and the option of showing thumbnails on the timeline. MovieShop partitions up to 4Gb, a new preview window for effects, and 40-50% faster effect rendering round out the already well-received editing suite.

Eric Kloor of Draco told AUI about



Wonder's Head of Information Technology Steve Vetzel organized WOA in record time.

their plans to drop the 'MovieShop Pro' concept in favour of taking the already developed 'pro' features and adding them to the vanilla version in a future upgrade. This will give EDL, SMPTE, and VITC support to a post 3.0 upgrade, although it may require additional hardware to support all of these options.

Retina owners note, with the Draco version of the Retina graphics card using the Cybergraphics driver, the original RetinaEmu (now at 2.6), is unlikely to be developed further.

The Draco DEC Alpha option is being extended to a Zorro3 slot board for all 32-bit Amigas. It will probably

use a 21164 233MHz chip, and a 166MHz version may appear as well. While the main purpose of this board is to perform MovieShop effects in real time, there is a possibility of other software being re-compiled to take advantage of its speed.

Another project in development by Draco is Viking - an abbreviation of 'Video King.' Targeted at the high-end consumer/low-end prosumer editing field, Viking is a small Draco using a GUI to access a 'MovieShop' lite.

Here is some advice. Do not sell your old A2000. The 'Palladin' from Draco Systems, an 030 accelerator for the A2000, will have the capacity to be directly linked to a special connector on a 'new version' VLab Motion video digitizer bypassing the Zorro2 bottleneck. This link will permit digital video throughput approaching 30Mb/s.

The limiting factor then becomes hard drive speed, and the JPEG ratio becomes a distant memory. Think about it. Your ancient pal the A2000, with a few very modestly priced additions can become an animator's dream machine. The combination will allow multi-track 16-bit CD quality sound in perfect sync to your fully edited video and animated 3D masterpieces. Miracles may yet happen..

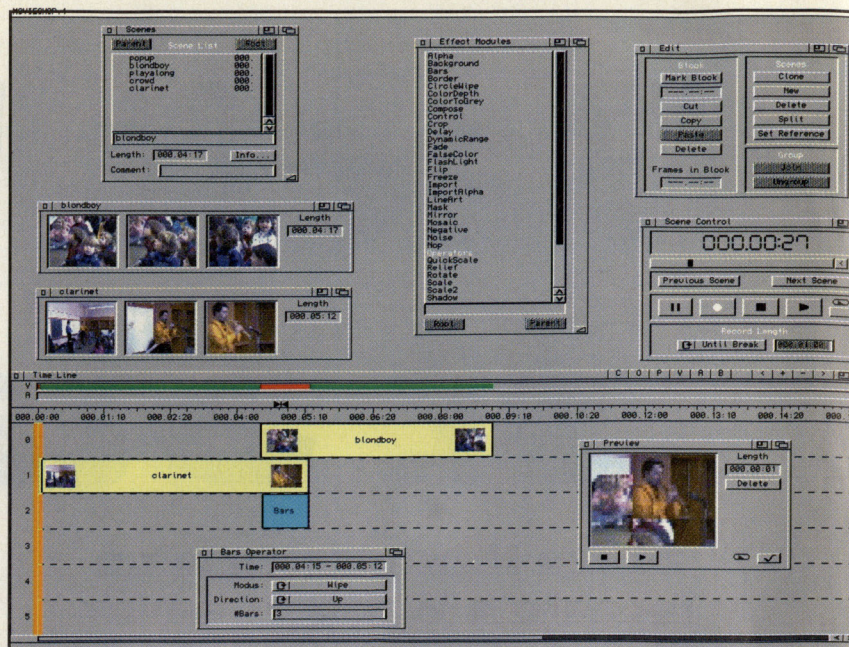
CineReal

An Ottawa company, CineReal, was distributing Broadcaster Elite. Of particular interest in their line-up was Soundstage Pro, a Zorro3 DSP sound board intended to provide up to 16 audio tracks to their non-linear video editing system. It appears to be a serious piece of work, having both RCA and (finally) balanced XLR connectors.

The DSP power across the 32-bit bus can also be harnessed to speed up rendered effects and transitions. A 3 second transition that would take 2 minutes to render on a stock A4000, now takes 12 seconds.

Showgoers were treated to the North American introduction of Maxxon's Cinema4D. This package has been around for a while in Europe, and the version we viewed is far from an introductory one.

In some respects C4D is even 'friendlier' than Lightwave. The same interface combines both 'layout' and 'modeller' functions, making subtle changes a breeze. Point edits are a snap, just click and drag. C4D runs exceptionally well on a 1200/030, and requires a minimum of 3Mb RAM. The C4D GUI is fully 'Amiga-tized,'



Movie Shop does the business

with a nice tool bar and standard pull-down menus.

The included 'marionette' object provided a convincing demonstration of Inverse Kinematics. Effects such as explode, or melt, may be added to the object from the Timeline window with a click of the mouse... the melt looked pretty darn good too.

A utility called 'Magic Link' provides access to other object formats, including Imagine, DXF, LW, and others. Support for most graphics cards is present as well. At a show price of CAN\$390 - around the £200 mark, this program is surprisingly good value.

DKB Wildfire

Back in the speed realm, DKB drew a lot of interest with their display. Along with built-in SCSI, RAM expansion, and Ethernet connections, the real highlight of the new DKB Wildfire '060 accelerator series is an on-board PCI slot. What could you do with 100Mb per second? Just about anything, I was told.

Multimedia oriented Amiga users were pleased to see the NTSC version of Scala MM400 available at a very reasonable upgrade price. Scala is an excellent program measured by any standard, and is a 'must have.' Many feel the inclusion of Scala MM300 in the new Amiga software bundle single-handedly could justify the entire price.

Amiga Renaissance

Turnout for the World of Amiga at about 5000, could be considered good, especially given the very short lead-in

time. Many Amiga-philies were in evidence from as far away as Texas, Indiana, and other American states, as well as a few European representatives among the exhibitors. Canadian representation in the crowd might possibly have been higher had it not been for two previous local Canadian shows.

The celebratory mood on the floor was a far cry from that of the previous show two years back, and this only improved as visitors were impressed by the high quality of the offerings, and ambitious near-future plans of the developers present. It requires no exaggeration to report that the audience was surprised, exuberant, even excited, at the prospects for our favourite platform.

The Amiga is clearly still alive and beating in the hearts of many enthusiasts and serious programmers. There were many faces in the crowd who might have been thought lost to other platforms. Apparently they wanted to see what all the noise was about. Some of them could be back to stay.

The Amiga's hiatus has opened observers minds to the idea that no platform has all the answers, and that co-operation is going to take us a lot further down the road to our goals than close-mindedness. One of the fascinating things about this show was seeing the various 'competing' developers literally "putting their heads together".

They seem to recognize that in the diversity of options they are presenting, the Amiga's potential appeal desperately needs strengthening. The mood among Canadian Amiga supporters is extremely positive, and overall the show was very forward looking and aggressive. Quite a change from the WOA of two years ago. It seems the Amiga could just be BACK FOR THE FUTURE! But there is a long way yet to go before it recovers its place as a global computing power. **AUI**

TechnoWorld

Seeing is Believing... Maybe!

Martin Witton, listening in and watching open-mouthed at the conferences and seminars of the Computer Graphics Expo, consults the experts and leads the AUI team to provide an exclusive TechnoWorld update on the burning issues and exciting developments in the exploding world of computer graphics.

Seeing is Believing... Maybe Part 1

Martin Witton looks back over how computer graphics have evolved in recent years and where it is going now.

You may have read in the **AUI** NewsFile of the explorer Roger Mead who was attempting a record breaking solo walk across Antarctica, with his progress being monitored by hundreds of people through technological links. He abandoned the 1,700 mile trek after just six weeks because of the failure of vital equipment.

It makes your heart go out to explorers and the like doesn't it. After all, it is so difficult to find anywhere new to explore and the best latter day pioneers can hope for is to break someone else's record. No chance of finding yourself in entirely the wrong place, like Columbus for instance, and discovering a new continent. Roger Mead's every movement was tracked with his satellite beacon sending messages to Plymouth.

So that's that then, no reason to leave the comfort of your own home if it has all been done before. But, in the comfort of your own home is exactly where you can explore uncharted territories. You can lose yourself in cyberspace where few have gone before.

Those that have, hardly know how they got there, or where to go, for there are few navigational aids or maps. This is the exciting and still barely explored TechnoWorld. And in that new domain there is a territory that is colourful, dazzling, and marvellously creative; a territory that is becoming more and more a part of our everyday lives. It is the astonishing dimension of computer graphics.

In last month's **AUI** we carried a report on The Computer Graphics Expo. We described the exhibitors and products that carried the

weight of exciting developments. But there was more.

There was also a programme of seminars and conferences, intended to bring the professional computer graphics artists and producers together, and to update with what has been happening in the multimedia world. Then letting them explore further, across the new frontiers that computer graphics is opening up for us.

Following up those presentations made at the Computer Graphics Expo, we are able to provide you with an exclusive update of some of the exciting developments that are now arriving and that will enter and brighten our lives.

The New Frontier

Jon Peddie, a 3D computer graphics pioneer who provided the keynote speech of the CG Expo Conference, presented a view of how the 3D market from the evolution of PC graphics controllers has brought new life to the graphics industry.

1984 saw the introduction of SVGA, a dumb graphics controller and analogue bit map. This was followed by the Accelerated VGA (AVGA) which made Windows more effective, and by 1994 video capabilities were included through CD-ROMs and MPEG. Enabling TV to be converted to PC. 1995 brought in 3D VGC for the full entertainment experience which, for many computer graphics artists, changed the way computers were used.

Entertainment, Jon Peddie maintains, is now driving the technology



Silicon Graphics' amazing Indigo Impact Workstation.

which previously had been predominantly used in business and the defence industry. This fundamental change in the use of per-

sonal computers created the expectation that a large number of users were waiting for new toys. The new development of 3D on the PC makes multimedia come to life for a wider user audience than has ever before existed.

A mass market's desire for more from their computers started years ago with computers such as the Vic20, the Commodore 64, and the Spectrum. The Amiga and the ST helped to spread that awareness further. Huge numbers bought handheld games computers. But all of those, even the Amiga, were limited for producing very high quality computer graphics, especially in real time. It needed specialised computers to produce graphics that could reach the full broadcast public, at least in PAL. Added to this was the appearance of the special effects used in movies, so expectations grew.

Think back to the 1970s. Do you remember the wireframe models? Even then 3D was possible with

"We've seen the deployment of graphics and high performance multimedia applications across a wide spectrum of applications, to the point where we are now defining the ground rules. Products of all kinds, from the new Walkmans to the Boeing 777, are being visualised and designed on computers. In fact, the Boeing 777, which was designed on a variety of computers (not just Silicon Graphics) never even went to a prototype; it went straight into production off the electronic drawing board."

**Nigel Reed, Managing Director,
Silicon Graphics UK**

CAD, and this was shortly followed with 3D on workstations. With the introduction of PCs in 1981, rendering and photorealism was developed, but this took long times to process. The Amiga appeared, but it lacked the power needed to provide fast professional work.

The first introduction of 3D controllers on the PC came in 1985, along with the first hand-held controllers and simulators. These were mainly used to train people to learn to drive cars, or to simulate terminals at airports.

The enabling technology, such as rendering on personal computers, came about from 1986 alongside standard graphics tools and, for the PC, VGA. Games were becoming available on home computers with graphics which gave the impression of what could be done with software tools used to create higher quality games on workstations.

In 1990 workstations, including high powered Amigas, and better software tools combined to create special effects in movies such as Jurassic Park, and in 16-bit hand-held games which raised end user's expectations further.

While Amigas made an impact in everything from Star Trek to Babylon 5, Silicon Graphics was the company on whose workstations the liquid-metal man in Terminator 2 and the dinosaurs in Jurassic Park were created by the legendary Industrial Light & Magic (ILM).

Driving

SGL machines are covered in strange colours like teal and purple. And it bundles video cameras plus libraries of complex graphical routines to speed the techniques needed for computer animation. Nigel Seed of Silicon Graphics points out that what drives the techno-



The SoundBlaster card brings added realism to video games.

Transparency

Four years ago ILM wanted not only transparency for the water creature in the Abyss, it wanted reflectivity both for that and the liquid metal man that came after it. Now engineers using CAD/CAM find translucency useful, as they can design a gear box and then hit a button to turn the casing transparent to see the machinery inside it.

Followed by sound for games adding to the realism and excitement. 32-bit hand-held games consoles are turning into the 64-bit games consoles but, according to Jon Peddie, at this time the games consoles industry abandoned the legacy of their software and shot itself in the foot.

The old games did not run on the new machines, and users were

Huge Resources

1995 was the year of the 3D chip. It has taken over two decades for the PC to evolve to this point, which machines like the Amiga reached years ago, but now huge resources are being poured in to make the PC the natural choice for the creation of 'desktop' computer graphics.

the launch of Windows 95 which, while not an entirely satisfactory operating system, is at least one that is more stable and less problematic than Windows 3.1., are re-appraising the role of the PC as a platform for graphics

intensive applications.

Currently the development of 3D accelerators is penetrating the games market. Media accelerators involving RAMDAC, better sound quality, MPEG, video, 3D, and 2D GUIs contribute to general purpose graphics and multimedia, and development is bringing multimedia authoring, video editing, and video-conferencing into everyday use.

TechnoWorld

logical development at SGI is the entertainment industry, even though, he says, the capabilities requested are typically dismissed at first as unnecessary for general use.

Still lagging behind the Amiga, but catching up fast, multimedia for PCs was introduced in 1994.

not happy with this. The content didn't show up as quickly as people wanted and this created an opportunity for PC software manufacturers to take over the games market with the development of much better 2D games, such as Doom and Descent, which run entirely off the CPUs.

The evolution is not over. Explosive growth of the 3D PC market in the US, and around the world, is changing the face of desktop computing. Fuelled by well-crafted games, feature films, virtual reality, and many related technology areas, 3D entertainment is growing fast. Vendors and users helped by

Stereovision

Stereovision was introduced years ago. Didn't we all own a ViewMaster? The binocular type red casing in which you inserted a round piece of cardboard containing slides which you clicked and moved on to see the pictures in 3D. The same

Seeing is Believing...

CONTINUED

principle is now used for the current developments in stereovision in such games as Descent, which allows you to travel in 3D through caverns, but now you can interact with the game through TV encoders. By the end of 1996, Peddie predicts this will be possible from one chip.

Creative Labs have brought out 3D Blaster, the gaming experience which they say will blast you into



Stunning movie sequences such as a diving Bi-plane can be produced with the aid of a dedicated MPEG cards and SGI's Onyx.

the new 3D graphics standard, and 'turbocharge' your PC. 3D games, say Creative Labs, will have new life with "rock solid" 3D graphics performance that will crank 2D Windows 95 applications into top gear. Blaster is a Real-Time true texture rendering to make 3D games come alive.

3D is not just being used for games. DTP is taking advantage of 3D representations through fonts for newsletters and magazines, presentations and training. CAD also uses 3D with rendering and virtual reality walk throughs.

Video production too is benefiting from 3D creating unusual images for multimedia presentation on TV. Digital video will make it possible for anyone to take images from the TV to the personal computer.

Adobe Acrobat V2.1 will shortly be followed by a high-end version which will enable it to link with digital movies. By 1997, Jon Peddie predicts, we will be so used to using 3D, we will wonder how we did without it. Publishers are now adopting Acrobat for multi-purposing where a single document may be used for archive storage, print-on-demand, CD-ROM, and World Wide Web applications. The new 2.1 version extends the publishing features introduced with v2.0 further into multimedia, with improved Internet links, video links, and CD-ROM searching facilities.

A Developing World of Computer Graphics

3D has created a new industry. John Peddie has calculated that if there are 30+ companies and each spends \$15 million we then have a \$450 million industry - before anything is shipped! The competition is great and people are having fun. Most, if not all, of the tools being developed for this visual revolution are coming out for the PC. We may not, as Amiga users, like it, but we have to face reality, even if the reality that is being created is a virtual one. So who are the hot suppliers and developers and what have they been producing?

Visual Software Inc. is a world wide developer and publisher of 3D graphics and animation applications specialising in professional and consumer software. The company focuses on developing tools to enable hobbyists, designers, and artists, to create 3D images and animations as easily as they would in 2D programs.

Visual Worlds Development Inc. is wholly owned subsidiary of Visual Software specialising in the development of 3D worlds, or scenes to be used in the creation of consumer games or virtual environments such as on-line shopping malls, and film and television animation.

They have produced Visual Reality for Windows which is a 3D graphics and animation suite designed to equip graphic artists, designers, and multimedia developers with a complete toolkit for working in the 3D world. Features include fast rendering, enhanced free-form modelling, keyframe object and camera animation, and the ability to drag and drop 3D data from a visual Catalog, the products 3D data program. These features, and others, enable the professional user to create impressive, film-like 3D scenes, special effects, and animations.

Price £259

Visual Reality 1.5 for Windows provides full 3D modelling, rendering, image editing, font extrusion, and camera animation. This 3D graphics and animation product suite offers the graphic artist, the multimedia designer, and the design professional, the complete toolkit for working in the world of

3D. Visual Reality 1.5 includes five modules, Renderize Live, Visual Model, Visual Font, Visual Image, and Visual Catalog. In addition, users can choose from over 500 3D objects and over 1000 textures.

Price £149

Simply 3D is a set of 3D rendering animation tools and tutorials for desktop illustrators, graphic artists, business presentation designers, and hobbyists. This multimedia application and training tool teaches users how to add 3D effects to their 2D work.

Users can extrude and stretch TrueType fonts, or 2D line art from any drawing program into a 3D image or animation. Simply 3D also allows a user to work with 3D objects and scenes from Simply 3D's library of over 130 3D objects. Price £59. Simply 3D Superpack is a bigger collection of 3D graphics tools.

Price £99

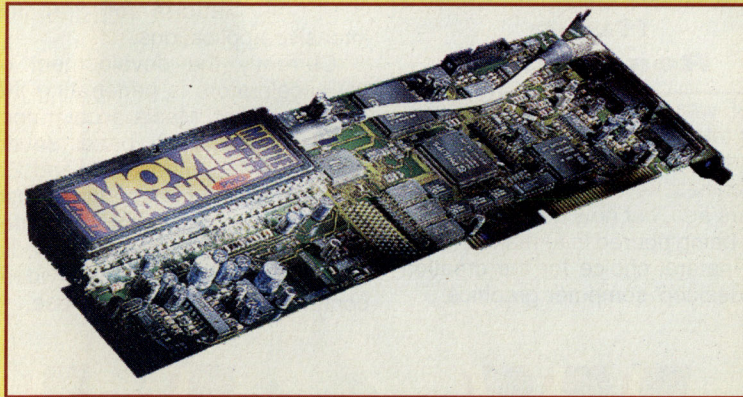
Instant 3D is a tool which adds 3D text, objects, and effects to any Windows 95 document or presentation.

Price £49.

Textures for Professionals is a CD containing over 400 seamless textures for professional artistic use.

Price £79

Simple Scenes are CDs of complete 3D fully rendered, virtual worlds for use with Visual Reality and Simply 3D. Users can drop and drag any portion of the Simply Scene into their own creations, and use them as a virtual film set. Double Vision is a new product enabling computer hobbyists and



Movie Line

The Movie Line is one example of new products coming onto the market for integrating video onto desktop computers. It allows the user to watch TV and teletext on the computer, use live overlay and framegrabbing, for total video editing with video out, digital effects, titling, graphics and sound, which before could only be afforded, or possibly understood, by professional studios and broadcasting stations. It makes video recording to hard disk just as easy as recording to tape with a VCR.

The Movie Line includes four complete hardware packages with software: Aviator, Movie Machine, Movie Machine Pro, and the Motion JPEG option, in which video editing goes digital. The M-JPEG option compresses live video to hard disk and plays it back. It allows access to the frame required with lightning speed.

ART&FRONTIERS

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The Multi-Fractals now has a name on Amiga. This software Art&Frontiers offers to you a very easy exploration of a quite impressive number of fractal sets:

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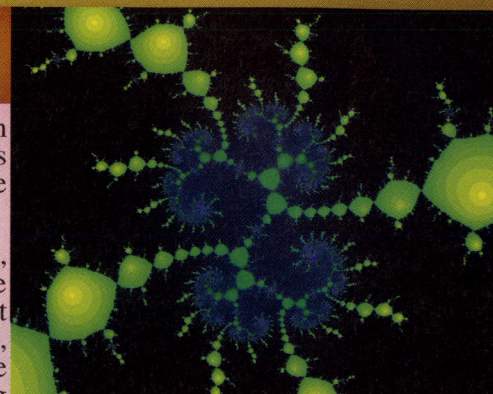
Developed in C language Art&Frontiers allows very high speed, full multitask, reliability and offers a very easy exploration of all these exclusive fractal sets like Cubic Leafy, Orchid or Bubble Mandel that renew completely the fractals' domain with their incredible forms and Majestic effects!

The pictures here have been calculated on a basic Amiga 1200 in very few minutes! Work also on all Amiga 4000 or all others Amiga equipped with 24 bit cards able to emulate AGA Intuition like Picasso, Retina...

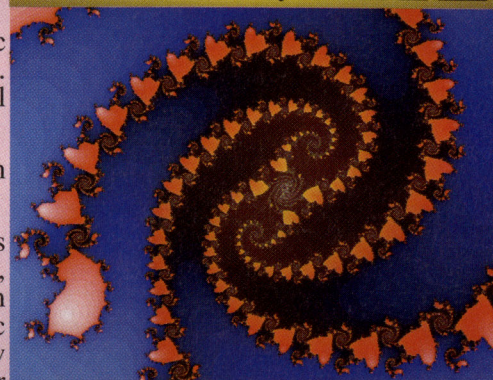
Ideal to make fine gifts: we certify that these fractal sets are completely unknown on Amiga so you can easily impress all your friends or family! At more we sell it (on 6 disks) in a very nice and closed package.

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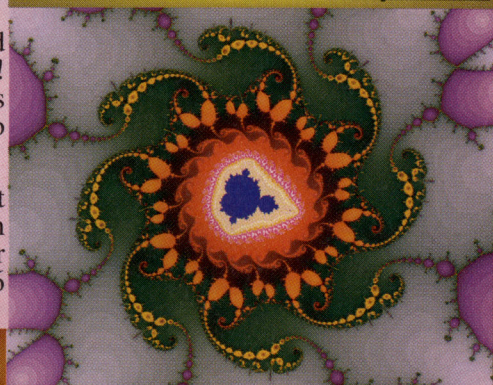
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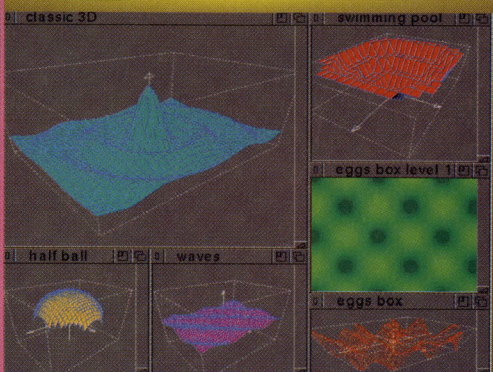
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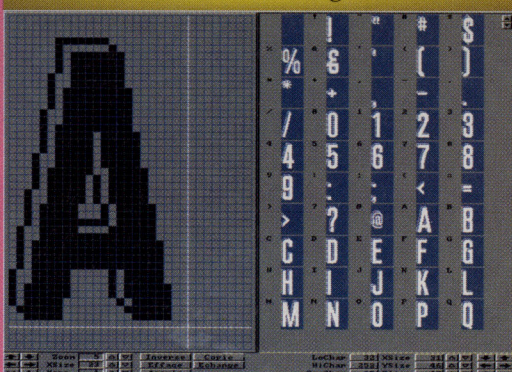
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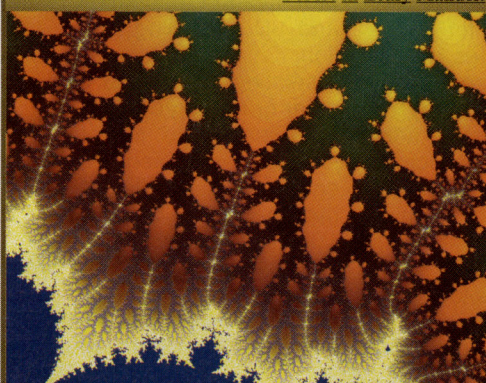
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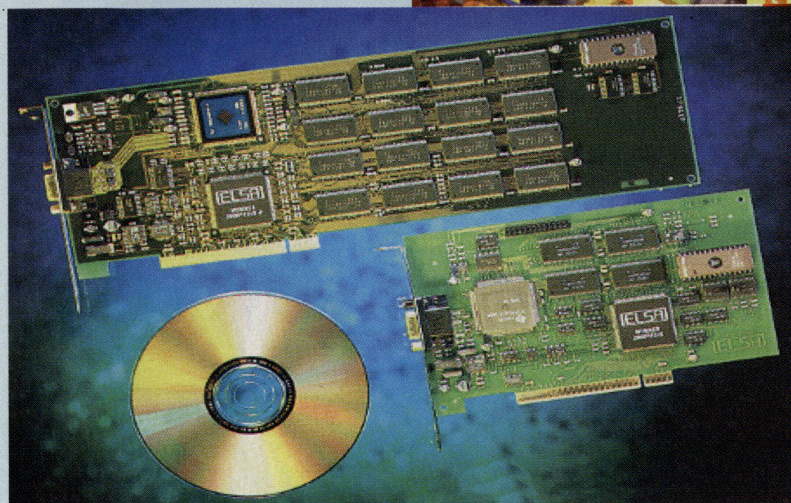
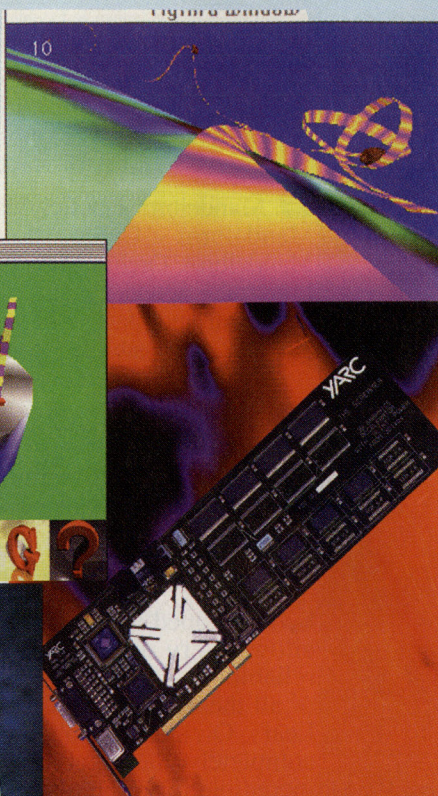
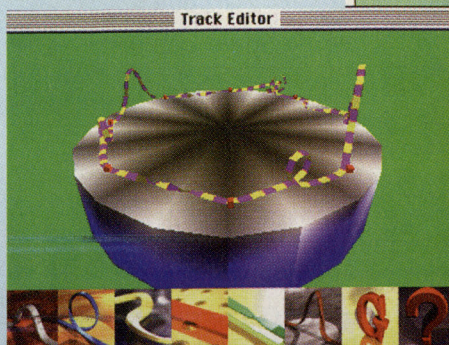
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photography and 3D enthusiasts to create full colour 3D images similar to those viewed in Hollywood's 3D movies. Double Vision's 3D images can be viewed on a computer screen, or in print, using 3D stereo eyeglasses consisting of one red and one blue lens.

ELSA is one of the pioneers of display list technology (a save procedure managed by the graphics board) which has gained more and more importance in the CAD market since the mid eighties.

Graphics information is forwarded to a software buffer. In the event

A revolutionary graphics accelerator card from YARC, Screamer, will make Quickdraw 3D applications fly. Based around the GLINT 300 SX processor, Screamer is set to be one of the new breed of industry standards, for the Macintosh platform.



The WINNER 2000PRO/X is a choice for desktop publishers when it comes to graphics acceleration on the PC that's running either Windows or Warp.

of an Update command for example, the display list allows an access to the saved data so displaying the graphics without delay on the screen. Whenever data is added to a drawing in a graphics or drafting program, a refresh is needed. With conventional PC graphics systems, this is an extremely time consuming procedure. The ELSA system allows the update to be carried out in seconds.

Price £POA

ELSA graphics boards enable high quality video playback, DTP work at ultra high resolutions, brilliant colour depths, and real time simulation of 3D rendered CAD objects.

Screamer, from YARC, is a hardware accelerated drawing engine and display card for the new PCI-based Apple Macs. It uses GLINT 300SX performance graphics processor to combine workstation class 3D graphics acceleration, and 2D performance, into a single low cost solution. Screamer supports QuickDraw 2D and 3D, and all applications using them will be accelerated.

NVision and Digibotics joined forces in 1995 to consolidate their technologies and strengths in 3D computer graphics and engineering. Digibotics has developed the technology behind the **Digibot II** fully automated laser digitizing hardware and software.

This technology has applications in computer animation, video game production, CAD/CAM, rapid prototyping, inspection analysis, and 3D modelling and visualization. **NVision** offers services and marketing in the field of 3D computer graphics and engineering.

NVision was originally known for its development of 3D stereograms, called Holusion art, which became a worldwide craze from 1992 to 1995.

Roderick Manhattan Group is distributing **Caligari's TrueSpace2** for £595, claiming the future of business 3D. (See page 52 for a

What Might Have Been

Premier Multimedia Ltd., a part of Premier Vision, well known for their Amiga activity - until they couldn't get any more Amigas - are now offering NewTek's LightWave as an all in one 3D computer graphics system for the PC, SGI, DEC Alpha, MIPS and, when they can get the machines, the Amiga.

LightWave, for those of you who have spent the last few years on a desert island and never read anything written by Gary Fenton, is used mainly on the Amiga. It is the famous package responsible for the computer generated images in television programs and films such as Babylon 5, SeaQuest DSV, Robocop the series, The X-Files, StarTrek TNG, StarTrek Voyager, Cyberjack, Hercules, Unsolved Mysteries, and the latest James Bond movie...Goldeneye.

LightWave comprises two programs, Modeller and Layout. Modeller creates models for later use in animations or still shots within Layout. Objects are assigned surface names here. Layout is where all animations are designed and all surfaces applied using built-in surface textures or those you have created yourself.

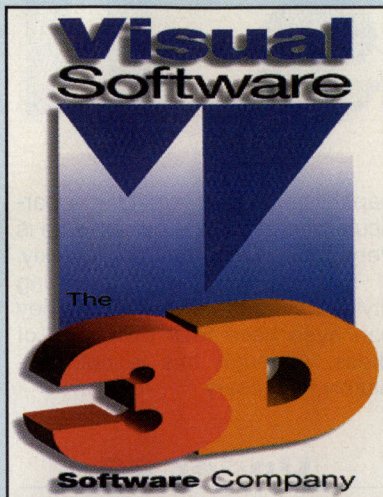
LightWave is not only easy to use to set up motions for animations, but also provides a set of tools to help add new elements to scenes. For example, 3D morphing between objects, displacement mapping which allows for distortion, and animation of objects (for example, ripples on a pond). Inverse Kinematics is a new feature to use, for example, for bones to give smooth character animation.

All these wonders started out on the Amiga, now they are exported to the other platforms. It makes one gnash one's remaining teeth in frustration and at what might have been the future of the Amiga.

The PC program TrueSpace is so clearly a development of Caligari on the Amiga that it's no surprise that even the word "Caligari" has been added to the title.



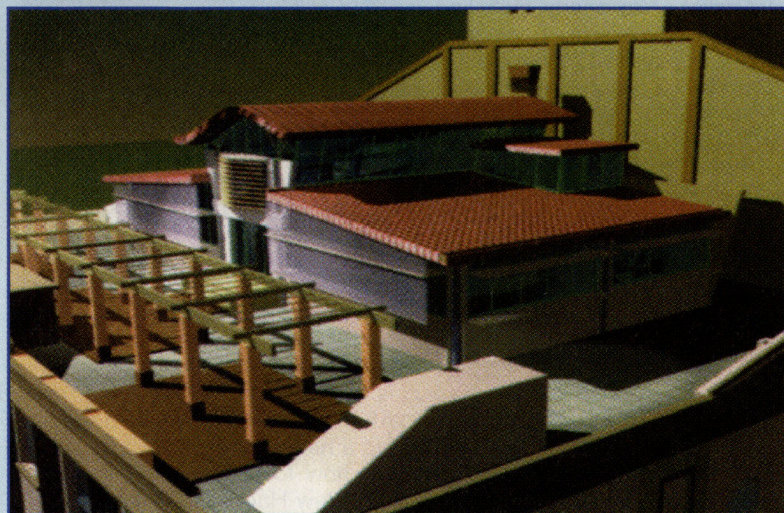
The DIGI-BOT 2 can digitize an object in 3D by rotating it within a scanning laser beam.



Using 3D shadows on graphic images can add real depth to a simple logo.



TrueSpace evolved from the famous Amiga package Caligari.



Using TrueSpace, amazing 3D landscapes such as this building can be achieved.

directly and interact in real-time.

With TrueSpace you simply grab a paintbrush, touch the areas you want to colour, and watch as they are instantly rendered with the combination of colour, bump, and texture mapping that you have selected.

This version of TrueSpace features realtime rendering of 3D objects designed to take advantage of the new breed of 3D accelerated chips and graphics boards. It also allows video rotoscoping which enables users to use animated materials and textures on the surfaces of objects, and provides field rendering by which the user can double the NTSC standard frame rate from 30fps to 60fps.

This file format support has been extended to include PostScript, Adobe Illustrator, TIFF, and others, in what is described as "a breakthrough move to bring 3D technology to the broadest base of graphics users".

TrueSpace 2.0 features 'ViewSpace', a three dimensional viewer that enables any Windows user to view and interact with any 3D object or scene of the kind that can be imported via any TrueSpace supported format.

The PC program TrueSpace is so clearly a development of Caligari on the Amiga that it's no surprise that even the word "Caligari" has been added to the title. There was no need at all for the Amiga not have all those delights that are

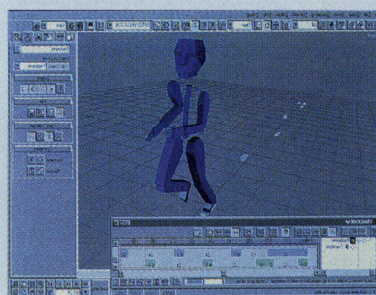
demonstration of how it works.) TrueSpace integrates professional 3D modelling, rendering, and broadcast quality animation, within a natural interface, to produce photorealistic images or video animations. As in the old Amiga-based Caligari, working in 3D perspective you can manipulate 3D objects

now being offered on the PC. The problem was really commercial not technical.

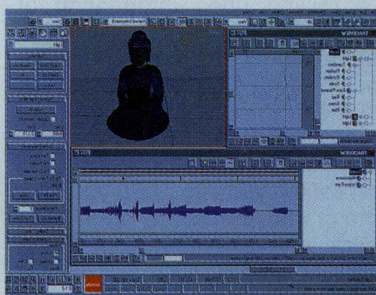
Productivity Computer Solutions Ltd. have introduced **Open Inventor** from Portable Graphics as a complete 3D toolkit for writing 3D applications. Available for most UNIX and NT platforms, the sys-



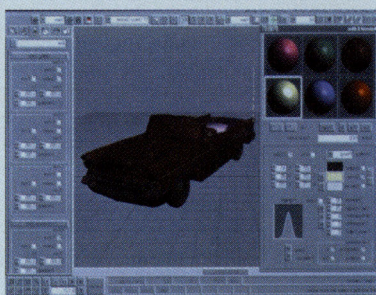
3D graphics are no longer confined to Hollywood's special effects departments. TrueSpace brings the reality of affordable 3D to the desktop.



Autodesk's 3D Studio MAX can generate lifelike movement for objects.



MAX can add audio events linked to specific actions in the animation.



There is a comprehensive range of textures and colours from which to choose from.

and features high-performance object picking, a windowing system, platform independence, support for PostScript printing, and translators for files developed in other applications.

Autodesk has created software products that are used for tasks ranging from architectural and mechanical design, construction and manufacturing, to forensic animation and computer games development. The company's flagship product, **AutoCAD** is said to be the de facto standard for computer aided design software worldwide.

Autodesk unveiled **3D Studio MAX** for Windows NT at the Computer graphics Expo. This, they say, is the next generation of 3D graphics and animation software as a completely re-architected Windows NT version of professional 3D animation software. 3D Studio Max, which it is thought the original creator of Deluxe Paint, Dan Silva, worked on, is claimed to deliver what is described as "full workstation class performance and functionality to the desktop".

"Max is", said 3D Studio MAX Product Manager Bob Bennett of Autodesk. "much more than just a straight port of the DOS version of 3D Studio. 3D Studio MAX is the first major 3D software product to be completely redesigned for a modern object orientated OS like Windows NT", he said.

Well, he would say that wouldn't he? But from what we saw, it's some graphics program.. **AUI**

Next Month

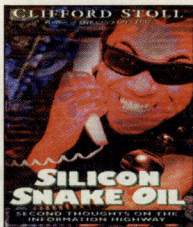
In Part 2 of *Seeing is Believing...* Maybe, **AUI** examines the new MPEG standards and explains how graphics are being used in computer aided design, and the exciting world of digital video.

tem defines a standard file format for 3D data interchange, introduces a simple event model for 3D interaction, and provides animation objects called engines. The programming model is based on a 3D hierarchical scene database which simplifies graphics programming

NETWORLDS II

Silicon Snake Oil

Clifford Stoll's first book, the best selling 'The Cuckoo's Egg', was the fascinating and true story of how he uncovered a spy ring in 1989. That book was a compelling account of how he used a computer to solve crime. It gave such a positive view of the benefits of the Internet that those who were unaware of its potential quickly became eager to try it out. So I was looking forward to reading Stoll's latest effort, 'Silicon Snake Oil', to see what he thought of the Net now.



I should have been warned when I read the subtitle, 'Second Thoughts On The Information Highway', for it seems the brilliant Mr. Stoll has begun to have serious doubts about its use. He is, as he puts it himself, now deeply ambivalent about the information super-highway.

Aren't we all. Unless you bought Netscape shares, or are Bill Gates.

Speedy communication

According to Stoll, during business hours the Internet is 'painfully slow'. It's faster to fax a single page letter than send Internet e-mail, and the more users there are, the slower things will become.

The Internet can never give the same sense of trust as a face to face transaction. As for friendships made on the Net, I quote, "Electronic communication is an instantaneous and illusory contact that creates a sense of intimacy without the emotional involvement that leads to close friendships." So there.

I'm not sure whether Clifford Stoll really believes what he writes in this book, or whether he's acting as the Devil's Advocate. Whatever it is, I gained the impression that something has so disillusioned the learned astronomer that he almost

Second thoughts on the Net and Flyspecks on the language, Daphne Moss reviews two books suitable for your off-line bookshelf.

wants to turn back the clock.

To be fair, he does give the reverse of the coin. He allows that the Internet has hundreds of self-help groups that work 'as effectively as any neighbourhood counselling organization'. He mentions the experts who thanklessly help newcomers to the system, the bulletin boards for cancer survivors, the sharing of news and views by exclusive groups of like minded people such as feminist authors or medieval English scholars. So he admits the Net isn't all bad.

One subject he touches on is research. He argues that both casual users and serious researchers place their trust in the accuracy and completeness of data on the network, but that they are relying upon information of unknown pedigree. Anyone who has done research knows that you should always double check your sources. ("Journalists" of other computer magazines, especially those of the Amiga, please read that sentence again...) So you take note of what data there is and then check with a different source to make absolutely sure the data is accurate. (...and that sentence too.)

Snake Oil

The title, it appears, is based on a drain clearing product. Stoll says that one ingredient of Silicon Snake Oil is a technocratic belief (by Net users) that computers and networks will make a better society. He doesn't appear to think that view is altogether correct.

Whether he's right or not, only time will tell - and then possibly only to those who will listen very carefully to their fax/voice modem.

The New Hacker's Dictionary

What does flyspeck mean to you? How about notwork - no, this isn't a printing error or crufty? Can you define stiffy or nuke? If you can then you must be an honest to god hacker and you won't need The New Hacker's Dictionary. The rest of us certainly will.

If those rather odd terms are puzzling you, then you need to invest in this wonderfully informative and often hilarious book.

Flyspecks

Flyspeck - a name for any font that is so tiny as to be unreadable.

Notwork - a network that is down

Crufty - (a) poorly built or over-complex, (b) unpleasant, especially to the touch.

Stiffy - 3.5 inch floppy disk, so called because their jackets are more firm than those of the very floppy 5.25 inch variety.

Nuke - to delete intentionally the entire contents of a given directory or volume.

And, by the way, 'amoeba' is the hackers term, for guess what? An Amiga.

The computer and Internet worlds are rapidly generating their own jargon and, as with any language, the meanings of the words that are in use are constantly changing. Therefore in this context a hacker is not always someone who uses a computer to maliciously meddle in other people's affairs. Nor even a computer criminal. A 'hacker' here can be, among other things, someone who enjoys exploring the details of programmable systems and how to stretch their

capabilities, or an expert at a particular program, or a person who is very good at programming quickly.

Hackers have their own writing style, their own speech style, they can even have their own style of dress. Although this is not absolutely necessary.

Under 35

The hacker culture is less than 35 years old, but it already has rich traditions and, as with all groups, not knowing the slang or using it in the wrong context, immediately marks you as an outsider. You might even be mistaken for a 'suit'. (Dictionary definition: Ugly and uncomfortable 'business clothing' often worn by non-hackers. Invariably worn with a 'tie', a strangulation device that partially cuts off the blood supply to the brain. It is thought that this explains much about the behaviour of suit wearers).

Apropos Clifford Stoll's second thoughts on the Internet in Silicon Snake Oil, a foreword to the Dictionary by Guy L. Steele Jnr., who has also drawn the very funny cartoons, mentions that 'many introverted hackers who are next to inarticulate in person communicate with considerable fluency over the Net, perhaps precisely because they can forget on an unconscious level that they are dealing with people and thus don't feel stressed and anxious as they would face to face'. Maybe Stoll should have third thoughts?

This fascinating collection of esoteric terms, folklore and humour will, I'm sure, be an eye-opener to anyone who would like to know more about hackers, or who is contemplating becoming one. After all, the first step in discovering a new country should be learning how to speak the lingo. With The New Hacker's Dictionary as a guide you can't fail. **AUI**

INFO

Silicon Snake Oil
Author: Clifford Stoll
Publisher: Macmillan
ISBN 0333647874
Price: £9.99

INFO

The New Hacker's Dictionary
Editor: Eric Raymond
Publisher: The MIT Press
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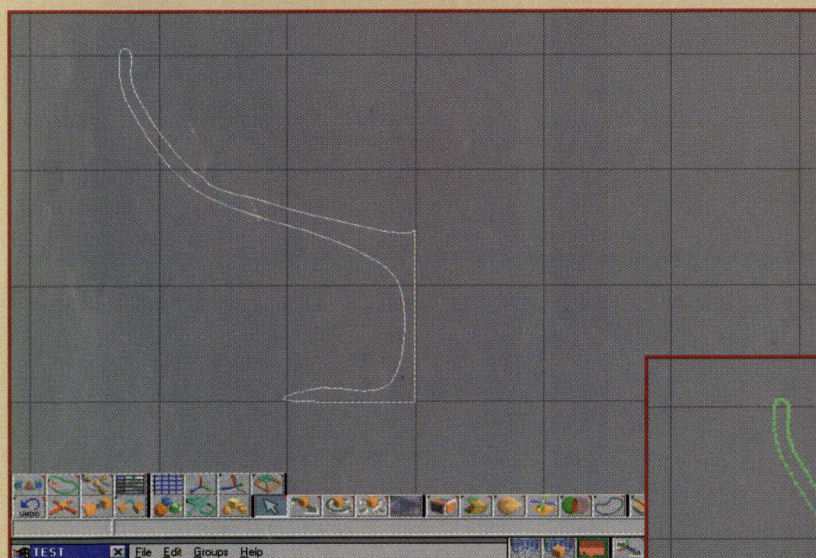
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Computer Graphics

Steve Jones, finding some Truespace in the cabinet of Dr. Caligari, implicitly poses the question whether Amiga graphics is a has-been or a could be.



Above Picture 1: You can set the display to top view then create the outline of the shape of the glass using the spline tool. This is similar to a polygon tool, but instead of dragging single straight lines, you manipulate splines which are adjustable perfect curves. It is almost like laying out a piece of string. This gives an agreeable shape instead of the usual straight edges that you get with most 3D programs.

Many years ago a programming type called Roman Organdy, working in the USA, met a staffer of **AUI** at an Amiga Show in the States. At the time the Amiga was making an impact in computer graphics and the programmer showed the **AUI** man a video of a very clever wireframe-based package. Impressed we

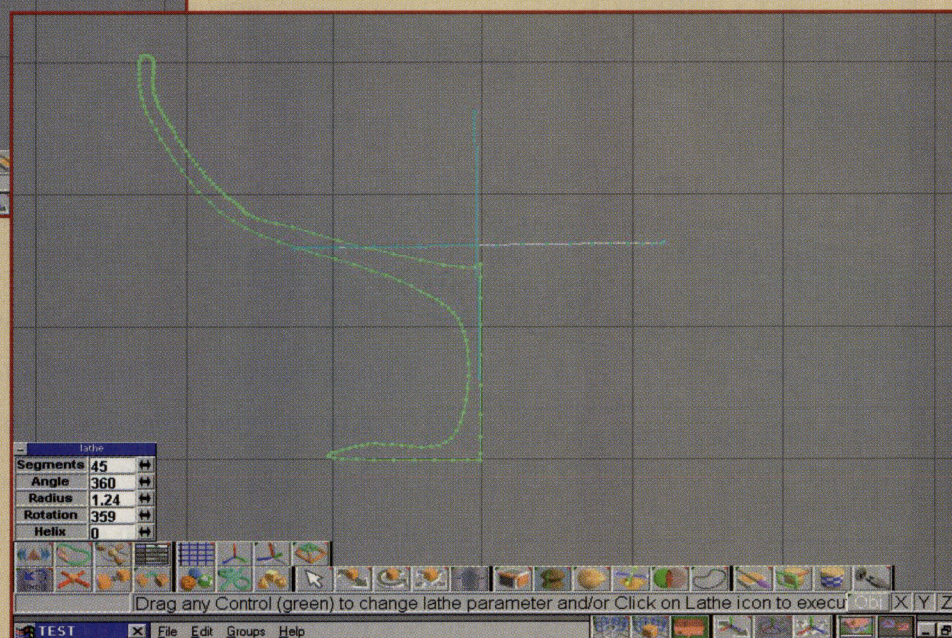
asked for the video and ran some photos from it in the magazine. Eventually the Beta version reached **AUI**, and later came the released version which we enthusiastically reviewed. The

program was the almost legendary Caligari.

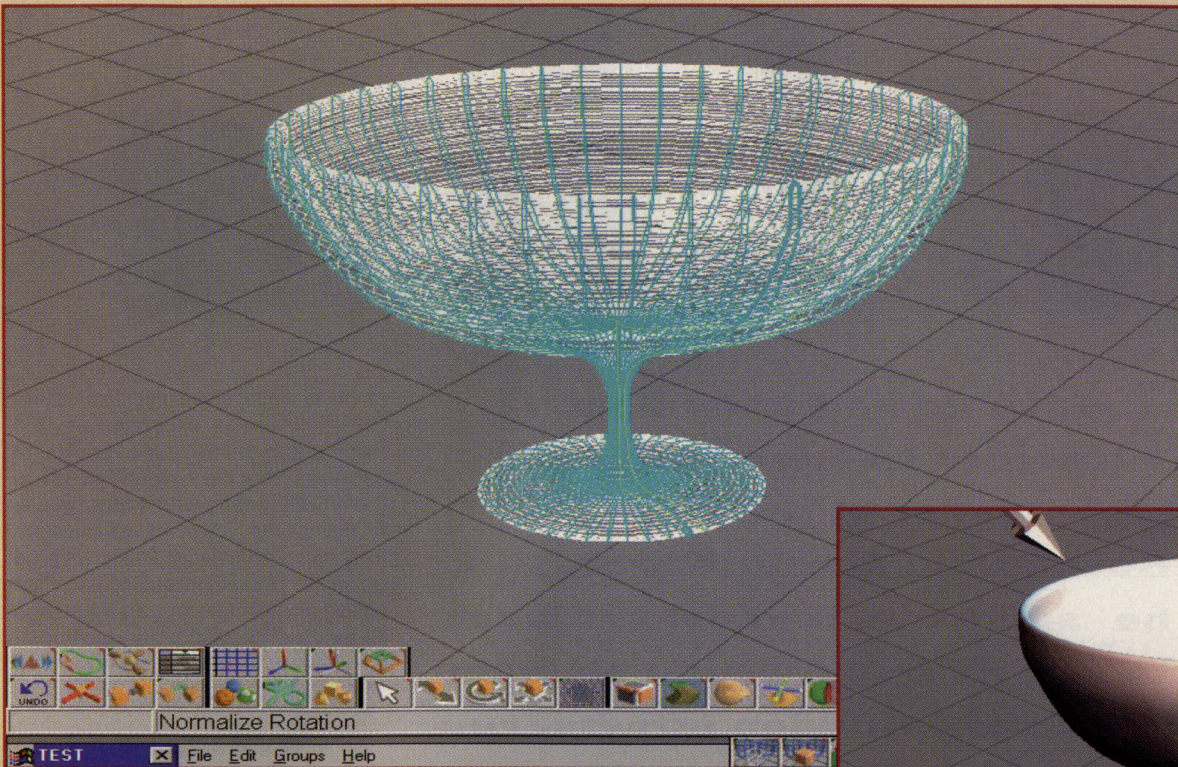
Now its author has moved over to the PC market and come up with a graphics program called Truespace. It bears, not surprisingly, a very close resemblance to Caligari on the Amiga. While it is sad to see such a program emerging for the PC and not the Amiga, we thought that it would be of

interest for **AUI** readers to see what developments could easily take place for the Amiga if someone, AT or Escom, put up the admittedly large sums of money to persuade talented and important developers like that of Caligari to return to the Amiga fold. Steve Jones of HiQ put the demonstration together for us.

This quick demonstration of Truespace v2 for the PC was



NOW!



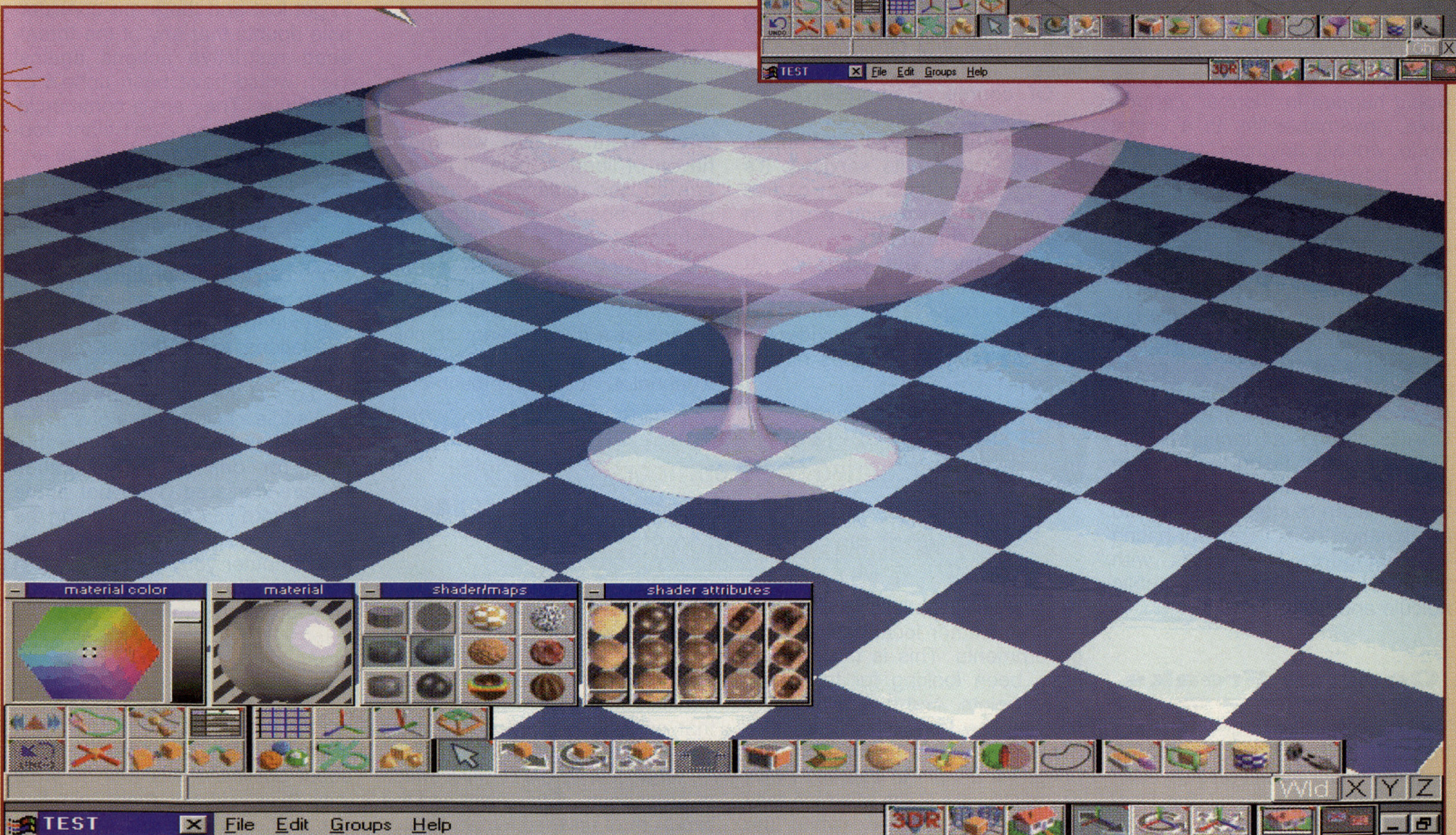
Left and above Pictures 2 & 3: Next you can select the lathe tool, set it to 360 degrees, and place on the centre edge around which we want to rotate. Pressing the lathe tool button then spins the object and creates all of the splines needed to make it up. Obviously to speed up the process the secret is to use as few points as possible.

performed on a Pentium-based Siamese System from HiQ Limited with 16Mb of RAM using the 800x600 24-bit display mode. It demonstrates the easy-to-use 3D object construction, powerful spline manipulation and, of course, the new real time 3DR

rendering system from Intel. Obviously it is hard to convey the ease of use in a magazine, but you should be able to see that it is a very straightforward process using this software.

Yes, we hate to admit it, Caligari was good but Truespace is better. Well, Amiga Technologies, what about it? **AUI**

Below Picture 4: Now switch on the 3DR rendering system and perspective view to adjust the textures and colours in real time with great accuracy. As you can see the default colour is a solid cream which can be changed.



Above Picture 5: Now we can select from a wide range of textures either bitmap based or using Photoshop plug-ins. The 3DR system will show us what this looks like using a texture mapping process and also supporting transparency. Now we can decide whether to save this for our next animation.

On Line

We no longer live in a world where street doors are left unlocked. Security companies, selling anything from burglar alarms to managing private prisons, have turned out to be star stock market investments in the last couple of decades. Fear has become very big business indeed. We all understand locks and keys but, for security, the Online dimension that is coming into our world is still an relatively unknown factor.

The anarchic, apparently uncontrollable, nature of the Internet is causing confusion and alarm among the previously confident power-wielders, such as governments. Their arrogance and their power are being challenged by the amorphous, decentralised form of the Net. They haven't been able to find anyone on whom to pin blame and, self-righteously, to prosecute. Even the reputed flood of porn could not be stemmed by dawn police raids or customs checks, as would happen in "normal" controllable, governable life. In a virtual world, virtually anything is possible and power-holding institutions don't like the sound of that at all.

These fears, that somehow areas of activity in which the public can participate without any official sanction are popping up like mushrooms after rain, lay behind the US Government's efforts to impose regulations on the chip makers to incorporate the "clipper", a device to enable the authorities in the USA to monitor all transmissions. That attempt at fitting the Net into society's conventional limits seems to have been beaten off by an odd combination of government-hating Right-wingers, libertarians with technical know-how, and public ridicule and disapproval.

Control Freaks

Yet control freaks in government - there are nothing but control freaks in government - don't give up easily. Recently in Germany, the local government in the notoriously re-

Rise up and defend your Internet freedom, cries the leader of the Online Revolution, Martin Witton. But, he suggests, if you don't want to see rivers of virtual blood in the disaster-ridden streets, you can call E-mail Emily.

actionary province of Bavaria to be precise, carried out a pre-emptive strike against freedom on the Internet by attacking one of the major providers, CompuServe. The Bavarian authorities threatened CompuServe with dire legal and commercial consequences if they did not cease to carry some 200 user groups and other online services.

Of course, CompuServe, as with other providers is not responsible for what material goes out on the Net through its services. It's like the Post Office which carries letters without knowing what's in them, but the Bavarian Government waving the big stick at CompuServe's Munich office, and German registered company, forced the Internet provider to strip the offending groups off the system.

The Bavarian operation seemed aimed at what was largely claimed to be pornographic activity, though no-one knows who was set up to judge what was porn and what wasn't.

Hooray! Doubtless was the reaction for other local and national governments. This is the way we have been looking for to control these helots. And it was probably the reaction from others too, who don't like the freedom the Net brings for people to express views or interchange ideas of which they do not approve. For while the

Bavarian operation seemed aimed at what was largely claimed to be pornographic activity, though no-one knows who was set up to judge what was porn and what wasn't, the restrictions could easily be applied to other, possibly more contentious material.

Bad Trouble

What about, in that well-known haven of liberty, China, if the Net earned the disapproval of the Beijing bosses for advocating democracy and a justice system that wasn't designed by kangaroos? They've just openly tried to put pressure on Channel 4 not to broadcast a documentary on child death in orphanages in China, but Channel 4, not having much com-

or Bible belt born again Protestant Christians take exception to the Pope going online? Or even Amiga users saying they were fed up to the 68000 teeth with those pesky Ataris being allowed to pretend they were still alive? Okay, let's go down to the CompuServe office picket and/or take out an injunction till they get the filthy Jaguar-boosting stuff off the Superhighway.

Pressure

We can easily criticise CompuServe for caving into the pressure. They could have pointed out, as the boss of the UK-based Demon Internet service did, somewhat smugly, that the material can simply be put on the Net by some other provider. They could have stood up and told the German authorities to get lost and there are considerable doubts that any of the threatened restrictive actions against them would have been upheld by any Court. They are a commercial organisation and didn't want trouble, especially expensive legal and bad PR trouble.

It's not a good sign when this kind of intervention and interference happens. The benefits of anarchy can fall too, on the side of on those who want to limit freedom, not extend it. There needs to be regulations to protect us against our would-be masters.

Lots of the stuff on the Internet is twaddle - in the sense of ego not sex, but as that well-known enthusiast for online communication Voltaire declared "I do not agree with a word you have put up on the Net, but I will defend to the death of my computer your right to key it in and others to interact with it." Good on you Volty, a smiley for that.

Intervention

Intervention of this kind is really about politics. Politicians do what they think will get them into favour with, in democratic countries,

CONTINUED ON PAGE 56

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E & O E

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	Complete ribbon	One reload	Five reloads
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Panasonic KXP2123/2124/2180	£9.99	£6.99	£29.95
Panasonic KX2135	£9.99	£6.99	£29.95
Star LC200 9 pin	£9.63	£5.99	£23.95
Star LC24-10/20/200	£9.63	£6.99	£29.95
Star LC24-30/LC240	£8.99	£4.99	£19.99
Seikosha SL95	£14.95	£6.99	£29.95

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On Line

CONTINUED FROM PAGE 54

voters, or others who have influence over them. In other less freedom-minded countries, it's a way of shutting up potential usurpers. An example of what the Internet can do and how it arouses fear in the powers-that-be has emerged in the recent scandal of an asylum seeker, Mohammed al-Mas'ari from Saudi Arabia. At the time of writing this, the British Government, to the eternal shame of anyone who believes in the not really mythical British heritage of protecting the weak and the persecuted, is attempting to expel the said Saudi and send him off to Dominica. (I wish they'd do that to me, all expenses paid!)

Why are we, I'm sure I hear you cry, the supposed cradle of freedom and democracy, exiling someone struggling against the authoritarian regime in Saudi Arabia to the Caribbean? Because we're worried about what the ruling family in Saudi Arabia will think: a) about continuing to buy mountains, fleets, and squadrons of armaments from us, and b) whether they'll go selling us cheap oil. For this "dissident" is spouting propaganda against them and they can't stop him. Why? Because it's going out on the Internet and not from just one country or they could do a "Bavarian".

Ouch! Get him off to somewhere quick, anywhere he won't have access to a modem! Before the Arabs start cancelling orders for tanks they have no real need for, and anyway don't know how to use! As Monsieur Voltaire would say, on his WWW site, the fact that Mr. al-Mas'ari may be advocating some rather unpleasant fundamentalist claptrap that would probably make Saudi Arabia more tyrannical than even today is irrelevant.

Cockroach turned Home Secretary Michael Howard - Frankie Howard would have been a more efficient choice - says that "British commercial interests" are more important than the international principles of asylum for the persecuted. That's a statement that would be reprehensible enough by itself, but it becomes an obscene joke when one realises that the rules he's trying to enforce would have kept out his own parents. Such exclusions then as now would have been wrong, but perhaps Mr. and Mrs. Howard senior could at least have been persuaded to practise more effective contraception. Without doubt, the unprincipled Howard

must be aware of the Bavarian authorities action and has some oleaginous civil servant researching underhand ways of doing the same thing here.

We, however, could well remember that it was Reverend Bonhoffer who, murdered in a concentration camp by the Nazis, had said something about ignoring the plight of others - "They came for them" - until the same fate overtakes us. "...and then they came for me".

Mutual Penetration

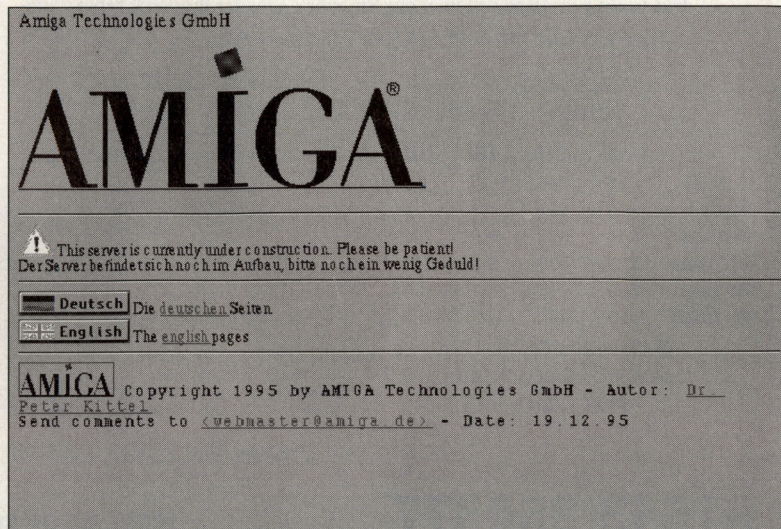
We are not, though, just threatened by paranoid politicians. "Security" on the Internet itself does have its other perils. The problem of interactivity is simply that - it's two way. You give out and you take in. In the very nature of the online beast, you enter someone else's computer and they penetrate yours. It sounds like the kind of sex slugs, snails, and other hermaphroditic beings happily have, doesn't it? And while that might offer its slimy attractions, particularly to slugs and snails, whom - I hasten to add I count among my best friends, this is a non-prejudiced Online Column as I'm sure you noticed. The Internet also provides, potentially, for catching some nasty problems.

The difficulty is that once you are connected to some other computer, it is also connected to yours. For example, you might enter someone's web site and it tells you to click on an icon for further information. Just clicking can bring you into danger. There are computer tricks, particularly through object oriented programming, which can mean that without you knowing it your hard drive can be reformatted - click, just like that. Or an exe-

line - including businesses, are less likely to be ultra cautious than we might be if we received a floppy disk from a stranger. We'd probably test it out with a virus checker. We're perhaps not going to be able, so simply, to do the same thing with the entering into, with others, kind of interactivity which is common on the Net.

According to an item in this AUI's NewsFile, only a compara-

As, I think it was old Voltaire again in his user group New Year message put it, the preservation of freedom demands constant vigilance - especially against would-be authoritarians like the Bavarians, Home Secretary Michael Howard and others whose own fears, ambitions or destructive desires threaten the system and, through our use of it, our interesting new experiment in freedom.



Where AT can tell you what's happening or not.

tively small number of people are either involved in being online or even have heard of it. Yet there are signs, very convincing signs, that the Internet and its growing influence is going to be more than just another fad like CB radio. Although in some ways there may be a noticeable resemblance to that truckers' favourite counteraction to loneliness. It is cheap and easy to access by those normally excluded from "broadcasting" widespread communication.

For "Rubber Duck" read "Fred's WWW site".

If the freedom of the Online airwaves is to be protected and ac-

AT Online

If you want to know what's going on with the Amiga or what's not going on... read AUI. Yes, of course, but if you want the latest official version of what's going on - or maybe not - with the Amiga you can now visit the Amiga Technologies site on the World Wide Web.

The site is being put up not through the UK outpost of Amiga Technologies, but from home base in Germany. So you should not be surprised to find both language versions, German and English. This will give you the chance not only to find out what AT wants to announce to you about its plans - may they succeed beyond their wildest dreams! - but practice your German/English translation language skills too. To say, wie gehts? Auf wiedersehen, or even hallo, to the company that has the future of the Amiga in its hands. The address is: <http://www.amiga.de>

Let's go down to the CompuServe office picket and/or take out an injunction till they get the filthy Jaguar-boosting stuff off the Superhighway.

cutable instruction can be triggered that transmits a virus to infect your system.

For business over the Net the changes to data that can be made, almost undetectably, can be like a fraudster climbing in through the window, changing records and signing cheques to himself.

There are ways around these dangers, but in general we, and the increasing number of less experienced computer users coming on-

cessible to all (and if it isn't do we really need another means of commercialised exploitation of communication?) then we must be aware of what efforts are being and will be made, by those who are terrified of such freedom, to suppress it. At the same time we have to protect ourselves against our own tendency too easily to trust our personal security to technology which is still like an unlocked door in a district where burglary is rife.

Get in the Picture

You may well have read of the big computer graphics show in the USA called SIGGRAPH, but do you know what the acronym stands for? The Show was around well before the Online world had started in any big way. SIGGRAPH means

Turn your car into a mobile office



With the advent of the laptop computer, you are now able to conduct "business as usual" while on the road. You can look up prices and figures on the spot, record order and delivery details, enter appointments... and all without having to return to the office.



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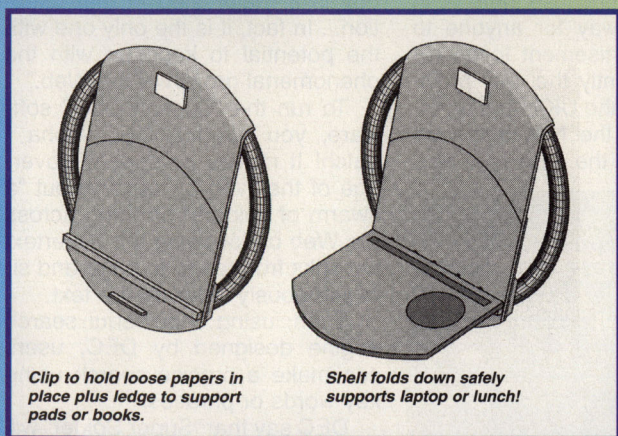
- * Designed to fit neatly over the steering wheel
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The mobile desk lets you work from the driving seat, within reach of the carphone and even the cigarette lighter, allowing a mains adapter to be used. It holds paper in place and frees both hands for reading, writing and inputting data.

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If you do not wish to receive information from other companies which may be of interest to you, please tick the box ☐

Please allow 28 days for delivery.



On Line

CONTINUED

Special Interest Group in Computer Graphics. Obvious, wasn't it?

Last year, the Amiga had a presence and AT people were there spreading the, we hope, good-

California, is reported to have first accepted and then refused an advertisement for a "virtual job fair" supposedly worth \$60,000 - about £40,000.

In the same State, the Los Angeles Times is reported to have turned down some advertisements

commented that referring customers onto larger sources of information ... is becoming increasingly popular. Trying to block it is short term and naive."

For £40,000 we would never let it be said that **AUI** is short term and naive. Or Canutish!

On a more serious note, an illustration of both the opportunities and the difficulties of advertising on the Internet is a dispute between the Advertising Standards Authority (ASA) and Friends of the Earth (FOE). It highlights the inability of control on the Net and in this case probably for the good.

The ASA banned an advertisement from the cinema late last year that showed a mahogany seat overflowing with blood on a white tiled floor. The FOE ad was drawing attention in a dramatic way to the alleged murders of Brazilian Indians by mahogany loggers. The ASA is claiming that the ban they placed on the ad in the cinema also applies to the Internet.

ASA has met a tougher opponent. There are more and stricter regulations applied to the Internet in the USA where, as was reported in **AUI**, Virgin was fined recently for failing to update an advertisement for its fares. But the ASA has not yet settled for the UK what the rules are, or what it will do if someone breaks them. Or how powerless it will turn out to be if someone defies it and goes on putting up material to which it objects.

Creepily Crawling over the Web

Digital Equipment (DEC), well-known for their lightning fast Alpha chip, are claiming to have developed some high-powered software that could "transform searching and indexing information on the World Wide Web."

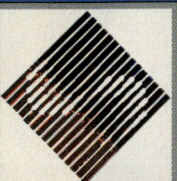
Called "Super Spider", the software can make a comprehensive search of the entire Web at speeds up to 100 times faster than conventional Web software can manage. Then it can, just as quickly, feed the information into a massive full text database. DEC say it will, among other things, allow, for the first time, companies to calculate with pinpoint accuracy, the number of other references on the Net to their own home pages.

The trouble at present with the information on the Net is that there are no indices that can keep up with the constant updating because of the sheer scale of the Web. Sam Fuller, DEC's corporate research boss, told **AUI**. "Finding a cyberneedle in an evergrowing cyberhaystack has long been a dream of Web users. This technology is a major step in that direction... In fact, it is the only one with the potential to keep up with the phenomenal growth of the Web."

To run the "Super Spider" software, you need a DEC Alpha - natch! It makes its speedy coverage of the Web by sending out "a swarm of spiders" crawling across the Web by following the hypertext hot links from page to page and simultaneously indexing the text.

Then, using a powerful search engine designed by DEC, users can make a precise search using key words or phrases.

DEC say that "Super Spider" will provide the first really accurate information about the size of the Web and its growth. In the first eight days after it was launched, "Super Spider" is reported to have found 30 million Web pages and indexed 16.5 million of them



SIGGRAPH Online!

Welcome to the **ACM SIGGRAPH** World Wide Web site.

SIGGRAPH is the **ACM** Special Interest Group on Computer Graphics.

Table of Contents

- General Information**
Organizational and membership information, constitutional documents, local chapter information and much, much more.
- Conferences & Workshops**
SIGGRAPH sponsors or co-sponsors a number of conferences and workshops throughout the year. Information about each individual conference and workshop is available.
- Educational Resources**
SIGGRAPH is committed to providing educational resources and guidance to the computer graphics community.
- SIGGRAPH Professional Chapter**
SIGGRAPH's Professional Chapter effort brings together computer graphics professionals from all disciplines in particular areas or regions of the USA and around the world.
- SIGGRAPH Art and Design Resources**

news. NewTek have always been at SIGGRAPH with the Toaster, Lightwave, etc., and traditionally many US Amiga users have gone along to gloat that the Amiga could match them all and more recently to slink around enviously.

In his article in TechnoWorld in this **AUI**, the ubiquitous Martin Witton (Who he?) may well arouse your interest in this exciting technology-based art form, in which case you can now keep up to date by hitting the SIGGRAPH online site at <http://www.siggraph.org/>

No Ads is...

In this **AUI**, there is a major article on computer graphics, yet there we are telling you to find out more from another source, SIGGRAPH online. (See previous item). Are we cutting our own throats by directing you somewhere else from which you can obtain

further information? We don't think so. It's our job, or a part of it, to keep you informed in all sorts of ways. However, there certainly can be conflict between communications media and in the USA this seems to be breaking out into commercial warfare.

US newspapers are turning away advertising from companies who want to gain users and redirect advertising money from the Press toward the Internet. Daily newspapers seem to be especially worried. The San Jose Mercury News, a newspaper published right in the heart of Silicon Valley in

from a construction company that wanted to get people to go online to read their publicity. A spokeswoman for the L.A. Times said, "The advert only pointed to the Internet."

We would like our clients to use the Times for more than a directory."

There are reports that press owners in the UK are beginning to take similar action against advertisements that promote online services in competition with their publications. I can, however, reliably inform you that the Publisher of **AUI** will not refuse a £40,000 advertisement for almost any legal Online service. Not for the money, of course, only for the purpose of maintaining the freedom of information to all, you understand.

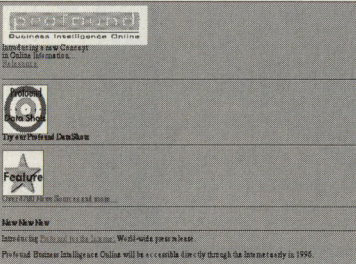
Rob Norman, the managing director of a major UK media ad agency, CIA Interactive - dig those initials! - called the actions "Canute-like behaviour". He also

Online Quote

"A digital time bomb is ticking away... Electronic records, unverifiable and easily tampered with, can explode into staggering liabilities that undermine electronic commerce itself."

Scott Stornetta, Chairman of Surety Technologies, whose Digital Notary system creates the digital equivalent of a paper audit trail, helping users automatically to detect if electronic "documents" have been backdated or tampered with in any way.

The FOE is challenging the right and certainly the ability of the ASA to stop the advertisement running on the Internet because there is, in any case, no way for anyone to force the advertisement to be removed. Apparently the only previous attempt, in the UK, to get an offending ad off the Net happened last year when the ASA objected,



The screenshot shows the homepage of "ProFound Business Intelligence Online". It features a navigation menu with links like "Home", "About Us", "Products", "Services", "Contact Us", and "FAQ". There is a section titled "Featured" with a link to "ProFound Business Intelligence Online". At the bottom, there is a footer with the text "ProFound Business Intelligence Online will be a valuable resource for you in 1996." and "Online information is easily at hand."

after a complaint, to an ad promoting some computer products advertised by a private individual who did then amend it.

With the Friends of the Earth the

containing 8 million words. The speed and the purpose of DEC's software may be worthy even exciting, but do we really need all this insectoid imagery? Webs and spiders... technohaters will be joined by those who suffer from arachnophobia as an excuse not to go online.

Profound Change

M.A.I.D., a provider of services for businesses claims to have "cracked the complex technical challenges involved in allowing 30 million Internet users access to over 100 million pages of high-quality, structured business information." Now aren't you glad about that?

They have done this, it seems, by integrating the Profound Business Intelligence Online Service onto the Internet. This service provides a wide range of business information - M.A.I.D. says 100 million pages of it - to which access will be given to M.A.I.D.'s corporate clients and anyone who has an occasional need for business information. And, as a part of the service, M.A.I.D. say they are going to use secure credit transactions, including letting people pay for the Profound service. And they say that anybody who uses the Internet can now get access to M.A.I.D.'s business information service - 100 million pages of it.

If you want to be Profoundly informed about business, it's all on <http://www.profound.com>.

The Hunt for Net Fortune

Tom Clancy, best selling author of literary gems - and computer games - such as The Hunt for Red October and Patriot Games once said - though not to the Editor of AUI who met him on a visit to his game's publisher Microprose - that surrendering a book to a film producer was like delivering one's daughter into the hands of a pimp. One sincerely hopes that he never had to do that for his daughter, and probably with the millions he has earned his daughter, if he has one, would hardly be likely to be subjected to such a Pretty Woman style fate.

Now it seems, keeping in mind the film producer/pimp situation, Clancy has turned to the Internet, he claims, to give him more direct control of the conversion of his literary outpourings into different me-

dia. He is working on creating a squad of comic bookstyle "cybercops" who will feature in a "graphic novel", in other words cartoons on paper with balloons for those who find just words real hard. Due for publication in the summer, they will also star in series of "adventures" to appear on the Internet.

These "cybercops" will have their virtual adventures set in the future and chase Internet baddies across the Web. (Watch out for Super Spiders, Cyberfuzz! They're good guys.) The Cybercops will, it is planned, also generate definitely non-virtual chunks of cash from CD-ROMs, video and computer games, T-Shirts, and other merchandisable items including, whisper it please, possibly real(!) books, you know things where they put just words, not in balloons, in ink onto dead trees. Oh yes, naturally there will be TV and video deals too. The first Clancy opus will be called "Net Force" about which he says, "Net Force combines my love of science fiction, my fascination with computers and my long-standing interest in the FBI." And no doubt longstanding interest in zeros on the bank statement too. "Down periscope - up cheque book. Hey, mister, wanna buy a daughter?"

68000 or 604?

Chipping In

Not content with giving you the Net address of Amiga Technologies, we can go further in helping you get to information about the Amiga, although this time from a rather more indirect source. Motorola, the manufacturers of the 68000 series of microprocessors that power the beloved Amiga, are now available with their own web site. You never know, you might find the latest information about the 604 chip, pro-

posed by AT as the power behind, and in, the next generation of Amigas. Motorola expose their wares on <http://www.motorolcom/SPS/>.

Cashing in on the Net

According to European computer consultancy Cap-Gemini Sogeti, retail sales via the Internet from non-mail order stores look set to more than double by the end of the century. C-GS is predicting that 5.4% of retail sales will be made via the Net by the year 2000 and six years later it will have taken almost 10%.

That runs into billions if you look

Ouch! Get him off to somewhere quick, anywhere he won't have access to a modem!

at the total of sales in the UK alone. However, so far sites like Barclay-square, which offer a number of virtual shops, have not yet been conspicuously successful. If the Net is

could be an earth tremor or even, if you live in L.A., an earthquake. Or has there been a tidal wave on the way to some place you just left? All this and more terrors you could find out about in the archive of these frightening occurrences at a site on the Net devoted to - yes, how ghoulish can anyone get? - disasters.

All the calamities that you never heard about, or have forgotten, or feared would get you in the end can be revived and relived with horrid detail and ghastly data to your morbid heart's content.

Watch out! Here it comes! On <http://www.disaster.net/index.html>.

It's Agony, Aunt

It is said that most men, when they pick up their feminine partner's Cosmopolitan or even Just Seventeen, look first at the sexy ads then turn to the problem pages. That's where the Agony Aunts hold forth on only doing IT with someone you love and never letting your mother's toyboy see you in a shortie nightie especially if he's just 5 feet tall.

As the Internet gets more like everyday life in other communications media, it shouldn't be a surprise that those Aunts who deal in others' agonies would start to appear online. In Hot Wired, an online magazine, you can get in contact with Ask Allison.

Amusingly, Allison comments that her site gets lots of hits, "Because people type 'sex' into their search engines and they get me." No need to get excited, folks, we're sure she means online. Moreover Allison is by her own definition "sassy" which we take to mean that she doesn't stand much nonsense from anyone. Yet she's careful how she hands out her homespun wisdom "If people ask me really serious questions, I don't answer them. I don't want to ruin their lives." No, Allison, they can probably be left to do that for themselves.

If you do need desperately someone to help out before you call the Samaritans - who are also online - you might try UK Online's Email Emily. Sounds a bit down-market, like Eskimo Nell, doesn't she?

The real person behind the pseudonym used to be social worker and she heatedly denies being a "nerd... and I don't wear an anorak." Pity, Eskimo Nell would have done - possibly with high heels and suspenders.

Email Emily specialises in "fam-

The Net - It's a Disaster!

Can you feel the earth move? No; it's not a matter of your sex life. (What sex life? I'm a Netter!) It

Want to know the easiest way to create Web pages?

Click here

Ask Allison changes every Friday (four days left).



Notice lately how the '80s are coming back into vogue? My friend Michele tipped me off to this phenomenon, and we commiserated over the ugly resurgence of the look and feel of this twisted decade. I, for one, am frightened!

You see, the '80s were a time when we all wore unsightly clothing to hide our bodies in a conservative reaction to the crazy liberation and sexual revolution of the '70s.

Now, thanks to current political trends, we're once again afraid to break the status quo. Afraid to speak our minds, afraid to protect our own rights - and all because of the fear that some 13-year-old kid out there in Buttfuck, Idaho might find a picture of some woman doing it with a horse (not that he couldn't find it out there on Main Street at the friendly neighborhood

Ask a silly question, get a sassy answer.

ily problems" like "My wife seems overfriendly with our neighbour. How can I find out how to be friendly with the neighbour too - she's 5 foot 7 inches tall and 38-24-36?" and other normal family conundrums.

"UK Online was looking for ways to appeal to women.", says Emily. Which is always a good way to appeal to men too. Ask "Sassy" Allison is at <http://www.hotwired.com/ask/> and you can get your problem family dealt with by Email Emily at emily@ukonline.co.uk

Gold Pragmatism

In the NewsFile this month there is a report of Microsoft's boss Bill Gates making corny statements about "The sleeping giant has awakened" and using some hip phrase he's picked up about his company being "hard core" about the Internet. One of the announcements he also came out with, which was probably of greater significance than his attempt at being cool, was that Microsoft has signed licensing agreements with erstwhile rivals Sun Microsystems and Oracle.

You might remember **AUI** recently reported that Oracle's top honcho, Larry Ellison, clashed with Gates over comments that Ellison made predicting the imminent end of the PC as we know it in ex-

change for cheaper "Net devices" which would, surprise, surprise, fit nicely with Oracle's famed database products.

Now with the new agreements that Microsoft has made, it looks like Gates has decided that if he can't beat them, yes please, he'll join up with them. In doing so, he announced that the new pairings would introduce some advanced products and so Microsoft would be, in his words "staking its claim... in the Internet goldrush."

The Internet goldrush? Certainly companies like NetScape have proved gold mines for investors who got in at their launch and made millionaires out of a select few programming and venture capital guys. But do these rare nugget-finders of the Superhigh-way really represent a profitable future market, or just a financial fever fad that will go away as quickly as the Californian gold rush of 1849 that must have triggered the thought in Gates' mind? (And incidentally as quickly as the last year's winning football team, the San Francisco 49ers, went out of the Super Bowl this year.)

What Microsoft wants is not that there shall be a gold rush for all to enjoy, but that it will sweep up the shining dust by the bucket full and block out anyone else from staking their claim. Gates said that Microsoft would "support and enhance" the Internet "by making it an integral part of personal computing". Wow, that's a new idea isn't it?

To back up the "support and enhancement" Gates demonstrated an add-on product designed to work with Windows 95 that, he claimed, will enable PC users to access to information on the Internet as easily as calling up a file from their own system. It will also, he added, allow press button telephone calls for voice or data over the Internet. This piece of software which will also, he said, mean two PC users can collaborate using the Internet without needing a LAN. He stated it will made available free to Windows 95 users during this year.

Doubtless with the gold piling up in his mind, Gates also announced that Microsoft Office, the most successful suite of programs on the PC, would also include Internet access among its applications and significantly, a future version of Windows, expected in 1997 - what about Windows 96? - would offer an "Internet-style user interface probably meaning that Windows itself will take on the appearance of an Internet browser. That's certainly joining them, isn't it?

While the awakening of the sleeping giant to become hard core about a gold rush may sound great to Gates, though to others it might sound as if he needs a new speech writer, what it really seems to mean is a climb down by the arrogant Microsoft from trying to impose their view of how the world of computing should move forward. It indicates that Microsoft has changed from propounding relentlessly the

primacy of the PC and hence Microsoft's big-selling Windows-based products to accepting that the Internet, by connecting up people, to some extent eliminates the need for individual computer owners to hold, or pay for, expensive and underused software or even hardware.

Users on the Net can share more powerful facilities in the same way that we don't have to own private message deliverers with stables of horses, or even motor bikes, or planes, when the Post Office or courier services will bear the major costs if we pay for what, and when, we need to use the services.

There is also another aspect of the Microsoft "pragmatism", in which it is really saying that it just hasn't been able to keep up with other companies in developing software that has grabbed the interest of the multiplying users of the Internet. By licensing technology developed by its rivals, Microsoft has relieved the fears of the computing industry of a battle of standards for the Internet which could have left the whole Online world in trouble trying to sort out which technology to go for.

One characteristic that Bill Gates and Microsoft have always shown is the ability to eat their words and smile - and come up with profits - while chewing them. And no-one can deny that they have been phenomenally successful on such a diet and they will probably go on being so this time - if they can avoid, in the awakening process, breaking their teeth on the very hard core gold nuggets.

And Finally..

It's getting bigger and bigger.. CompuServe - yes, sir we will take it all off - has announced that it has now 500,000 subscribers in Europe and its UK members total 200,000. And CompuServe says it plans to double those numbers over the next twelve months.

Could it be we're in at the beginning of something big happening, Netfoks? **AUI**

AUI On-Line

If you have any news, comments, letters, or technical questions, you can contact **AUI** directly using this e-mail address:

amigauser@cix.compulink.co.uk

Or you can join our Amiga User Conference on CIX, or contact us personally with e-mail.



The Official STAR TREK Mercurycard Collection

This is probably your last chance to obtain one of these highly collectable Mercury Phone Cards each showing a separate image taken from the Original Series through to Generations.

Although phonecards are a relatively new form of collectable, their popularity has made them the fastest growing collectors' market in the world. Virtually guaranteeing the rapidly increasing value of each card. This offer is the last time these cards will be sold at £8.99, to obtain them at a future date may well cost in excess of £20 each. We look forward to being of assistance.

ORDER FORM

Please send me The Star Trek® phonecards as listed below. I enclose. A cheque/postal order made payable to Home Entertainment or debit my Visa/Access Card No.

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Yeoman Janice Rand			
Klingon Battle Cruiser			
Enterprise NCC-1701-D			
Shuttlepod			
Captain Picard			
Commander Riker			
Doctor Crusher			
Lt. Cdr. Data			
Counsellor Troi			
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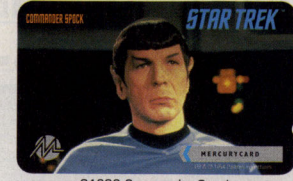
Now send to: STAR TREK PHONECARD OFFER, PO Box 100, Colne, Lancs BB8 9JS
Please allow 28 days deliver. EO&E subject to availability, if you do not wish to receive other offers please tick box ☐



S1101 U.S.S. Enterprise NCC-1701



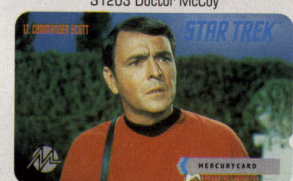
S1201 Captain Kirk



S1202 Commander Spock



S1203 Doctor McCoy



S1204 Lt. Cdr. Scott



S1205 Lt. Sulu



S1206 Lt. Uhura



S1207 Ensign Chekov



S1208 Yeoman Janice Rand



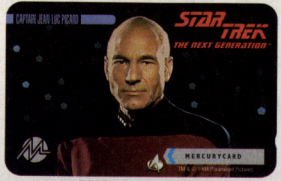
S1301 Klingon Battle Cruiser



S3101 U.S.S. Enterprise NCC-1701-D



S3102 Shuttlepod



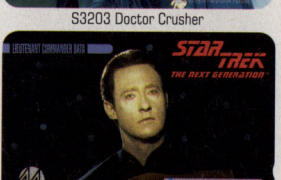
S3201 Captain Picard



S3202 Commander Riker



S3203 Doctor Crusher



S3204 Lt. Cdr. Data



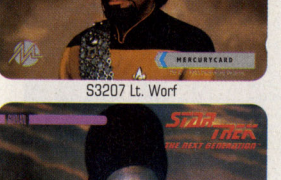
S3205 Counsellor Troi



S3206 Lt. Cdr. LaForge



S3207 Lt. Worf



S3208 Guinan



S3301 Romulan Warbird



S3302 Ferengi Marauder



S3303 Klingon Attack Cruiser



S3304 Borg Ship



S3401 Ferengi



S3402 Borg



S3403 Q



S3404 Cardassians



S3405 Klingon



S3406 Romulan

STAR TREK

INFINITE FRONTIERS

SPECIAL
REPORT

If you have not heard of, or come across, Infinite Frontiers or any of their work, then may I ask from which planet have you materialised? (Let me know as I might have had dealings with you in the past!)

Strictly for the benefit of those with an alien disposition - Infinite Frontiers is responsible for a number of Science Fiction related disks, mainly consisting of, but not restricted to, Star Trek related material. The actual disks can range from simple slideshows to rather comprehensive disk magazines.

On the subject of comprehensive disk magazines, one does suddenly "beam" to mind, it goes by the name of Final Frontier. This disk mag is created by Star Trek fans for Star Trek fans. Final Frontier contains a whole plethora of Star Trek (and not so Star Trek) related information. This includes editorial, music modules, stunning ray traced and hand drawn images, and plenty of other stuff besides to keep you amused for hours.

LightYears Ahead

Some of the graphics on the disks are utterly amazing, as most of the images were generated in Lightwave - the utterly brilliant Amiga graphics package. All the astonishingly complex objects as well as the realistic textures were designed by the Infinite Frontiers artists, usually from scratch.

I am pretty sure that you will agree that this is good stuff after seeing some of their artwork - unless you can do better. In which case contact them this instant. In fact, you can almost mistake portions of the artwork for Babylon 5 images (which were also created on the much laughed at and pooh-poohed computer we call the Amiga).

Now that is what is so unique about Infinite Frontiers. All the work they have done to date, which includes the graphics, music, text, and so on, was all produced on the Amiga and there is no talk of porting the work onto other platforms. Although it is possible to do so.

It may come as a surprise to learn that some people were so impressed by the content of the various disks that they actually went out and bought an Amiga specifically to make use some of the software offerings Infinite Fron-

DAVID WARD, IMDAD SHAH AND THE AUI TEAM BOLDLY GO EXPLORING THE UNIVERSE OF THE EVERPOPULAR STAR TREK WHERE NO AUI STAFFER HAS GONE BEFORE. OR AT LEAST RETURNED FROM...



Amiga graphics creatable with the amazing Lightwave.



tiers had produced. All this because it was made exclusive to the much acclaimed Amiga. If anything, that goes to prove software does undoubtedly sell hardware.

The question you may be asking is "So who is behind this mysterious Infinite Frontiers?"

Infinite Frontiers was set up by Star Trek enthusiast Simon Plumble back in 1990. He acquired a shiny new B2000 for a cool £1500, having just upgraded from the legendary Commodore 64 - the best selling and most successful home computer ever created by mere earthlings."

Impressed with this new machine's capabilities he set out in his quest to do something really interesting and exciting on his machine. It was about November that very year when Simon

Plumbe looked up to the stars, to find his inspiration, and from that day he set about laying the foundations for Infinite Frontiers.

Contacting Tobias Richter

Within a couple of months, the team consisted of 3 people. Simon Plumbe, Colin Gunn, and Tobias Richter. Getting into contact with these people was due mostly to luck and spin-offs, he saw an advert from Tobias placed on one of his famous Star Trek animation disks.

Looking for some interesting projects on which to embark, Simon Plumbe responded to that ad. Expecting no reply, he was quite surprised (and over the moon) when Tobias Richter was interested.

Even from the early stages, Infinite Frontier had at their disposal a talented group of people, and now has this expanded to twenty-four individuals from four different countries. Infinite Frontiers operates on a non-profit basis. Their philosophy is a simple yet important one.

* Thou shall not make profit, but spread the good works.

* The almighty Amiga must be promoted giving it all manner of credit.

Public Domain companies may not distribute any of their stuff without becoming an official distributor. In which case, the PD library buys master disks and official Infinite Frontiers labels. Thus giving them some sort of quality control. All proceeds generated this way go directly back into Infinite Frontiers to keep it going.

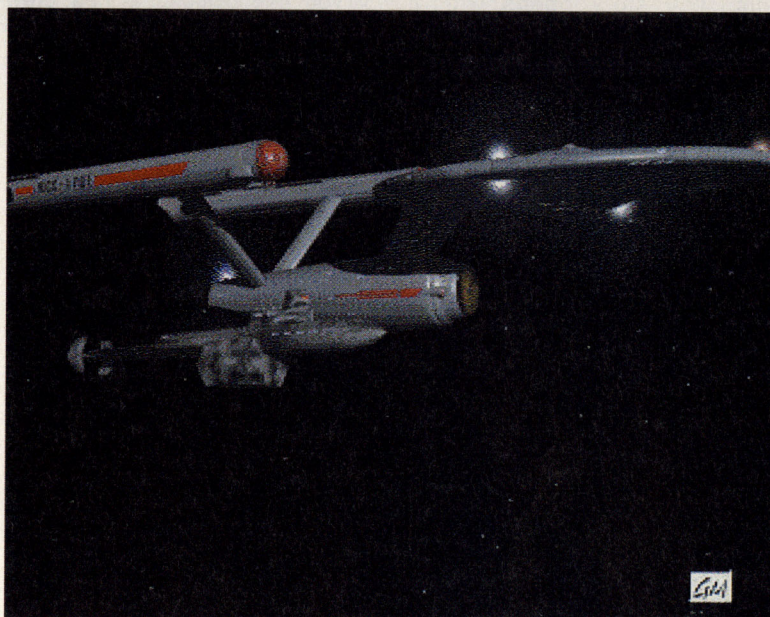
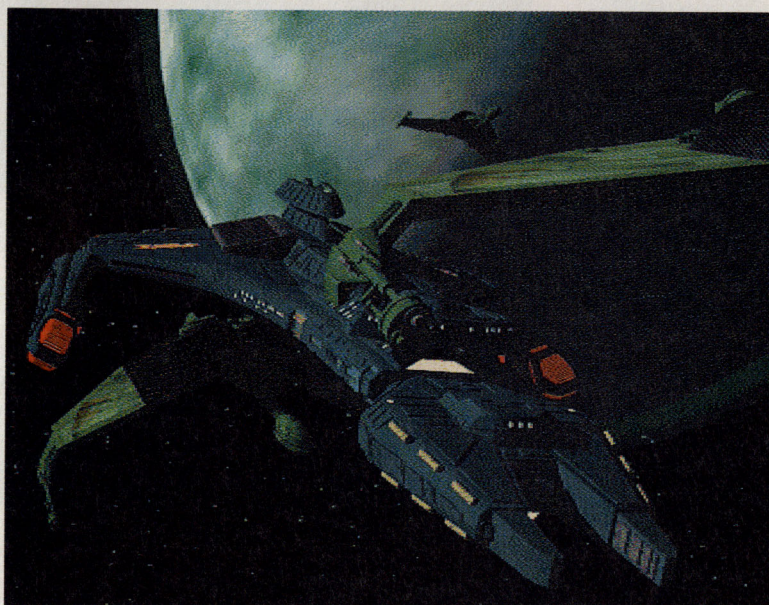
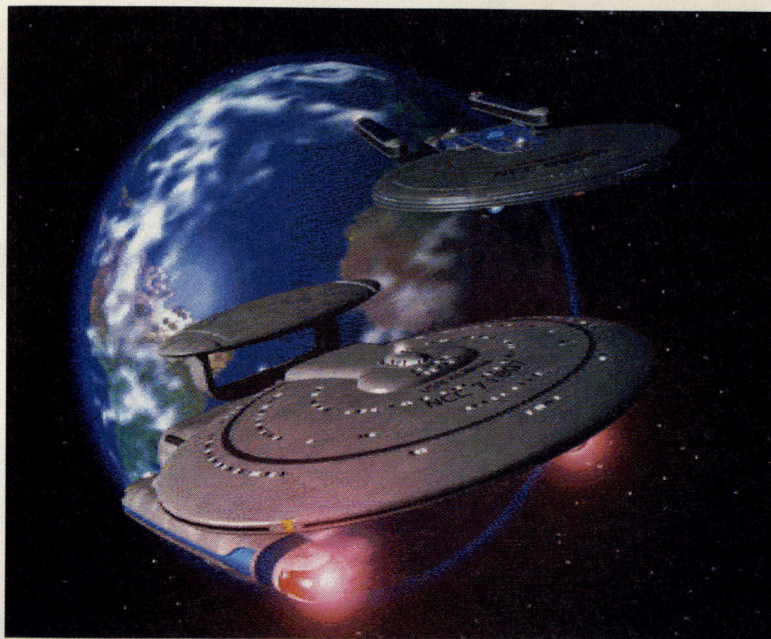
The incentives for the people working behind the scenes are fame and experience, as this is the very stuff that has enabled some 60% of the people involved to turn professional.

Amiga Demo

At present Infinite Frontiers has produced about 57 disks and 60 more are planned for the next year - a lot of work. Currently Infinite Frontiers is working with Amiga Technologies for an official Amiga Demo. At present little is known about it, but one thing for sure, it will be an AGA demo - as the entry level machine is now the A1200.

If you do not already have access to AGA, stop reading, go out and buy an AGA based machine. The demo will do all the usual stuff such as show the world what a conspicuous, but bewildering machine the Amiga truly is by means of the "exposure" of its own absurdly powerful chipset.

Infinite Frontiers is also planning to release a CD with their entire collection of work. This includes the Star Trek magazine - Final Frontier, Amiga Magazine - Energy, Illusions and Holodecks slideshow, music modules, Imagine objects, as well as other things.



The disks support all Amigas, from the now obsolete Kickstart 1.2, to the not so obsolete Kickstart 3.1. So there should be no compatibility problems. Infinite Frontiers also claims to be the first to distribute software on the high density floppy disk, (nothing amazing as far as the rest of the world is concerned, but something to write home about on the Amiga circuit). Now that is fine if you have an A4000 or a high density drive, but "infinitely" frustrating if you do not.

Gathering

Aside from the Amiga, Infinite Frontiers provides information services, so if you want to know what a Klingon eats for lunch, or when a Borg goes to sleep, your questions will be answered. Furthermore they are organising a Star Trek convention which will take place on 10th - 11th August 1996 at the Britannia Hotel, Birmingham. Apparently, Europe's meeting place for those of you who do not yet know.

This event will give you the chance to meet some of the team and generally enjoy yourself. At the Delta Quadrant '96 Star Trek convention (flash name or what?) you can enjoy a disco, guest talks, the very latest episodes, a charity auction (in aid of the Terrence Higgins Trust), other special events and, of course, a dealers room. Confirmed guests are Tim Gaskill of the Official Star Trek Fan Club of the UK and Robert Hollocks of CIC Video. **AUI**

Registration rates (per person for the entire weekend):

Under 5 years

FREE

6 to 14 years £25

5 years and over £35

For more details and an application form, contact Simon Plumbe.

Infinite Frontiers Conventions (AUI)
PO 8066

Great Barr

Birmingham B43 5ST

Tel. 0860 948 296 (mobile)

Infinite Frontiers is making **AUI** readers a special offer on some of their stuff:

Software

The Final Frontiers #9 £4.00

Holodeck #8 £3.00

Illusions #3 £3.00

Or all 3 of the above £8.50

Audio CD/Tapes

Allister Brimble

Team 17 Works (Tape) . £3.49

Sounds Digital (CD) £7.95

Or both for £10.50

Bjom Lynne

Montage (CD) £9.99

Hobbits & Spaceships (CD)

..... £9.99

Or both for £18.99

STAR TREK

THE CD MOVIES

With the Squirrel MPEG and the CD32 + DVC, there is no reason why Amiga owners, many of whom are sure to be Star Trek fans too, should not take advantage of all the movies that Philips have promoted for CD-i. These are of the universal "Whitebook" standard and so are also viewable on other platforms which have MPEG. All these Star Trek films were reviewed using a CD32 with Digital Video Cartridge.

In The Beginning

After years of complaints from Star Trek fans around the world over the cancellation of the original television series, it was decided by Paramount Pictures to resurrect the original crew for a cinematic outing. And why not? As Barry Norman would say, for there was evidence to suggest that the fans would flock to see the film, and that there was a new dimension of money to be made by cashing in on the success of Star Wars and its clones.

I. The Motion Picture (1979) 'U' *



The Motion Picture: Too baldly go... Persis Khambatta leads the way.

Star Trek - The Motion Picture came into being in 1979 with the original crew of Kirk and co., plus the shaven headed Persis Khambatta in her first film. The story opens with a spectacular sequence as three Klingon battle cruisers attack a mysterious nebulous 'cloud' advancing towards Federation space, and eventually on towards Earth itself.

Of course, the only ship able to

defend Earth is the newly refurbished NCC 1701, the Enterprise, and we see Kirk at Starfleet headquarters meeting new crew members. As usual, if you see completely new crew members in Star Trek, you can be sure that they are going to get killed off. Which they promptly do.

In the case of Miss Khambatta, she gets zapped by the inquisitive 'alien', while her love interest Decker,

played by Stephen Collins, loses his earthly body right at the finale of this rather overlong film. And when you do get to the end you realise that this whole experience has been extrapolated from an episode (The Changeling) of the original TV series. Oh, well. One supposes there is nothing new, not only under the sun, but also in the cold dark universe too - at least the TV/movie business universe.

II. The Wrath of Khan (1982) '15' ***

The next three films are, in effect, one, as they neatly dovetail to provide what are arguably the best films in the series. Kirk, now an admiral, is aboard the Enterprise which is captained by Spock for a training mission. Obviously the vessel is now rather too old to be Starfleet's flagship, so it is now playing a secondary role in the fleet's battle order.

Meanwhile, somewhere in the far reaches of the Galaxy, an old flame of Kirk's Dr. Marcus, by whom he had a

son, is preparing for an experiment of immense proportions. The plan is to instantly terraform a dead world by using the Genesis device. The USS Reliant is searching for such a world when it comes across Ceti Alpha V. Commander Chekov beams down to the planet to ensure it is a dead world, when he comes across relics from the SS Botany Bay, a prison ship first encountered by Kirk in the TV episode 'Space Seed'.

Chekov recognises the danger,

but is too late to stop his ship's capture and the subsequent theft of the Genesis device by the ruthless renegade Khan - a genetically enhanced product from Earth's past. Khan plans his revenge on Kirk by luring him to the Genesis project headquarters on the space station Regula 1.

After a surprise attack, the Enterprise suffers severe damage and has to limp into a nearby nebula to even the odds against the slightly superior Reliant. Here all sensors are useless

III.

*The Search for Spock (1984) 'PG' ***



Search for Spock: McCoy is in two minds about returning to the Genesis planet.

The title posed a bit of a conundrum for Trek fans who had seen one of their favourite characters killed off. How could there be a search for Spock?

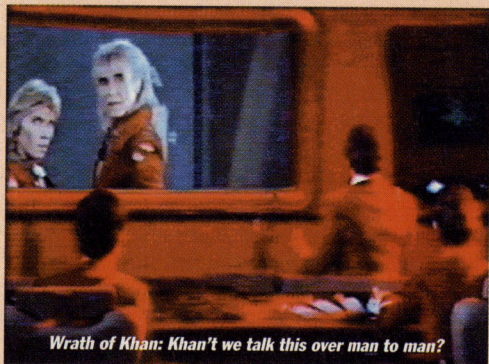
In the moments prior to saving the Enterprise at the end off the last film. Spock had entrusted his 'soul' to Dr. McCoy knowing that he was about to die. Unfortunately it was decided to 'bury' Spock's body on the newly formed planet instead of returning it to his home world of Vulcan for religious rituals to take place. Careless of them, wasn't it?

With Spock's body and spirit separated, Kirk endeavours, by stealing the Enterprise, to return to the now closed world of Genesis to retrieve Spock's body for his family. Meanwhile Dr. Marcus junior and Lt. Saavik are carrying out research on the new planet and discover a regenerated, courtesy of the Genesis effect, but mindless Spock. Aha, he must have negotiated a new contract with the producers.

The Klingons are after Genesis too, and they get to the scientists first. Kirk's son is killed and the Enterprise is further damaged after being in battle with the Klingon Bird of Prey orbiting the planet. Using a clever ruse Kirk tricks the Klingons into boarding the about to self-destruct Enterprise, while he takes over their ship.

and Kirk wins the war using his skill and experience. Of course he does!

The defeated Khan attempts a final attack by suicidally detonating the Genesis device in proximity to the Enterprise. The crippled starship only escapes in time when Captain Spock sacrifices his life to restore warp power to the stricken vessel. His irradiated body is then dispatched to the newly formed planet created by the Genesis device from the nebula. Was that ultrarational character,

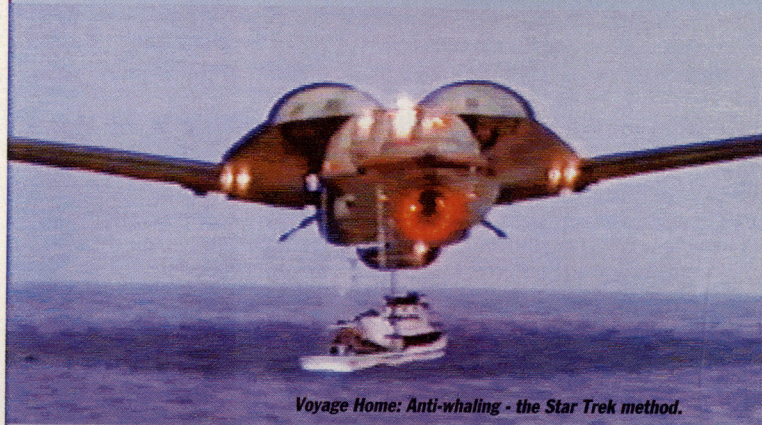


Wrath of Khan: Khan't we talk this over man to man?

ter, who had influenced so many of us, to be written out of the Enterprises universe?

IV.

*THE VOYAGE HOME 1986A 'PG' ****



Voyage Home: Anti-whaling - the Star Trek method.

With Spock restored - doubtless with a high percentage of the gross take, the core crew of the Enterprise return to Earth in the Klingon vessel to face a court martial. Meanwhile a gigantic probe from an unknown civilization is bombarding the Earth with a strange radio signal so powerful that it is disrupting the weather, communications, and all power sources.

The crew, of course, decode the signal and realise that is the song of humpback whales that are long since extinct. To save the Earth Kirk and co must journey back in time to the 20th. century and rescue two whales to save the future.

Which they do. All charges are dropped except the one of insubordination and Kirk is demoted to the rank of captain. Less pension too... The demotion means he can now resume a career in space instead of flying a desk, so he is put in charge of another Enterprise. We assume this is a renamed vessel of similar class.

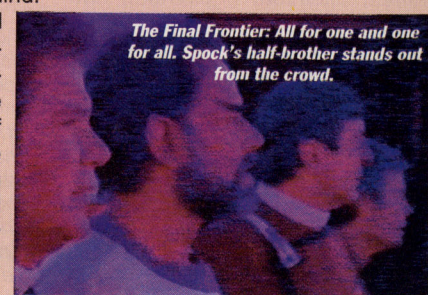
V. *THE FINAL FRONTIER (1989) 'PG' **

Spock's half-brother turns up on the planet of Galactic Peace and causes revolution. His gang take hostage the ambassadors from the Federation and the Klingon and Romulan Empires. He does this to lure a ship to the god-forsaken planet so that he can get himself and his quasi-religious gang off to the centre of the galaxy to find Eden, as in The Garden of.

As Trek luck would have it, the Enterprise is the only ship in the area at the time. Kirk mounts a rescue mission only to find, too late, that the hostages have become compatriots. The Enterprise is commandeered and zips off to the barrier that protects the fabled planet. Meanwhile a Klingon vessel had also been dispatched to rescue the hostages, but thwarted in their mission the commander of this vessel sees an opportunity to tackle the Enterprise and its Captain.

Eden turns out to be a desolate wasteland and God, a being that has been imprisoned for millennia for our own good. Oops! While everyone on the Enterprise is preoccupied with the battle of wits on the planet's surface, the Klingons creep up from behind.

After a lot of shouting and explosions, the Klingons eventually hear from their ambassador on the Enterprise, and are told to assist in the destruction of the bad being. They comply, the bad being is dispatched along with Spock's semi-sibling, and nearly everybody lives happily ever after. Spaced out, you might say.



The Final Frontier: All for one and one for all. Spock's half-brother stands out from the crowd.

VI. THE UNDISCOVERED COUNTRY (1991) 'PG' ***

In a parallel to the collapse of the Soviet Union - a military state that could not afford to keep itself going, the Enterprise and Kirk are asked to lead a mission so that peace can be brokered between the failing Klingon Empire and the Federation.

While negotiations are taking place, the Klingon leader, played by David Warner, being English a frequent villain in Hollywood epics, both in SF and down-to-earth fantasy - the Federation ambassador in Star Trek V, is assassinated by two Federation agents while the Enterprise fires on his ship.

There is much puzzlement during this attack as no-one on the Enterprise knows who is ordering the firing of the weapons or whether the weapons are being fired. Kirk and Dr. McCoy beam over to help out, are charged with the dirty deeds, and are returned to the Klingon homeworld to face trial.

Spock leads an investigation into what has happened, but Kirk and McCoy, defended by actor Michael Dorn who plays Lt. Worf in the Next Generation TV series, are found guilty and sentenced to a lifetime of mining dilithium crystals on a frozen planet. Home Secretary Michael Howard would no doubt approve of such punishments.

Spock finds a number of clues that point to a traitor on the Enterprise and that a hidden ship was responsible for the shots fired at the Klingon leader's vessel. Meanwhile Kirk and McCoy escape too easily for his liking with the help of a shapeshifter, no not an Amiga/Mac emulator but a being often in the guise of the supermodel Imam. Cor!

Kirk realises that he and McCoy are expected to conveniently disappear and manages to confuse their Klingon intended assassins just long enough for Spock to beam them off the prison planet. Beam us up, Spockie!

The traitor is unmasked and the Enterprise warps to the peace conference in time to save the Federation and Klingon leaders from certain death at the hands of rebel Federation, Romulan, and Klingon agents. They feared what the future might hold for them if the current balance of power is upset. Don't we all?

STAR TREK

The Collectable Card Game

As well as the variety of computer games available based on the classic series, there is now a card game using characters and equipment from the Next Generation universe.



The two player game involves each person having a deck of sixty cards. From these packs mission, event, artifact, dilemma, equipment, and characters from the Federation, Klingon or Romulan Empires, and Neutrals like the Ferengi, are drawn. Each event or dilemma posed by your opponent needs to be solved by playing the character with the right skills, and or appropriate piece of equipment.

The sets are manufactured by Decipher Inc. of Norfolk, Carolina, and are about £6 for the initial starter deck of sixty. Additional packs of roughly a dozen cards, 'booster kits', can be bought for £2 or less.

These packs contain common, uncommon, and rare cards. These can include the starship Enterprise itself, or Capt. Jean Luc Picard. It has been known for such rare cards to change hands among collectors for £50 or more, especially if the card is from the 'Limited Edition' set.

For more information contact Just Games Ltd. of 71 Brewer Street, London W1 3FB. Tel. 0171 734 6124 Fax. 0171 437 4541

The Exhibition

You've still got time to get to London's Science Museum for 'Star Trek - The Exhibition'. Originally scheduled to end on the 25th. of February. This exciting experience has been extended to Sunday March 10th.

Among the exhibits from the films and TV series you will discover uniforms that were worn by Leonard Nimoy (Mr. Spock) and William Shatner (Capt. Kirk). Various bits of hardware, such as Dr. McCoy's medical kit, a Tricorder, and a communicator. As well as full sized sets and scale models of the spacecraft.

The Science Museum, Exhibition Road, London SW7 2DD Tel. 0171 9388 8080 Web page: <http://www.nmsi.ac.uk>

VII. Generations (1995) 'PG' **

Enterprise Mk.2 was severely damaged at the end of Star Trek VI, so the vessel was decommissioned into razor blades. A new ship is built, the NCC 1701-B, and named - well, what shall we call it... yes, you're right, it could only be... the Enterprise. In deference to this occasion, Kirk and co are aboard the maiden flight as guests of honour and get a possibly unexpected extra pay cheque.

While flitting around the solar system a distress call is received and the new Enterprise warps off to rescue a shipload of refugees from an energy field called the Nexus. Unfortunately the new crew are a bit green when it comes to dealing with emergencies, so Kirk helps out. This leads to his apparent demise. There's always one space flight to many for all of us, isn't there?

Among the refugees rescued are a Dr. Soran, and Guinan - played by Whoopi Goldberg - a real Klingon-terrifier her - who is a regular on the Next Generation TV series.

Seventy-eight years later the Next Generation Enterprise, NCC 1701-D, investigates an attack on a research space station by Romulans. The only survivor is a Dr. Soran.

In a secret lab on the space station Dr. Soran initiates the destruction of a nearby star and escapes on a renegade Klingon vessel to the planet Viridian III. The Enterprise follows after Captain Picard and Data determine Dr. Soran's plans.

Having been in the Nexus once, Dr. Soran wishes to return, for the Nexus is really a gateway to a heaven where you can re-live the good things in life, like the time when the Amiga was a world leader. Unfortunately, to return to the Nexus Soran must destroy the Viridian star and, therefore, all life on the fourth planet in that system.

Picard attempts to stop Soran but fails. The Viridian system, and the Enterprise, is destroyed in the supernova type explosion. Picard and Soran are swept into the passing Nexus.

In his fantasy Picard meets Guinan who tells him he can escape at any time. Time being the operative word here. He asks her to help him stop Soran if he can go back to the point just before the bad doctor launches his star-buster.

Guinan cannot help as she is merely an 'echo', but she knows a man who can... Picard is introduced to Kirk, who was swept into the Nexus when part of the Enterprise-B was evaporated. Kirk agrees to return with Picard to the excitement of the real world. Must have gone silly in his old age.

Soran is defeated, but Kirk dies in the struggle. The Universe is saved, and we can expect no more films based on the old (classic) Star Trek series and crew. Or can we? Nonetheless, The Next Generation has taken over and they will steer us boldly into the ever uncertain future of this expanding universe.

Live long and prosper in peace all you who share and enjoy the neverending and ever eventful Trek to the Stars.

Things you ought to know...

Admission prices:

Adults - £4.95
Under 17s, OAPs, Students, UB40s - £2.50

The Fonts

The special fonts used in this feature were kindly supplied by E.M. Computergraphic of 8 Edith Road, Clacton-On-Sea, Essex CO15 1JU. Tel. 01255 431389 Fax. 01255 428666

As well as those used here, E.M.C. also do sets that would be familiar to Mr. Worf the Klingon, and Natasha Yar's Romulan daughter. Priced at £29.99 the set, they are available in a variety of formats.

The Science

Star Trek's creator, Gene Roddenbury, insisted that the series was based on scientific fact. Consequently much of what you see in the original series has either become commonplace today, or may do so in the future.

Recently scientists in Sweden managed to create several atoms of anti-hydrogen - antimatter, which is used to power the giant starships in the Star Trek universe.

Even Mr. Spock's Tricorder has now become science fact as Vital Technologies Corporation of Bolton, Canada, have made one called a TR-107.

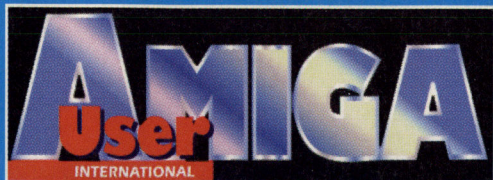
Although not as versatile as that one used in the TV series, the TR-107 Tricorder can measure atmospheric temperature and pressure, electromagnetic fields, light and colour, and communicate with other computers. Yours for only CAN\$500.

Dr. McCoy's diagnostic bed is under development, and the famous 'flip-top' communicator has evolved into today's mobile phones.

Luckily Phasers are still science-fiction, but both time travel, faster than light travel, and matter transportation have been seriously considered by the trendy scientific establishment, and found to be plausible.

The Trademarks

Star Trek and Star Trek: The Next Generation are registered trademarks of Paramount Pictures. In fact most of the names and things seen in the films and series have been protected either by trademarks or registered designs.



12 ISSUES OF AUI AND

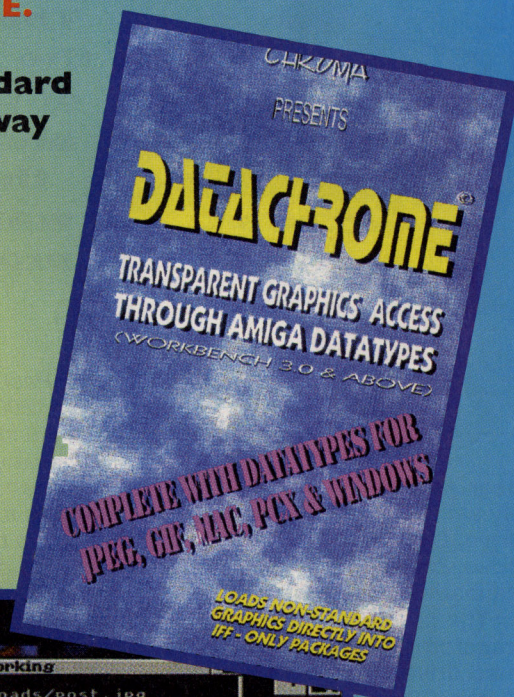
A FREE DATACHROME FOR ONLY £39!

Those kind people at Chroma are giving away a copy of DataChrome to the first 30 new subscribers to AUI. Pay just £39 and not only will you have your own personal copy of AUI delivered direct to your door every month but we will also send you a copy of DataChrome (worth £29.99) **ABSOLUTELY FREE.**

DataChrome is an amazing new utility which loads non-standard graphics directly into IFF-only packages. It will change the way you use your Amiga and soon you'll be able to:

- ◆ Import Mac graphics into Final Copy and Final Writer
- ◆ Load JPEG graphics directly into DPaint
- ◆ Access GIF files from CD ROM straight into Scala
- ◆ Load PCX Art into ordinary Amos programs
- ◆ View Windows Bitmap and Icon files in Dir Utilities

Machine requirements: DataChrome requires a WB3.0 (or later). Extra memory and hard drive are recommended. Datatypes are included for loading JPEG, GIF, PCX, WINBMP, WIN ICO, MACPAINT. Compatible with CLOANTO's PNG Datatype (not supplied).



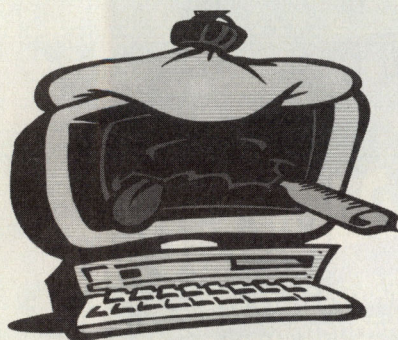
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The Amiga Answer Machine...



That master of the mysteries of the Amiga, Andy Eskelson, Guru of the groundbreaking question and answer, is here again with the magic response wand to wave over and waft away your problems and perplexities of a technological nature.

HARDWARE

Dear AUI,
My set up is: A1200, external drive, Overdrive 170Mb hard drive, Zappo CD Drive, Panasonic KX P1082 printer.
The problem I have is with transferring files from CD to hard drive, since both the Zappo CD and the Overdrive HD plug into the PIGMIES (PCMCIA? - Ed.) slot. I was planning to buy my mate's 40Mb 3.5 PC IDE HD (a Conner).
The plan was to use the Conner HD as temporary space for transferring files from CD to my Overdrive.
My problem/question is, are the ports/leads connections for a PC IDE drive the same as the connections etc. on the Amiga and, if they are compatible, what needs doing to install the Conner (i.e. which tools, programs, etc. do I need)?
With the external drive, internal HD, and the Zappo CD/Overdrive, I have a feeling that the standard A1200 powerbrick may be overworked. Will an AC/DC power adaptor (the little black things with the plug built-in) for the Overdrive/Zappo sort any power problems out?

Paul Favell
Boston

Dear Paul,
The A1200 is set up internally to take 2.5 inch drives, not 3.5 inch. Some people have fitted 3.5 inch drives, and this sometimes requires the screening to be cut, plastic to be carved etc. It depends on the exact size of the drive to be fitted. There are new slimline models out now that get round this. HiQ has one - see the NewsFile pages in this AUI.

You need an adaptor cable, and an HDtoolbox type program. As you have the Overdrive, I assume that you will already have the necessary software. A set of Torx screwdrivers may be required to get into the A1200.

Without knowing what the spec on the power adaptor is, I can't comment on its suitability, however, my experience tells me not to trust them at all. They tend to be built down to a price and are not really suitable for powering a computer.

The A1200 supply also has other output voltages on it as well as the standard 5v, so a custom designed power unit is really the correct option to use.

FEEDBACK

Dear AUI,
October issue Amiga Answers CC0: are you sure...

A1200 User manual pages 10-20 to 10-22 Or perhaps, Andy, you have only ever used an A4000, in which case you just might be forgiven for not knowing that the PCMCIA slot is also known as CC0: or Credit Card size RAM card drive.

Please would you reintroduce Q.U.A.D for all us assembler freaks as that used to be the best part, well, for me at least.

Mr. C. Cannon
Romford

Dear Mr. C. Cannon,
You guessed dead centre, my 'base' machine is the A4000 which does not have a CC0: in the startup or the early startup screens, and I totally forgot that there was a device allocated to the PCMCIA port. I know now! The only other thing I can say is that with such a substantial section in the A1200 manual dedicated to it, there is no need for anyone to ask what CC0: is now.

Many thanks also to Mr. J. Hall of Stockport for pointing this out to me as well.

As for QUAD, that depends on the whims of Editorial.

(Editor's Note. Giulio, who was so good at coming up with all those Quick and Dirty tips is touring the USA in charge of a rock band! He may have his trusty Quad Amiga with him, but we

Answer Types

APPS	Programs etc]
VIDEO	Video related problems
COMMS	Communications
PROG	Programming
OS	Operating System
PRINT	Printer Problems
COVERDISK	Cover Disk problems
OTHER	For Anything Else

doubt it. When, if ever, he returns from the New World, we'll try to get him back into his old QUAD ways.)

FEEDBACK

Dear AUI,
In your June issue Paul Millington wrote to you about a problem with his A1200/Microvitec combination. I am also using a Microvitec with my A1200 and suffering from the same problem, that is, flickering horizontal lines and vertical bars with ghosting text.

These appear within a minute of being switched on and last for 10-15 minutes. Although I have not tried all screen modes they seem to occur only in higher screen modes such as Multiscan:Productivity. Other screen modes, such as PAL:Hires, are not affected.

Unfortunately, Multiscan Productivity looks the best. As a work around I have grown used to switching my system on in advance or dropping to a lower screen mode for a short period.

Earlier this year I contacted Indi, who sold me the Microvitec, they replaced the monitor (but not the leads). To my dismay I discovered the

exact same problem with the new monitor leading me to conclude that it was not entirely the monitor, although it is sold as Amiga compatible. I subsequently contacted Microvitec by telephone they seemed disinterested and offered no solution.

I am writing to you because I have recently discovered some information about this problem which may be significant. While searching the Aminet Set 1 CD ROM, with a keyword of Microvitec I found a review of the Microvitec 1438, which contained the following paragraphs:-

MACHINE USED FOR TESTING
(a Microvitec 1438)
Standard Amiga 4000/030.
Standard Commodore-supplied RGB adaptor.

I have also hacked the C= monitor adaptor to fix the AGA banding problem. This hardware flaw in the AGA chipset causes noticeable vertical stripes on screens using the higher bandwidth monitors like Multiscan and DBLPAL. The simple fix for this, as posted some time ago on comp.sys.amiga.hardware by Steve Cutting (Steve

problem might have been fixed. Although it could be that all adaptors have to be hacked. Perhaps many Microvitec users are not aware of the problem because they use lower screen modes.

I am not connected to the Internet so I haven't taken this any further yet, but I hope to do so when I can get hold of the fix. I hope this information is of interest to your readers.

Roben Lake
Norfolk

*Dear Roben,
Many many thanks for this hint. I'll also try to dig out some information on this mod. When I find it I'll post details in Amiga Answers.*

FEEDBACK

Dear AUI,
I was introduced to your excellent magazine when I bought the August issue, for the 1942 Monitor patches on the SuperDisk. I, like so many other

AUI August). Firstly, Ian can rest assured that his monitor is not faulty! The 'mangled interlace mess at the top of the screen' Ian mentions is actually caused by badly written software, such as his games, failing to initialise the display hardware properly, before creating their own displays. I have suffered (and solved) the same problems with many demos and games, but what gave the problem away as a software fault, was that the sound is corrupted as well!

ECSLaunch works by performing the display initialisation that the offending program omits, before running the program itself. Please feel free to forward ECSLaunch to the SuperDisk department, and/or to e-mail it to Ian. I can't do the latter myself because I don't have access to a modem.

With regards to Ian's ToolManager queries: I'm assuming that he is using a Dock window, because Applcons and Menus shouldn't prevent the screen resolution from being changed. The dock window editor has a string gadget into which you can enter a standard commodities hot key description. From then on, that hot key can be used to open and close the dock.

On a final note, ToolManager v2.1 can be found on Fish disks 872 and 873. Keep up the excellent magazine,

Alastair Robinson
Norfolk

Dear Alastair,
The monitor utilities are on their way to you, I hope that they will prove useful. Many thanks for the program and tips, I have passed the program to the SuperDisk compilers for evaluation.

APPS

Dear AUI,
I had to add this page just before posting this letter. It concerns an excellent piece of service from a Silica salesman, and a comment for an AUI review.

After reading of the AFS system in the October AUI, and ordering a ZIP drive, I thought I should really buy AFS. I called in a local Silica shop today, and they had the 'Pro' version, but not the 'User'. The salesman

said he could get a copy sent to my address at no extra cost, and I was about to take him up on it when I mentioned your report.

I commented on the high mark but also on the perceived problem with Personal Paint, a program that I use a lot. He called a colleague over who was an Amiga fan and he knew this chap had installed AFS on his Amiga at home.

The second salesman immediately told me to stay well away from AFS. It had caused him considerable hard drive problems of great severity. I thanked him very much and shall continue no further with that purchase.

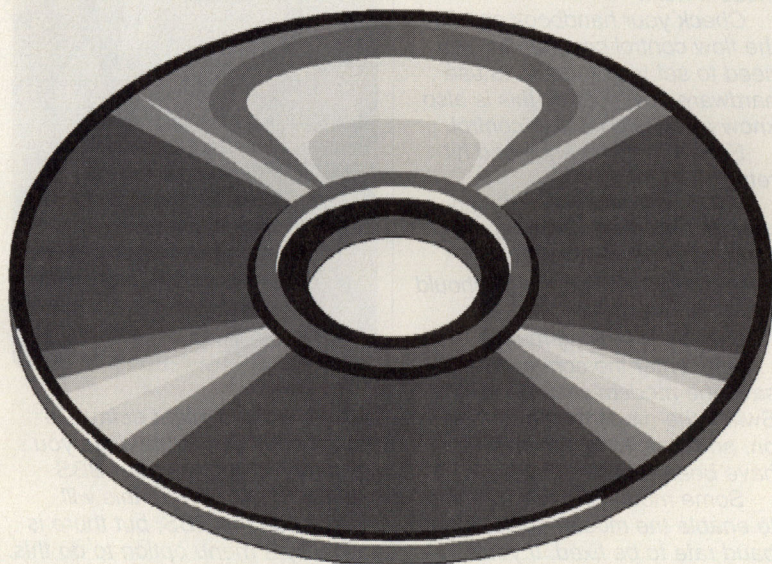
I wonder if you could follow up these comments with respect to the October review. Obviously there are considerable doubts, and my recent experience came from within the trade and from someone who seemed to know his subject. If AFS is suspect, then it must be publicised and 90% score questioned as soon as possible.

Paul Broadbent

Dear Paul,
I did not write the AFS review, but generally the program is very good at what it does. However, and this is a very big however, it was and to some extent still is a very new program. I know the programmers have been working very hard on the system, but there do seem to be a lot of reports of niggling little bugettes on the mailing list. Compatibility will always be a big issue with a filesystem and this is where most of the problems seem to be coming from.

I suppose that the bottom line is this, do I use AFS? The answer is no. I do have the pro version of AFS, and I will probably use it on the Panasonic PD optical cartridge when I next format one up, but for my hard drives, not until the disk recovery tools become available. These tools are in an early beta test stage at the moment. I think that given more time AFS will settle down and become a very good product, it has already proved its worth in stopping a 4091 card corrupting drives in an A4000 that I know of. It is also very much better if you can keep a standard partition from which you can boot from.

It is vital that any user of AFS keeps up to date with the various



Cutting@guru.apana.org.au), involves soldering a resistor into the monitor adaptor. This fix worked perfectly with my 4000 and 1438 monitor.

Although it doesn't state that it is a short term effect this sounds like the same problem. I therefore suspect that I have a faulty or unmodified monitor adaptor. Assuming that my adaptor was supplied by Microvitec with the monitor then if Indi had replaced it the

Amiga users, have a Microvitec 1438 Monitor, and had almost come to accept the huge borders. I would be most grateful if you would put the border reducing utilities on the enclosed blank disk, and return it to me. The other disk contains a program I have written, which may be of some interest to you and your readers.

Called ECSLaunch, it lives to solve the problems experienced by Ian McCarthy (see Page 91,

releases of the program, as bugs are killed off quite quickly by the programmers.

APPS

Dear AUI,
QuadraComposer Program
A while ago, back in the April 95 issue of AUI, you included the QuadraComposer program with SuperDisk No.55. I have been using the program for quite a while now and I am having great fun composing music with it. However, I cannot seem to find a method of sequencing my composed patterns, and I am becoming more and more frustrated the more I try. It is for this reason why I write to you.

Just for simplicity, imagine that I have composed 3 separate patterns which I call pattern A, B, and C using QuadraComposer. These three patterns together will eventually produce one song. I want the song to play in the following sequence of patterns A, B, C, A. How do I do it? I cannot work it out and the guide is of little help.

I have tried using the mixing window option, but I do not understand how it functions? I understand that my patterns appear as a list in the window to the left. When I click on any number here my pattern appears in the main notation window, 1 for A, 2 for B, 3 for C, and so on. Understandable. What I don't understand is the other sequence of numbers called positions, which appear on the right of the window and how they function? Nor do I understand what is supposed to happen when you drag a pattern across to a position number. I presume that this window is where you mix patterns into songs, but alas after many hours I cannot get QuadraComposer to play my patterns in a sequence automatically.

If you could help me out with reference to my simple scenario. I have called 3 patterns A, B, and C. In the mixer window they are now listed as patterns 1, 2, and 3. How do I mix these patterns into 1, 2, 3, 1 (A, B, C, A) and play my pattern compositions as one mixed song?

QuadraComposer is a great program. Many thanks to Bo

Lincoln for hours of fun. But surely there is a simple method of patterns by using the program, otherwise any composition is limited to the maximum length of pattern available.

A simple step by step tutorial would be very helpful indeed. Press this, alter that etc., etc. Please could you also explain how I would save all my patterns as one song which I could then play back using the excellent QuadraPlayer program which was included on Superdisk No.53. Thanks again.

System: A1200, Workbench 3.0, 120Mb internal hard drive, 4Mb (2Mb RAM HAWK expansion no FPU) Roctec external floppy disc drive, Philips CM8833 monitor, HP 500C printer.

Steve Morris
Surrey

Dear Steve,
I'm very sorry to say that this program means nothing to me. I've looked at several programs of this type and they all seem total gibberish. This is more due to my total lack of understanding of this type of music notation. I'm quite happy with the classic stave system, but this, forget it!

I'll ask the Editor if we can find someone who can write a tutorial of this type of program. (Sorry, even our faithful midi-magician Paul Overaa is not familiar with it - Ed.) I would also suggest that you contact the author, I'm sure that he knows how this is done (don't forget to include your registration fee).

I've included the archive of v2 as you might find the text instructions easier to follow.

I get the impression that you use the mixer panel, and drag the parts into whatever order you want.

COMMS

Dear AUI,
I am new at computers and have Amiga 500+ with a Hayes Accura 144+fax 14.4 modem. I have had to buy another modem lead as the one they sent was no good, as it was 9 pins to 25 pins. Now I have a new lead 25 pins to 25 male/female. I have the Ncomm3 software and I don't know anything about it as there is no booklet to explain

anything. I have the telephone number for Pineapple, and a password, and have managed to get on line with this operator.

Time and money is another problem. I have seen a file I need, but don't know how to download. Please, please can you help me. I have only just bought the modem as it came with PC software and PC manuals it is no good for the software Ncomm3.

Paul Woods
Lincs.

Dear Paul,
Ncomm3 is very good, but as with many PD/Shareware programs the documentation is supplied as a text file on the disk. I have put a copy of Ncomm3 on your disk which has the document files in it. These should enable you to get going.

Generally Ncomm is very easy to use, and you will have to get a few things set up correctly before everything starts working.

Starting with Ncomm, set the baud rate to 9600 or something like this at first. Hit return a couple of times and then type AT and return. You should get an OK message from the modem.

You will need to set up the modem next.

Check your handbook and find the flow control commands. You need to set your modem to use hardware flow control, this is also known as RTS/CTS flow control.

Enter the commands and hit return.

If the modem does not respond after this setting is entered, set Ncomm to use RTS/CTS flow control as well, then things should start working again.

(Comm/handshaking menu)

Now enter the command to save the modem settings, AT&W. Switch the modem off and then on, and check that the settings have been retained.

Some modems have a setting to enable the modem to computer baud rate to be fixed. If your modem has such a setting, set it to the highest speed that the modem and Ncomm can manage - 38,400 or better. Remember to set Ncomm to the same speed. Save the modem settings again with AT&W.

That should be the modem side of things sorted out. You might have to fiddle with error correction settings, but generally these will be automatically set for you by the modem's default settings.

Ncomm needs to be set up with :

The correct baud rate (the same as you set the modem to) Hardware (RTS/CTS) handshaking.

The correct transfer protocol (Normally Zmodem Autodownload)

The default directory is also useful to set up. Point this to Ram:

That should be enough to make things work.

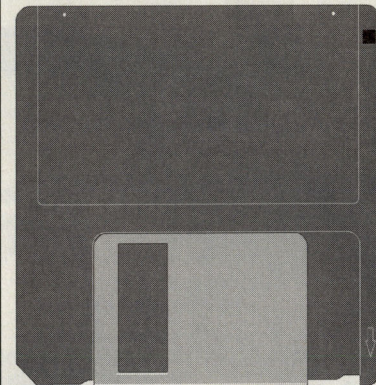
The baud rate is set in the Comm/Baud rate menu
The protocol is set in the Transfer/Options menu
The default directory is set in the Transfer/Default directory menu

Save the Ncomm settings from the System/Save config menu.

Open up your phone book and check that the BBS that you want to access is set to the same settings that you have just entered, i.e. the baud rate, handshaking, etc. Remember to save these if you needed to change them.

Reset everything and check that the Ncomm settings have remained correct.

Dial up your BBS, and find out what download protocol you are set to. Normally it is Zmodem, but



some systems might default to Xmodem. If this is the case you will have to change your BBS settings. How you do this will depend on the BBS, but there is normally a menu option to do this.

Find the file that you want to download, and issue the download command to the BBS. Again this may be a BBS menu option, but it does vary for BBS to BBS. If you set Ncomm to Zmodem Autodownload and the BBS is using Zmodem Ncomm will automatically sense the file and save it to the default directory. If you use any other protocol you first issue the download command to the BBS, and then set Ncomm to start downloading by selecting Transfer/download. Ncomm will

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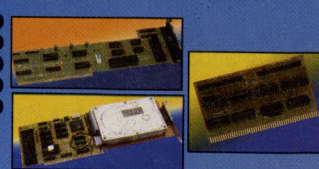
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then start to download the file. You will be automatically dropped back to the BBS command line when the download is complete.

Ncomm can be set to do all sorts of things, also the facilities on the various BBS systems vary quite a bit. It does take a bit of time to get familiar with each element in the comms system, so be patient. It also helps to find a BBS that is a local call from you.

COMMS

Dear AUI, I'm a regular buyer of your wondrous magazine, but this is the first time I've written to you (so don't laugh). My setup is as follows: Base A1200, 2Mb Chip Ram, 420Mb Overdrive hard drive.

I've got a bit of a problem with AMOS Pro. I have written a program to connect my A1200 to my friend's A1200 via the serial port and I need to know how to transfer files across. I've performed all the diagnostics

receive it on the other computer because I don't know how to do it. Have I got to reserve a bank, then save it out as a file? If so, how do I get the information from the serial port?

Please help me! When I finish the program, I'll send you a copy for your perusal and possible SuperDisk inclusion.

A final point. I'm considering buying a Blizzard 1260 board for my A1200. Do you think it's going to be worth it? It runs at a blistering 50MHz and would really help me, but I'm not sure about it because of the advent of RISC Amigas. Will you be doing a review of the Blizzard 1260?

Chris Haynes
Shropshire

Dear Chris,
Last things first, the 1260 will make the A1200 fly. The RISC Amigas are only designers' dream at the moment, there is a huge amount of work involved in actually building the prototypes let alone getting into full production. The other point is that I would

You have got the sending side sorted out, but you seem to be fixed on the text strings. For a file you need to send binary data. You need to use the SERIAL GET command which will get a byte from the serial port. (See page 10.04.03 in the manual)

Once you have the byte you need to store it somewhere. You could write it directly to a file, or to a bank, whatever suits your process better.

The next problem is how to tell if the data is correct, and when the end of the data has been sent. The normal system used is to bunch up the data into neat packets, and put a header on each one thus:

Packet ID
Length
Data

Checksum

The first packet might contain more information such as filename, total packets to be sent,

So you would send a control packet back to the host requesting a re-send. Many systems send a packet, and then wait for a positive acknowledgement before sending the next packet.

The checksum could be anything from a simple additive checksum, to a 16-bit polynomial, depending on how secure you want the transmission to be.

COMMS

Dear AUI, I have an Amiga 500 uprated to 1Mb. With all this talk about the Internet can I get this using the equipment I have or will I need further equipment? If so, what do I need and what will it cost? I read from the magazine that there is a subscription each month and the standard BT/Mercury phone charge. Is this phone charge as a normal phone call, that's to say if I were on the Internet for 1 hour do I get charged as per a 1 hour phone call? Any information you can give me regarding this will be greatly appreciated.

Mr. S. Legg
Dorset

Dear Mr. Legg,
I responded to this same question a couple of issues ago, which will have answered most of your queries.

Just to recap, for any Internet connection you need:

A computer, a modem, TCP/IP software. This is all you need for very basic Internet use. I would also say that you need a computer with a hard drive.

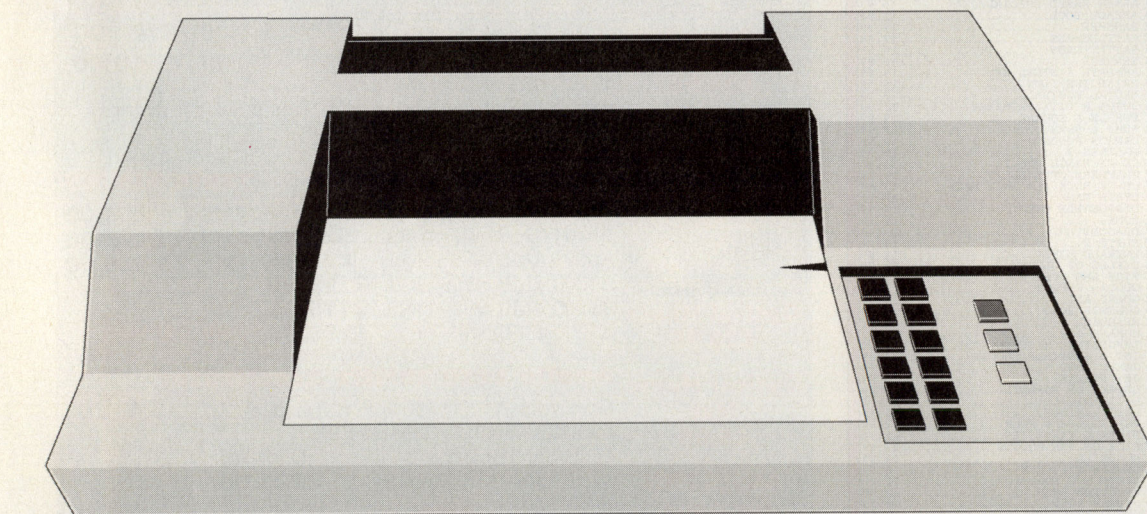
For the graphical interface you need an http browser program.

There are other programs that you will need such as a mail program and newsreader if you intend to use The Internet for e-mail and Usenet.

For the Amiga you need: Workbench 3, AmiTCP, Amosaic, and MUI This will give you the basic services and the graphical 'web' browser.

There are shareware versions of all of the programs, so you can try before you buy, with the exception of Workbench 3 which you will need an upgrade pack if you do not already have one.

Modems are many, costing between £100 & £500 depending on make, speed, colour of case, etc.



and actually got the two computers talking to each other, but this is as far as it goes. To do this, I've used the Serial Send 0, text\$ on one computer and used Serial Input\$ (0) on the other. I can manage to send text strings across.

The program has the makings of a real doozie, but I can't manage its most basic function. When I try to send a file, I have to reserve a bank for it, then use Serial out 0, address, length to send it the data. The "host" computer says it's sent the file, but I cannot

expect the RISC machines to be the 'high end' machines and not cheap.

Interesting project connecting two machines together. Slightly pointless as there are comms programs by the dozen that can do the job just as easily. Ncomm for one. There is another program called TwinExpress that will act as a network between two Amigas (or an Amiga and a PC) which is very easy to use.

However, you need to consider several things:
Sending Data
Receiving Data
Checking for errors

real length of file and so on. The second and subsequent packets will send the file.

If your file will fit into one bank, all well and good. If the file is bigger than the bank then you will have to send the file in chunks. The simple method would be to open the file in sequential mode, and feed it into the serial send routines that way you will only need enough bank memory to hold one packet.

When you receive the data you will have to strip off the control information and check the data. If the data is corrupt, you will need to request a re-send of the data.

Your service provider will charge you in various ways. Some charge a monthly fee and allow unlimited access, others have a minimum fee and give you a number of hours for that, and charge anything above that at a price per minute.

The phone cannot tell one type of call from another so you get charged exactly the same as if it were a normal phone call. Try to find a local POP - Point of Presence. Be warned I have seen one Internet provider using a premium rate number.

PROG

Dear AUI

If you have booted with this disk, then you are reading this file using my own font design. Also on this disk in the directory BootPics, you will find four picture files in GIF format for use in the startup-sequence.

Now on to the reason I've sent you these little goodies. Having Picboot on my hard drive, and a Power Computing High Density drive as df1:, I naturally have to run the program HighDensityPatch in my User-startup. However, since RAM is precious, I don't switch on df1: or df2: unless absolutely necessary, and the patch uses about 30k of chip ram, I wanted a script that would test for the device df1:, and if mounted run the patch, but if not then do nothing.

Hence HighDensityPatch.rexx which you'll find on disk. Now this actually works fine, it does the job it was written for, but in the CLI it returns an error (code 42) unmatched parentheses line 2, although the parentheses are matched, at least I can't see any disparity.

Anyway it works, but I just don't like getting error messages and I'd like to clean it up. Would you take a look at the code and advise me if, in any way I can do the job any better?

I did try using AmigaDOS at first, though as you probably know, this method puts up a system requester (please insert df1: in any drive). Obviously while using Picboot this meant that my lovely bootpic was interrupted, which just wasn't acceptable. So I turned to ARexx with the pragma

command to get round the requester and as I said, it works but!!!

Steve Dyball
Great Yarmouth

Dear Steve,
Your problem is a space. Don't put spaces before the parentheses in commands. Here is an AmigaDOS script and your rexx script that does the job. (I've just used echos and say rather than activate a command.

; AmigaDOS script to check for df1:

```
assign df1: exists >nil:
if warn
    echo "not here today bub"
else
    echo "he's here"
endif
```

```
/* HighDensityPatch.rexx */
call pragma('W','n')
Exists('df1:')
say 'not here today bub'
call pragma('W')
```

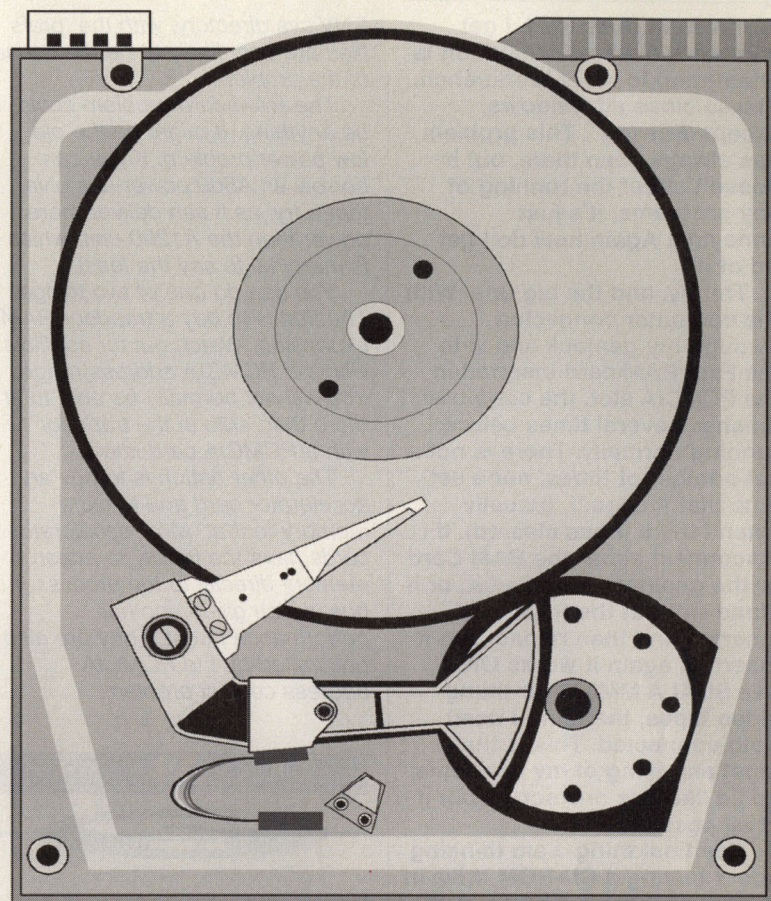
OS

Dear AUI,

Thanks once again for a fab mag, It's nice to have plenty of little enhancements to my ever expanding Workbench coming along each month on your disks. I'll soon need 8Mb just to boot up like a certain well known 'personal computer' I am forced to wrestle with at work each day.

I was a bit disappointed that TolleUhr, the 'neat analogue clock' which should have been on disk 68 October 95 doesn't seem to be on mine! Am I alone? I suspect that I am not and by the time this letter gets printed (IF!!), you will have found out and dealt with this omission and I will look a little daft! Never mind eh?

However, the reason for my writing is not to bandy about odious amounts of praise however justified, but to ask a question. I am as I type, formatting one of the one hundred shiny new disks I bought today. This is a tedious task at the best of times, made still worse by the constant repetition of criteria required to avoid OFS disks with a trashcan and no directory cache. Please tell me that I'm a pilchard and



that you can alter the default format mode to something more modern.

That's it, that simple! And another six disks formatted while I type it. I am, of course, thinking "WOW isn't multi tasking wonderful", you on the other hand are more on the lines of "Crikey, how the hell would we get this mag out monthly with him at the keyboard!"

Lindsay Webb
Bristol

Dear Lindsay,
TolleUhr is in the g archive on disk 68.

There does not seem to be a preferences setting or any other such like facility for the format program. However, that's what the shell is all about. It is dead easy to create your own format command from the shell.

Format drive df0: name
anyname FFS noicons dircache is the command to use.

You might find this a bit cumbersome, but there are three options open to you. You can type the command in once and then use the shell history buffer to repeat the command (press up arrow) or you could create a small script file and just run that. The third would be to create a script and then run it via Iconx giving

you your own customised format command.

OS

Dear AUI,
May I firstly compliment you on a super magazine. Everything about the mag is great, so keep up the good work. My system consists of an A1200 with 85Mb hard drive, 2Mb fast RAM card, a G2 Systems genlock, a Progressive Peripherals and Software Framegrabber, and an Epson Stylus Colour printer. I bought the computer at a bankruptcy sale, therefore I don't know who or how things were installed on the hard drive.

I have a few problems that I hope you can help me sort out. After switch on when it tries to load Workbench, I get a "Please Insert Volume Work" requester which I have to cancel twice before continuing. When it continues "Can't find Work:PlatinumScribble!" is written twice on screen. This has only started since I attempted to install "Scribble" word-processor onto my hard disk. How do I get rid of the requesters?

Secondly, just before

Workbench does load, I get another requester - "Intuition is attempting to reset Workbench. Please close all windows, except drawers". This problem has always been there, but it doesn't affect the running of any programs, it's just annoying. Again how do I get rid of it?

Thirdly, and the big one. With the computer connected through my genlock and with the Fast RAM card inserted in the PCMCIA slot, the computer crashes several times before running normally. There is not a set number of times, nor a set time that it does it, (usually when I think it has cleared). If I disconnect either the RAM Card or the genlock, it works OK, or if I load without the RAM card inserted and then reload with it inserted, again it works OK. I use SCALA MM300 for titling video tapes, therefore I need both connected. This is the most annoying of my problems, so I'd like this one sorted out if at all possible.

One final thing. I am thinking about buying a CD-ROM drive in the future, but as it plugs into the PCMCIA slot, I will have to do away with my 2Mb Fast RAM card. I need the extra memory, so what other options do I have?

You'll be glad to hear that's all my problems. I hope you can help me with them. I'm glad I finally asked the experts because my girlfriend knows nothing about computers and I keep complaining to her about them. But anyway, thanks for a great mag, and I look forward to your answer.

Fabian Murphy
Co. Monaghan

Dear Fabian,
The requester for Work: is being generated by a statement in your user-startup or possibly your startup-sequence file. These are text files that live in the S: directory. You will have to go through them and look for anything that performs an assign to work:. Remove the offending entries and the requester will go away. Remember that you need to use a plain text editor, not a word-processor.

The reset requester could be any number of things. Get a copy of SnoopDos (on the SuperDisks some time ago) and use that to see which file is being accessed when the requester appears. The

ENV:sys directory, with the .prefs files are very likely to be the cause of the problem.

The RAM card problem could be anything. It might be the old low power problem. If you can borrow an A500 power unit give that a try, as it can deliver more power than the A1200 unit, which is marginal to say the least.

You can do one of two things. The first is to buy a trapdoor RAM expansion. Watch out for conflicts with the PCMCIA address range. You will not normally be able to fit more than 4Mb in the trapdoor with a PCMCIA card fitted.

The other option is to buy an accelerator card and fit extra memory to that. Most accelerator cards have the facility to attach memory directly to the processor bus, which gives another performance boost. They are also not limited by the PCMCIA address conflict problem.

OS

Dear AUI,
My set up is as follows: A1200 standard 2Mb chip, 340Mb internal hard drive, Philips 8833 Mk II monitor, Workbench 3.1.

I have created a small, but infuriating, problem with my startup sequence (printout enclosed) regarding the boot picture which is being displayed during the loading of Workbench. The picture was on one of your cover disks, the purple one with the hard drive system on.

Anyway, everything worked okay using the viewer and canceller which is on your disks until I changed the font on the Workbench from Topaz to various just to see what it was like. I didn't like it so I changed it back to the default. Now when I boot up I get a requester saying "Intuition is attempting to reset the Workbench screen. Please close all windows except draws". It only shows the picture for a few seconds, then the requester comes up and I've lost the picture. I can't work out what I've done or how to correct it, any help would be much appreciated.

With only 2Mb chip RAM I quickly run out sometimes, so for Christmas I have asked my better half for a RAM expansion. Although I'm not partially bothered about speed, the

28MHz 68020 accelerator board is only a few pounds more than a standard 4Mb expansion, so I thought why not? The question is, which is the better board, the Apollo Turbo 1220 or the Blizzard 1224/4? I have also heard reports that some of the expansion boards are difficult to fit because of limited space, is this true and how hard are they to fit?

Mark Holland
Barnsley

Dear Mark,
I cannot see anything wrong with your startup sequence. I expect that the problem is with the environment variables. The font's screenmode, etc., are stored in environment variables. You will find them in the ENVARC: directory, within the sys sub-directory. Try renaming the font.prefs file to something else and then rebooting. If you use the list option from a shell you will be able to see which file was most recently modified (by the time and timestamps) that is likely to be the file causing the problem.

It is true that some expansions are a bit of a swine to fit, but this is normally only true for the larger expansions. You should have no real bother with the two units that you mention. In any event the awkward units normally only require that the A1200 casing is removed and then the board fitted and the casing replaced. You sometimes need a Torx screwdriver (depends on the screws fitted).

The Blizzard is the more established of the boards, so look at that one first.

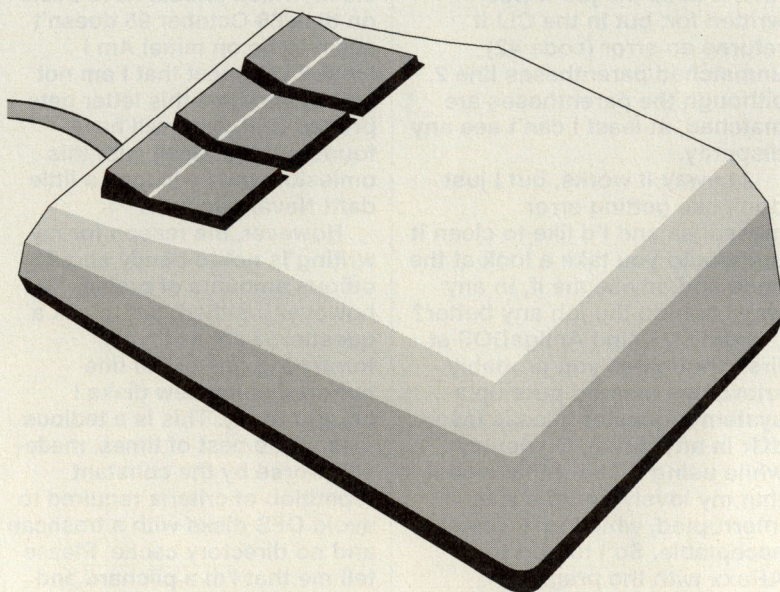
OS

Dear AUI,
Firstly my computer consists of an A1200 with Blizzard 1230 III 40MHz CPU, 50MHz FPU, 6Mb RAM and a 120Mb hard disk. Attached to this I have an external floppy drive, Microvitec 1438 monitor, and a Panasonic KX-P1080 9 pin dot matrix B/W printer driven via Digita Print Manager.

I have Magic Workbench v1.0 installed and herein lies my first problem. Whenever I quit from Wordworth my Workbench backdrop always decides to turn a vivid shade of (mostly) red, though leaving the actual pattern intact (in case it helps the pattern is R4). I have attempted to rectify things using Lock Colours but with no success. Any suggestions would be welcome.

My other question concerns the monitor, I am satisfied with its overall performance, but what a shame about the borders. These borders appear as a light grey colour and I would like to know if there is any way of turning them black? Some of my applications do this, Vista Lite being one, so it would seem to be possible, though several phone calls seem to suggest that it isn't.

Lastly, some advice please regarding obtaining better performance from my equipment (!?!), do you think there will ever actually be a RISC powered Amiga? And if so, would it (do you think)



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out-perform my present set-up if I were to add an 060 processor? And what about prices? I realise this will be very much guesswork, but please give me the benefit of your informed wisdom.

F. M. Warminster

Dear F. M. Warminster,
The most obvious thing to do is ditch Magic Workbench. If that does not appeal to you, I expect that Wordworth may be resetting part of the palette. The simple solution would be to set the system up and then save the palette preferences as a named file. When you exit Wordworth try reloading the palette. If this cures the problem then you know that Wordworth is causing the problem. It might be worth checking out later versions of Magic Workbench (3.1 is now available) as yours is very old, and the later versions do have a feature that keeps an eye on the palette.

There is a program called blackborder.lha that will do what you want. I won't go into it any more as you will have found it on a SuperDisk before you read this reply. The SuperDisk contains the programs that I have been sending out on receipt of a disk and s.s.a.e., so

NO MORE DISKS PLEASE, THE OFFER IS NOW CLOSED.

RISC technology seems to be the way that most computers are going. Amiga Technologies have announced a RISC-based Amiga for release in 1997. How well it performs will depend on how it runs the Amiga OS which is being ported for it.

Prices, the best I can say is not cheap. It depends on so many other factors.

OS

Dear AUI,
My A1200 has developed a problem which I hope you can eliminate. For the past two months (Sept-Oct) I have unpacked the AUI SuperDisks directly onto my hard drive, to be deleted after those required have been relocated. This is where the problem lies. There is a file on each that I cannot delete. In each case the name is Français (note the cedilla). I have tried several tricks, such as using the French keypad, renaming, etc. but always with

the same result cannot delete file. File not found. The offending files are thus:

AUI-
SEPT/A/CloseWB_1.8/Catalogs/
Francais
AUI-
OCT/C/Swazinfo/Locale/Francai
s.catalog

It is more of an inconvenience than anything, but I hope that you can help.

J. Nolan
West Yorks

Dear J. Nolan,
Strange that you are having problems with this one. There are a several methods that will do the job. Use the show all files option from the Workbench window menu and then drag the offending files into the trashcan, select the files, and then select Icons/delete, or open a shell and type in delete filename using ALT C to get the cedilla.

PRINT

Dear AUI,
I have an Amiga 600 HD, and I have just bought a printer, but I do not know how to get the printer options on Workbench to print.

Hope to hear from you soon.

Mr. C. Brooks
Doncaster

Dear Mr. Brooks,
You have not really given me much to go on have you? Workbench does not have much in the way of printing facilities, that is normally the domain of the various application programs that you might be using. A few points to note.

The Amiga can make use of many different printers, so you have to tell the Amiga which printer you have. The Amiga uses a series of programs called printer drivers to convert from the Amiga to any particular printer. You need to set up the correct driver. Open preferences and then the printer preferences. Scroll the driver list until you find the driver for your printer. Your dealer should be able to tell you which driver to use, or supply a specific driver. If the printer is Epson compatible, select EpsonX for 9-pin printers and EpsonQ for 24-pin or more printers.

Once you have selected your driver, remember to click on the save button. Reboot your Amiga and the printer should be available for use.

VIDEO

Dear AUI,
I have an Amiga 1200 with Workbench 3.1, 170Mb hard drive, Commodore MPS1270 ink jet printer, and a 1438 Microvitec monitor.

I use the 1438 Monitor with my 1200, usually running Workbench in DBLPAL mode, which I'm sure you know, does not fill the full width of the screen. I have altered the screenmode/overscan settings as much as I can, but it will not fill the whole screen. Then I read in your magazine about someone who had a similar problem. You gave him a program called (Moned). Will this program help me? Could you send me a copy? I promise I will buy your magazine for ever more.

Andrew Love
Stirlingshire

Dear Andrew,
You will find Moned on a SuperDisk very soon, probably before you read this reply. As with all such programs it MIGHT help. The effectiveness of the program depends very much on the monitor. Some monitors work without too many problems when you shift the sync frequencies about, when others won't play ball at all.

If you want the programs, a disk and S.S.A.E. is required.

VIDEO

Dear AUI,
Like Jason de Ugalde (AUI Answers, October 95) I have an Amiga 1200 and use a Forefront MTS9600 monitor. (I also have a 40Mb internal hard disk, although I do not think this is relevant to my particular problem.) Like Jason, I have to endure large black horizontal borders when using the monitor in DoublePal or other hi-res no flicker modes. In my case these take up a huge 40% of the

screen area, even with maximum horizontal overscan. I was wondering, therefore, if you would be able to supply me with the display mode adjustment software (Moned etc.?) which you supplied to Jason. I enclose a blank formatted disk and S.A.E. so as to limit the hassle and cost you incur.

I cannot help noticing that there has been a steady stream of letters in AUI Answers requesting this software from you, starting with, I believe, L. Hellawell. Because of this, I would like to suggest that you include these programs on a future SuperDisk. The number of Amiga owners with comms access, and thus able to acquire this software on-line, is probably a fairly small percentage, and despite scouring the ads in your magazine for the past few months, I have yet to see a PD software house offering these programs by mail. This means AUI is perhaps the only source of these useful programs for most Amiga owners.

Finally, I would like to thank you in advance for your help.
Gary Lancaster
Oxford

Dear Gary,
We have put some monitor software on recent SuperDisks. You will not see these programs advertised, you will have to ask for them by name. I collected the programs off, CD-ROMs, Aminet, Cix, etc., so they are all freely available. It may seem like a lot of requests have come in, but it is only about two or three requests a month, sometimes not even that.

OTHER

Dear AUI,
I am writing to you concerning Laurence Martin's problem in his letter in the November AUI Answers section. I have experienced the same effect of my hard drive not appearing on the mount list when booting up

TOOLBOX

Who Lives Where?

Andy Eskelson explains that, if you want to escape from the imprisonment of ignorance, the Amiga's files are a piece of cake.

The subject of this toolbox is mainly for the newcomer to the Amiga who, after reading this toolbox, should know where the important Amiga system files and programs are located, and how to install new system files and programs. This could help overcome the difficulties that you may encounter when installing all sorts of software, PD, or otherwise.

The very first thing to take note of is a warning. **DO NOT USE YOUR ORIGINAL WORKBENCH DISKS!** I cannot stress this enough, it is so easy to delete important files that you should only work on copies of your disks.

So the first thing to do is copy your Workbench floppy. If you are using a hard drive, I would still suggest that you make a copy of your Workbench disk, and boot from that for the purposes of this toolbox. It's a lot easier to create a new floppy than it is to restore a hard drive to working order!

I am going to assume that you are running a version of Workbench greater or equal to Workbench 2.0. You could just as easily use the Shell, or a directory utility such as SID or DOpus (Directory Opus) for what follows, but as everyone has the Workbench we will use that.

First Basics

There are two and only two types of things that are stored on your disks. These are Directories and Files. You may also know Directories as Drawers on the Workbench screen. When you open a drawer, you will see either more drawers, or files or both. Anything that is not a drawer is a file.

Not all drawers are visible on the standard Workbench screen. These are drawers that contain the system files that you use all the time, but are part of the Workbench system, and are automatic as far as you are concerned.

The only difference between a visible drawer and an invisible drawer is the presence of a FILE. This file is rather special as it contains the image of the drawer. Such files have a special naming convention, and you will see quite a few of them shortly!

If a drawer is called JUNK, the special file that makes it visible is called JUNK.info. It is the .info part of the name that indicates to the Workbench system that this file contains the

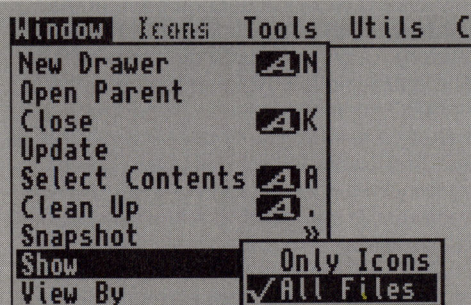
drawer image for the directory.

The same convention is used for files that are visible or invisible. A file is typically a program that you run by clicking on its icon. If the file is called PROGRAM then there will be another file called PROGRAM.info which will be contain the image of the Icon for that program. The common factor is the .info part of the name, the Amiga system sorts out the display of the image etc.

The Workbench has several modes of operation that you can select. By using these modes we can work with files and directories as required. So we will start by looking at some of these files and directories. Open up a your Workbench disk icon and then from the main Workbench menu select

Windows/Show/All files. When this option is checkmarked the Amiga will generate dummy .info files for the directories and files that do not already have them. This will enable you to see them on the Workbench as icons.

Some of the directories will have many files in them, in this case you might prefer to display the directory as a list of text rather



View of Windows/Show all files selection.

than dozens of icons. Select the view by text option from the main Workbench menu

Regardless of the type of display, you can still manipulate the directories and files by clicking and dragging with the mouse.

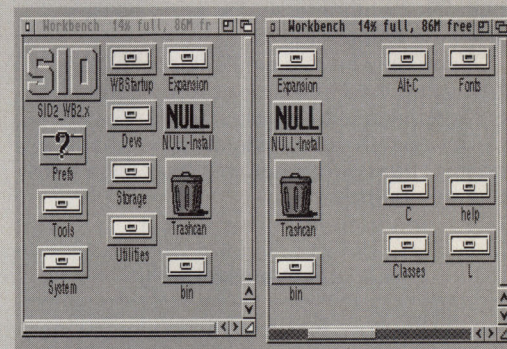
Now that you have selected show all files, click on the Workbench disk icon. You should see quite a few new drawers appear. If you do not see any extra drawers, you may have to scroll the window about, you can also use the clean up option from the Workbench

It is also worth checking that the show all files option is actually checkmarked when you have activated the window. The Workbench system can select the display mode on a

window by window basis and it will remember the settings.

Directories

By now you should have these previously invisible drawers on your Workbench screen. So take a look at some of them, and we will explain what their purpose is.

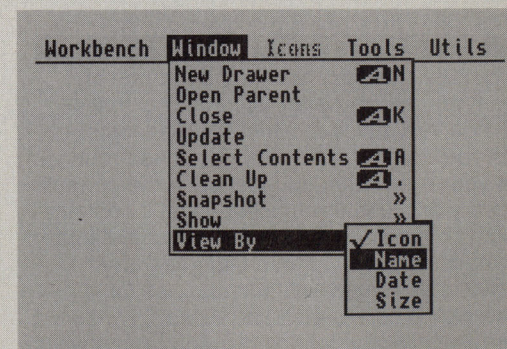


Before and after view showing the effect of show all files.

Find the drawer that is just called C and open it. You should see a large number of files appear in the new window. You might spot a few files that have familiar names, the reason for this is that the C drawer is the normal storage location for Commands, hence the C name for the drawer. The Amiga will always expect to find a C drawer and will always search it for the needed commands.

Moving Files

As one of the main objectives of this toolbox is to demonstrate how to move files about, let us try moving a file from the C drawer into



View of Windows/View by selection.

the RAM disk and then back again. Open up the RAM disk and then find the icon called EDIT in the C drawer. Click once on this with the left mouse button and hold the mouse button down. Drag the EDIT icon over to the Ram disk window and release the mouse button. This process is known as "drag and drop".

I would expect that the EDIT icon vanished as soon as you released the mouse button. This is due to the RAM disk always defaulting to showing icons only, click in the RAM disk window to activate it, and then select show all files from the main Workbench menu. The EDIT icon should reappear.

Tidy things up by drag and dropping the EDIT icon back into the C drawer.

That's the main operation that you are likely to need to do, but as always the Amiga will let you do things in several different ways. If you have two disk drives and want to move file between them, you can do so directly without going through the RAM disk. Just open the two windows that you want to move files between and just drag and drop between them. Remember to set the show all files option on if you need to.

If you only have a single floppy system, then using the RAM disk as a temporary storage place is the easiest method.

The next thing to understand is what are the important directories that the Amiga uses, and their purpose.

C directory

The C Directory, which we have already met, contains most of the Amiga command files such as copy, assign, ed, edit, etc.

L directory

This is where programs called 'handlers' are kept. A handler is a program that normally works in conjunction with a device. The device driver (which we will see shortly) controls the physical interface, where the handler works at a higher level, and provides the conversion from the raw data from the device into something that the Amiga operating system can understand.

Libs directory

The Libs Directory is the directory that you will work with most when installing programs. The Libs directory is where hundreds of common functions are stored. This makes things very efficient when writing programs, as you do not have to include these routines in your own code, you just open the correct library and use the functions that it contains. Many programs can access the same library simultaneously. Common libraries are intuition.library, which has routines for managing screens and windows; graphics.library, for line drawing; and a whole

set of mathematical libraries that give various degrees of accuracy and the use of any FPU that might be available.

Devs Directory

Device drivers live in this directory. The serial.device, controls the operation of the serial port. The ramdrive.device controls the operation of the Ram disk. There are other sub directories within the Devs directory, the most common being Printers, DOSdrivers, Keymaps, Monitors etc. If you need to install a new printer driver you would normally put it into the Printers drawer, within the Devs drawer.

EnvArc and Env Directory

Many programs use environment variables. These are simple files that hold configuration information for a particular program. To provide a faster mode of operation these variables are normally held in the RAM disk.

Workbench		14%	Full	86M	Free		
ATE	Drawer	---	rwed	2			
ANDY.EMOD	Drawer	28234	---	arwed	1		
bin	Drawer	---	rwed	21			
C	Drawer	---	rwed	2			
Classes	Drawer	---	rwed	0			
Devs	Drawer	---	rwed	1			
Expansion	Drawer	---	rwed	2			
Fonts	Drawer	---	rwed	2			
help	Drawer	---	rwed	2			
L	Drawer	---	rwed	1			
Libs	Drawer	---	rwed	1			
Locale	Drawer	---	rwed	2			
log	Drawer	---	rwed	21			
NULL-handler	Drawer	988	---	arwed	0		
NULL-Install	Drawer	543	---	arwed	0		
NULL-MountList	Drawer	138	---	arwed	0		
Prefs	Drawer	---	rwed	0			
Rexxc	Drawer	---	rwed	2			
RunBack WR1.3	Drawer	468	---	arwed	0		

View showing display as text rather than icons.

However, when you reboot, or power off, the RAM disk is wiped. A second copy of the variables is held on disk in the ENVARC directory. During startup a directory called ENV is created in RAM and the contents of ENVARC copied to it.

Quite a few programs use environment variables. Each program will have a sub directory within the main ENV and ENVARC directories. If you need to add anything to the ENV directory, remember to add it to the ENVARC directory as well, or when you reboot things will not work correctly.

T Directory

This is a simple directory and is used to hold temporary files. Once finished with the files should be deleted. This means that you should not normally find any files in this directory. The normal place for the T directory is in the RAM disk.

S directory

This is another fairly simple directory, but it is one of the most important. This is where SCRIPT files are kept. A script file is nothing

more than a plain text file that, when fed into the Amiga OS, will be as if it were typed in from the keyboard. (There are enhanced commands available to provide a greater degree of control).

Most Important

The two most important files are:

Startup-Sequence. This controls how the Amiga boots up ensuring that all the correct system features are enabled. This is the file that creates the ENV directory in the RAM disk.

User-Startup. This is a file that was introduced by Commodore after so many people messed up their boot disks. (Why do some people not make backups?) The User Startup is called from the startup-sequence almost at the end. In the User Startup you put all the program specific commands. (This is normally done for you by program installer routines) The point is, if something goes wrong you can rename the user startup to something else, reboot and the Amiga will revert to a very basic, but useable, configuration that will enable you to find out what went wrong.

It is a very good idea to make a copy of the user-startup and startup-sequence files on a separate disk before you make any major changes. If things go awry, then dragging the copies of these files into the S directory will usually restore things to where they were before you started.

That's all there is to it, and I hope that you now understand a little more about files and directories. You should also know what to do if a program's instructions state.

"Copy PDprogram.library into your Libs directory"

Workbench	Window	Icons	Tools	Utils
	New Drawer		AN	
	Open Parent		AK	
	Close			
	Update			
	Select Contents		AR	
	Clean Up		A	
	Snapshot		>>	
	Show		>>	
	View By		>>	

View of Windows/Cleanup selection.

Have a browse through your Workbench disk, and get to know where the various directories are, and what they are called. Providing you work only on a copy of your Workbench disk the worst thing that can happen is you will delete something that the Amiga needs and you will have to make another copy of the Workbench disk. Practice moving things about and changing which view mode to use. Once you master this, you will find that installing programs makes a lot more sense. If you want to know more about the commands available and how to use them, you will find that previous Toolbox articles have covered a considerable range of commands. **AUI**

WIN a Two Piece CD Micro Hi-Fi

Dear Reader, can we ask you to do **AUI** magazine an important favour? We are currently carrying out a survey amongst our readers.

This survey has been compiled and produced with the help of ICD Marketing Services Limited, a company specialising in this field.

This research will help us to understand what you think of the magazine and disk contents as well as what you will need from **AUI** in forthcoming months. Your answers will be used, by both ICD and ourselves, for analytical and marketing purposes and may be passed on to other organisations who may wish to send you details of products and services that are likely to be of interest to you, based on your answers. If you would prefer not to receive these offers, please tick the box at the end of the survey. To show our appreciation for your help we will enter the names of all respondents in our **Prize Draw** to win an Amstrad Micro 1500 two piece CD Micro Hi-Fi (RRP £169.99). Simply tick the boxes, complete the name and address section overleaf and return to the following address:

AUI READER SURVEY, Unit 2 Utopia Village, 7 Chalcot Road, London NW1 8LX.

Amiga User International Reader Survey

1. Why did you buy this issue of **AUI**? (Please tick all that apply)

- Impulse purchase in newsagent ☐ 1
Attracted by free disks ☐ 2
Interested in subject area ☐ 3
Had read previous issue ☐ 4
Recommended by friend ☐ 5
I subscribe to **AUI** ☐ 6

2. If you bought from a newsagent, how easy was it for you to find your issue of **AUI**?

- It was on display in the first newsagent I visited ☐ 1
It was in the first newsagent but I had to ask for it ☐ 2
I had to visit a number of shops before I found it ☐ 3

3. How do you generally obtain your copy of **AUI**?

- Saved for me by a newsagent ☐ 1
From a newsagent's shelves ☐ 2
On personal subscription ☐ 3
Read someone else's copy ☐ 4

4. How many issues of **AUI** have you read in the last year?

- One-two ☐ 1
Three-four ☐ 2
Five-six ☐ 3
Seven-eight ☐ 4
Nine-ten ☐ 5
Eleven-twelve ☐ 6
None previously ☐ 7

5. For how long have you been a reader of **AUI**?

- Less than 6 months ☐ 1
Between 6 and 12 months ☐ 2
1-2 years ☐ 3
2-3 years ☐ 4
3-4 years ☐ 5
More than 4 years ☐ 6

6. On average, how long do you spend reading each issue of **AUI**?

- Up to 30 minutes ☐ 1
30 to 60 minutes ☐ 2
1 to 2 hours ☐ 3
Over 2 hours ☐ 4

7. How many other people read your copy of **AUI**?

- One ☐ 1
Two ☐ 2
Three ☐ 3
Four ☐ 4
Over Four ☐ 5
None ☐ 6

8. What do you do with your copy of **AUI** after you have finished reading it?

- Keep the whole copy for reference ☐ 1
Keep parts of it for reference ☐ 2
Pass it on to someone else ☐ 3
Throw it away ☐ 4

9. For which of the following reasons do you buy **AUI**? (Please tick all that apply)

- To find out what's new in the Amiga world ☐ 1

- To keep up-to-date with technology ☐ 2
For the Answers section ☐ 3
For the adverts ☐ 4
For the Superdisks ☐ 5

10. Overall, how do you find the coverage of Amiga hardware and software?

- About right ☐ 1
Not technical enough ☐ 2
Too technical ☐ 3

11. How should we improve the Superdisks?

- More utilities ☐ 1
More games ☐ 2
Easier installation ☐ 3
No change ☐ 4

12. What would you like to see more of in **AUI**? (Please tick all that apply)

- Hardware reviews ☐ 01
Productivity software ☐ 02
Entertainment Software ☐ 03
CD-Roms ☐ 04
Features ☐ 05
TechnoWorld ☐ 06
Online ☐ 07
PD Stakeout ☐ 08
Answers ☐ 09
Letters ☐ 10
Programming Tips ☐ 11
Book Reviews ☐ 12

13. Which Amiga products did you buy in 1995? (Please tick all that apply)

- Computer ☐ 1
Games software ☐ 3
Printer ☐ 2
Other software ☐ 4

14. How much do product reviews in **AUI** influence you when buying?

- A lot ☐ 1
A little ☐ 2
Not at all ☐ 3

15. Which computer products are you planning to buy in 1996? (Please tick all that apply)

- Modem ☐ 1
Hard Drive ☐ 2
Joystick ☐ 3
Accelerator ☐ 4
CD-Rom drive ☐ 5
Genlock ☐ 6

16. Which other computer magazines do you regularly buy? (Please tick all that apply)

- Amiga Format ☐ 1
Amiga Computing ☐ 2
CU Amiga ☐ 3
Amiga Power ☐ 4
Amiga CD32 ☐ 5
Computer Shopper ☐ 6
PC Plus ☐ 7
Which PC ☐ 8
PC Home ☐ 9

17. Which Amiga computer do you own?

- A500 ☐ 1
A600 ☐ 2
A1500 ☐ 5
A2000 ☐ 6

- A1000 ☐ 3
A1200 ☐ 4
A3000 ☐ 7
A4000 ☐ 8

18. What Peripherals do you own? (Please tick all that apply)

- Modem ☐ 1
Hard drive ☐ 2
Floppy drive ☐ 3
Sound sampler ☐ 5
CD-Rom ☐ 6
Graphics card ☐ 7
Accelerator card ☐ 8
Video grabber ☐ 9

19. What do you use your Amiga computer for? (Please tick all that apply)

- Graphics ☐ 1
DTP ☐ 2
Accounts ☐ 3
Wordprocessing ☐ 4
Games ☐ 5

20. In 1996 will you buy products involved with? (Please tick all that apply)

- MultiMedia ☐ 1
Internet ☐ 2
Video mixing ☐ 3
Sound mixing ☐ 4
Productivity ☐ 5

21. Are you connected to the Internet?

- At home ☐ 1
At work ☐ 2
Both at home and work ☐ 3
I plan to be in the next year ☐ 4
No ☐ 5

22. Do you use any other type of computer? (Please tick all that apply)

- PC ☐ 1
Mac/Power PC ☐ 3
UNIX ☐ 2

23. Do you own a games console? (Please tick all that apply)

- Nintendo ☐ 1
Sega ☐ 2
3DO ☐ 3
Playstation ☐ 4
Sega Saturn ☐ 5
Jaguar ☐ 6

24. What would you like to see advertised more in **AUI**? (Please tick all that apply)

- Printers ☐ 1
Hard drives ☐ 2
Accelerators ☐ 3
CD-Rom drives ☐ 4
Software ☐ 5

PLEASE TURN OVER:



Amiga User International Reader Survey

25 Please give your name in the way you should be addressed.

Mr ☐ Mrs ☐ Miss ☐ Ms ☐ Other ☐ 5

Surname

Forename

Address

Address

Town

County

Postcode

Telephone

26. Marital Status Single ☐ Married ☐ Divorced ☐ Widowed ☐

Partner's surname

Partner's forename

27. What is your date of birth?

28. What is your partner's date of birth?

About You

29. What is your occupation?

Director	01	15	Local Gov't	08	22
Manager	02	16	Professional	09	23
Self Employed	03	17	Armed Forces	10	24
Skilled/Trade	04	18	Student	11	25
Manual Worker	05	19	Homemaker	12	26
Office Worker	06	20	Retired	13	27
Shop Worker	07	21	Unemployed	14	28

30. Which of the following do you enjoy on a regular basis?

Antiques/Fine Art	01	15	Further Ed.	08	22
Betting	02	16	Gardening	09	23
Books	03	17	Pub	10	24
Competitions	04	18	Photography	11	25
Cookery	05	19	Religious Activities	12	26
Current Affairs	06	20	Sewing/Needlecraft	13	27
Football Pools	07	21	Theatre/Arts	14	28

31. Which newspapers do you usually read?

Daily Express	01	14	Guardian	08	21
Daily Mail	02	15	Independent	09	22
Daily Mirror/Record	03	16	Scotsman	10	23
Daily Star	04	17	Sun	11	24
Daily Telegraph	05	18	Times	12	25
Financial Times	06	19	Regional Daily	13	26
Herald	07	20			

32. If there are children in your home, please indicate how many and in which age groups

0-2 yrs ☐ 3-4 yrs ☐ 5-10 yrs ☐
11-15 yrs ☐ 16-17 yrs ☐ 18yrs + ☐

33. What is your approximate annual FAMILY income?

Under £5,000	01	£20,000-£24,999	05
£5,000-£9,999	02	£25,000-£29,999	06
£10,000-£14,999	03	£30,000-£39,999	07
£15,000-£19,999	04	Over £40,000	08

34. Do you/your partner own a business, or are you considering starting one?

Already own ☐ Planning to start ☐
Please tick if working from home ☐

Shopping

35. Have you bought goods by mail or by telephone in the last 2 years? Yes ☐ No ☐

36. If you own a cat or a dog what brand(s) of pet food do you regularly buy?

Cat Food

Dog Food

37. If you smoke, please write in the name of the cigarette brand you and/or your partner smoke most often.

You

Partner

Important: Please sign below that you are a smoker aged 18 or over.

You

Partner

Money & Investments

38. Are you considering changing your Bank or Building Society current account?

Yes ☐ Possibly ☐

39. Do you consider your current personal pension arrangements to be:

Adequate ☐ Inadequate ☐

Unsure ☐

40. Do you/your partner have any of the following credit cards?(Please tick all that apply)

Credit Card ☐ Charge Card ☐

Store Card ☐ Gold Card ☐

Considering a credit card ☐

41. Do you have/are you considering any of the following investments? (Please tick all that apply)

Stocks/Shares ☐ Have ☐ Cons ☐

PEP (Personal Equity Plan) ☐

Lump Sum Investment ☐

Unit Trust(s) ☐

Regular Savings Plan ☐

Will ☐

42. Would you consider professional help in arranging your personal finances?

Yes ☐ No ☐ Unsure ☐

43. Do you foresee the need for a personal loan?

Yes ☐ Possibly ☐

Your Home

44. What type of home do you live in?

Detached House ☐ Semi-detached House ☐

Terraced House ☐ Flat/Maisonette ☐

Bungalow ☐

45. Is your home:

Owned ☐ Privately Rented ☐

Council/Housing Association ☐

46. Are you planning to move home in the next 12 months?

Yes ☐ No ☐ Possibly ☐

Please tick if first time buyer ☐

47. Are you considering any of the following home improvements?

Have Cons

Fitted Kitchen ☐ 5 Double Glazing ☐ 7

Fitted Bathroom ☐ 6 Security System ☐ 8

48. If you have household insurance, in which month do you renew your cover?

Please write in month e.g. S E P T

Home Contents Insurance ☐

Buildings Insurance ☐

49. Do you already own or are you considering buying any of the following?

Have Cons

Home Computer ☐ 5 Mobile Phone ☐ 3

Camcorder ☐ 6 Fax Machine ☐ 8

Health

50. Does anyone in your home wear:

Hearing Aid ☐ 01 ☐ 05 ☐ 09 ☐

Soft contact lenses ☐ 02 ☐ 06 ☐ 10 ☐

Gas permeable contact lenses ☐ 03 ☐ 07 ☐ 11 ☐

Spectacles ☐ 04 ☐ 08 ☐ 12 ☐

51. Do you/your partner have, or are you considering, private medical insurance?

Have (private) ☐ Have (business) ☐

Considering ☐

52. If you have private medical insurance, in which month do you renew your cover?

Please write in month e.g. S E P T

Month:

Motoring & Travel

53. The following questions relate to your PRIVATELY owned car.

Make (e.g. FORD)

M A K E

Model (e.g. ESCORT)

M O D E L

Type (e.g. GL)

T Y P E

Engine cc (e.g. 1600)

C C

54. Who is insured to drive this car?

You ☐ Partner ☐

Others (please state how many) ☐

55. When do you plan to replace your car?

Within 12 mths ☐ 2-3 years ☐ Later ☐

56. How much no-claims bonus will you receive on your next renewal?

0% ☐ 10-39% ☐ 40% ☐

50% ☐ 60% ☐ Unsure ☐

57. In which month do you renew your insurance cover?

Please write in month eg: S E P T

Month:

58. Have you taken a cross channel ferry in the last 5 years, or are you planning to do so?

Taken ☐ Planning in next 12 months ☐

59. How many times have you flown on BUSINESS in the last three years?

You Ptnr

1-5 ☐ 4 ☐ 6-10 ☐ 3 ☐ 6 ☐

10 or more ☐ 5 ☐

Thank you for completing this questionnaire, which is designed to provide us with a complete picture of the people who purchase Amiga User International and help us to focus our efforts on meeting the needs of our readers. Any information you provide will be treated with great care. It will always be safeguarded under the terms and conditions of the Data Protection Act. Amiga User International and ICD may make your information available to other respected organisations who may wish to send you offers of products and services. Please tick here if you would prefer not to participate in this offer ☐ The Free Prize Draw is open to all UK residents aged 16 and over who return a completed survey. Closing date for entries is May 31st 1996. The winner will be randomly selected by June 30th 1996, from all surveys received by the closing date. The winner will be notified within 28 days of the prize draw date. No one connected with the survey is eligible for entry. No responsibility can be accepted for entries which are illegible or lost or damaged in the post. No correspondence will be entered into. There will be no cash alternative to the prize as stated. For notification of the prize winner send a SAE, after June 30th 1996, to: Amiga User International, AUI Reader Survey, Unit 2 Utopia Village, 7 Chalcot Road, London NW1 8LX.

your SuperDisks.

I have an A600 with 2Mb chip ram ECS, Workbench 2.05, and a GVP 120Mb SCSI Internal HD, whenever I turn on my machine it sits there asking for a boot disk. If I then soft-reset it boots off the hard drive no problem.

I have been told that this is because the GVP doesn't spin up to full speed before the Amiga checks to see if there is a hard drive attached, I was also told that there should be a dip switch or something to tell the Amiga to wait for the hard drive to reach operational speed.

If this is the same case with the Zappo then my solution to the problem should work for Laurence and anyone else out there with the same problems. What you have to do is boot up once (you can boot with anything, the quicker the boot time the better really.) Then insert your AUI SuperDisk and soft-reset, and Bob should be your uncle. You should now be able to install to your hard drive.

Now for my question: I have a small quirk that has popped up and is annoying the pants off me. I use my Amiga for all sorts, but especially 'C' and 'E' programming which I do mostly from the CLI (I am much more comfortable programming there than from windows.) A couple of months ago I installed Octomed using the Installation program given with Octomed from a rival magazine disk. I found that somehow something had changed and my startup-sequence wasn't behaving as it should. (I have included printouts of both files, but I cannot see anything wrong.)

I know a fair amount about the Amiga OS so started to systematically check all I could. The Startup and user-startup files weren't messed up, but now path commands do not work in either so all I get in my path is c: and current_directory, which has meant me having to duplicate my path commands in shell-startup.

The other symptom of this phenomenon is that I have to make sure all project icons have a path as they will not look anywhere for their program, e.g. AmigaGuide won't work so I have to edit the icon information to c:AmigaGuide which works fine.

These may be small

problems but, they are very annoying when it didn't use to happen so please can you tell me why it has happened and hopefully what I can do to sort it out.

Thank you for the anticipated help. Oh yes, just one more thing - goodbye, good luck, and a special thanks to Gideon Overhead, wherever he may go (even if it is to work for a Bill Gates product magazine.) These AUI SuperDisks have been the most consistently good free disks I have ever seen.

Alan Ferin
Cornwall

Dear Alan,

Thanks for the suggestion, it may be worth a try.

There is no dip switch on the Amiga to allow the drive to spin up, if such a switch exists it will be on the SCSI controller. The old 2091 had a jumper that could be set for this purpose. I'm a little surprised that you have this problem as most hard drives boot without any problems. I do have a very old 80Mb Seagate drive that does take forever to perform its self tests and that always needed a warm boot. I did try setting the jumper but found, as you have, that a quick warm boot was much easier and did not affect subsequent warm boots.

Your path problem is weird. I've looked through your listings and I cant find anything untoward. Try removing your user-startup (rename it) and boot again, then check the path if it is not RAM:, c:, DH0:Utilities, DH0:System, and DH0:Prefs, (from your listing) then you can forget about Octamed, as the problem is somewhere in the main startup. Don't forget to clear out your shell-startup as well or that will mask any problems.

Thanks for the good wishes to Gideon, both he and everyone before him and since put a lot of work into the SuperDisks.

OTHER



Dear AUI,

I have had one of the Zappo CD-ROMs for about a year now and about a week ago I bought a Kodak PhotoCD of photos from my holidays, but when I came to look at the photos with the Carousel software supplied with the CD-ROM the computer just crashed when I inserted the

disk into the drive. However, I tried to insert the disk first, I booted normally and inserted the disk before starting any programs and then re-booting and starting the Carousel software first and then inserting the CD-ROM and then booting straight of the supplied boot disk and the computer crashed every time. When the computer crashed it came up with the following guru codes 0806 2028, 0806 3D80, 0806 1E20 which all decoded to RAM.lib library I/O error, but I don't know what they really mean. I have been reading your magazine since issue June 1994 and I have saved all the cover disks in case there may be any programs to help me.

My system comprises of: Amiga 1200 2Mb, Viper MkII 40MHz accelerator with 4Mb fast RAM, Zappo CD-ROM with v9 Software, VGA colour monitor, 60Mb IDE hard drive.

So I would be grateful if you would answer this question as soon as possible by a reply by mail please, I am enclosing a self addressed envelope. I know you don't usually reply by mail but I am desperate to get this

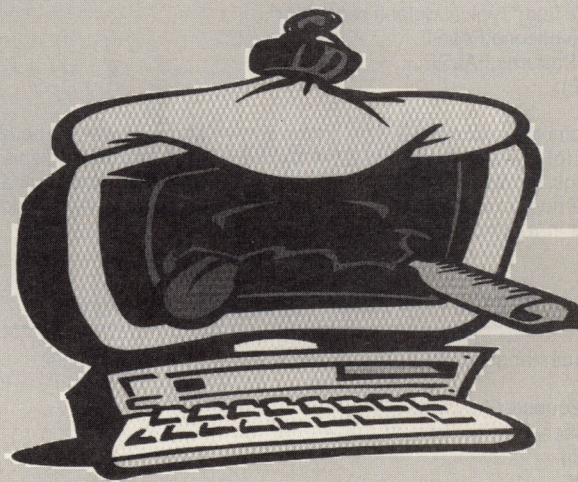
CD working for a few reasons the main one being I may have to take it back because I suspect that the photos have been put on back to front but I need to get the CD working before I can check the photos.

Martin Walsh
Liverpool

Dear Martin,

Your only recourse with the Carousel software is with Zappo/Archos. Make sure you try all the normal 'fixes' such as disabling CPU caches and such like. The only other option is to read the PhotoCD picture as a file and then use an external viewer. I had a quick trawl through an Aminet CD and came up with: egsphotoalb50c.lha gfx/board 379K 15+EGS picture management, PhotoCD&SlideShowegstv50a.lha gfx/board 477K 15+EGS animation, framegrabber&handyscanner fastifxmodul41.lha gfx/misc 21K 20+Fast ImageFX loaders(incl.PhotoCD)&saverPcdGui.lha gfx/show 247K 17+GUI for simple PhotoCD access

Or you could buy the FolioWorx PhotoCD viewing software (on CD or disk) from Blittersoft. AUI



When writing to Amiga Answers please include as much information as possible about your system and about the software/hardware you are running. This will help determine what your problem might be and its solution!

Send your questions to:

Amiga Answers, Amiga User International
Unit 2, Utopia Village, 7 Chalcot Road
London NW1 8LX
or E-MAIL:

amigauser@cix.compulink.co.uk

Programming Tips

Combining File Path and Filename Strings

Paul Overaa outlines the use of a very useful DOS library function.

The objective of this month's tutorial is to illustrate how user-selected directory paths and filenames can be extracted from an ASL FileRequest structure, and turned into a complete device/filepath/name string. To set the scene a program will have opened the ASL library using this sort of Exec library call:

```
AslBase=OpenLibrary("asl.library",ASL_VERSION);
```

and then allocated and initialised a FileRequester structure by calling AllocAslRequest(), AllocFileRequest(), or the amiga.lib based equivalent stubs - which allow tags to be passed on the stack (i.e. as parameters of the function call). Most C programmers opt for the amiga.lib based approach passing tags in this fashion:

```
file_requester_p=AllocAslRequestTags(ASL_FileRequest,
ASLFR_InitialLeftEdge,ASL_X,
ASLFR_InitialTopEdge, ASL_Y,
ASLFR_InitialWidth,ASL_WIDTH,
ASLFR_InitialHeight,ASL_HEIGHT,
TAG_DONE
);
```

Once the FileRequester structure has been set up life becomes relatively easy. The ASL file requester can be brought to the display by using either the AslRequest() or RequestFile() functions (or again their amiga.lib equivalents). For instance:

```
AslRequestTags(file_requester_p,
ASLFR_TitleText,"Typical default requester",
ASLFR_RejectIcons,FALSE,
ASLFR_DoPatterns,FALSE,
TAG_DONE);
```

At this point the requester will be on the screen and the user will be able to use the file selector gadgets to identify a file. By the time the requester display function returns strings representing the filename and directory path, they will already be stored in memory allocated by the ASL library. What we now need to do is collect those details in a form that can be used for file opening.

Filename Extraction

The FileRequester structure set up by the ASL library looks like this:

```
struct FileRequester {
  APTR rf_Reserved1;
  BYTE *rf_File;
  BYTE *rf_Dir;
  .
  .
  .
  <other FileRequester fields>
};
```

As far as the current discussion goes, the only important fields of the FileRequester structure are the second and third ones - these provide pointers to the selected filename and directory paths. Since the filename and directory path are both stored separately, they need to be combined to produce a conventional path/filename before they can be used. This can be done by copying the directory path to a buffer and then adding the filename to the end of it.

Copying the rf_Dir path is easy. The standard ANSI C library string copying function, strcpy(), can be used in this fashion:

```
strcpy(buffer_p,file_request_p->rf_Dir);
```

Adding the filename to the buffer is less straightforward because both ':' and '/' separators need to be properly handled. If, for example, the directory path is just the

device name 'ram:' and the filename is 'test.s', then the string to be formed is 'ram:test.s'.

If, however directories are involved, say the directory path is 'ram:T', then a '/' separator must be added so that the string 'ram:T/test.s' is produced. Since version 36 of the operating system there has been a dos library function called AddPart() available to handle this task (see box out for details), and a typical AddPart() call will look like this:

```
AddPart(buffer_p,filename_p,size);
```

The original version 36 function was bugged - it didn't check for legal subparts, nor did it handle leading '/' characters properly. This was fixed by version 37 (i.e. Release 2.04) so you won't find any problems with the function nowadays.

Creating A Name Making Function

If you wish you can package the separate strcpy() and AddPart() functions into a single C routine. Here's one example:

```
BOOL MakeName(UBYTE *dir_p,UBYTE *file_p,UBYTE *buffer_p,ULONG size)
{
  strcpy(buffer_p,dir_p);
  return(AddPart(buffer_p,file_p,size));
}
```

With this MakeName() routine available, the combined path and filename could now be created using this form of call:

```
MakeName(file_requester_p->rf_Dir,
file_requester_p->rf_File,
filename_buffer_p,
sizeof(filename_buffer_p));
```

A better idea, however, is to pass just the FileRequester and buffer pointers to the routine and do all the structure referencing and buffer size determination inside the function itself, i.e. opt for an arrangement like this:

```
BOOL MakeName(struct FileRequester *req_p,UBYTE *buffer_p)
{
  strcpy(buffer_p,req_p->rf_Dir);
  return(AddPart(buffer_p,req_p->rf_File,sizeof(buffer_p)));
}
```

This reduces the calling function to the cleaner looking form:

```
MakeName(file_requester_p, filename_buffer_p);
```

The more important advantage of this second approach is that the number of parameters that needs to be passed to the MakeName() function is reduced from four to two, which means the routine will be that much faster to execute.

Function: AddPart()

Description: Adds a file, directory, or subpath name to a directory path

Call Format: success = AddPart(dirname, filename, size)
 BOOL *UBYTE *UBYTE *ULONG
 Registers: d0 d1 d2 d3

Arguments: dirname - the path to add a file or directory name to
 filename - name of the file or directory to add
 size - number of bytes allocated for the resulting string

Return value: Boolean success (non-zero) or failure (zero) indicator. **AUI**

Still Footy Crazy... After all these years

Another month and another two big football releases. In the first, Ashley Cotter-Cairns checks out the dressing rooms of four classic releases in Soccer Stars '96, while the latest incarnation of Sensible Soccer, The Sensible World of Soccer, 1995-96, is put through its paces.

A Game of Four Halves

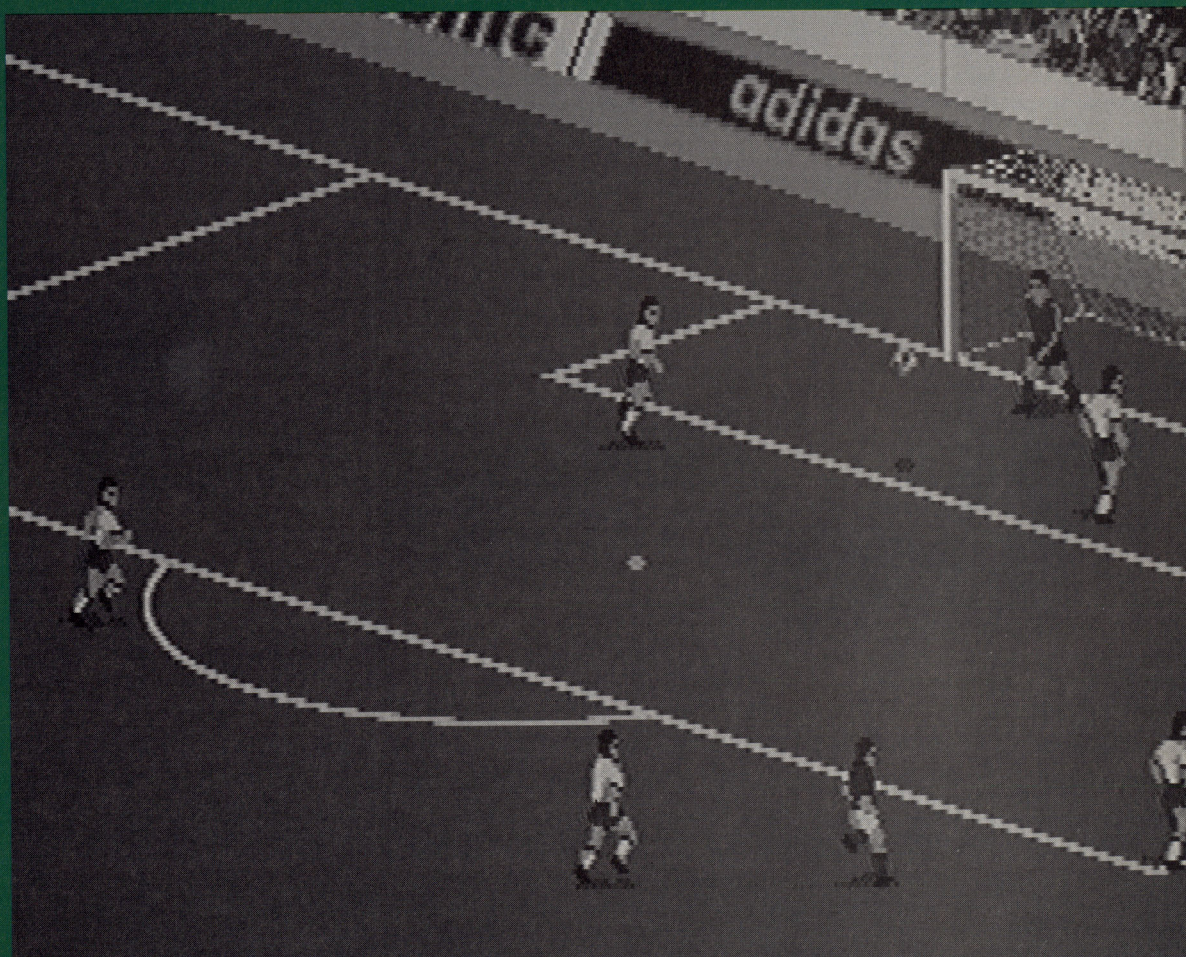
Empire Interactive knows that Amigaphiles may well also football freaks. Why should they be different from other computer users? It speaks volumes that the best selling game ever for the Amiga has been Sensible Soccer in all its various guises. And the same probably applies to other formats. The top of the charts in practically every format last Christmas? Electronic Arts FIFA 96.

Soccer Stars '96 takes four footy games with varying amounts of past success and bundles them together in a big white box. Will the contents of said box turn out to be worthy of the VIP enclosure at Wembley, or sub-standard to the toilet blocks at Filbert Street?

FIFA International Soccer

FIFA International Soccer should need no introduction. It was a major hit on the consoles, wowing those shallow Sega and Nintendo owners who, far from owning a season ticket like AUI readers, wandered in through the turnstiles once and stayed for a short time with their games machines before abandoning them for the so-called next generation consoles.

By the time Electronic Arts introduced it to Amiga owners, most of the fuss was over. One of the biggest problems with an Amiga version of FIFA is that you don't get



to use a three button control paddle. This means accessing quite a few different controls from the joystick and it's harder to get into than the console version because of that. FIFA certainly looks pretty enough. It's viewed from a forced perspective 3D angle that closely resembles that seen on TV highlights. Players and officials are

nicely animated and celebrate joyously after scoring goals. However, a good kit does not make good players, and graphics alone don't make a great game. FIFA is quite fun to begin with, until you realise that it's more like tennis than football; standard practice for a defender in trouble is to hoof the ball up the pitch with the 'shoot' option,

which turns defence instantly into attack. Chances are that your opponent will do the same in return. In consequence, the Amiga spends most of its time scrolling the action from end to end. Sounds like a poor imitation of Wimbledon with Vinny Jones, doesn't it?

OVERALL: 74%



Kick Off 3 shows the game in an isometric 3D style.

Kick Off 3

While the fuss caused by six-figure marketing spends aroused some interest in FIFA among Amiga fans, they needed no prompting with Kick Off 3. The Kick Off series which made Dino Dini a household name (in sad, anorak-wearing households anyway) was 7-0 up against the Rest of the World with ten minutes to go by the time that Player Manager appeared, arguably its finest moment and Kick Off 2, which was undoubtedly an Amiga classic.

Then Sensible Soccer was substituted onto the Rest of the World's front line in a last-gasp all out attack. The young pretender ran rings around Kick Off 2, punching holes in its flabby defence and scored double figures with time to spare. Amiga fans and previously die-hard Kick Off addicts held their breath. What would Dino Dini come up with in response? Goal! was the answer; following a split from Anco, Dini went to Virgin and released a game which was competent, but unpolished. Sensi was safe. Was the missing factor Anco's own Brian Clough, Anil Gupta?

Some time later, Kick Off 3 hit the shelves. Dini's name was conspicuous by its absence... And his touch was certainly missing from the game. While Goal! managed to be quite playable at times, a lot of fun for a brief fling, Kick Off 3 was always going to be a torrid, sweaty one night stand with the pretty, but thick, girl you met in the kitchen at that dodgy house party in whilst

staying in Wolverhampton. Yes, it looked great. 3D forced perspective graphics, quite similar to FIFA's, lots of options and the promise of the classic Kick Off gameplay, made this one look like a danger to the lads of Sensible Software. But oh dear! The second I picked up the joystick I knew that this one was a something of a duffer.

KO3 is cursed with hesitating leadfootedness which makes the Bolton's defensive line-up look mercurial in comparison. No matter how good any of its other features are, and there plenty of positive points, there's no way you'll stand shivering on the terraces while the Amiga retrieves the ball (this sometimes takes as long as five seconds after the ball is kicked into touch). Like the minds of the England team, KO3 needs to speed up a bit to play a more successful game.

OVERALL: 60%

Player Manager 3

The first of the two management simulations should need no introductions. Premier Manager 3 is the last in the line of Gremlin's terrific Venables/Graham sims, where dodgy dealing is the only thing missing from the fun.

Day in and day out, you are fully responsible for the financial and team aspects of the club. From selling the advertising to signing new players, hiring and firing

coaching and other staff to pleading for leniency with the bank manager. PM3 puts you at the helm of your chosen team, with not just the performance of this club, but your overall reputation as a manager at stake. Call up the career history screen and, if there isn't at least one season that makes you cough hastily and click the mouse, you're doing well.

Progress through the divisions to the ultimate goal of Premiership glory isn't always smooth, especially starting with someone like Bromsgrove and building them up. Fortunately, good managers at the end of their contract may be offered lucrative placings with clubs in higher divisions. Similarly, poor managers may be sacked and have to swallow their pride and sign up with more lowly clubs.

The original Premier Manager brought multi-player action to football management and presented it beautifully too. However, it was just a tad too simplistic for my liking. In response to similar criticisms from its fans, Gremlin tarted up PM2. The result was an over-complicated mish mash of fiddly options and tedious tasks. PM3 repaired the damage by bringing in the Assistant Manager, who handles the crap while you make excuses to the board and borrow more money.

Quite simply, PM3 is a classic. It looks as good as management games need to, is deep and engrossing and clearly the best game in the compilation. Deserves a bung.

OVERALL: 85%

On the Ball!

On the Ball! is the poor relation here, the least famous of the quartet. Written by Ascon and marketed by Daze, On the Ball! received some great reviews, but these did not manage to drag it out of obscurity. What could have been a hit languished in the shadow of Premier Manager.

The record should be set straight by its inclusion in Soccer Stars '96. It is the prettiest football management game I've ever clapped eyes on. At times it features some of the largest and most realistic views on any computer football game, while menus and options are well presented and orderly.

All the features of many of the best management games are here. As you would expect, dealings with the players make up a large part of the game. As well as the amount of money you pay to entice players to the club, you'll have to negotiate the length of the contract too. Foreign stars can be bought if you have a huge amount of spare ready, though without major success this is unlikely.

On the Ball! is far better documented than many of its peers. The manual is superb, showing each option clearly, and explaining it in detail. Just as well, because there are rather a lot. One of your first tasks, for example, is to find your club a sponsor, a far simpler and more elegant option than chasing individual hoarding contracts from different companies in Premier Manager.

Those cracking 3D highlights are recommended by Ascon as an important part of play. You may dislike them, or even get involved if you fancy yourself as a bit of a penalty taker. Stuart Pearce fans, dream on...

On the Ball! is a bit of a dark horse in this company. For my money, it doesn't rate as highly as Premier Manager 3 in the game-play stakes, but it's much more attractive than the average management game. The many features do slow down play somewhat, but most may be removed at the options screen. Well worth a few hours examination, though it's a shame that the lower divisions and conference clubs weren't included too.

OVERALL: 81%



A full pitch display as seen by On The Ball.

Soccer Stars '96 is a strange line-up. The action games are not the strongest available. The speed of FIFA is let down by shallow gameplay, which resembles an arcade pub romp, while Kick Off 3 had plenty of potential if it only could have shrugged off a few pounds of weight. The thinking games are much better, genuinely the best of their breed. Footy fans who prefer a sideline role might get value from the compilation, but if you prefer waggling a joystick to warming up the grey cells, steer clear.

**SOCCER STARS '96
EMPIRE INTERACTIVE**

£34.99

VERDICT

Graphics: 75%

Sound: 70%

Gameplay: 80%

Overall: 70%

There's only one Sensi

Ashley Cotter-Cairns braved the Winter gales to visit Sensible Software in the picturesque country town of Saffron Walden.

Sensible Soccer became an overnight success and put March, Cambridgeshire, firmly on the map. (Okay, it could have been there previously but had anyone looked for it?) Will The Sensible World of Soccer 1995-96 (SWOS 96) do the same for Saffron Walden, a tiny, cute market town in Essex, beset by snow icy flurries when the Ashmobile carted me there, heater turned up against the chill?

What Sensi fans, who were

generally converted Kick Off fans brought up on a diet of Kick Off 2 and Player Manager, were crying out for for years was a Player Manager type game based on the ultra-playable Sensible Soccer. The March lads responded with the original SWOS, a gem of a game, but perhaps not everything which Player Manager fans might have lusted after.

SWOS 96 adds some new features and considerable polish to the first SWOS. Although Player

Manager fans may need some grooming before getting into the SWOS mindset.

"SWOS was never intended to be a financial management game," explained Jon Hare, boss of Sensible Software. "In reality, it is more a player coach game than a player manager game."

The emphasis is strongly on tactics. If you can think of a pitch formation, you can force your players into it. In fact, you can program your players to respond to any position of the ball on the field. For example, you can pack the opposing penalty area at corners, or crowd your own goal line if you're under pressure. Whatever your style of play in Sensi, you can program your players to fit it.

The position in which you play your stars will make a massive difference to their, and thus, the team's overall performance. To aid you in this choice, SWOS 96 introduces a three-tier skill rating. Each player's best three attributes are listed beside their name, allowing at-a-glance assessments of their abilities. Play a star defender in attack, for example and you'll end up



Sensible fans will love the double edge fun.

with a lost soul who wanders about with less conviction than Dennis Bergkamp (not easy). This move is signalled as a bad idea with a large red cross at the top of the screen and a cross by the names of the players who swap places. On the other hand, make a good move and the reverse is true; big, friendly green ticks indicate sound management procedure.

Keeping an eye on a player who is worrying, or interesting you, is very easy with a new option. This highlights a maximum of one player per side of a match who can easily be picked out and assessed on his performance.

High flying managers may get approached by international teams, though there are a finite number of countries which will employ a foreigner. The game asks for your nationality at the start and there are some countries which would never dream of drafting in

an Englishman - France, for example. If you do fancy a crack at managing the Lions, you'll need to have a lot of success with your Premiership club.

SWOS' greatest asset has always been the huge choice of clubs to manage. More than 1500 from all over the globe have been researched and included. So if you're tired of Blighty, why not have a crack at Serie A in Italy, or something more obscure in a more exotic location? There's even a Liverpool lurking in South America if you look hard enough!

Actual management options are limited to player dealings, though you are expected to keep the club's financial affairs running smoothly. Your ability to effect this is limited to gate receipts, so perform badly and your bank and the board may not be very sympathetic to the cause.

At least half the attraction is the

chance to play your team as well as run it, so Sensi fans will love the double-edged fun of arcade and management aspects. There is also the option just to see results, which defeats the object in my opinion. Far better management games exist to ignore the arcade angle of SWOS.

Jon Hare put it succinctly enough. "If you're expecting a Player Manager style of game, look elsewhere. The entire focus is on getting your Sensi team to the peak of performance and your financial and competition status will reflect this, rather than your finances ruling the performance on the pitch. I know which I'd rather boast about: 'Did you see that superb individual goal?' instead of 'I ran rings around the bank manager that time!'"

As usual with the Sensible programming set up, Jon Hare goes back to classics like Wizball on the 64, SWOS 96 is a masterpiece of

design and programming. The new manual is far better than that which accompanied the original SWOS and, for those who take the time to study and learn all of its options, it will reward them with a hugely memorable experience unavailable elsewhere. **AUI**

THE SENSIBLE WORLD OF SOCCER 1995-96 SENSIBLE SOFTWARE

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VERDICT

Graphics:	78%
Sound:	75%
Gameplay:	88%
Overall:	86%

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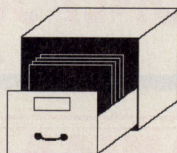
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THE PD STAKEOUT

Scoring

The marks awarded to each PD disk are based purely upon its own merits and, of course, our personal views. Value for money and reliability are also taken into account as well as features and quality of the software.

Compatibility

The PD disks reviewed in this issue were tested on an A1200 with a basic 2 megs of chip RAM. Check with your PD supplier that the disks you are ordering are compatible with your Amiga.

PD

or ShareWare?

All freely distributable software comes under the rather deceptive umbrella of "public domain". Quite a lot of this software is, in fact, shareware. Shareware means that if you like the software, or use it fairly regularly, the author will request a reasonable donation from £5 to £20. There is usually a note on the disk informing you if the software is shareware or regular PD.

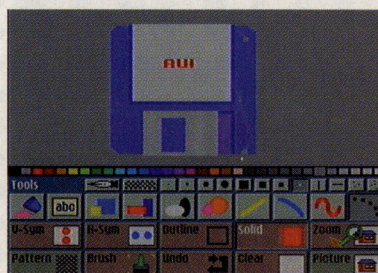
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BELLES PAINT

Pixel Digital

Okay, it may not be a junior DPaint, but Belles Paint is certainly a good little package for knocking out graphics. Written in Amos Pro this double-disk graphics program can be used immediately without the need for a manual. It is that simple.

I generated the image of the disk in about five minutes, because Belles Paint has all the necessary tools - brush, rectangle, curve, text,



and zoom. Plus a whole lot more accessed on other pages.

Don't be misled by the pattern

button into thinking that only this checkerboard screen is available. No, this button allows you access to a second page of patterns of a huge range and variety.

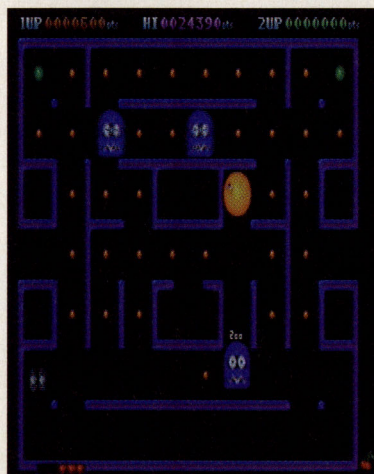
Belles Paint has been clearly thought out to provide the budding artist with everything necessary for a comprehensive, but cheap, paint package. The large buttons and obvious symbols should make it easier to use by the younger Amiga owner than many of the more complex commercial offerings. Just the sort of usable program to get some - or even you - started into Amiga art. Highly recommended.

94%

Deluxe Pacman AGA

Your Choice PD

Gobble, gobble, gobble... The last words of a Christmas turkey? No, the actions of the smiley character with a penchant for energy pills, but a dislike of ghosts.



Yes, that old favourite is back, this time in glorious AGA colours for the A1200. Who needs all hyperactive hedgehogs when you can play this. Still gets the adrenalin going,

even if it is a late 70's vintage idea.

The only drawback is "what if you're not conversant with the game?", how do you play it? No docs are provided so it takes time learning what the different bonuses, and ghosts chasing you, do. Still, all this extra playing improves

your skills, so practice makes perfect. Gobble, gobble, worth the trouble.

88%

Assassins Games 232

Roberta Smith DTP

Three small PD games on one disk. It appears good value for money. Wrong. There is only one reasonable game on this disk: 'Bubble Trouble'. In this a young lad has to run about popping large bouncing balloons. Each one 'pops' into smaller ones, and so on. If you are hit by a balloon, lose a life. It works and is playable, if not the kind of game to get you back out of a warm bed on a cold night just for another try.

Demon's Breach is a platform game pitting a wizard against skeletons, mummies, and witches on broomsticks. The whole thing is a bit slow and pointless. A really

good platform game must have speed and much, much more in the way of puzzles.

I've left the dross till last. Hack is a 1988 conversion of a game originally developed on the PC. In those days this was regarded as a very advanced game for the PC if you consider minute graphics based on text characters advanced.

Converted for the Amiga, Hack benefited from colour and slightly better effects. However, unlike the classic PacMan, which will remain playable for many years to come, Hack is one of those proggies best forgotten.

64%

DIGIPIX 10

Pixel Digital

Another quality compilation of the best images and music from the European scene. If you cannot access Euroscene II CD-ROM (reviewed this **AUI**) then DigiPix 10 is how to find out about what these guys can produce.

A score of images are accessed by via Pixel Digital's superb

'Nucleus' front-end, which also allows you a choice of music modules to play in the background. The only disappointment is that there is no random auto-play mode for stand-alone slideshows. But definitely worth a look.

89%

Psycheual

Network PD

Alien Breed, now there was a game. And this is one too, just the one, er, level of a superb blast-'em. A taster of what's to come if you register for the full, opulent, version.

Fabulous (AGA) graphics are combined with exciting gameplay as you eradicate the denizens of a space research station. The ex-scientists here were infected by a new virus they were developing. Your mission is to destroy the station, but you must first battle your way around. Unfortunately a side-effect of the virus is to render some of its victims invisible.

Ammunition, food, medical aid, treasure, and so on, are available

throughout the mission - in hard to get at places, of course! The self-destruct sequence has to be activated from each level's computer terminal which you can easily access using the joystick. A neat idea is included here, a game within a game. From the terminal you can choose to play a 'galaxians' type shoot-'em-up. Marvellous.

Who wants to work when to you can shoot the b*****. Die, die, die alien fiends... banzai or whatever the extra-terrestrial equivalent of that Japanese expression may be!

98%



INTERNATIONAL GOLF

Saddletramps PD

Did you know that bird song has been found to be relaxing and has been played as background in office environments. No need to lie uncomfortably in a ditch with a

includes four courses, tournament play, a choice of up to 64 opponents, and lots of little things - like the birds twittering, and so on - that add to the enjoyment.

The only drawback is 'what if you don't know how to play golf',



friendly birdwatcher. You can stay at home with a friendly bird, for here's your chance to experience that somnolent relaxing sound in the comfort of your own home, and play golf indoors too.

This is a golf game that I actually found easy to use. Running on any Amiga, the full version of this game is just £4.95 and

but then this would be your chance to learn. Ideal for the arm-chair golfer, although I would prefer the realities of fresh air and the 19th hole. By the way, you can keep that damp ditch.

91%

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If you have created a masterpiece and you would like it reviewed here or if you own a Public Domain company and want to contribute new and interesting PD, please don't hesitate to send it in. The address is:

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Hi there for another month, have you been keeping well? Good. Me? Oh, I'm fine thanks. I'm just here to tell you about PD. Cheap PD. Not just cheap, but horrendously, stupidly, mind numbingly cheapness, it's cheaper than lord cheap of cheap castle, Cheapington, Cheapshire. And then some. Did I mention it was cheap? Well, it is. There's really not much you can say if you're still paying a quid+ a disk, basically because there have been companies doing this for years now, and as time has gone by, floppy disks have become cheaper, as has the equipment to copy them, so why hasn't the price gone down? Well, it has, but nobody goes as low as we do. They daren't And speaking of prices, here they are:

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We can scan art in animated on stills, any format your particular Amiga shows. Ham scans can be as good as AGA from us, and AGA can be the best quality you'll ever see. Many have seen our example scans, such as blowing up an object the size of putting an object of 3 square feet down to the same size, both pixel perfect! Digitizing is also the same high standards, sampling goes up to CD quality and is totally clear and crisp. Oh what clever chaps we are.

We aren't business minded, we treat every customer as an individual, not just a name on a cheque. So many customers are enrolling as members and never leaving us it's amazing. Thousands of customers now are of the opinion that you don't need anyone other than V12 (I wonder where they got that idea from?) You can rest easy in the knowledge that each month V12 will acquire more new PD for you than anyone else. We've been trying our damndest to get what you want, and that's why our title numbers are shooting up so fast every month. We serve the people with what they want, cheap, reliable software and no hassle. If you are one of the unlikely few that get a problem disk, we'll sort it out for you with no complaints, no moaning or hassles. If you have a problem dearchiving or setting up any disk, just ring us and we'll ask, and if you still can't cope, we'll do it for you, free.

We recently got online and now we can be found roaming around BBS's, we can be found mainly on Midnight Express BBS, which in our opinion is a superb BBS offering everything you'll ever need. If you want to get in touch with the old box with lights on the front, give us a tug and we'll sort it out. Please be gentle though, we're new to the modem game and know about as much as a person who doesn't actually know anything about modems. You see, we're human too. I think.

Midnight Express not only are selling modems for 50 quid with full software and connections and a month's free subs to their operation, they're now flogging ultra fast 33,600 BPS modems at the silly price of 189.99, that's some serious welly for a severely un-welly like price. Get in touch with them on normal telephone on the number 01384 77172, or if you have the idea of upgrading your modem and want to get in touch with their board, ring the number above. And, of course, the usual writing method can be used (shock!), their address is 21 Tiled House Lane, Brierly Hill, West Midlands DY5 4LG. We're uploading a lot of new PD onto their boards, get in touch with them for some seriously new stuff. Midnight Express are not paying us anything at all for this mention, it's just that we've found them to be so helpful and offer such bargains to all us Amiga users, we feel it's time someone did the decent thing and mention them. If you're thinking of getting into modem land, these people are V12's recommendation for the easiest and friendliest ride!

But what of us? We have the best catdisk available nowadays, without doubt. Just look at it's capabilities, optional ram installation, automatic workbench detection and modification for perfect compatibility with any Amiga you happen to be running, twin device installation for up to 50% increase in speed without using or needing a lot of that terribly expensive black stuff you humans call ram, and a hard drive installation option is being worked on as you read this! Oh that's just functional, I hear you cry, why should that impress me? What about animation, sound samples, music, graphics, custom menus, descriptions that are honest and sidesplittingly funny (V12 accept no responsibility for split sides while using this catdisk, you've been warned!), fully mouse controlled point and click usage, and now uses a modified easy to use type style. Our descriptions are now about 40,000 lines long, yes, us saddos have typed in 40,000 lines of text to amuse you, when do we sleep, eh?

Our catdisk's quality is now so relied upon to impress that we simply do not need to put lists of titles in our adverts, we feel assured that customers would rather get this and see our entire library, not a few mish mashed lists. Want an example of our quality? We recently sent in a batch of pd games to be reviewed in a leading Amiga magazine, all of them got reviewed in the same month, favourably, and we got game of the month too. Not bad for a first try, eh?

So all we ask is that you send us a 3 1st class stamps of 75p for our 2 disk catalogue, this way you can see our quality without having to buy anything else at all, a sort of trial run. There's no risks, no fuss, and you'll love the outcome. Believe me, would I like to you? Of course I wouldn't!

Let's face it, can you find any other advertisement in this or any other magazine that offers 12,000+ titles at 50p each, a one for one guarantee, a 2 disk catalogue for 75p, the complete range of services at our customary piddly prices, and more from anyone else? I don't think so, but I could be wrong. We don't claim to be experts, not even clever dicks, we're just Amiga users like you who happen to have collected a lot of PD and are offering it at a price we think you should pay for it. Can you blame us for that? Yes? Oh, fair enough.

So have we convinced you, are we worth 3 first class stamps? 3 little bits of sticky paper for something that could, and should, change your Amiga life for good, it's not too much to ask, is it? What do you want me to do, beg? Plead? Whine? Scream? Eat a large automobile while balancing on one leg and stirring custard with my free foot's toes? I will!

So, I'll see you at the V12 party soon. Remember, we may not be the most serious library in the world, but we're the best. Nuff said.

Special greeting this month go out to all the Amiga companies that stuck through the rot like we did, congrats on having faith in the world's best home computer. Also a big hello to all the companies returning to the Amiga once again. Personal greets go out to Dean Kelly of Midnight Express BBS, hi Dean! Also, hi to Rob Daviau, Stefan Mansier, North Staffs PD, Freak of NFA, Sadness PD, No Mercy Software, and Gunterheim Laboratories. We'd also like to confirm that Coca Cola is simply the best, neighbours is interesting and dribbling in public will get you into trouble. We know, we've done tests! V12 looks forward to the pleasure of your company! Hi Mum!

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Write to Reply

Keep those letters coming as Bud Vennos loves

to read what you Amiga Users have to write

Plenty it seems and not all very favourable...

Dear AUI,

Hi there to all of you at AUI!
The first thing I have to say is thanks very much and "Nice One"!

Your superbly detailed reply (or should I say kick in the butt) to the first two letters of Williams & Hanrahan was just what these people need. I was quite impressed how politely you told them lot that they are some pathetic idiots and are wasting your time. I laughed my head off about your comment to look through the magazine before buying it, because this is the problem with pea-brain people; they moan before they think. Why waste a lot of money and time on snail-mail (I love this expression) and not just try the disks on someone else's or clean the floppy drive? And Mr. Williams should have a closer look at his disks before cramming them thoughtlessly into his comp! Sometimes it just happens that you have disks flying about and the speed locks tend to hook into each other and bend open. So try to bend them back or put a new speed lock on the disk or even load the disk without the speed lock and make a back-up copy! What is up with them? Lack of intelligencia?

There is a thing to be said about the Amiga 600 - I think it is a cripple. It is like a dog with one back leg missing which falls on his gob when he's piddling. This so called Amiga is the worst creation coming from Commodore's cuisine. If people decide to buy a second hand Amiga they end up better with an A500 or A2000 and upgrade it. For me the A600 looks like a games console and it is a bit silly that you need a new ROM for some of them to install a hard disk.

Those two plonkers remind me

of sad sacks who write to the BBC and moan about TV programmes - I'd rather spend my time with more delightful creations like a good Amiga magazine. I'd better stop this now for I must nearly sound like those two!

A big praise for your January issue - it was definitely worth buying again - especially the disks - crammed with lots of goodies and a pleasure to work with. Coming from Germany I had to forage through all the English Amiga magazines to find the right ones and I must admit that I read Amiga Format as regularly as AUI - the only two magazines I can open and don't get bored with reviews about beat'm ups and silly platform games over and over again - or cover disks with football simulations, like three magazines published in the same month in summer 1994!

By the way - Klaus Deppisch and Georg Hessmann - that sounds pretty much German. If I am right - "Frohest Fest und guten Rutsch in's neue Jahr! And to all the rest who don't speak Chinese err... Merry Christmas and a happy and successful New Year!

I hope you will publish my piece of art soon and without cutting too much out and hopefully my English isn't too bad!

One last cry for help: does anybody own the game Moon Stone, and would he or she sell it, and will it run on my A1200?

Cheers

George Deis
Trevivan
Flat 2
Trevillet
Cornwall
PL34 0AH
Tel. 01840 770119

P.S.

Once upon a time there was a fool called Jill Eulenspiegel who lived in a little village between Frankfurt and Mainz in Germany.

Jill is a short form for Jillmann and Eulenspiegel means owl's mirror. He was dressed up in bright red and green clothes and a foolscap with bells attached. In his hand he always had a hand mirror with a little owl sitting on the frame. He took the mickey where ever he could. One day the population of his village had enough of him and burned him on a stake. Many people still dress up as Jill Eulenspiegel for carnival in Germany. Now you know!

Dear George,

Your comments on the 600 agree with those made by many sharp observers of the Amiga scene - even at the time when the machine came out. It was a very peculiar computer for Commodore to choose - it not only looked like a toy, it didn't advance Amiga technology at all.

They just seemed to want to produce something that would make people desert the 500 and they weren't very successful in that. The A500 was a computer for its time and worth the money that millions of users paid for it. Of course, the A600 should have been the what the A1200 was. But unfortunately, it's all history now.

Thank you for the information about the Eulenspiegel Affair. Now, you certainly have told me something I didn't know because I thought it was Till not Jill. Are you sure that there hasn't been a change of sex in the translation?

We are printing your address so that anyone who can supply you with Moonstone can get in touch with you.

Dear AUI,

I just thought I'd drop you a line to tell you that every time you publish an issue with some gratuitous sexist crap on the cover, you are losing your serious and committed readership.

A few teenagers might buy that issue for the cover, true, but regular devoted readers like me who have half a brain WON'T BUY THOSE ISSUES. Then, when you remember you are a computer magazine for the next issue, the adolescents will buy a different magazine with some titillation on the cover, and readers like me have by then investigated a more mature Amiga magazine and won't come back to you.

In short, this questionable selling technique is very short term, and I just wanted to let you know that the very next time I see rubbish like this on (or even in) the magazine you can say goodbye to a long term reader for good.

Kevin Littlefield

Dear Kevin,

You are entitled to your opinion. You are entitled to your view of what is "gratuitous sexist crap". You are entitled to buy or not buy AUI or any other magazine as you choose. But you are not entitled to think that your view is the only one, or make judgements, as if they are incontrovertible, about what a computer magazine should be.

Your view apparently is that any exposure of the female body - and for all I know the male body too - is not permissible in any publication which is not dedicated to that form of exhibition or has any other subject as its main feature.

Your seemingly holding that view means I think you are talking a lot of gratuitous bigoted crap. Quite apart from the fact that the readership of most computer or technology-oriented magazines is largely male and of an age that is interested, very interested, in the opposite sex - or is that any age? - and also setting aside the fact that the female form, frequently unclothed, has been the medium for some of the most life enhancing expressions of art in human history - neither consideration you mention or possibly care about, why on earth should seeing a woman's body in a magazine be of offence?

I hate to join the stupid Philistines who prate on about "Political Correctness" as if that expression were some kind of a condemnation of trendy foolishness when what it really means is that we are being made conscious of aspects of our life that may be offensive to others which otherwise we might not have considered, but, in my

view, you are just perpetrating the kind of knee-jerk wail of protest that justifies those Philistine reactions.

Proposition: Men like and desire women's bodies. Agreed? Proposition: Computer - Amiga - users are mainly men. Agreed? Proposition: Computer - Amiga - users (men) want information, presented in an attractive way about the products that will be of interest and use to them. Agreed? Proposition: the combination of the exhibition of a woman's body to help illustrate the features of a product makes it into an object not necessarily or only of desire but also makes both the body and the features of the product of aesthetic value.

Now you are entitled to disagree with that proposition but if you do, you need to come up with some pretty - sorry, not pretty that is probably too feminine a word for you though for me it has a neutral gender - a very good reason, other than your own prejudices and subjection to fashionable propaganda, to convince me and, I believe, the huge majority of men, and probably intelligent women too.

As far as I am concerned, there is nothing wrong with the exhibition of bodies and "sexist crap" is not in the object but, like beauty, in the eye of the beholder. Remember, they covered up the legs of pianos in Victorian times for the much the same kind of illogical reason you want to ban pictures of women from computer magazines.

Dear AUI,

'If you take an Intel-based PC running a version of DOS and set the date to December 31 1999 and the time to 11.59pm, and then power off, when you turn the PC on again the date will be January 4 1980,' says industry spokesman Peter de Jager.

'If a transaction is created today, but the software gives it a date 20 years ago, the PC will delete it when cleaning up its files,' says Jonathan Frearson, a Year 2000 consultant with IBM.

'Worse is billing - the system will think 'here's a bill 20 years old' and automatically contact the debtor's solicitor.'

Reference the enclosed cutting, any suggestions on how to help those pathetic PC nerds and anoraks whose "WinDoze xx" cannot cope with simple tasks like going from 1999 to 2000???

I can think of some, but this is a family magazine.

Yours sincerely,
D A Chevers
Kent

Dear D A Chevers,

Can the designers of PC machines and software be so pathetic, as you describe them? Yes, indeed, they obviously can. There is doubt about the intelligence and even the sanity of anyone who could ensure that a simple instruction that clearly needs to be carried out could be executed in such idiotic way. But then, while the PC has become a power in the world, it never started off as the ideal architecture of a computer. Like the famous Topsy, it "just grewed"

As we have seen with "Windoze", which needs so much memory that hardware has had to be changed to accommodate it, the software that runs on this machine doesn't always fit within its, until very recently, highly restricted abilities. The PC, like many things in our materialistic and trivialised society, is a huge con trick. Why have so many millions allowed themselves to be conned? The same reason that men wear ties when there is no practical need for them. The same reason that women pluck their eyebrows. The same reason that children hunger for some toy that is briefly in fashion. Human nature - which largely lets itself be conned rather than make the effort to think through what is happening to it.

The PC is a lowest common denominator computer. The if-it-were-not-serious-it-would-be-funny example you give just shows what happens when you try to pour the quart of necessary, sensible requirements into the pint pot of a machine that you wouldn't create now if you knew what you really wanted to do with a computer.

The trouble is that the "nerds" and "anoraks" as you describe them don't know that they have been conned. We might know, because we have experienced the Amiga, but they haven't and don't. And what is sad is that they will not be able to learn from experience - except that of the kind your cutting describes - and so that even another time, whenever and whatever that is, they will not be able to go to the next stage in their own, even if "nerdish", development as human beings.

That is the predicament of all of us as human beings. We have to learn and we need the experience from which to learn. Too often we are deprived of that and the guidance and knowledge that would help us not make the same mistake again. Sometimes, sadly, we are ourselves those responsible for blocking off the understanding and hence the effort needed to make the upward climb to wisdom. However, as Amiga users, at least we know enough to get wise to the PC, don't we?

Dear AUI,

Please read letter to Softwood Inc. enclosed regarding Amipro and Word for Windows import and export systems (using Datatypes).

If the Amiga is to survive on a home computer in an ever increasing networked world, people need to take work from the office to the home and vice versa. We therefore need those facilities. I have seen books sold in Blackwells giving file layouts of Amipro. There is no excuse. Please start forum discussions, pressure to get Digita/Softwood to improve. What is on offer at the moment is not good or sufficient to achieve transparent transfer to/from the office.

Dear Softwood,
PC AMIPRO and world for Windows import and export filters desperate need for high quality filters final writer

As you failed to deliver this important function, all the fancy and user friendly features to put in will count for nothing. The Amiga, if it is to survive, must be a home computer and allow transparent transfer of work from the work place to the home and vice versa.

This means import and export filters for word for Windows and Amipro. I have seen books describing the file layouts for Word for Windows and Amipro (it contained file layouts for nearly all file types, graphic, spreadsheets and word processing). There is no excuse really. I will have to buy another word processor like Wordworth, as it is slightly better for this, if you don't improve.

I have seen your specification for Final Calc and again the same story: partial import and export feature for WK1 Lotus 123 files (we need Excel support). This is not good enough. What is the point of developing sophisticated programs unless you allow your users to transfer a full suite of data and functions like styles, formatting information, tables and macros between the PC (work) environment and the Amiga environment (home).

I have sworn in this letter through sheer frustration to make you understand the importance of this, so forgive me. I would like a reply to this letter even if it's just to say you understand the importance, and I hope action to follow.

List of important features needed:

1. Import and export filter for PC Amipro and Word for Windows
2. Datatypes support. Implement

Amipro and Word as two data types and use them to import and export files.

3. Public screen. Why can't you make your screen public? It only takes one simple flag setting which would improve Arexx macro functions integration with Final Writer immensely.

4. Speed improvement when importing graphic and EPS formats.

5. A full 256 colour palette for lines, etc.

6. Facing pages.

7. Automatic outline numbering.

8. Table support import from Excel 123 and Final Calc.

Remember it is your customers that determine the importance of functions. Please write back to this letter. It is being sent to all the major magazines in the UK. I think Final Writer is really excellent in most respects but I don't want to see it lose ground.

Regards, a loyal but ever so frustrated user.

Mark Kennedy
Berkshire

Dear Mark,
All I should say really is "Yes, indeed!" AUI

Send your letters to:
Write to Reply
Amiga User International
Unit 2, Utopia Village
7 Chalcot Road,
London NW1 8LX

If you wish to send Email
letter to Write to Reply or
Amiga Answers,
AUI can be contacted on CIX as

amigauser@cix.compulink.co.uk

Everybody's Girlfriend

Robert Twitcher reports on a surprising Amiga-related newcomer to the music publishing world.

To the west of London, not a million miles from Maidenhead, there are unusual going-ons of an Amiga musical nature. David Pleasance, yes, the ex-Managing Director of Commodore UK, has been working on a new music CD called "Everybody's Girlfriend". And who is everybody's girlfriend? But you speak Espanish, of course! The Grrrrrrriend ees in Espanish... Si, si - La Amiga, naturalmente!

This Amiga oriented CD is a collection of original songs celebrating ten years of our favourite computer. How did the ex-MD of Commodore UK, not so long ago responsible for the sales of the Amiga, end up doing an Amiga music CD? You may be surprised to hear that David Pleasance, long before he got involved in the dubious world of computing, was in the purer artistic sphere of music. A professional flamenco guitarist at the tender age of twenty-one, he appeared on TV, and even had his own dance company. So, no longer bound to the not enormously creative activity of running a computer company, when the opportunity arose to organise this project he grabbed the chance with both stringplucking, palm clapping hands. Olé!

"I was fed up with certain computer companies claiming to be the de-facto standard for music when I know what the Amiga is capable of." Says the EX-CBM MD. "We wanted to prove that the Amiga can make real music." Olé indeed!

To help make the project happen he brought in pro-musicians Ed Fermor and Richard Knox, collectively known as 'Passion'. Passion! Wow! Just the thing for a hot-blooded Latin senorita, no?

Ed Fermor started out as a drummer before moving on to guitar, and has extensive studio experience. He has also toured the world with a number of bands. Richard Knox is a singer/song-

writer and has, for some years, used Amigas for sequencing. Knox met Pleasance and Fermor at a performance of his, and immediately struck up a friendship that has culminated in this Amiga based CD.

All Digital

The studio the group are using is a state of the art 24-track digital, and at the heart of it is an Amiga 4000/40 running Blue Ribbon's Bars & Pipes. Within the Amiga they have a Sunrize Studio 16 hard disk recorder, providing 8 tracks of digital audio, linked to an external SCSI 740Mb HD.

They have all been mightily impressed with the faultless performance of the Amiga. "We've literally put hundreds of hours in with this machine and it has never crashed once," David Pleasance commented.

They did, at one point, come across a problem with midi syncing and had to resort to using a Mac (shame!), but all the composition and arrangements have been done exclusively on the Amiga. Everybody's Girlfriend is a testament to the Amiga's stability in the pro music studio environment. The other equipment in the studio consists of a Soundcraft DC 2000 mixing desk, two Tascam DA88 digital multi-track recorders, and various sound sources - including a Korg Wavestation, a Proteus, and a Roland TD7. Monitoring is provided by Genlec and Absolute speakers, an impressive line up by anyone's standard.

Given all this technology it was

were completed. They ranged from good, strong, dance oriented songs, through rock, to more gentle, delicate ballads. Most of the vocals are by Richard Knox, but there are guest singers on some of the tracks.

The overriding feeling was of a great live ambience that sets this CD apart from most midi and computer sequenced music. The group has achieved an exceptionally live feel, especially in the rhythm department. Fermor and Knox had obviously spent many hours getting the very best out of Bars & Pipes, and the Roland TD7 drum samples, to attain a superb live drum sound. As any midi musician knows, it is very hard to get any sort of feeling out of a machine, but these boys seem to have done it.

I thoroughly recommend you to listen to it. Firstly, because of the wide range of good strong songs, and secondly, and perhaps more importantly, because it demonstrates what can be achieved with the Amiga in combination with good software and studio hardware.

By the time you read this the full version of "Everybody's Girlfriend" should be available. You can order it by mail from Tangent Music at £11.99 plus £1.49 p&p. Come on, give Everybody's Girlfriend whirl.



From Left to right: Ed Fermor, Richard Knox and Ex-CBM MD David Pleasance, playing with Everybody's Girlfriend and touch of Passion.

still very important to both Richard Knox and Ed Fermor to capture a live feel, rather than being slaves to traditional sequencing work practices. Bars & Pipes provided a new and interactive way of working that freed them from metronomic systems, and due to its unique editing and tool manipulation, it gave them a freedom that they consider other software just couldn't provide. If more studios took note of the creative potential of Bars & Pipes colourful graphical editing, then, they believe, we might move away from difficult text and number driven systems.

As for the music, I was very impressed with those songs that

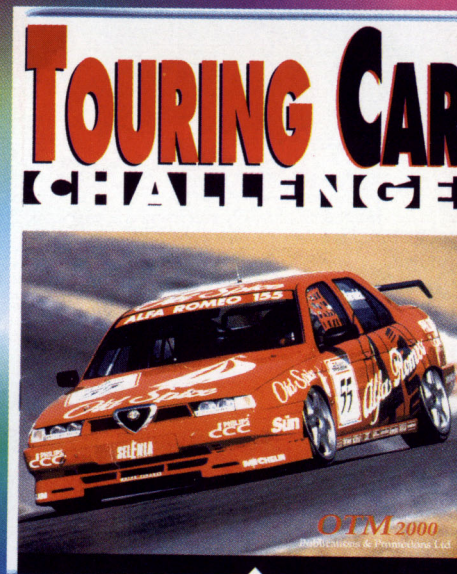
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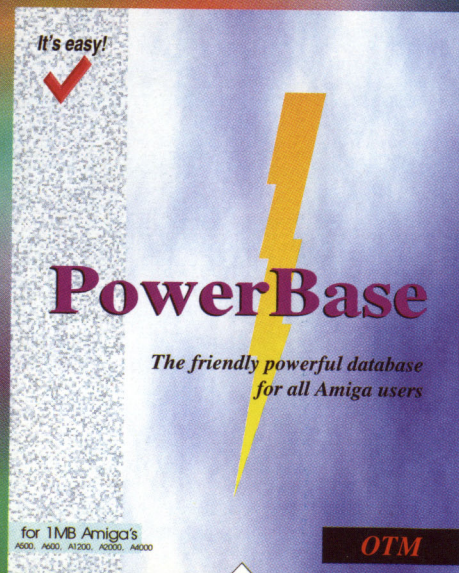
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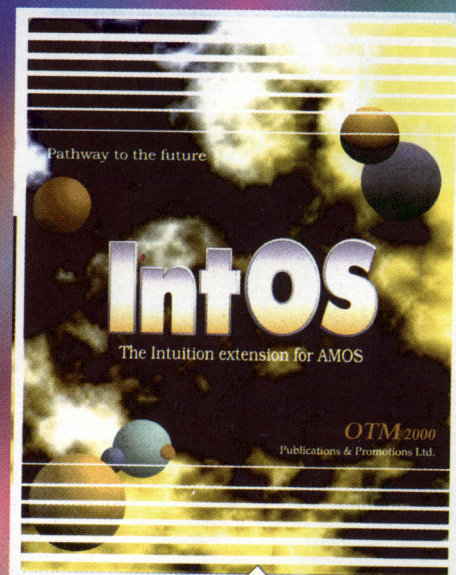
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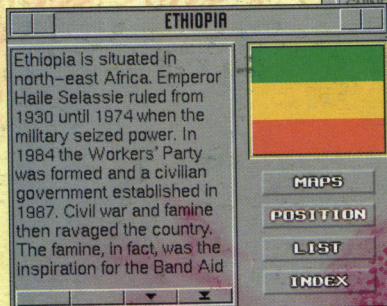
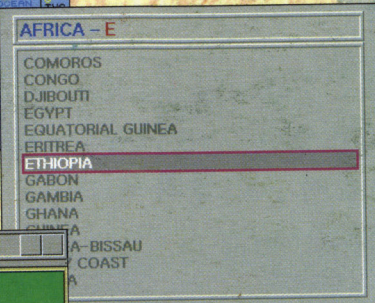


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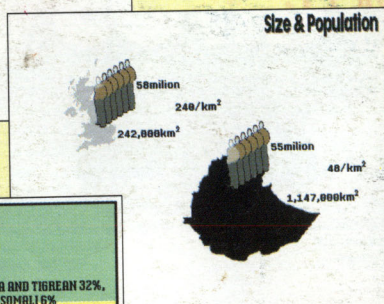


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RELIGION	MUSLIM 40-50%, ETHIOPIAN ORTHODOX 35-40%, ANIMIST 12%
LITERACY	62%
LANGUAGES	AMHARIC, TIGRINYA, OROMO, GUARAGINJA, SOMALI, ARABIC
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