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ISSUE 128 JUNE 1989 £3.99

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**VIDEO  
DIGITISING.....23**



**SILICON  
SEDUCTION.....61**



**PICK A  
STICK.....64**



**SPECTRE  
100.....98**

# CHIPS ALIVE!....12

The next generation of super-fast microprocessors is upon us - the 680 and the 486 for instance. Beyond that there's the Intel processor. Just imagine. In 10 years time the desktop you own could have a living man-made brain inside it.

DATA MEMORY UNIT

INSTRUCTION ADDRESS

INSTRUCTION RECORD

EXPONENT PIPE

FAULT DETECTOR



## REGULARS

NEWS .....	7
GOLD DUST .....	19
PD UPDATE .....	26
DESKTOP .....	100
WORKBENCH .....	105
LETTERS .....	114
DESERT ISLAND DISKS .....	123



**CAD II .....** 29  
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## SPECIALS

FUTURE PROCESSING .....	12
ASSEMBLER TUTORIAL .....	47
JOYSTICK SURVEY .....	94
SPECTRE 100 .....	98

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Create your fantasies with ST File Paint.

# DANCE WITH A STRANGER.....42

You're not restricted solely to traditional keyboard synthesizers. There's a wealth of MIDI instrumentals that can be attached to your computer: drum kits, digital horns, microphones, guitars and much more. Your indispensable guide to the more exotic musical instruments plus the software needed to use them.

## GAMES

- Screen Play..... 71
- Battle Hawks..... 76
- Milenium..... 78
- Voyager..... 82
- Thunderbirds..... 84
- Bio Challenge..... 87
- Game Busters..... 91



LODS OF THE RISING SUN..... 74



DARK SIDE..... 88

## ART & NOISE

- VIDEO
- DIGITISING ..... 33
- MIDI
- INSTRUMENTS ..... 42
- ICON PAINT ..... 52
- ANIMATION
- TUTORIAL ..... 57

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## MONTEIRO'S MONTH



Final release seems to be the theme this month — and why not? The feature starting on page 62 raises some thought-provoking questions though. For instance, should all games — *Halfworld*, *Planet Pin*, *Leisure Software's* *CodeName of Phoenix*, *Terrage Queen*, *Entertainment Culture* *Soft Larry*, et al. — be available to under 18s? Some sort of certification akin to the film industry's system is definitely needed.

It's not a grade — far from it. In fact, I quite enjoy easy software. The *Leisure Soft Larry* series include some of the funniest — albeit rigger — scores of my software. As for strip games: games — well, everyone is allowed to indulge from time to time. However, I can sympathise with parents' points of view. Little Johnny should be classified as much as possible from the scene world during his formative years. But there's little chance of that with such lax regulations. Something must be done!

Accounting for LEF club members' income at the rate, retail outlets will presumably need to dial down their top shelves to make way for the rest. Now that would be interesting!

Hardware demos, available from several PC magazines dated round the country, are another thing all together. The intended market usually break the three boundaries. Not how long will it be before someone breaks through it?

There's enough of my thoughts on the matter, what are yours? You know the address, to get writing!

# US GOLD HERALD GAMES PRICE WAR

US Gold have announced that they are dropping the price of all their core-games licenses to £14.95. Forgotten Worlds is the only remaining license to be priced at the old £19.95 price level. US Gold's PR executive, Daniele Woodcutt, stated: "This does not apply to games programmed outside the country, but hopefully even that will change."

Other major software houses appear reluctant to follow this lead, but a host of budget labels have made an appearance over the last few months. Software Horizons have been the latest to announce a budget label, going under the title of Rapid Software. Games will sell for £9.95 — the latest price as those slipping out of the left hand side: *Andros Attack* and *Super Golf Runner*, for

**£9.95** **Forward leagues to appear** **launch a campaign to bring** **down the prices in games** **software. We would welcome** **your views and comments** **on current prices in the** **games scene to pass** **on to the software houses.** **Send your views to: FRASZ** **RAMPER, ST Amigo** **Forum, 4 Queen Street,** **Bath BA1 1EA.**



*Andros Attack* and *Super Golf Runner* for £9.95. Major software houses have a number of products lined up for release on their budget label including *Bus* and *Menopony Deluxe*. Their original budget price was £9.95, but Andrew Wright, product manager, is currently discussing price points. Virgin Mastertronic aren't getting the volume sales they want at £9.95.

US Gold are currently in the process of setting up their own budget label, announced at a recent promotional lunch in London. This label, entitled *Master*, will be the start of a cam-

pany to re-release US Gold classic hits such as *Starline* and *Legendland* at £9.95. Daniele Woodcutt commented: "We hope other software houses will follow our lead and reduce their prices." As yet other software houses' reactions have been tentative. Grandson's *Darius* and *Leatherstocking* launched up the challenge: "We appreciate that cheaper games are the way forward, but we are reluctant to make any moves in that direction at the moment."

Everyone is waiting to see the outcome of US Gold's brave attempt.

## HiSoft BASIC to be given away with ST

After last month's news story that Atari are to introduce a new ST bundle later in the year, HiSoft have confirmed that a cut-down version of their popular version of the BASIC programming language is to be included in the deal. The 5000SYM Superpack also comprises 20 games — *Amos*, *Doodle Dragon*, *Neludo*, *Eliminator*, *Darius*, *Gunster II*, *Super Haly*, *Afterburner*, *It's Your*, *Proton*, *Super Hang On*, *Black Lamp*, *Starfighter*, *Space Harrier*, *Stone Jack*, *Superlander*, *Pacmania*, *Starblaster*, *Star Ray*,

and *Bombard* as well as *Musix Maker* (which is of the same ilk as *Music Construction Kit* and *Organizer software*).

First BASIC, as HiSoft's cut-down BASIC is to be called, is to be included in *Power BASIC*. The major differences will be a lack of a complete-textbook option and fewer libraries. First BASIC will work just like an interpreted language even though it compiles to memory. Virtually all ST BASIC programs should run under First BASIC — about much faster — without modification.

HiSoft's MD, David Luk, said: "A reason will be included with First BASIC allowing users to send off for a fully manual. The price will be around £14. There will also be a very attractive upgrade option to *Power BASIC* or *HiSoft BASIC*."

"We took a lot of pick over ST BASIC", confessed Steve Cato of Atari, "which is why we looked at what other was available. HiSoft's BASIC seems to be the ideal choice. Although First BASIC will only be available with

**Power BASIC**  
**HiSoft**  
**PC**

## QUICKIES

■ **ST hard disk backup problems** have been solved with the introduction of **FA-ST Tape Backup** from Trend Computers (0207 426454). It's a tape drive that comes in either a stand-alone unit or fitted in the same box as one of Trend's hard drives. It's compatible with the Compaq, Next Coast, 38504, Magellan and Supra ranges of hard drives. A 386-based for hard drives which have such a socket is included. Data capacities of 100MB capacity are available. 1788 (10-18), 0588 (17-18) and 09846 (18-18). Fax: 05105. Specs for 125 and 3840 tape cartridges are all possible on the drive.

■ **Amiga 3000 owners** can now upgrade to Amiga 4200 models by fitting in their old machine. The new forward offer comes from **Frontier Peripherals** at Rowdenden House, 208-250 Sidwell Lane, Freeton, Exeter, Devon, 01392 606-444 (0611). Frontier will accept any 41000 in part exchange for the latest Amiga model from anywhere in the UK or overseas. The deal involves users sending their computer along with payment of £3000 to Frontier. In return they'll receive a 42000 with Frontal and Workbench 1.5.

■ **The Pocket Plus Accessory Pack**, which lets you grab characters or images on screen and convert them to GEM font format, has been released by the ST Club. It costs £4.95 (£3.95 to registered Frontier Plus users). Also from the ST Club is the **Fontbox Series** - a set of fonts on disk. Each disk costs £2.75. Details from 9 Sutton Place, 49 Stony Street, Nottingham NG1 5LN (0532 432041).

■ **Amiga owners** can expect a boost in storage space thanks to Form Software's **SecureStation**. The kit comes with two 20MB 3.5-inch floppy disks and a trim amplifier which gets its power from the Amiga. Three hard drives are being given away with the package. SecureStation costs £79.99 and is available from 0480 Phoenix Court, Manchester M1 4AG (061 228 1841).

■ **Hard Drive Turbo Kit** from Microbell provides ST hard drive users with a set of handy utilities for optimising disk speeds, providing a file cache and, that old item, backing up data onto floppy. Price is £25.00. Formerly from PO Box 56 10 Awood, Cornwall PL26 4PH (01726 08020).

# HARD TIMES COMING

Suddenly everyone is releasing competitively priced hard disk drives or reducing prices of existing models. This is no bad thing, and it will continue. Originally manufacturers blamed low prices and expensive components on high retail prices. It seems those days are over. Andrew Bennett, Frontier's managing director, issued the verdict of many: "Market forces, volume sales and better deals from parts manufacturers means prices are falling". They also explain Frontier's £100 reduction on their 30MB Supra ST hard drive.

CST of Seaton, Wiltshire, have come up with a 20MB drive for the ST for £294. Although the drive doesn't have a real time clock or auto-backing facilities, its price is remarkable. The next model up, the 40MB drive, goes for £399. Provisions for auto-backing is expected later in the month. Upgrading should cost around £10. According to Martin Dalgry of CST an Commodore version of their hard drive system will be available at the Commodore store. He firm retail price yet, but Martin hopes for a price of £209. The Amiga drive is more expensive than its ST cousin because it features an SCSI interface, auto test, DMA port and space for installing 2MB of RAM.

Applied Systems and Peripherals (ASAP) of Southouse, famed for the budget graphics device

Wigan, have finished work on an Amiga hard drive for under £400. The 40MB Amiga is available in two models - an external 4500 version with power supply and fan, and an internal £2000 version.

Currently only the 42000 model offers auto-backing with Kickstart 1.5. Chris Hargreaves of ASAP hopes to have an auto-backing 4500 model ready in a few months time. 4500 users will be able to trade in the existing version of the hard drive for the new model. Price for the upgrade hasn't been finalised, but is expected to be between £40 and £50. Auto-backing is only available with the Kickstart 1.3 ROMs - ASAP will replace the 4500 ROMs and upgrade the drive for around £20.

Amiga's £299 price is extraordinary when compared to Commodore's 4000 hard drive system for the 4500 (no official price yet, however, sources at Commodore reckon it will come in at between £400 and £450) and the 42000 hard drive for 42000s (£410). Both of Commodore's drives offer 20MB storage and auto-backing.

■ **Frontier**, PO Box 110, Marnegate, North Devon, 01392 606 444 (0611).

■ **CST**, The Machinery Centre, Perry Street, Seaton, Wiltshire (0196 61544).

■ **ASAP**, Commercial Business Centre, 31pp St, Southouse, Wigan (0925 692411).

## TOP ATARI MAN JOINS GFA

Les Pleyer, Atari's technical manager, has been appointed to head GFA System's factory operation in the UK. Les had been instrumental in ensuring the development of the Atari transporter and Pocket PC went some smoothly.

His first role of GFA will be to release GFA BASIC, GFA2 and GFA Compiler for the ST. Looking further ahead, there's GFA Compiler for the Amiga (due soon).

## SIGNALS FROM SPACE



It's now possible to receive live weather satellite pictures beamed down from space using the latest Amiga enhanced adapter from Microcast. The pictures originate from orbiting satellites which circle high above the equator. The host system's computers capture the signal and process the picture to make the view appear to be in north-south. As well as being able to receive satellite pictures via microcast, the Microcast receiver enables broadcast pictures to be displayed on the Amiga's screen. The adapter even enables the 1024, 1024 and 1024 monitors to pick up TV stations. The Microcast Teletext Adapter costs £164.95 and is available from 7 Budge Close, Bourton, Northampton (0454 666664).

## LIGHT BRIGADE ARRIVES

Trend Coast, renowned for their range of budget hard drives, have managed to hook a floppy read/write optical drive to an ST. The drive uses 12-inch CD-style disks capable of 50MB of storage. According to Jason Miller of Trend Coast access time is very fast - somewhere in the region of 10ms.

While having all that storage space sounds ideal, the price (£4,950) means that only large companies will be able to afford the device. One use for the drive would be as a file server in a network - it would have to be a large network to justify the expense though.

Also from Trend Coast is a

removal drive for around £799. This uses removable 444MB disks which cost £120 each. The removal drive has a 60ms access time which is on a par with fast hard drives.

■ **Trend Coast**, Unit 6, Bradley Court Trading Estate, Bourton, Wiltshire, Wiltshire (0454 666664).

## QUICKIES



## AMIGA HELPS AT LOCKERBIE

Dumfries and Galloway police have installed an Amiga 2500 computer system to help process the many hundreds of hours of videotape taken during the aftermath of the Lockerbie air disaster.

The Amiga system is being used to reconstruct the site of the crash so that police can work out what happened prior to the incident. The system will allow experts to produce stills from video material as a digital format. The graphics capabilities of the Amiga are being used to enhance the finished pictures before they are sent to a Polaroid

freeze-frame film recorder.

Said Bob Ovens of the Dumfries and Galloway police force: "The Amiga 2500 system obviously gives us the potential for crime detection by using its excellent graphics and the ability to grab video images - so we can output them as photographs and slides."

To help with the analysis of other disasters, the A2500 system is being used to produce overhead transparencies for demonstration purposes, as a video title, and to make animations of incidents.

### Blunders from last month

**Archipelagoes Drive** - It works, but not all the time. Keep your fingers crossed.

**QW Sound Sampler** - In Figure 1, 2, 3 and 4 of the QW Q20 should be corrected. Also, the parts list failed to mention the type of diode necessary. Two general-purpose signal diodes, 1N4148, will do.

For his latest graphics offering, an off-line version using three custom-built real-time frame grabbers. You send them the photographs, slides or videos with the images on them and Grapico will transfer them to disk. Grapico will consider transferring to you and editing any objects that are too large to print. Each disk costs £1 - except for the first which costs £1.50. A quality print-out, like the one on the right, is available at extra cost.

Grapico's printing hardware, which includes a simple graphics device, is available for £525. Details from 141 London Street, Southam, Northants, PL17 7DN (0290 241667).



## GET THE PICTURES

Commodore and Atari shows set for June with launches galore in store

# SHOW OFFS

Software and hardware manufacturers are promising major launches at next month's Atari and Commodore shows.

The Commodore show takes place from Friday June 2 to Sunday June 4; the venue is the Novotel Exhibition Complex in Runcorn, Merseyside, London.

Companies known to be attending the Commodore exhibition include HiSoft, who plan to have the developer version of *Impact*, an Extended Library for their BASIC and something new on the C format; George Thompson Services will be there with their range of RAM expansions and external drives; Power Computing are to demonstrate Video Magic and several hard drives; Amov will have the latest version of Protext; and M-Tension hope to have a 2.5M 286 internal RAM expansion and S&T Master Professional.

There will be over 100 exhibitors attending the show which will feature presentations, advice stands and special events.

You can order tickets - £4 for adults and £2.50 for under 16s - on 051-3571990 and make a saving of £1 on the door price. Show times are from 10am to 6pm except for Sunday when the show closes at 4pm.

**ATARI AT ALLY PALLY**  
The Atari show is later in the month - being held at Alexandra Palace in Wood Green, London - from Friday 23rd to Sunday 25th. Tickets are available on 051-3572961 and cost the same as the Commodore show.

Don't forget that the ST/OS Games Writer of the Year competition will be judged at the Atari

show. You've still got time to send your entries to Mandrake Software, Europa House, Allington Park, Allington, Macclesfield, SK10 4PP. First prize is funding your game marketed by Mandrake and £5,000 in advance royalties. Mandrake have already selected four games that they consider to be the best so far. These are *Big Strike*, *Battle Command*, *Mouth Trap* and *Arthur of the Britons*.

### BIG PRIZES

Three fabulous holidays - worth £3,000 in total - have been put up by S&L and Database for the most innovative use of the ST. Winners to be announced at the show.

First prize, £1,500 from S&L in the form of Premier Cheques (which can be cashed in for a luxury Mediterranean cruise) plus the cash equivalent from Database allowing the winner to take another person. Second prize is £1,000 in cheques plus the cash equivalent for a second person. Third prize is £500 in cheques plus the cash equivalent for another. Sounds confusing - but basically the three winners get prizes allowing them to take themselves and a partner on an exotic holiday.

All you need to do to enter is write a 1000-word description of the innovative way you use the ST and send the brief - along with any support material on disk - to ST Amiga Format, 4 Queen Street, Bath, BA1 1EA. The innovative way could fall into any category; anything from the bottle who has achieved a major breakthrough using the computer to the housewife who plans gourmet meals on the ST.



# TRADE SECRETS

*The European Computer Trade Show, held last month in Islington, was the launch pad for various new ST and Amiga products.*

**RICHARD MONTEIRO reports.**

Leading computer traders from all over Europe lined up in Islington on a rainy April day to show off their wares to the assembled computer dealers, inspectors and the occasional punters at the European Computer Trade Show. Some interesting Amiga and ST products came to light during the course of the show.

Power Computing displayed an impressive number of new items including a wealth of hard drives. Offered at £2, 40, 80 and £208, the R2000 version is available with the ST drives start at £450 while the

hard impact. Two models are available - one running at 108882 and the other at 20882. Up to 8MB of high speed, 127MB, RAM can be added via an optional daughterboard. Software and hardware version of 68000 or 68010 is possible. There's a cache of for an optional 68881 or 68882 floating point coprocessor. Impact cards start at £395.

PC emulation on the ST will take a leap forward with Power Computing's announcement that they are to distribute Acorn's Gardner's PC Emu 8. The sports a

word, and either mono or colour screens are supported. Only eight-colour low-resolution CGA graphics can be used in colour - high-res. VGA compatibility is planned later in the year. Only 640K of the ST's memory can be used for running programs - even with machines containing more than 385K. This is a fault of 800000. Power Computing are on 0238 273000.

Acorn produced Probel £4.00 for both the ST and the Amiga. Additions include a completely revised and reorganized manual, date and time insertion direct into a document, a reconfigurable cursor, a better procedure for installing printer drivers, a faster COMEXE program, provision for accessing Greek characters, scroll lock and status bar check. "Big changes", said Acorn's Mark Tils, "all only appear in 64.30". Probel V5.2 retails at £99.95. Upgrading from V3.0 costs £30, upgrading from V3.0 to V4.0 costs £20 and upgrading from V4.0 to V5.0 costs £15. More from Acorn on 0230 68909.

MSOft are now distributing Tempus 2 - the follow on to the speedy and editor Tempus - for £29.95. Tempus 2 is faster, includes facilities for editing up to four files simultaneously, three

■ Along with other hardware additions, Power Computing launched a selection of floppy drives, some of which are pictured above. For floppy-right-handers there's the "Straight-Strike" disk drive which features an internal cartridge and track scanner. The ST model is priced at £129.95 while the Amiga version goes for £119. The price difference is attributed to the fact the ST version comes with a power supply (Amiga drives take power from the computer). For the Amiga there's also the Multi-Disk which consists of both hardware and software. It retails at £105.

cursor modes, graphical search and replace functions, and conversion utilities, keyboard shortcuts, undoable undo and auto fill save.

Also new from MSOft is the JAV-85 C Interpreter. It's a package designed to take the hard work out of learning to program C. Rather than having to go through the tedium of compiling your programs, you can run it in situ. It's ideal for beginners.

Although Telecomms seem to flounder due to being taken over by Microspace, they made an appearance at the show. The follow up to Robbie Robbie, Warlord Islands, looks as addictive as the original. Also to look forward to are Quic, Savage, Word Dreams and Terminator.



cheapest Amiga model is £674. The Amiga version costs extra as it has room inside the case for an optional 2MB RAM board. An R2000 version is available with extra's memory.

The performance of the R2000 can be boosted to that of a workstation with Power Computing's 68030 accelerator



■ Add the cash and watch it go - Power Computing's impact board can supercharge your Amiga.

a £199 hardware/software combination that boasts a Norton 30 rating - the industry accepted PC speed rating - of 3. This compares favourably to the bottom of the range IBM PC. ST's rating of 1, the new fast low IBM PC-2 Model 30's 1.8, and the Smith £3.00's 2.6. Full use of the ST's 1/2 cents can be made, the mouse can be



■ Markus Palm of the Amiga 500 and software was demonstrated at the Trade show, but not on the distribution stand as revealed. Markus Mikkilainen, creator of Markus Palm, showed off the software's capabilities. Mikkilainen are thinking of distributing the package in the UK through a distributor which would have the current UK distributor, Activision, in a bad situation. Activision have a 12 month contract to supply Mikkilainen's software which, says Mikkilainen's UK boss, Ted Gousses, would be enforced if necessary.





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■ Intel's 80486 (above) was one of 2007 microprocessors, followed by the 80486-100. This baby is a 33MHz-speed 80486 with enhanced cacheable (cache) data and address local floating address cache (L2) cache. It features 1MB of 100 pins. These cache chips can be made in variants in parallel to protect against 50MHz or even processing power.



■ Intel's 8050 (the world's most powerful processor) is one of the 2007-100, 100MHz multiprocessor in one (100MHz) cycle at 40MHz. The 8050 has 100 pins (cache) memory - up to 25 million floating address pins. It features 1MB of 100 pins. These cache chips can be made in variants in parallel to protect against 50MHz or even processing power.

# PROCESSING PROGRESS

*We've come a long way from the humble eight-bit microprocessor, but there's a lot more potential yet. JEFF LAWSON has been listening to the Silicon Valley buffoons' pipe dreams*



**S**ixteen years ago there were no microprocessors. The rate of progress in the interesting years has been phenomenal. Although the techniques used to make them are truly amazing to contemplate, the underlying ideas are actually quite easy to understand.

All computers consist of three basic parts: the central processing unit, main memory (RAM or ROM) and input and output I/O devices such as disk drives, display units, and keyboards. Central processing units move data around in memory, and between memory and I/O devices, and perform arithmetic and logic operations on that data. In a micro-computer the CPU is a single integrated circuit called a microprocessor.

There are many microprocessors in use today, designated by a dazzling array of letters and digits: 68001, 280, 68000, 68002, 68003, 80386, 80388, 78002, ARM, Z180C, 686... the list goes on.

When improving microprocessors, developers attack on four fronts: increasing the amount of data that can be processed at once; increasing the memory the chip can use; speeding up the data processing; and improving data manipulation facilities.

#### ON THE BUSES

The microprocessor is connected to the memory by two groups of wires on a printed circuit board, each known as a bus. One group is responsible for feeding the data and is called the data bus. The other group specifies where in memory the data was read from or is to be written to and is called the address bus.

The size of the single piece of data a processor can hold on its data bus is called a word. The 280 based in the Spectrum and 8080 (the 8080 micro's chip) have eight-bit data buses so their word length is eight bits. The 68000 - present model 33's and Amiga - and 8086 have 16-bit data buses and are therefore known as 16-bit chips. The

68020, 80386, ARM, and 7800 address 32-bit words, and the 6801 is a 64-bit processor. It's not the amount of data that can be handled at any instant, each bit being dealt with simultaneously. Clearly data throughput, and therefore processor performance, improves with increasing word length.

#### REMEMBER, REMEMBER...

The 280 and 6801 eight-bit microprocessors have 16-bit address buses and so can use 65,536 bytes - 64K - of memory. The 68000 has a 24-bit address bus and can therefore use 16MB of memory. However, in the ST and Amiga much of this space has been reserved or assigned for memory-mapped I/O and for access to devices, such as letters.

With the coming of 32-bit microprocessors the limit on addressable memory has climbed to an impressive 4GB (4,096MB) of RAM for the 80386, 68020 and 7800. 4Gb of memory chips would cost nearly a quarter of a million pounds at today's prices.

Because modern software often needs vast amounts of memory the PC's new operating system, OS/2, needs around 8MB to be comfortable but gigabytes stretch the pocket a little. 32-bit microprocessors usually have virtual memory addressing. This is a hard-wire scheme to make the different parts of a system think they each have access to a large amount of memory. In reality chunks of data are saved out to disk and other chunks loaded from disk when necessary. In this way the 80386 can make each of up to 16,383 banks below they have access to 4Gb. This is a virtual address space of 64Tb (that's 65,715,476,736).

#### SPEED KING

All processors rely upon a clock signal to synchronise their activities. The faster the clock signal pulses the faster the processor runs. Clock speeds are measured in MHz (megahertz). 386 is one



#### JUST A SWEET TRANSISTOR

Over the years even powerful microprocessors have been developed as new manufacturing techniques have allowed even transistors to be crammed onto a piece of silicon. Today's Very Large Scale Integration chips contain more than 10,000 transistors. This is how the transistor count has increased.

Processor	Transistors
6801	10,000
6802	16,000
68000	28,000 (3)
68010	181,000
68016	271,000
68020	590,000
68020	1,200,000

#### RISY BUSINESS

Up until four or five years ago new microprocessor designs enhanced the boundaries of the previous versions. Chips were produced that performed very sophisticated instructions in hardware that previously had taken many single-instruction cycles to do. This progress is exemplified by the 68010 which is a programmable floating-point chip. The 68010 can execute many instructions like 68010 (68010.00) and 68010.00 which means that the floating-point unit of the address bus can be addressed by two - in this respect it's 16 and not the next bit of an address from which to read one bit at a time or 16 bytes. Now the ones that find the first word significant set bit and place its bit after in register 06, and beginning to substitute the number you first thought of.

In the next figures it was realised that if transistors were ever squeezed onto a bus - through adequate - modern, specialised on-chip hardware could make the resulting simple instructions not necessarily fast - usually, in an on-chip cache plus 1000-transistor above rates in 14 000K cycles.

This strategy of adding to later generations gives reduced instruction set computer technology. RISC, the 7800, 80000, 486 and Amiga's ARM are all RISC microprocessors.

RISC technology is a step gap. All such as complicated instructions can be replaced in one clock cycle RISC will disappear.



## IT'S A PLANT

Many thanks to British Nucleo for providing the picture of a cross-section of a young oil palm tree infected with a fungal pathogen. The image in the *Computer* shows spores inside the infected vessels produced by neighboring cells to counteract infection. The dots on this page portray fungal deposits in the xylem vessels.



## ADDITION DIVIDED

All general-purpose microprocessors perform simple addition and subtraction of integers. The 68- and 68000-series can multiply and divide as well.

Consider how arithmetic performance has improved: the 67 and 68000 range from 0.7-0.8MIPS that can execute a 64-bit by 64-bit integer multiply in an average of 54 clock cycles; the 670 has a 0.9MIPS 19M capable of executing a floating-point multiply in 18-clock cycles; the 68000 performs an 80-bit floating-point multiply in approximately one clock cycle at 40MHz.

cycle per second, so 3MHz is a million cycles per second. The 68000 in the ST is clocked at 8MHz and that in the Amiga at 7.16MHz. The fastest machine code instructions that a 68000 can perform execute in four clock cycles. Hence, a 68000 can run ten million of its fastest instructions per second (MIPS). However, many 68000 instructions take much more than four clock cycles to multiply, for example, can take up to 70 clock cycles for the fast setting of an 8MHz 68000 is much less than 7MIPS.

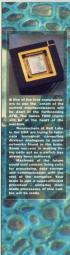
Motrolas have produced several versions of the 68000 including processors running at 14MHz. The 32-bit processors such as 68008, 68009 and 7680 can run at 20MHz and more. PC compatibles are available with 30MHz 286 processors. The new Intel 486-64-bit microprocessor is expected to run at 40MHz.

## TURN BACK THE CLOCK

Superficially, the short history of ever increasing clock rates looks as if it bodes well for the future; there's one big problem though. High-speed 64-bit chips are very expensive and, in general, dozens of these chips are used with every microprocessor chip. Over the past 10 years or so microprocessor speeds have increased by an order of magnitude while RAM speeds have only doubled. RAM capacity has increased dramatically but not its speed. This means that although a microprocessor is capable of running fast it may have to pause in order to let the RAM catch up; these pauses are called wait states.

Many PC clone manufacturers alleviate the waiting problem by combining a 'cache' of fast but expensive SRAM (static RAM) between the microprocessor and slower and cheaper DRAM (dynamic RAM).

The cache holds addresses and data of recently accessed memory. Whenever the microprocessor accesses instructions or data the memory management hardware checks to see whether the data is in the cache. If it is then fast access occurs, if not then the DRAM must be accessed which is slower. Because programs tend to repeat instructions in loops and access a small amount of data frequently the actual bit



One of the first microprocessors to use the concept of the internal cache, microprocessors will be fitted by the designers of ATX, the new PC chip range, with it at the heart of the machine.

Manufacturers of 8-bit chips in the IBM are looking to include cache technology. Operating at speeds of up to 10MHz, these microprocessors are being used in a wide range of embedded systems.

Manufacturers of the future could avoid complex logic units for processing data simply and communication with the rest of the computer. The idea is to use a microprocessor as a 'cache' to store data and instructions.

rate with 17% of DRAM can be as high as 95 per cent, so caches can be very effective.

## TEAMWORK

Specialist chips have been developed to act as co-processors - chips that run alongside the microprocessor to help it out with specific tasks. The Motorola 68881 and Intel 80387, for instance, provide trigonometric functions, square roots and logs.

Other graphics co-processors can draw lines and polygons, even produce shaded polygons and perform 3D calculations.

In more recent years it has become possible to fit more circuits onto semi-conductors and leads that had previously been required to co-processors are beginning to appear on microprocessor chips. The 80486 chip announced last month by Intel, for example, has its own on-board maths co-processor.

## PARALLEL LINES

Faster and faster microprocessors run up against the brick wall of memory speed.

Improving instruction execution time would help, but the real key forward is in parallel processing where several processors can be linked together.

The cut and out success in the field of parallelism is the Texas Instruments. This processor family was designed from the outset to run in parallel, large arrays of transputers all cooperating together. The Atari Transputer Workstation is currently the best computer to use Transputers. One ATX can hold up to 17 1800s, thus giving 370MIPS. Many ATXs can be connected together providing an enormous processing facility. Intel has recently securing contracts for the development of a 100MIPS transputer.

You may be surprised to know that we, that you and I, used to own Inmos. The company, which brought to market the world's most innovative microprocessors, the T800, was set up by the last Labour government. The current Conservative government sold it off - it's now owned by the French and Italian. Politicians are supposed to be our representatives, unfortunately they seem to forget that most of the time that's enough politics - Ed.

## INTERESTING TIMES

We are living in gloriously exciting times - digital computer technology is moving so fast we'll be in the middle of the next century in five years' time!

Intel have just released their new processor the 80486 and Motorola are due to follow shortly with their 68050.... The story continues. ■

## COMING SOON ON YOUR SCREENS

Optical image read systems consist of glasses or silicon crystal coated with layers of stained materials filtering transmitters. Many thousands of transmitters are packed into a tiny area of silicon. Their emissions, which gain energy, will be used in enhancing leader communication devices in the near future.

Texas Instruments have announced a quantum effect transistor occupying only one 100 times smaller than a conventional transistor. These new transistors consume less power and are expected to last many times longer than their silicon devices but aren't available for 18 years.

On a different track, recently discovered quantum hole

could allow for useful superconductivity at the temperatures of liquid nitrogen. Previously much lower liquid helium temperatures were necessary. It is hoped that superconductivity - where the resistance of a wire reaches zero - will be possible at room-temperature soon, if so this may revolutionize higher computing speeds, just to mention.

Moving away from electronic transmitters at Intel's Paul Petersen in Edinburgh are trying to construct an optical gate - a logic unit built on light signals. It is becoming possible to manipulate an image with light with an accuracy better than any semiconductor and truly amazing since nothing has been done before.

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MIXING

# Business

WITH

L, E, I, S, U, R, E

WILL BE  
A REAL

EDUCATION

## Commodore computer show

Britain's brightest event for Commodore computer users is back! And there's more to see than ever before.

This show has three main themes covering some of the major uses to which Commodore machines are put. There are over 70 key-companies who will be exhibiting their latest products, which means the best of everything that's new in the Commodore world will be on show!

### Business

Many companies will be demonstrating their latest software and hardware, specially designed to release the full business potential of Commodore computers.

As well as products for the C64 and Amiga series, you'll be able to try out applications for the price-leading Commodore PC compatible micros.

And you'll also be able to attend seminars covering all aspects of using Commodore micros in your business.

### Leisure

The C64 and Amiga computers are the most powerful 8 and 16-bit micros for producing first-class arcade quality games. The range of new software on show

Novotel Exhibition Complex,  
Hammermith, London W6  
Friday to Sunday  
June 2 to 4

10am-6pm Friday & Saturday 10am-5pm Sunday

will demonstrate how these machines' power is continually being stretched, producing faster and even more addictive games with superb graphics.

If you're a keen game player, you'll find there's so much on offer at the show you're guaranteed a real treat!

### Education

Commodore micros are now used as educational tools all over the country. With the development of BBC Basic on the Amiga, and the advent of Desktop Video (combining TV pictures with text and graphics), the range of educational applications is endless.

At the show you'll see how the latest software

packages are making real breakthroughs in the educational sector, and be able to try them out for yourself!

### Special Events

As well as special events and presentations, you'll also be able to meet some of your favourite celebrities, and maybe get a chance to talk with them about how they use micros in their work.

So for a great day out, whether you want to see what the future holds for Commodore computers, to try the latest software or to get advice on specific applications, the Commodore show is the place to go. And if you need in the coupon today, we'll knock £1 off the price of each ticket!

For the first time we are offering a family ticket for just £11 allowing entry for two adults and two children - saving up to £7 off the usual entry price!

### How To Get There

By Underground: Hammermith (Piccadilly, Metropolitan & District).  
By Bus: 282, 714, 716, 280, 30, 72, 32, 34.  
Car parking facilities available at the Novotel.

Advanced ticket order Commodore  
computer show

POST TO: Commodore Show Tickets,  
PO Box 2, Elmwood Park,  
South Oxford, OX4 9BA

Please supply:

- Adult tickets at £13 (save £1) ..... 0  
 Under-16s tickets at £10 (save £1) ..... 0  
 Family ticket at £19 (save £7) ..... 0  
 Total £ .....

- Cheques payable to Octopus Exhibitions  
 Please debit my Access/Visa card no:

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**T**he hot news from Commodore US is that Mac (by president of Commodore's US operations, has resigned. The official line is that he has left to pursue "other interests" - which is the usual line when the company doesn't want anyone to know what's going on.

Bob's replacement is a disaffected former Commodore, a 40-year-old ex-employee of Apple Computer's Eastern US region. Before joining Apple in September 1987, Coppenham served with IBM for 20 years, so it looks as though he has some experience under his belt.

In an inaugural speech that pleased many US Commodore staffers, Coppenham said that he intends to concentrate on pushing the Amiga hard into US educational establishments. In addition, he plans to concentrate on an area that Atari seems to have left behind - dealer distribution. What does this mean for US Amigans? In the short term, very little. Coppenham will recruit only Commodore domestic US operations, leaving Commodore Europe - headed by Christian Heidegger - to run affairs over there.

Coppenham will, however, report directly to Frank Beaul, Commodore's chairman, so it's a far bet that most of Coppenham's strategies that succeeded in the US will find their way over to this side of the Atlantic. Furthermore, if Coppenham's plans to establish Amiga in US schools and educational establishments, it should see some good software becoming in about a year's time.

#### PIRATES ABOARD

On the other side of the coin from good software is bad software. Even worse still is pirated software that is compiled with vir-

# GOLD DUST



*You don't have to take a Greyhound bus to see America and discover what's new at Atari and Commodore - let STEVE GOLD do that.*

programs. In the US, someone somewhere has cracked Contra Guard Software's Quarterback hard disk backup software for the Amiga. The present version is called Quarterback v3.0.

Quarterback v3.0 has been sighted on a BBS in Belgium. The bad news is that it is illegal and carries a number of viruses in it. Central Guard Software is currently in the process of tracking down the source of the cracked version (those serial numbers do have a trail) and has confirmed that Quarterback v3.7 is the latest official version.

So, if you do get a public domain version of Quarterback on your local Amiga BBS or online system, you have been warned. If you don't think that software piracy is a bad thing, fire up Quarterback v3.0 and watch what happens...

Many software houses in the US are responding to the problem of piracy by protecting their packages - usually by taking advantage of some of the quirks of the Amiga's operating system. The

problem is that if the early software protection systems on the Amiga are not at all fancy with the latest Kickstart ROMs.

ROM, an 8-bit-based company, has come up with a novel solution to the problem: a Kickstart module. The 540.95 module fits inside the Amiga 4000 and 2000 series, and allows two sets of Amiga Kickstart ROMs to be fitted. Switching between the ROMs is simply a matter of flicking a switch. Further details from: The ROM Company, PO Box 140-47, West Milton, Ohio 45385.

There are a number of utility packages coming out to the market that allow users to modify the Amiga boot system. The problem utility packages are in the \$70 to \$100 price range on the side of the Atlantic.

In response to a number of requests, Andy Karkhanavich in Florida has updated the Hermes Kickstart package. The latest version (V1.2) - which costs a very reasonable \$30 - has all of the features of the previous packages, including the ability to split, cut, save and manipulate icons. It's even possible to work with eight-colour icon pictures. Most interesting of all, the package allows the icon data to be modified. Further details from: A G Karkhanavich, 8524 Castellan Island Drive, Temple Terrace, Florida 33637-7130.

Finally this month, there's no room to mention that the World of Commodore show takes place from the 29th to the 31st of May in Los Angeles.

#### POCKET ATARI

Over in the Atari corner meanwhile... even the most die-hard Amiga fans cannot have hoped but notice Atari at Comdex in April. The reason? Why, the

Pocket Portfolio, of course. The Xerox were wowed by the Pocket MemoBook portfolio, which will retail for \$279.95 in the US. As mentioned in last month's column, rumors had it that Atari have contracted with HP to produce a second version of the Pocket Portfolio. These rumors were amplified at the Portfolio's US launch at Comdex. The Mark II machine is now expected to be \$229.95 (monochrome-based) giving a PC/M compatibles and speed, and will feature an optional hardware font also claim. Two new disks have recently been provided by users of separate firms, the most notable of which is Citrus.

The Citrus unit is capable of being fitted inside the Pocket Portfolio's case, but it could add around \$280 to the unit's price. This should translate into a £200 price supplement on this side of the Atlantic, but it's likely that a \$60 \$60000-based Portfolio, with hard disk, will retail for around £300 pounds.

The good news for Atari fans at Comdex is that, although both the laptop ST and the above-mentioned Pocket Portfolio were only shown in glass cabinets to the public, Atari have now confirmed the specifications of the machine.

Stacy will feature TOS v1.4 fitted at standard, but - sadly - no battery. Sources suggest that Atari US is considering offering the battery as an optional extra.

Specifications, the entry-level Stacy will be like the J10457FM with 2MB of RAM, and single 05-CDD drive. Some corners on the stand suggested that Atari are planning to use up all the 0240 components in the Stacy, now that news of the 1080 12's demise seems to be leaking to the public.

## PASSING THE PORT

One of the (three) advantages of using a PC instead of an ST is that the PC has multiple serial ports. Double Disk Software have released a multiple-DiskPort for the ST called DD Port.

DD-Port is a serial expansion cartridge that plugs into any of the ST serial cartridge slots. The \$199.95 unit draws its power from the cartridge slot, so there are no messy leads hanging around. Furthermore, the unit is completely interrupt-driven, and can thus be accessed from within software.

If there's got you dreaming, then just listen to this: the serial port on DD-Port which can be addressed conveniently alongside the ST's existing serial port, can handle 38,688 baud full duplex, with US Robotics labset modems working at 19,200bps, the boys of 38,400 Bps modems are not far off.

Double Disk is distributing the DD Port system via mail order in the US, and also via Multitech, so we should see DD-Port on this side of the Atlantic quite soon. If you can't wait, write to Double Disk Software at PO Box 701266, Houston, Texas 77234-0266, or call their 888 on 0121-715-044-0266.

# THE AMIGA SPECIALIST

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20 MBYTE HARD DISK .....	£375.00
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40 MBYTE HARD DISK .....	£549.00
60 MBYTE HARD DISK .....	£649.00

(state model, supplied with software)

## NEW

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- Place hardware between external drive and computer
- Protects internal and external drives
- Always present after warm reboot
- Gives alarm signal if a virus is found.

## AMIGA SUPER CARD

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- Anti Virus - Mouse Driven
- Floppy Spreader - Error Messages
- Boot Drive Selector - Shortened Reset
- Copy Program - Extra Utilities

**NEW!!!**

**£99.95**

### DIGIVIEW GOLD VIDEO DIGITIZER **£99.95**

A1000 KICKSTART 1.3

+CLOCK **£149.95**

EPROM PROGRAMMER **£99.95**

BOOT SELECTOR **£9.99**

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DS/DD slimline drive

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All drives on/off switch and through port

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-Board to add 1.6Mb internal memory to your A500

-(supplied without memory IC)

-with Rams **£499.00**

**A500/A1000 2Mb**

-2Mb ram expansion A500/A1000

-simply plugs into expansion port

**£549.00**







# DIGITISED DAYDREAMS



■ The large image on this page (bottom left) was a 4,000-pixel-wide, 4,000-pixel-tall image from an ST. The picture was originally grabbed as an image and then transferred to the ST via Mac to Dos. The picture shows Rawl's Galle, an artificial island from Star Wars: Jedi Knight.

You hate some artwork or photographs that you want reproduced on your machine's screen; how do you go about it if you haven't the time, hardware or knowhow? Call Photofile! RICHARD MONTEIRO reports on the firm's activities.

1994

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**P**ut two machines side by side - for argument's sake, an ST and an Amiga - look a colour video digitiser to one of them and add a program that will let you read and write both ST and Amiga format disks. Supply a black and white or colour picture and get digitising. That, is a nutshell, is what PhotoFile got up to. You send them photographs and in return you get a disk containing the digitised images - in up to 4,096 glorious colours. So how's it done?

For digitising pictures, Carl Young at PhotoFile uses Capture on a 2M6 Amiga 5000. The extra 1,588 are provided by an internal Spirit RAM expansion board. Because none of the ST video grabbers on the market offer true-colour image capturing, PhotoFile decided to use the Amiga to do the digitising. That and the fact that the Amiga has a 4,096-colour mode is standard.

Capture uses three scan specific fast, normal and slow. The slower the scan rate the more accurate and sharp the picture. All pictures are scanned in slow mode regardless of whether they are colour or black and white. This process can take as long as five minutes for a high resolution interlaced colour picture. Such a picture deserves about 2M6 of memory. A standard 8000 or A5000 will force you back into workarounds with a "not enough contiguous memory" error if you try to grab pictures in anything more than interlaced



PhotoFile's digitising service at its best. The original artwork was grabbed by Carl at PhotoFile using Warwick's Amiga video digitiser. The colour was a Yellow from Northern Imaging. The image shown here was grabbed by the Amiga in HAM mode - an interlacing mode a good picture was done. Similar quality on the ST is possible when Quantium's 4,096-colour mode is used.

## HAM PLUS

Not a double-stud-fence and four cowboy hats and the new Network have given us the following technology used in their HighView video digitising software. The special effect makes GIFs in various colours look like HAM, HAM, like are identical to GIF files and can be edited using Picture Paint, Pixel and HighPaint.

If you're interested in PhotoFile's services you can contact them at PO Box 219, Nottingham NG2 4GG (0532 281 444). Amiga digitised pictures can be saved in HAM, HAM+, palette-high-resolution colour and low-resolution colour. Each colour grab costs £1.50 while mono grabs cost £1. If the formats requested include RGB, PV, AHS, IAS, SOD, THY, and PKX ST prices are identical except for PV (lower about 50p). For a limited period until May '88, normal readers will get a free picture digitised for every five they send.

## GRAB 'EM YOUNG

This is Carl Young, PhotoFile's 29-year-old production manager. Originally PhotoFile provided an Amiga-only digitising service; it could well have stayed that way as Carl explained, "When we first decided to expand the service to include the ST, we looked the more popular ST digitisers and discovered they were all geared towards speed rather than accuracy. Near working, though, was the fact that no ST digitiser offered true-colour grabbing, the way

talked with the results from these digitisers so we looked into the possibility of getting pictures from the Amiga to the ST. At first we thought that we would have to connect the two computers together via an IEEE, then we discovered the wonders of DOS in ROM."



Unbelievable but true! The picture above (taken from 'PQ') is a 'standard ST' Super image.



4,096-colour superb enhanced HAM at its best. The picture is from 'The Architects' art book series.



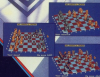
Even Amiga palette images look spectacular. This shot shows what's possible in the ST colour mode.



Who says the ST can't read Amiga graphics? 4,096 colours in Quantum Paint format, Yehhhhh.

# COLOSSUS CHESS

# X



## THE ULTIMATE CHESS PROGRAM



ATARI ST	\$24.99 (available now)
AMIGA	\$24.99 (available soon)
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Available from all good retailers or direct from:

CDS Software Ltd, Dept A., Nimrod House, Beckett Road, Doncaster, DN2 4AD

Telephone (0302) 321134 Fax (0302) 340460

Please make all cheques or Postal Orders payable to CDS Software Ltd., and allow 14 days for delivery.  
Please state which language manual you require - English, German or French.



The Amiga is available now same price as the ST.

# PUBLIC SPEAKING

## ST SUPPLIERS

In the UK, the following companies distribute PC software. To find their full addresses, go to their pages or visit the advertising pages.

- ST UK - 0276 55460
- The ST Club - 0492 49024
- Commodore PCU - 0782 33660
- MagpieMag ST - 0224 49024
- Page 1 - 0782 33660
- Katello - 0780 26600
- Star UK - 0224 49024
- St-Club - 0734 48490
- St-Link PCU - 0734 48490

*Free software? Surely you jest - but no, the public domain holds a vast array of quality programs. JASON HOLBORN takes a look at some of the range of Amiga utilities this month - ST owners will have to wait until next month for their installment.*

All the disks in this month's Amiga PD Update were taken from the Free Disk collection of public domain disks. Free disks are available from George Thomson Services.

All disk numbers quoted here, for reference to that particular library, although most can also be found in the other Amiga public domain libraries.

## PLATINUM

### SETPOINT: DISK 100

Does the standard Topaz system font bore you? Do you yearn for a more exciting font to liven up your Workbench windows, and your Commodore? SetPoint is a little utility that allows you to change the default Topaz font for any

Amiga font of your choice. If you do not have any suitable fonts, you could design a more pleasant font using the FFD font designer tool on your Extra disk and then use SetPoint in your Workbench. SetPoint appears to automatically change to your new customised font.

Font sizes aren't restricted to the standard ones, although the screen

# PHOBIA



**TO SLEEP, PERCHANCE TO DREAM...** ...but don't sleep too deeply 'cos all your nightmares are waiting for you in this unique arcade blast from Tony Crowther.

Phobia is set in the minds of men, feeding on every human fear; spiders, fire, death - and dentists!

Grab hold of your courage and prepare to face the frightening challenge of each of the 14 planets that Phobia have set against you. Can your body take the heat, can your brain take the pressure?

Available on: Amiga £24.99, Atari ST £24.99  
Commodore 64 Tape £9.99 Disk £12.99





■ Fractalus in action. Here we're in command. There's a more alien world to see.

don't tend to get rather cluttered when using larger fonts.

#### FRACTELUS DISK 100

Adding to the vast number of complex memory letters and phone calls we received about the Scenery program on issue 48, you too certainly seem to be into the generation game. We are of course speaking about the fractal generator game and not Larry Grayson's *That Bad Door* variety!

Fractalus is another in the ever popular breed of fractal graphic generators that seem to be the current fad of the month in the PD libraries. This particular program is most certainly one of the several of these to use and the results can often be nothing short of astounding.

So you already know that both the ST and Amiga PD libraries are great for picking up quality utility and games software at next to nothing, but what else is available?

Big bang and you'll find a large number of programs that could rightly be deemed useless but are kept because of their aesthetic value. Be sure of course talking about the highly under-rated range of demo programs available for both the ST and Amiga.

What are demos? Put simply, demos are programs written to show off one or more aspects of the hardware machines they were written for.

Probably the most famous examples of the genre are the Amiga Bouncing Ball and the Jaguar demo on the Amiga, and The 666 demo and



■ The starship Enterprise moves slowly forward into the cosmos.

## DEMOS CORNER

The program on the ST.

Each month, we'll be sitting through all the latest and greatest demos on both the ST and Amiga and picking one on each machine that we think best shows off the ST or Amiga. How will we judge each demo? Well, if it makes the video format team go "Wow!" and fall over backwards, then it's a winner. Other criteria will include originality and how much of the ST or Amiga's capabilities are exploited.

The demo featured this month was supplied by 1186 Software who can be contacted on 0623 268882. The disk number quoted therefore refers to that particular collection.

#### STAR TREK DEMO DISK 100

Animation has always been one of the Amiga's strongest points, and this demo certainly shows the Amiga at its best. The demo shows a scene from the first Star Trek film in which the Enterprise moves slowly from out of the sky dock that orbits the Earth. The four different views of the action give an incredible quality to this excellent demo.

Star Trek needs at least 1MB.

#### AMIGA SUPPLIERS

George Thomas - 07762 224  
17th St Software - 0623 26952  
Ray Rose Street - 0763 76346  
Amiga PD Collection  
Nobles - 0763 26200  
People PE - 0773 70242

# PHOBIA



# 3 1/2" DISC LABELS

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Rolls of 100 Tractor Fed Paper

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Now you can colour code your drive!

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## ST ADVENTURES AMIGA

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Are making money becoming incidental when you know how. Your motto is, if you only know it, it goes wrong. The size and make is irrelevant. Make the extra effort NOW by starting your own.

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This may be the most important secret you will ever master!  
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## HOME BASED BUSINESS

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RFD, 600 CALVIN STREET  
WILMINGTON, DELAWARE 19812 USA



## Your Second Atari ST Manual

At last the manual that Atari should have given you when you bought your ST, Essential reading for ALL ST users. £3.95, or only £2.95 if purchased with ST UK Mega Pack 1.

ST Virus Destruction Utility from  
Excel Software £6.95  
Excellent Virus Destroyer



### ST UK P.O. Mega Packs

ST UK Atari ST Mega Packs - 3 single sided disks for only £30 fully inclusive!

- **Mega 1:** Starter pack for the new P.D., Disk 1 has a 200k test file of content of at the time "You" (2nd Atari ST manual), Disk 2 has ST Virus a tutorial, Disk 3 has hard disks, essential system controllers, graphics, soundcards, mouse, keyboard, audio, video, CD-ROM expanded disks, folders and notes of various utilities.
- **Mega 2:** Chip Art Pack 1, full of chip art suitable for most ST packages.
- **Mega 3:** Chip Art Pack 2, full of chip art suitable for most ST packages.
- **Mega 4:** Graphics Pack, complete packages and utilities. Disk 1 contains 1000+ graphics in colour only (except for the 1000+ graphics in monochrome and colour on packages). Disk 2 is full of colour programmes. Disk 3 has 1000+ pictures a brilliant monochrome package.
- **Mega 5:** Video Pack 1, King James version of the Holy Bible, Old Testament.
- **Mega 6:** Bible Pack 2, King James version of the Holy Bible for the Testaments.
- **Mega 7:** Bible Pack 3, Old Testament and New Testament.
- **Mega 8:** Bible Pack 4, Genesis, Exodus and Leviticus.
- **Mega 9:** Bible Pack 5, Numbers, Deuteronomy and Joshua.
- **Mega 10:** Bible Pack 6, Judges, Ruth and Esther.
- **Mega 11:** Bible Pack 7, Psalms, Proverbs and Ecclesiastes.
- **Mega 12:** Bible Pack 8, Isaiah, Jeremiah and Lamentations.
- **Mega 13:** Bible Pack 9, Ezekiel, Daniel and Amos.
- **Mega 14:** Bible Pack 10, Habakkuk, Zephaniah and Malachi.

### Purple P.D. Mega Packs

Purple Amiga Mega Packs - 3 disks for only £30 fully inclusive!

- **Mega Pack 1:** Business Pack 1, word processor, database, spreadsheet.
- **Mega Pack 2:** Communications Pack 1, 3 disks full of telecommunications utilities.
- **Mega Pack 3:** Graphics Pack 1, graphics packages and utilities.
- **Mega Pack 4:** Animation Pack 1, stunning graphic animation demos.
- **Mega Pack 5:** Picture Pack 1, packed full of the best Amiga pictures.
- **Mega Pack 6:** Demo Pack 1, the most fabulous graphics and sound.
- **Mega Pack 7:** Amiga Basic Pack 1, 3 disks full of Amiga Basic programs.
- **Mega Pack 8:** Games Pack 1, adventures, board games and about 100+ etc.
- **Mega Pack 9:** Picture Pack 2, packed full of the best Amiga pictures.
- **Mega Pack 10:** Demo Pack 2, the most fabulous graphics and sound.

For full details of the thousands of P.D.2000 software titles that we have for the Atari ST and Commodore Amiga send for our latest ST UK or Purple P.D. catalogue.

Send postal orders and cheques payable to ST UK or Purple, or your Access or Visa card details to  
1 Bartholomew Road, Bishop's Cleeve, Herts, SG8 2JF. Tel: 0479 727692





It is just not possible to achieve the kinds of computer animation on the ST and Amiga which result with the larger machines. The French company technique produce software capable of broadcast-quality animation on the PC, although there are dedicated movies in the right direction on the ST and there are dedicated movies in the right direction on the Amiga and there are dedicated movies in the right direction on the Amiga and there are dedicated movies in the right direction on the Amiga.



# THE CASE FOR CAD

*CAD offers exciting opportunities in the complex field of animation. We look at packages specifically aimed at ST and Amiga owners. MARK HIGHAM delves into the CAD caverns.*

**T**he progression of professional CAD from the likes of the Cray supercomputer down to the ST and Amiga has not been an especially easy one. Limitations in hardware have made the high end of the market inaccessible to even the Amiga, which boasts enough clever hardware to make it the most likely candidate for serious graphics-rendering packages. However, that is not to say that adequate CAD programs cannot be found on either machine.

## CALCULATING CAD

Entry-level packages on the ST and Amiga are hard to come by. The requirements of even the simplest CAD software make dedicated and ultimately expensive packages the only real option, and even these lack the kind of professionalisation which might be expected.

Intro-CAD on the Amiga comes from HB Marketing and, at £24.95, is perhaps the nearest thing to an entry-level package. It's simple enough to use and is designed to produce everything from illustrations for reports to floor plans and circuit diagrams.

Where Intro-CAD performs best is in its extensive library of pieces which permit parts to be grouped together so that an image may be designed using these different sections. This technique is not, however, nearly as extensive as that employed in Electric Distribution's Cyber Studio.

This package boasts a standard design style which is also reflected in Design 3D, a Gold Disk CAD product for the Amiga.

When Cyber Studio was first conceived it was intended to play the role of an entry-level package which could be

expanded with the aid of all sorts of wire packages to become a top-of-the-range piece of software. This has been achieved brilliantly.

Cyber Studio contains the most popular ST CAD package - Cyber CAD as well as Cyber Mate, an animation program. But in addition, Electric have recently distributed Cyber Sculpt - probably one of the best design programs on the market for the ST - as well as a myriad of animation programs. These include the Cartoon Design Tools and the Model Design tool both reviewed in issue 111 which contain basic Bezier-style designs of the relevant bits and pieces of carriages and robots which may be imported into Cyber CAD and combined, shaded and coloured. Hence, an extensive library of objects may be created.

## GOOD DESIGN

The equivalent Amiga package is the range 3 Design 3D from Gold Disk-HB Marketing. It offers a familiar 3D environment and allows the extensive colouring routines available on the Amiga so that all sorts of fixed 3D effects can be obtained and rotated at speed. It has also been accommodated in this package, a feature sadly lacking from Cyber Studio.

Cyber Studio is a GEM-based system with standard drop-down menus and clickable icons - the same technique as that employed in Design 3D. Setting accessories can be accessed in the usual way although they tend not take up too much space on the smaller memory machines.

Cyber CAD can run on a 1024K ST although at least a 1000K is recommended for serious use. Design 3D



Electric CAD

Gold Disk-HB

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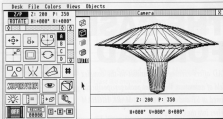
Amiga



CYBER STUDIO  
Electric Desk Machine  
CLASS  
Tel: 0444 434700  
16.1 Mb machine on  
soft-charge.



■ Cyber Studio in action. The front screen shows the four different windows where all the action takes place. These are regularly updated.



■ The camera view can be blown up to give you an idea of the four panes of your image. Even and perspective controls can then be manipulated and these are applied to the 'super' view - a 3D shaded and coloured view of the image.

requires at least 1 Mb of memory to use it properly.

#### FIRST DRAFT

CAD can be divided into two specific sections: drafting and 3D imaging. Cyber Studio and the Anigals Design 3D fall into the latter category which refers to more interest in the artistic side of CAD.

The basic design screen is split into four windows which provide a view of the 3D image from several different angles. You only work on one design but the changes are reflected in all windows whenever they are updated.

The first step in creating any 3D image is to set up some basic shapes. CAD images tend to be in a very blocky style with hard, angular lines

scattered everywhere. This is because most designs must be constructed using polygons which can then be further manipulated.

The best way to go about getting your design into the machine is to draw a rough approximation of the idea and split it up into 3D blocks. So, for example, a house can be neatly converted into a set of block structures. These can then be very simply created using a CAD package and merged in together so that you can end up with the design that you originally planned. Any type of polygon can be created very easily using these techniques. Facilities to spline these lines will usually add an acceptable curve to complex shapes.

All sorts of features may be added to these blocks depending on the pack-

age used. It is this area which is dominated by the sophisticated Cyber Sculpt package, boasting all sorts of features including revolving user-created lines around any axis as well as dragging sections of a design and putting them out. (See issue 10 for full review.)

With both Cyber Studio and Design 3D the next step in the design is usually to set lighting sources and intensities as well as defining colour shades for specific appearances.

Both packages offer the facility to view the design as a simple 3D wireframe image and then render it through all manner of angles and perspectives. A special super-view supplies the perfect 3D picture of your design, boasting all kinds of colour shades from any selected viewpoint.



One of the most obvious advantages in the type of package is to provide a fast copy output of the design. The Amiga Design 3D is by no means suited to professional use in this area with output to plotters being an integral part of the software. Both packages do, however, offer output to Epson printers at the very least.

The ability to save screens is another important aspect and both offer the choice to save the design complete with colour palettes and lighting shades. The format that Cyber Studio saves its screen data into is acceptable by all



**■** Amiga Design 3D is, without doubt, the most professional system on the Amiga today. The package allows its user to take control of most frame buffers but adds to that the usual of all the hardware - RAM, hard drive, graphics tablet and plotter - and you'll wonder if you're playing with Monopoly money.

offer Cyber products including their own package Cyber Paint.

These two packages make up the bulk of the CAD suite on the ST and Amiga as far as the less advanced systems are concerned. However, the wealth of facilities on the Amiga makes it a likely candidate for more intense professional competition. Amiga 3D from

**■** Amiga 3D is a drawing package from Amiga. At £250, it comes on one of the more expensive options to enhance the Amiga. Being a 3D-based system, it aims to be as simple to use as possible and a host of screen modes have been designed to present all images in a similar way to a painting area.



Amiga 3D is a similar way to a painting area, but with more attention paid to the work. All sorts of snapping techniques are available for ease of control but the real benefits come in accurate measuring and rotation as well as a range of dimensioning features. Input can be via keyboard, mouse or digitising tablet and output can go to standard Epson-compatible printers. The Amiga laser printer and a range of plotters.

Amiga expands immensely on these basic principles offering the type of professional CAD system required by those with specific interest in the business applications market.

The lightness and ease of Amiga 3D is reflected in the hardware which is required. The basic program needs 200k of memory and a hard disk to make it a viable proposition, and a graphics tablet and printer can both be added to make input and output more acceptable. The graphics tablet is the input device used by the vast majority of professional CAD systems so it really does put Amiga 3D out of the home user market.

The Amiga 3D range is split into two packages - Amiga Designer and Amiga Professional. Each expands on the conventional techniques of its predecessors by including a range of additional features including easy-to-use isometric grids which can be used as a basis in the creation of less traditional designs.

Refining on the Amiga 3D package is one of its best points since it is faster than on professional PC class machines, even on very complex designs. The high screen resolutions on an Amiga make such designs a possibility and with

colour implemented as well the results can be far superior to any other ST or Amiga CAD software.

#### FIGHTING IT OUT

Amiga 3D on the ST and Amiga is usually cited as the home entrepreneur where precision is often the only serious aim. With these machines being very graphically orientated it's not surprising that such CAD packages have found a home among the scene. For ST owners there are a host of smaller CAD packages, but Cyber Studio is certainly one of the best. Besides being extremely well supported by Amiga products, Studio offers a very user-friendly environment particularly for the novice CAD fan. Design 3D is the equivalent Amiga package which has, without doubt, one of the clearest manuals with expert tutorial sections.

The pricing and hardware requirements of Amiga 3D really put it out of the scope of all but the most serious user. However, if your main reason for buying your machine is CAD then the Amiga and Amiga 3D is certainly worth the money. Commodore market both and are currently offering special discounts.

#### Amiga 3D

Commodore

£250.00

1000000000

Amiga 3D is memory required. Hard disk an advantage.

Professional three from total time at £2500 offers a 3D modelling environment for Amiga owners. It's more of a price package with a range of colour and plot options. However it will offer exceptional quality with super-fast line options.



**■** Design 3D is capable of some brilliant results. 3D planes can be manipulated easily with views from four different angles available. Spinning and mirroring routines make the creation of the basic shape easy enough.



**■** The icons down the side of the window control everything from grids, useful in precision work, to drawing and plotting features. It's the extensive use of colour in Amiga CAD packages which makes them more suitable for education.

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## SOFTWARE EXCELLENCE

### The Commodore Share Selection

On June 23 and 4 we will be showing off our new software products for the Amiga. Here by way of preview is a small selection of what you will see on Stand 25

#### • JUMPODISK • JUMPODISK • JUMPODISK • JUMPODISK •

Among the features gained here result in the software, JUMPODISK is not for the less experienced for programming sound on the Amiga. Voice Power: Simulates electronic point machines found in Las Vegas Casinos, Casinos, but combined with graphics, sound and just what you need and a great screen graphics. ALL the high quality games of Shooting Stars, Laser Wars Features from the USA, Features, Features and MUCH, MUCH MORE! All for only £19.95 inc. vat.

#### £14.95 • NEW...NEW...NEW... "DOSLAB" • £14.95

Yes at least it's available! The new interactive way of learning how to use the CLI and AMIGADOS. This program takes into account the many hundreds of questions our customers have asked us over the years about the Amiga Operating System. We are sure that this two disk set will help you understand and master the Amiga the easy way. A JUMPODISK Publication.

#### £19.95 • NEW...NEW...NEW "THE MEGA GAMES PACK VOL II" • £19.95

This seven disk set contains a selection of the best games we have found on the latest Public Domain releases in America and Europe. Many have never been seen in the UK before! Full program details will be included in our Show Catalogue - The first 100 sold (mail order included) will be packaged in a stylish quality plastic storage box (if no extra charge).

#### £19.95 • NEW...NEW...NEW "PUBLIC DOMAIN PAKS OF EIGHT" • £19.95

A few days prior to the Show, International Customers will deliver to our duplicating copies the very latest PD releases in Europe and the U.S.A. Available in the U.K. for the first time and sold in packs of eight for just £19.95

#### £19.95 • HOME BUSINESS PACK • £19.95

Our best selling 7 disk pack includes a "System's Executive" disk FREE! Other programs featured include a Word Processor, Spell Checker, Database, Spreadsheet, Appointment Schedules, Home and Business Accounts and much, much more. Once again the first 100 sold will include a FREE storage box!

#### £19.95 • NEW...NEW...NEW "INTRODUCING PUBLIC DOMAIN PART I" • £19.95

This nine disk pack serves as the perfect introduction to Amiga PD. We have carefully selected one of the most popular disks from the Fish, Ambros, MADD, PAWS, TBAG, AMUSE, and TWIS Libraries and added the latest version of our two disk PD Library Pack, complete with a pair of 20 glasses! There are many hundreds of quality PD disks in our collection and this new pack will give you the opportunity to see why everyone is talking about PD on the Amiga. (50% discount over the Library Pack, but you will still receive two other disks)

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STOP PRESS: With over over 500 quality Public Domain disks in stock it is not possible for us to make them all available at the Commodore Show. If you would like to place an order for payment and collection at our Stand 25, just telephone the details through before May 15th, and we will do the rest. We look forward to meeting all our customers there.

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*ST Amiga Format's unique dual-format disk gives you the best software from both ST and Amiga worlds. JASON HOLBORN is your guide through this month's pot-pourri of proggies.*



# DISK EXTRA

ST

AMIGA

New to the ST? See page 80 for full loading details.

New to the Amiga? See page 46 for full loading details.

## FLAIR PAINT.....28

Get a look at the art package that's making more than a few heads turn in the world of ST art. Flair contains the kind of features that previously you could only dream about.

## TYPEIT.....28

Again remember the ResEdit disk editor we featured on our cover disk in your issue of Format? Of course you did! But here was a problem: it was for the Amiga only. TypeIT does the job for frustrated Atari owners.

## TYPEIT.....28

How do you rate your typing skills? If, like the Format team, your typing is restricted to the avoid-it 'hunt and peck' technique, then Typeit will help you (without leaving for a new boat) in no time at all.

## SPRITE ST.....26

Designing and animating sprites is a task that many would-be games programmers try to learn sooner or later. With SpriteST, this process is made considerably easier.

## TRACK IT.....28

Are you having problems trying to track down that rogue disk error that hits when you get out your floppy disk editor? With Trackit, those disk errors will have nowhere to hide.

## COLOSSUS CHESS.....24

Do you think of yourself as bit of a Rarney where chess is concerned? But you can't beat Colossus? This needs fewer cannons, throwing stars and Fortes than you've got a game that is so utterly addictive as chess.

## BOOT INTRO.....26

Add that little bit of extra sparkle to your work disks with this handy little program. Boot Intro allows you to put your own little sorry messages into the front of your disks.

## VERBSE 3.1B.....24

Format, champion of the cause to completely eradicate all known viruses, presents the latest release of the program that is generally regarded as THE Amiga virus killer.

## TANK CONTROL.....24

The Amiga's multitasking system is not exactly the most stable of working environments. With Tank Control, you can make those rogue tasks before they get a chance to get help from the guns.

## TUNNEL.....26

Fun and thrills is what Format is all about particularly when the Editor isn't about and so we present our latest wunner but fun program that is guaranteed to send you running for your disk glasses!

### FLAIR PAINT



Even more than those masterpieces with Flair Paint, by the way, the most advanced point package on the ST.

### SPRITE ST



Sprite editors are a vital part of every game designer's toolbox, and SpriteST is one of the best you can get.

### COLOSSUS CHESS



Chess isn't quite only those sophisticated chess enthusiasts' old war game of choice. Colossus makes it into the 90s.

### WIN WIN WIN...



All you have to do to become wealthy is write the most superb program we've ever seen. Easy huh?



■ Select **VIEW** **3D?** from the menu and you can change the pieces to any one of four different styles.



## COLOSSUS CHESS

**PROGRAM:** BY COS  
**MACHINE:** ALL AMIGAs  
**FILES:** CHESS

Do you rate yourself as bit of a Rappanor brat? Then why not try your hand at the latest, and most certainly the greatest chess program to appear on the Amiga. We at Format certainly find our best to beat Colossus but our pathetic attempts were miserably crushed in no time at all. Can you beat what is quite simply the ultimate chess program?

The demo version on this month's disk a cut down version of the full game. Our demo gives you 10 moves in which to either beat the computer or to beat yourself (as far as the latter has been more correct).

To move a piece, just click on it and then click on the square you wish it to be moved to. Alternatively, you can keep the mouse button depressed and then drag the



■ The more conventional 2D mode is also available for the purists among you.

piece across the board yourself.

One of the nice features of Colossus is the extent to which you can customise the chess board and all the different pieces. Even in our cut down version, you can change the appearance of all the pieces into any one of four different styles, ranging from oriental to futuristic.

You can also change the orientation of the screen, either from 2D or defaulting 3D. When in 3D mode, you can even change the angle at which the screen is viewed by clicking on the base of the board, and, while keeping the left mouse button depressed, moving it around with the mouse.

### GETTING GOING

You can load the Colossus Chess demo in two ways. The first, and simplest method is to insert our cover disk at the 'Insert Workbench' prompt and Colossus will automatically boot up.

Alternatively, you can load Colossus by double clicking on the **CHESS** icon on the Workbench. From Workbench, the computer will ask you to copy disks several times at the game loads; just follow the on-screen responses and everything should load OK.



**VERSION 3.10**  
**PROGRAM:** PUBLIC DOMAIN  
**MACHINE:** ALL AMIGAs  
**FILES:** VIRUSX, VIRUSX.DOC  
The constant fight against computer viruses has always been a laborious one. As new viruses are released upon the world, anti-virus writers frantically code new and more powerful virus killers. The



■ How could a file, seemingly innocent window be such a killer?



■ Click on the **Viewed window bar** and there allow the right mouse button and a complete rundown all viruses found will pop up.



■ **Viewed area** allows you to view the host base of a disk useful for identifying viruses.

latest, and certainly the most dangerous of Amiga viruses is the dreaded **RG**. Who can save us from this menacing title of doom? VirusX 3.10 of course.

VirusX 3.10 is the latest, and most powerful release of the popular virus detector. VirusX is generally regarded as the best available. As well as the most malicious viruses such as the SCA and Byte Bomb, VirusX will also trap and kill the more obscure viruses such as the Byte Storm, North Star, System2 and even the elusive **RG** virus.

Once loaded, VirusX sets in a title window in the Workbench title bar and monitors every disk that is inserted into the machine there after for any potential viruses.

When a virus is found, VirusX will instantly inform you of its presence and then give you the

option of exterminating the little blighter.

**GETTING GOING**  
You can load VirusX by double clicking on the **VIRUSX** icon on the Workbench. Full instructions on using the program are included in the **VIRUSX** drawer.



**TASK CONTROL**  
**PROGRAM:** PUBLIC DOMAIN  
**MACHINE:** ALL AMIGAs  
**FILES:** TASKCONTROL, TASKCONTROL.DOC

When the Amiga was originally released, the machine was hailed as a breakthrough in terms of price and performance. One particular area that received more than a few rave reviews was the Amiga's advanced message pending, multitasking operating system. The Amiga was the first personal computer to offer true multitasking at any price.

Unfortunately, these first rave reviews soon turned to bewilderment as the Amiga operating system showed its true, unvarnished colours. Most multitasking operating systems have two major features that the Amiga operating system lacks: task, memory management and task accounts. These two features are designed to stop a task that goes haywire from bringing the entire system down as well.

So what do you do when a task decides it wants to go out of control? Use TaskControl naturally!

TaskControl is a very nicely presented tool that allows you to meticulously list every task before they can do any harm whatsoever. Used in conjunction with a guru killer such as the **GenM** utility located on cover disk #5,



■ Making a task in the trouble



■ TaskControl's very handy user interface.



## LOADING THE OTHER ST PROGRAMS

This month's demo of Flair Paint is set up so that it will automatically load when you insert your cover disk in drive A. To access the other programs on the disk, either reset your ST with a disk that stores your access to the Desktop in drive A or reset your ST with the *Format* cover disk in drive A while keeping the CONTROL key depressed and the Desktop will appear.

TaskControl will provide you with a graphical operating environment. Other features offered by TaskControl include:

- **SEND TASK TO SLEEP** Just point and click on a particular task, then select sleep and the task will be sent into immediate slumber.
- **KILL TASK** Tap that regular task before it gets a chance to waste its resources on the Amiga. Just click on the task to be "killed" and then select the kill gadget.
- **ST PRIORITY** Turbo charge any task by changing its execution priority. The higher the priority, the faster your task will run.

### SETTING SOUND

You can run TaskControl by also clicking on the MAXCONTROL icon in the Workbench. Full instructions are available within the MAXCONTROL program and therefore should be used with some caution.

## AMIGA

### BOOT INTRO

**PROGRAM:** PUBLIC DOMAIN  
**MACHINE:** ALL AMIGAS  
**FILES:** BOOTINTRO, BOOTINTRO.DOC

If you've seen any of the various demo disks that are available for the Amiga, then you'll have noticed that probably the most common is the classic scrolling message. With *Boot Intro*, you can do that personal touch to all your work disks.

*Boot Intro*, as the name suggests, writes a very fancy scrolling message to the boot block of your disk. All you have to do is enter a title for your demo and then enter the message text that is to be scrolled and then select "SAVE" and your scroll message will be written to the disk in drive 0C. Once the mes-



ST

## FLAIR PAINT

**PROGRAM:** BY DEMASO  
**SOFTWARE:** SONY  
**MACHINE:** ALL COLOUR STS  
**FILE:** FLOPPY DISK ONLY  
**FILES:** FOLDERS: AUTO  
FILES: COMPAGN.TOS,  
FLAIR.DOC, FLAIR.PIC.BOX,  
FLAIR.PACK, FLUPRINT.DAT,  
LOADPRIC.COM,  
DRAWPRIC.COM

When *Flair Paint* was originally released, it was heralded as a milestone in the history of computer art on the Amiga. It's no other paint package can compete with the vast number of advanced paint features that *Flair* offers. *Format*, in conjunction with the authors



and Database Software, bring you an exclusive demo of the paint package that every ST artist is talking about.

Your cover disk demo is a complete copy of the low-resolution version of *Flair*. The only difference between our demo and the complete program is that all save operations have been removed and a time restriction has been added. However, the program does allow you to have up to half an hour's doodling time before it stops execution.



You can import *Workbench* screens into *Flair Paint* with ease.



The zoom feature allows fine editing of detail.

We think you'll agree that *Flair* is definitely a program to be reckoned with. The entire program is controlled through *Flair*'s very easy to use pop-up menu system which is very quickly mastered. With all programs that are as complex as *Flair*, the best way to get the hang of it is to experiment.



*Flair Paint* - the ST's most exciting touch to when it comes to computer art.

### GETTING SOUND

You can load our demo of *Flair Paint* by resetting your ST with our cover disk in the internal drive (A) and our demo will auto-load.

After a few seconds of disk access, the *Flair Paint* configuration menu will pop up giving the option of either loading the *Flair Paint* program or changing the configuration. Do not change the configuration on your original *Format* mes-



You can import *Workbench* screens into *Flair Paint* with ease.



*Flair Paint*'s the cat's whiskers.

For disk (but instead, select 'Load *Flair*') to enter the main program. Make a backup if you want to change the configuration in any way (see page 40 for details of how to do this).



## THE COMPLETE PROGRAM

After playing around with our exclusive demo, write quite sure you'll want to see the complete collection on our disk. *Flair Paint* is quite simply the best paint package yet to see the light of day on the ST.

You can buy the complete program, which supports all the major ST file formats (BMP, DIB, GIF, IFF, PNG) and works in both high and low-resolution modes for only £44.95 from Database Software. Database can be contacted on 091-957861.



■ **BootIntro** is written. Just enter the title and the scroll text and then select where to view the Boot Intro.

page has been written, just scroll and the scroll message will pop up every time you boot.

#### GETTING GOING

You can load *Boot Intro* by double clicking on the *BOOTINTRO* icon on the Workbench. Full instructions (in both English and German) are included within the *BOOTINTRO* drawer.



■ The **It Intro Funnel**. The **It Intro** file in the scrolling menu page.

#### FORMAL WARNINGS

*Boot Intro* directly modifies the boot block of a disk and therefore the program should not be used on disks that use custom boot blocks. Nearly all commercial games utilize the boot block to load and therefore you should never write over these special boot blocks or the game will fail to run.



■ **SPRITE ST**  
PROGRAM: BY C. GARDNER  
MACHINE: ALL COLOUR STS  
FILES: SPRITEST.PRG,  
SPRITEST.DOC, BERTS.DAT

Just take a look around at the vast number of games on both ST and Amiga and by far the most widely used graphic technique used is the animated sprite. The quality of animated sprites can either make or break a game and if both the animation and definition of a sprite is right, the results can be very impressive indeed; just take a look at games such as *Blood Money* for a very good example!

As you're probably already guessed, the cover disk program *Sprite ST* is a very powerful tool designed to enable you to easily produce animated sprites to incorporate into your games and to inter-

utilize. Features offered by *SpriteST* include:

- **Movey sprites.** Sprites of up to 32 by 32 pixels can be easily created which utilize the full palette available in the ST's low resolution mode.

- **Intro large animations.** With *SpriteST*, you can design animated sprites that are made up of up to 128 frames and then string them together into a sequence of over 140 events.

- **Sprite in all languages.** Sprite designers for ST BASIC are all very well but what happens if you're an assembler programmer? Luckily, the *SpriteST* file format is explained in considerable depth and therefore incorporating sprites into your programs is very simple indeed.

The current version of *SpriteST* will only save and load its files from the top directory of a disk (i.e. of 81), even if you're



■ **SpriteST** editing an animated sprite.



■ The animation control screen. Enter the frame numbers in the order that they are displayed and **SpriteST** will do the rest.

entering a sub-directory within the program's file selector.

#### GETTING GOING

You can load *SpriteST* by double clicking on the *SPRITEST.PRG* icon on the desktop. Full instructions are available within the *SPRITEST* folder.

## AMIGA

■ **TUNNEL**  
PROGRAM: PUBLIC DOMAIN  
MACHINE: ALL AMIGAs  
FILES: TUNNEL,  
TUNNEL.DOC

If you're expecting a description of *Tunnel*, then you've gone to be disappointed as we're keeping our mouths firmly shut. *Tunnel* is another one of those 'fun' programs that occasionally breaks into the format disk and, as ever, the best way to find out what it does is to load it yourself!

**Format Warning!** *Tunnel* has already claimed the sanity of at least one member of the Format team (no names though, mind mind) due to user excitement. (Sarkened glasses are an absolute necessity!)

#### GETTING GOING

You can load *Tunnel* by double clicking on the *TUNNEL* icon on the Workbench. Instructions (in your native tongue) are available in the *TUNNEL* drawer.



■ **ZIP ST**  
PROGRAM: BY R. HUGHES  
MACHINE: ALL COLOUR STS  
FILES: ZIPST.PRG,  
ZIPST.DOC

Do you remember the classic Amiga file editor, *NEWDP*, that we featured on our cover disk number one? Unfortunately, the only complaint from an ST user's point of view was that it wasn't really of any great use to them.

It doesn't take a brain the size of a planet to guess that *ZipST* is the ST version of that classic tool. But unlike most conversions, *ZipST* looks so much like the original that you could be forgiven for thinking that it was actually running on an Amiga!

*ZipST* is an editor designed to allow you to edit binary files. For example, if you were writing a program in a language such as GFA BASIC and you had just completed it only to find out that you had made a spelling mistake in a particular item of text, using *ZipST*, you could change it without having to recompile your source.

#### GETTING GOING

You can load *ZipST* by double clicking on the *ZIPST.PRG* icon on the Desktop. Full instructions are available within the *ZIPST* folder.

*ZipST* looks so like the Amiga original, that it even uses pull-down menus. If you've never used an Amiga before, you may end up



■ **ZipST** in action. Here, **ZipST** is editing text.

being rather lost.

To access the pull-down menus, you must first press the right mouse button and the screen title bar will change. Now, while keeping the right mouse button depressed, move the mouse pointer up to the FILE option and a menu will drop down. All you now have to do is to click the left mouse button on the menu option that you require and you're away. The other two options, *EDIT* and *SEARCH* will not function until you have loaded a file.



■ **TYPIST**  
PROGRAM: BY G. NEAL  
MACHINE: ALL COLOUR STS  
FILES: TYPIST.PRG,  
TYPIST.DOC, HD

Learning to touch-type can be a painful and very frustrating experience. If you are a member of the common 'hunt and peck' school, changing the habit of a lifetime can be hard work. How can you ease this pain? Oh you are to die for. *Typist* is a program that



■ Teach yourself touch typing with ease.

will make the transition almost painless.

*Typist* is a program designed to teach you how to touch-type using the traditional 'home key' technique. The program will take you through various exercises which are designed to aid the development of your touch-typing skills.

#### GETTING GOING

You can load *Typist* by double clicking on the *TYPIST.PRG* icon on the Desktop. Full instructions are available within the *TYPIST* folder.





■ TrackIt displays the current track, sector and side being accessed in the top right hand corner of the screen.

**TRACK IT**  
**PROGRAM BY A HOUSE-WARE**  
**MACHINE: ALL STs**  
**FILES: TRACKIT.PRG, TRACK-**  
**ITM.PRG, TRACKIT.DOC**

If you've seen any of the latest add-on disk drives for the ST and Amiga, you may have noticed that the latest 'fashion accessory' for every worthwhile disk drive is an LED display that shows the current track being read. All very nice indeed, but what happens if you've already bought a second drive or just can't afford the relatively high cost of such features? Use TrackIt instead!

TrackIt is a very handy little program that displays the current track, sector and side being accessed every time the machine reads or writes a file to a disk in the ST's internal drive (s). Just load the program and that's it: every disk access thereafter will be displayed by TrackIt.

**GETTING GONG**  
 There are two versions of TrackIt included on the cover disk, one for colour users and another for those of you with monochrome monitors. To load TrackIt, just double click on the appropriate version of TrackIt for your machine (TRACKITM.PRG for colour and TRACKIT.PRG for monochrome). Full instructions are available within the TRACKIT manual.

## Your programming skill could earn you £800

<p>Name _____</p> <p>Address _____</p> <p>_____</p> <p>Phone: _____</p> <p>(Daytime) _____</p> <p>(Evening) _____</p> <p>My program name is _____</p> <p>For <input type="checkbox"/> ST <input type="checkbox"/> Amiga</p> <p>Approximate total size of files in kilobytes _____ K          (we cannot use programs longer than 2000, shorter submissions, under 100K, stand the best chance of publication)</p> <p>It is a:</p> <table border="0"> <tr> <td><input type="checkbox"/> Game</td> <td><input type="checkbox"/> Technical text</td> </tr> <tr> <td><input type="checkbox"/> Business utility</td> <td><input type="checkbox"/> Art program</td> </tr> <tr> <td><input type="checkbox"/> Main program</td> <td><input type="checkbox"/> Educational</td> </tr> <tr> <td><input type="checkbox"/> Novelty</td> <td><input type="checkbox"/> Other _____</td> </tr> </table>	<input type="checkbox"/> Game	<input type="checkbox"/> Technical text	<input type="checkbox"/> Business utility	<input type="checkbox"/> Art program	<input type="checkbox"/> Main program	<input type="checkbox"/> Educational	<input type="checkbox"/> Novelty	<input type="checkbox"/> Other _____	<p><b>BRIEF DESCRIPTION:</b></p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>(Checklist please tick):</p> <p><input type="checkbox"/> Stamp(s) addressed envelope for return</p> <p><input type="checkbox"/> README.DOC explanation file on disk</p> <p><input type="checkbox"/> Printout of README.DOC file (if possible)</p> <p><input type="checkbox"/> Name, address, machine type written on label</p> <p><input type="checkbox"/> Disk certified virus free</p> <p><b>IMPORTANT - Please sign this declaration:</b></p> <p>This program is submitted for publication by ST Amiga Format magazine. It is my own work and has not been submitted for publication elsewhere. I claim any national name and glory.</p> <p>Signed _____</p> <p>Date _____</p>	<p>If you've got any programs for either ST or Amiga which you think other readers would find useful, interesting or amusing, send me to Henry, and I will:</p> <ol style="list-style-type: none"> <li>1. Make sure your program is formatted to run.</li> <li>2. Create a file called README.DOC on the disk which explains exactly how to use your program.</li> <li>3. Put it in this form, sign it, and send it without delay to: <b>Henry, ST Amiga Format, 4 Queen Street, Bath BA1 1JU.</b></li> </ol> <p>Submissions are free if you don't want to receive the result.</p> <p>The worth of a stack of £800 prize money for the best programs each month.</p>
<input type="checkbox"/> Game	<input type="checkbox"/> Technical text									
<input type="checkbox"/> Business utility	<input type="checkbox"/> Art program									
<input type="checkbox"/> Main program	<input type="checkbox"/> Educational									
<input type="checkbox"/> Novelty	<input type="checkbox"/> Other _____									

# HARD DISK SUBSYSTEMS

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# S.C.C. MAIL ORDER

28 Crossways Road, Sandhurst RG41 2JG, Telephone: 091 262 0726



# HOW TO USE YOUR DISK

*The ST Amiga Format cover disk is in a special format which can be read by both the ST and Amiga. Even if you are a seasoned computer user, please read these instructions carefully or you could damage your copy of it.*

The first thing you must do is make a backup copy of the disk. Because of the special format, the normal disk-to-disk copying methods, as recommended in both the ST and Amiga manuals, won't work. Instead you will need to format a disk and copy the files individually. Don't panic... this isn't all that difficult.

## ON THE ST

### Instructions for a single drive machine.

1. Take a blank disk and format it in the usual way.
2. With the blank disk still in the drive, double click on the A: drive icon to open up the blank contents window.
3. Now drag the icon for drive B: into the open window of disk A. This will copy all the files one by one off of the master disk onto your new disk. Make sure that the master ST/Amiga Format disk is write-protected (the sliding tab should be back to the hole) is open and put it in the disk drive when asked for drive B.
4. You will now be prompted at various times to insert disk A and disk B while copying takes place. There will be a lot of answering to do in a single drive ST.

Note that our special cover disk contains 204 more files than will fit on a standard single-sided ST disk. If you own an old S20, you'll have to be selective and copy only the files you want.

## ON THE AMIGA

### Instructions for a single drive A500.

1. Start your Amiga up with your normal Workbench disk.
2. Take a blank disk and initialize it in the normal way.
3. Now enter the CLI by double clicking on the CLI icon that is on your System screen on a standard Workbench disk. Once the CLI window pops up, stretch it to full size using the window sizing gadgets at the bottom right hand corner of the CLI window.
4. Now enter the following CLI commands to set up our writing environment (remember to press **RETURN** after each):

```

FORMAT: (disk)
COPY C:\COPYFILES\RELATIVE\WORKBENCH
COPY C:\RELATIVE\INSTALL\BOOK.C
DATE: 0000-0-00
PROTECT: 0000-0-00
    
```

```

PROTECT: (disk)\COPY: (file)
PROTECT: (disk)\COPY: (file)
PROTECT: (disk)\COPY: (file)
PROTECT: (disk)\COPY: (file)
PROTECT: (disk)\INSTALL: (file)
    
```

5. Once you have entered the commands and the drive light has gone out, take out your Workbench disk and put your ST/Amiga Format master disk in the internal drive (DFD0). To start the copying process, enter the following CLI command:

```

COPY DFD0: (file) (file) -Press RETURN-
6. During copying, the machine will display a list of the files being copied. Once copying has finished, remove your cover disk and insert your freshly formatted blank disk into the internal drive and enter the following commands:
COPY: (disk) (file) -Press RETURN-
FORMAT: (disk) (file) -Press RETURN-
    
```

7. That's now the top level of your cover disk successfully copied. The next step is rather more complicated. Firstly, remove your copy disk and insert our cover disk into the internal drive and enter the following:

```

DIR DFD0: (file) (file) -Press RETURN-
The Amiga should then display a list of all the directories on your cover disk which will look something like the following:
DIR: (file)
+----+
+----+ (file)
+----+ (file)
+----+ (file)
    
```

You should now write down this list onto a piece of paper (the TAB extension on each is not needed).

8. With your cover disk in the internal drive, each directory that was listed has to be copied individually from your cover disk onto your copy disk. For the sake of example, if our cover disk contained a directory called 'TEXT', you would enter the following commands:
COPY: (file) (file) ALL (file) -Press RETURN-

Now remove our cover disk and insert your destination disk and enter the following:

```

FORMAT: (file) (file) -Press RETURN-
COPY: (file) ALL (file) (file) -Press RETURN-
    
```

9. Now repeat stage 8 for every directory on your cover disk (make use of the CLI command above, replace each instance of the word 'TEXT' with the name of the directory to be copied). Once all directories are copied, your ST/Amiga Format cover disk will have been successfully copied.

10. The final step in backing up your cover disk is to give it the same name as our cover disk and make it directly bootable using the following commands:

```

RELABEL: (file) (file) (file)
DIR: (file) -Press RETURN-
INSTALL: (file) -Press RETURN-
    
```

## USING THE PROGRAMS

All the programs on the cover disk have been set up so that they are as easy to use as is possible. If you do have problems with a program, full instructions on loading and running a program are included in the disk copies and these should get you up and running. If you still have problems, read the documentation file 'INDEX' that is included with every program.

## ON THE ST

To display the contents of a program's documentation file, double click on its icon and a display box will pop up which includes an option to allow you to display the file's contents on the screen. Select 'SCREEN' and the file will be displayed.

## ON THE AMIGA

To display a documentation file on the Amiga just double click on the appropriate DOC file to be viewed and a window will open and the file's contents will be displayed. Pressing the space bar will advance a page at a time.

## COPYING THE DISK

Unless specifically stated the programs on the cover disk are not public domain and the copyright remains with the author. Selling these programs without the authors' permission is against the laws of copyright and offenders will be hit with a big stick.

# HAVING TROUBLE WITH THE DISK?

We have done our best to check that the programs on this month's disk are stable to use, and that you have no known viruses. However, we cannot accept responsibility for using the software, and we cannot accept liability for any consequences of using the programs.

If your ST/Amiga Format disk is faulty or not read out of time of trouble, a replacement will be issued to you - you should send it back by Airmail to a new replacement to:

ST/AMIGA FORMAT, JAMES COOK, GOSPOY LAKE, 28 JEFFREY CLOSE, BRACKNELL, MIDDLESEX HP10 0DQ.

# Be part of the action

at the  
**ATARI**  
COMPUTER SHOW

## MIDI

At the latest hardware and software is the rapidly expanding area of music made will be an display, including keyboards, samplers, sequencers and professional studio software.

With a Macintosh setup you can produce top-quality music, quickly and simply - editing out mistakes in a way that's impossible with live recordings. So if you're in any way interested in making music with your micro this is the place to come to find out all about it.

## CAD

Computer Aided Design has grown to become one of the most important uses for modern computers. With a CAD system you can design houses, cars and electronic circuits - in a fraction of the time it would take you with pen and paper.

With the high speed and powerful graphics of fast micros it's hardly surprising that buyers and better CAD programs are pushing back the frontiers of the field.

And only at the Atari Computer Show can you see all the latest systems under one roof.

## BUSINESS

Many companies will be demonstrating their latest software and hardware, especially designed to make the full business potential of Atari computers.

It's well worth products for the 8-bit and 16-bit, you'll be able to try out applications for the powerful Atari PC-compatible series.

Industry titles will be able to get expert advice from professionals.

## DTP

The art of combining text and pictures in lay-out is now easier because, with a low-cost DTP program, you can create anything from a club's newsletter to a monthly magazine or book.

At the show you'll be able to try out the latest versions, algorithms and super-fast programs, and get a front-hand glimpse at the way DTP is set to develop in the future.

Alexandra Palace, Wood Green,  
London N22  
Friday to Sunday,  
June 23 to 25, 1989

Fri & Sat: 10am - 6pm,  
Sun: 10am - 4pm

The Atari Computer Show is fast - will  
many new products and developments! After  
this grows to become of the major players in the  
computer world, supported by an incredible  
range of top quality applications, games and  
utilities - all on view at this show.



Business



GAMES

## GAMES

Atari computers are renowned for their ability to take fast-action arcade-quality games.

The range of new software-to-show will demonstrate how the power of these machines is continuously being stretched, producing faster and even more addictive games with superb graphics.

The winning entry to the STOS Gamewrite of the Year Award will be revealed, and several new exciting STOS memories will be shown for the first time.

If you're a keen game player, you'll find there's so much on offer at the show - you're guaranteed a real treat!

## DON'T MISS IT

So far a great day out - whether you want to see what the future holds for Atari computer users, take advantage of the bargains on offer or get advice on specific applications - the Atari Computer Show is the place to go.

And if you visit in the company car, you'll save £1 off the price of a single ticket!

## SPECIAL OFFER

For the first time we are now offering a family ticket for just £25, allowing entry for two adults and two children. So you can save up to £5 off the usual entry price!

## How To Get There

Alexandra Palace is so easy to get to by car, rail, underground or bus. It has its own British Rail station, just nine minutes away from King's Cross, and there's a fine bus service shuttling between stations and show every 20 minutes.

If you're travelling by road, the show is only 20 minutes away from Junction 25 on the M25. Car parking is free.

## DATABASE EXHIBITIONS

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# INSTRUMENTAL CHANGES

The potential for computer-MIDI control of musical instruments is almost unlimited, so much so that many musicians have had customised controllers manufactured for them.

Less hip — perhaps the most famous example is the harp played by Bernard Sazgar and used by Jean Michel Jarre at the infamous 'Fahrenheit with Bismuthop' Docklands concert last year. This works by translating the point at which a laser beam is broken by the hand, into MIDI pitch data. It's not too practical, but looks great!

Umsure here — the Ultrahandbarkle is a more practical instrument designed by German New Age musician Hubert Bognermayr. It too uses lasers, but only as visual reference points for the musician. The rear walls is dotted by ultrasonic beams between the lasers, which detect the position and velocity of your hands and translate into MIDI data to drive a Fairlight. The tool has been used on stage in Vienna, and may well appear in a performance of Bognermayr's Blue City Orchestra in this country later year.

Drumsticks — manufactured by Protrive, the Androme concept of a pair of hand-held tubes containing motion detectors. A central panel converts movements into MIDI note and velocity messages, so you just connect them to a drum machine and



drum. Don't mind the sleeky percussion sounds, Korax... Soundbeats — 8000 wireless in the Soundbeats, from EMS, the ancient UK company responsible for the classic VCS3 synth and vocoders. The Soundbeats is a multi-sampler/sequencer. The idea is to move around inside the ultrasonic field and generate MIDI signals. Kithware has bought one... Jean Michel has bought one... but will Joe Buggie use that one?



**S**ynthesizers aren't the only things that you can connect to the computer via MIDI; there are all kinds of MIDI controllers — guitars, wind controllers, drums, microphones, even completely new types of instruments with which you can program your computer-MIDI system.

MIDI is the digital information standard, introduced almost five years ago, which lets you treat music like a word-processed document. Using a suitable MIDI software package and a MIDI controller — usually, but not always, a keyboard — you can record musical "events" with the computer, and have the computer replay them precisely. There are dozens of MIDI music packages for the ST and Amiga; some of them, like Steinberg Pro-24, Cubase Creator and Hybrid Arts MIDItrack, are used in top studios all over the world. Less expensive packages like Dr. T's RCS, Steinberg Yamaha and Hybrid Arts Easy Tracks are within the budget of most home musicians.

Eventide Soundboards on 286/386 PCs can sort you out with a copy of Pro-12 or Pro-24. MIDI kit 704 (2004), meanwhile, should be able to supply with any of the other products mentioned.

The ST, of course, comes with MIDI sockets built in. The Amiga requires an additional MIDI interface. Probably the best buy on the market is Data's 2092 (M4/201) MIDI Master, which offers one IN, three OUTs and a TRBU socket, and a high degree of software compatibility for EPOSS. It's available in different versions for the 4500, 41000 and 41000. But that's enough about MIDI.

#### HOT AIR

The Diggam MIDI-Mu — imported by organ manufacturers Farfisa — is a hand-held photo-MIDI controller which allows singers (or for that matter players of any monophonic instrument) to control MIDI equipment. Sleek, black and futuristic, the MIDI-Mu incorporates a small condenser microphone which picks up the



sound of your voice and attempts to convert it into a MIDI pitch signal. The soft-touch controls on the front allow you to set the MIDI channel, pickup sensitivity, velocity response, octave and so on. Then it's your job to sing as clearly as possible. £199 buys you the instrument.



*So ya wanna play funky music or rock and roll? There's a huge range of inexpensive, entertaining MIDI hardware to let you make great music whatever your budget, your musical tastes or your musical ability. CHRIS JENKINS plays a medley of exotic MIDI instruments.*

#### GOING MENTAL

If you're into MIDI controllers, here's the latest in the subject of creative music pages April. Real events, but would you believe for an extensive review, just plug into your head and install your mind! However, somewhere, is probably watching on in right now...

Used fairly recently, the only practical wind synthesizer was the Synclavier. The advent of MIDI has changed all that; now you can get into wind synthesis for less than \$1000.

**Casio DX9000/9000** - The DX9100 and DX9000 horns may look like toys, but they've been used by bands such as Skaffare both on stage and in the studio. The MIDI horns are played like recorders - you blow into the mouthpiece and trigger the keys as you would a recorder. Although

## SOUND YOUR FUNKY HORN

you can flip a switch and do away with the MIDI for any sort of. Both horns have a number of mono-phonics preset electronic tones such as flute, sax, and clarinet. These can be heard through the built-in speaker or through an external amplifier. You can also plug them into an external MIDI interface for amazingly realistic wind-synth sounds. By using Temping™, vibrato and tremolo techniques on the mouthpiece, you can create effects impossible to play on a keyboard - and, of course, your ST or Arrangerboard MIDI synthesizer package can record all this data for later use.

**Yamaha R007** - This evolving instrument is now available at a discount price of around £2995. Though it doesn't make any sound itself, the instrument works by combining its MIDI output with the

breath-controlled signals recognized by most Yamaha synthesizers since the DX7. The R007 is played like a saxophone, and has a six-way transposition range using thumb-levers.

The saxlike mouthpiece has a plastic 'reed', the key layout is sax-like too. The response can be tailored to your individual playing style by adjusting patches made on the board. There's a fairly sophisticated MIDI loop which is particularly suited to Yamaha's DX112 multi-timbral FM tone module.



**Yamaha SG200** - This hollow-body guitar-style construction is in many ways equivalent to the SG500 series. It isn't a genuine guitar as the strings aren't tensioned or tuned, so you can't strum chords or fret the strings. The guitar's power amp comes by detecting the position of your fingers on the fretboard.

The SG200 has an on-board pickup system including magnetic and electric pickups, Amp, compressor and equalizer. These can be heard through the built-in speaker or sent to an amplifier. Some of these have built-in sustain, reverb and flanging effects built in. In addition, the SG200 has a rhythm generator with twelve preset computer rhythms, sync-to-beat and auto-tune. There's also four drum pads which trigger drums, cymbals, bass and keyboard sounds.

The SG200 SG200 features two pre-programmed auto-intensification which changes during the rhythm loops, MIDI clock and performance. Using a multi-timbral module you can assign a different synth voice to each string. By using your computer's software synthesizer it is available to record into different tracks at once - each on a different MIDI channel! Cost of the SG200 is around £2500.



**Casio MG5000-10** - For more serious guitarists, such as Vince Clarke of Erasure, the guys at MI, don't fret, there's a genuine multi-faceted credible MIDI guitar, the MG5000-10. The 500 is a traditional shape with the 10 in more substantial. Built from a lightweight alloy and brass elements combined with the finest quality of guitar construction, the body panel of MG5000-10 comes with a carbon body, a piezoelectric pickup selector, a 5000 surface selector and a ready switch which decides how the guitar reacts to string bending. One striking aspect of the MG5000-10's design is that to change MIDI patch you have to set the mode switch to a fixed position, then play a single note demonstrating the new patch to be set. This system is fairly simple, but by allowing an LED display or remote, beyond it helps to keep the price down to a reasonable £2500.



## MIDI FACT SHEET

### DIG THAT CRAZY BEAT

There's nothing quite so satisfying as a good beat...at a drum kit - unfortunately, not kits are big, noisy and awkward to set up. Not so with the MIDI equivalents.

**Chentek DPS-M202** - Chentek's DPS Powerpac kit costs \$129.95, and consists of the futuristic electronic drum pads and a strong tubular steel frame. As they stand, the pads don't make any sound - hitting them just produces a velocity-sensitive trigger which can activate sounds from drum modules such as those manufactured by Simmons.

A trigger-to-MIDI converter - for instance, Casio's D011 - will let the Chentek DPS drive any MIDI module like the Roland MT32 or D112.

You can connect the DPS to an interface box for use with Chentek's MIDI digital drum machine. At \$149.95 this is the cheapest on the market; it offers eight sampled sounds which can be triggered using special data tapes.

**Yamaha DPS** - another excellent budget MIDI drum module is the D20 MIDI from Yamaha. This is marketed by the home keyboard division, but has a lot to offer professional musicians - so much so that it was used by producer Tom Coburn on hits like *Stop This Day Thing*, *The Only Way is Up* and *People Hold On*.

The D20 features four velocity-sensitive MIDI pads, which are designed to sit flat with sticks rather than fingers. There are 12 PCM-sampled drum sounds available: bass, snare, hi-hat, tom and cymbal, toms and clap. Any sound can be assigned to any pad, and either played through the internal speaker or routed to an amplifier.

The D20 also has 30 built-in preset patterns, covering all sorts of styles including rock, disco, reggae, heavy metal, bossanova and waltz.

The D20 really comes into its own when you use it as a MIDI controller for creating your own patterns. Linked through its MIDI OUT socket to a software interface running on your ST or Amiga, it can be used to build up complex rhythm patterns which can then be downloaded on your synths, samplers or drum machines (and, unfortunately, on the 808, which lacks a MIDI IN). At around \$300, it makes the \$450 Roland Compact - which has eight pads and a much more complex MIDI spec, but no built-in sounds - look a bit silly.

### KEYS PLEASE

Even if you plan to use a MIDI guitar, horn, drums or whatever as your main controller, you'll probably need a 'key-board' at some stage. In the same way that you can save money by buying keyless synth modules, you can also save by buying countless MIDI master keyboards.

There are two main types, 'mother' keyboards designed largely for studio

Instrument	#	Price
DM 100 Digital Horn	90	Casio
DM800 Digital Horn	120	Casio
MO7 Flute	100	Yamaha
DD30 MIDI Guitar	190	Casio
MD200 MIDI Guitar	180	Casio
DPS Drum Kit	100	Chentek
MIDI Drum Machine	160	Chentek
D20 Drum Pad	90	Yamaha
Digiprom MIDI Mod	100	Yamaha
MO-7A Modular KeyDr	200	Chentek
A21 Yamaha KeyDr	200	Casio
T20 Module	200	Yamaha

Manufacturers: Casio 01-650 9101; Yamaha 0000 7371; Chentek 0000 8100; Yamaha 0000 0000.

use and 'remote' keyboards for stage use.

**Chentek MK700** - this is the clear budget winner in the mother keyboard market. It offers seven octaves of velocity, aftertouch and velocity-sensitive fiddle keys, four key-assignable playing zones, each with its own MIDI OUT socket, MIDI IN and THROUGH, LCD display,

pitch bend and programmable modulation wheels, and eight performance parameter functions. All this for an unbelievable £299.

**Casio A21** - loads of appearances in pop videos, and demand from musicians, have prompted Casio to rework it as a reasonable £275 (while stocks last). The best of the remote keyboards. The A21 has battery or mains transformer power, and is styled in eye-catching white with a guitar-like 'neck' and 'head'. It's strung over the shoulder on a guitar strap and played with one hand, while the other hand operates the performance controls.

There are three excellent octaves of full-sized keys, two control wheels, performance and sustain buttons, a programmable parameter slider and a bank of patch change buttons. It's velocity and aftertouch sensitive, and can send out MIDI signals on two programmable channels simultaneously. A great buy for style-conscious musicians. ■

## THANKS

David International of 12 Thornwood Place, Bath, BA1 12J (0225 309970) for testing our Casio Digital Horn, Yamaha MO7000 and a Yamaha MIDI Mod. Dick, Lee and Peter of Polystyrene Bridge, Bath BA21 6PT for testing our Yamaha MO7, Casio MO7000, Yamaha EX811, Yamaha F10, Casio VZ 10M and a Casio A21.







# LEARNING TO COUNT AGAIN

This month's episode in the teach-yourself-assembler saga looks at subroutines, negative numbers and simple arithmetic. Your personal microprocessing guide is **TUBBY FOSTER**

Last month we looked at how the 8086 Decrement and 8086c2c Push instruction can be used to repeat a piece of code in a simple loop. Often, however, we need to repeat a section of code intermittently, most notably when the screen clearing routine might be required in several different places within a larger program. You can save yourself the trouble of repeating the code by making it a subroutine, as in Figure 1.

Two additions to the code make it a subroutine: the label `Clear_Screen` addresses you to identify it when it is run with an instruction like `JMP Clear_Screen` and the `RTN` instruction which indicates the end of the subroutine. `JMP` is short for Jump to Subroutine and `RTN` is short for Return from Subroutine. A program may then use the label to subroutinize at any time simply by using `JMP label`.

In fact a subroutine may even call itself, this is called 'recursion', and luckily it's only rarely done!

Subroutines are normally placed after the main program. Always add comments to give a brief description of what the routine does, details of any variables (parameters) which need to be passed to the routine, a list of registers whose contents are corrupted and details of any variables referred to by the program, either in registers or in RAM. This information will be valuable when, long after the code was originally

written, you want to revise a routine.

## PARAMETER PASSING

To pass parameters to a subroutine you have to make sure that any variables that the routine expects to be in the registers, with a table of variables or on the stack are indeed present and correct. For example, `Clear_Screen` expects `AX` to point to the base address of the screen, if it didn't then `32,000` bytes of memory would be trashed from whenever `AX` happened to be pointing at the time - possibly disastrous! Some subroutines don't need any parameters.

It's worth considering more closely what goes on during a subroutine call because it should help you understand what the stack is and how it works.

## STACK 'EM UP

The stack is a section of memory which the computer uses as a kind of notepad. Data is put on the stack (pushed) as the program and can be retrieved later. The memory which is used for the stack is pointed to by register `SP`, known, logically enough, as the stack pointer; in fact you can use `BP` instead of `SP` in instructions if you wish.

When a subroutine is called the address of the instruction following `JMP label` is written onto the stack so that the processor knows where to return at the end of the call. The return address is

said to be 'on the top' of the stack. At the end of a subroutine `RTN` reads the address from the top of the stack (processors bother to call 'popping'). Minimum information is pushed onto the stack: the stack pointer is (pre-decremented) making it point to a lower memory location before writing the data. Popping information off the stack is accompanied by (post-incrementing) `SP`, increasing the pointer after the information has been removed.

Registers `DI`, `SI` and `BP` are smashed by `Clear_Screen`. If those registers held important information from the main program then contents could be preserved by pushing them on the stack, then popping them after the subroutine has finished, as in Figure 2.

It's important to set pre-increment and post-increment addressing, otherwise you'll end up overwriting information on the stack.

Register `DI` is the first register to be pushed onto the stack; it must be the last register to be popped off. Clearly the stack pointer `SP` must be used with care. By the way, whenever an `SI` or `DI` range program is run, `AX` is set up by

```
MOV     DI, 00000000H     processor register  
MOV     SI, 00000000H  
MOV     DI, 00000000H  
MOV     DI, 00000000H  
MOV     DI, 00000000H     processor register  
MOV     DI, 00000000H  
MOV     DI, 00000000H
```

Figure 2: Saving the subroutines.

## DOCUMENTARY EVIDENCE

The degree to which programs are documented varies enormously from cover to covers in academic or corporate environments to produce levels of documentation to enable anyone to understand and maintain updates. The code when the computers are long gone. This is a common problem to me, it's the sort of thing that leads folks to write a good assembly language programmer can only produce registers list of debugged code per day!

In contrast, many games programmers provide virtually no documentation - this is ridiculous considering how often they're hard to write code when you're together what it does!

I don't pretend to be perfect but here's how I document code and, of course, I recommend that you do it too. When you are writing code all the ideas are present in your mind, you know what's going on. Or at least you know what should be going on. This is the best time to write the code (and about a routine and write the instructions that then, when the code's fully debugged, it can be documented) this way I never give documentation.

I think, I know you're different and can be relied upon to write the comments later; the trouble is there's always something more important to do. Get into the habit of writing comments when you write the instructions, it will soon become second nature and will pay off in the long run.

Comments should never describe what an instruction does from the processor's point of view. This is silly!

MOV DI, 00000000H and 140 to 140

Comments should describe what is happening in terms of the application the instruction serves, like this:

MOV DI, 00000000H SET screen\_ptr

\* Subroutine to clear the screen pointed to by `SI`. \*  
80702001.asm,eb.

```
Clear_Screen:  MOV     SI, 00000000H   pointer to base of screen  
               MOV     BP, 00000000H  
               MOV     BP, 00000000H+1  counter for loopwords  
clr_screen_ptr:   MOV     DI, 00000000H+  
                 caddr. BP+clr_screen_ptr
```

Figure 1: The Screen Clear subroutine.



the operating system so that you can use it straight away.

Since there are 15 registers (R0 - R7 and R8 - AR) that may need to be saved on the stack at any one time the 68000 has a specific instruction for doing that: MOVEM MOVE (multiple registers). This instruction saves words or longwords, but not bytes.

The calling sequence in Figure 2 could be changed by using the command to:

```
MOVEM.L D0,D1,AR,-(A7)
CLR Clear Screen
MOVEM.L D0,D1,D0,D1,AR
```

The register list in MOVEM must specify data registers before address registers in the order D0 to D7 then R0 through AR.

If registers are saved all over time "Clear Screen" is called then a word must make faster sense to save program space and use them within the sub routine itself.

### TWO AND TWO IS FOUR

The 68000 provides arithmetic instructions for addition, subtraction, multiplication and division.

So, addition instructions exist: ADD, ADD, ADDA, ADDL, ADDQ, and ADDX.

ADDD stands for Add Decimal (decimal numbers). Binary coded decimal (BCD) numbers have each nibble coded for a digit between zero and nine. A word, therefore, can hold the numbers 0000 to 9999. Although the convention seems arbitrary at first sight, there is little use for ADD. In fact, it's best to forget all about it.

ADD is used to add together bytes, words or longs - however, at least one of the operands must be held in a data register.

ADDQ ADD immediate data to word

to add immediate data bytes, words or longs to a data register or to concatenate in RAM addressed by the destination operand. For example, ADDQ #71,5640A calculates the destination address by adding 71 to a copy of the contents of register R0 then adds 72 to the word found at that address (R0 is not affected by this instruction of course). Remember that the host denotes immediate data.

ADDD and ADDL require a word of immediate data and ADDQ requires a longword of immediate data. Since the ADDQ opcode itself requires a word of machine code then several ADDQs will occupy four bytes of memory and ADDL occupies six bytes of memory. Fortunately the 68000 provides an add instruction, ADDQ, that only takes two bytes. With this instruction the immediate data is restricted to range from one to eight although this may be added to bytes, words or longs. ADDQ stands for ADD (quick) and is much faster than ADD.

ADDA (ADD to Address register) is used to make an addition to an address register. ADDA, like all other instructions with an address register as a destination, doesn't allow byte-sized operands and sign-extends word data to the entire longword if affected byte extension is explained in the text. Hence, ADDA #540,AR is interpreted by the 68000 as ADDA.L #540,AR. The is done internally in the processor so only one word of immediate data (540) appears in the machine code. Similarly ADDA #71,AR is ADDA.L #71,AR (the way the chip handles negative numbers is also explained in the text).

Usually all 68000 instructions affect the condition flags. Hence, ADD, ADDA, ADDQ and ADDX all:

- Set Z if the result was zero (other-wise it is cleared).
- Set C and X if a carry occurs.
- Set V in an overflow occurs.
- Set N if the result is negative.

ADDD doesn't affect any flag. 2000, 560, 560A, 561, 561Q and 568H work in exactly the same way as the address instructions, except, of course, they subtract.

### YOUR COMPARE TOMORROW...

Suppose we need to test whether the number 63 is present in a data register (a-should use

```
AND #63,00
```

AND #63,00 (AND) (AND)

This is a reasonable thing to do so long as the data in 00 is not needed later as it is changed by 568 #63,00. You could get around this by adding 67 later, but that's a bit messy. To get around this the 68000 provides the compare instruction, CMP, which produces the condition flags as if you had subtracted the number, but leaves the data register unchanged.

```
CMPI #67,00
```

CMPI #67,00 (CMPI) (COMPARE)

You can check the address register contents with CMFA, which works on words and longs only, of course.

CMFA (Compare Address register) compares memory bytes, words or longs with address register indirect with postincrement addressing. In other English words, it addresses register points to where the data may be found in memory, and is increased by 1, 2 or 3 (for B, W or L after the operation so as automatically points to the next data location in memory.

To multiply, the instruction

```
MULL #1000,00
```

MULL #1000,00 (MULL) (MULT) (MULT) takes the word from the effective address (0000) - 00 or 2340 (for example - and multiplies it with the word contents of a data register storing the longword result in the data register. MULL takes no notice of the sign (i.e. negative or overflow) of the numbers it is multiplying. MULL is similar but operates on signed data.

DMU and DMQ divide unsigned and signed data respectively. The longword in the destination data register is divided by the source word and the resulting quotient is placed in the lower word of the destination register. The remainder (shown in the higher word of the destination register) is pure that the divisor (source operand) is not zero (a divide by zero exception will occur - if not).

Multiples take a lot of processor time and have a look handy into the chip executes a divide, but it's a bit slow at first programming it longhand.

The cover disk holds a file called SOURCE2.5 which can be assembled to illustrate simple arithmetic. The example programs from last month which we will all the disk are also included.

## SIGNING ON

The most phenomenally wonderful number system ever invented is known as two's complement. This simple system is used by virtually all computers. Negative numbers are represented by setting their most significant bit (MSB) - 1 (their MSB indicates a positive number. For bytes bit 7 is the sign bit, for words it is bit 31, and for longwords it is bit 31).

To convert a positive number to its negative counterpart subtract one and invert each bit.

0	0	0	0	0	1	1	3
0	0	0	0	0	1	0	-1
1	1	1	1	1	0	0	invert

Hence -3 decimal can be represented by the byte 0FD. The 68000 instruction MOVQ (M, Rn, L) will perform the negation process for you.

To see why 0FD equals -3 by adding three - sure enough the answer is zero! Well, nearly. In fact the 1 produced as 00 0000 00 is one byte and exists as a carry. This is ignored in two's complement arithmetic. Hence, we are left with zero.

The largest positive number available is 1 byte (0FF) because anything greater would have the MSB set. The most negative number is 080. Its bytes can hold 256 unsigned numbers from 0 to

255 inclusive or 256 two's complement signed numbers from -128 to 127. Similarly, unsigned words range from 0 to 65535 (5 to 65536 decimal) and signed words range from 32768 to 32767 (32769 to 32768).

If you want to convert a signed byte to a signed word then the low word is zero (extended as zero) the sign bit (bit 7) is the MSB (bit 31) of the word (bit 31 to 16, for 001 becomes 0000 and 0FD becomes 0FFF). Similarly, for converting words to longwords bit 16 is copied across bits 16 to 31. So -3 is represented as 0FFFFFFF as a longword. The 68000 instructions EXT and EXTJ perform these operations.

How does a typical instruction such as ADD know whether the data involved is signed or unsigned? For example, if 000F holds 0007 and 010F holds 0100 will ADD (M,0,M) produce (M,0017) or 0107? Well, it doesn't matter. How can it not matter you say, surely 0100 is either all-zero or -0.0001 (wrong in two's complement they are both identical - 0000).

It doesn't matter whether you think of data as being unsigned or signed as long as you use the two's complement representation all the time.

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*Is your Workbench screen looking dull and lacking colour? Do you want 16-colour icons instead of boring old four? Then join GARY BARRETT with a copy of IconPaint*



■ A world of your choice lies with IconPaint.

**Y**ou must have noticed how many games, business packages and even the Format cover disk have customised icons on the Workbench. They aren't essential - the standard Amiga icons are fine - but after a while you get sick of looking at the same boring old icons sitting there on your Workbench. Admittedly your Workbench disk has got an icon designer as it too, called Icon2D, but you can only draw in four colours. Many people will be satisfied with that, but if you can't live without 16-colour icons then IconPaint could be the thing for you.

## DEWH OF THE ICEBERG

What can IconPaint do that Icon2D can't do you ask? Lots of things in the short answer, but they don't pay me to come up with glib answers like that. To reiterate, Icon2D can only produce four colour icons, but IconPaint can produce them in two, four, eight and 16. Why should you bother with two colours? Because that way less space is taken up by the Workbench which gives you more memory for your programs and applications that you want to use.

Also you can create the alternate icon which appears when the original icon is clicked on, a typical example of which is a dossier that slides open when you click on it. Both the normal icon and the alternate one can be copied at the same time and are both visible simultaneously.

Icons can be created up to 320 by 100 pixels, approximately a quarter of



■ Designing icons is simplicity itself. Both normal and alternate icons can be designed at the same time.

the screen, icons that take up a fair chunk of memory though, especially in 16-colours.

IconPaint itself can be used to design the icons with no problems, but if you want a more powerful drawing tool you can use any art package that uses standard EP format for its pictures or brushes. Both can be loaded into IconPaint, but with pictures you must make sure that the section of image that you want is in the top-left hand corner of the picture. A maximum of 16 colours can be used and both the interface are not supported.

## THE PRICE IS RIGHT

One of the most important considerations in any product, especially one with such limited use as an icon designer, is price. Fortunately for IconPaint the price

is no more than a typical game of around £20. Much more than that and it just wouldn't be worth the price, but as stands it's priced just right.

It has some really value for money your disks look different, but afterwards you'll give bonus of dragging on fast icons, and you'll also make a lot of disk space with large multicolour icons.

The people that will gain most from it will be those that plan to release (publish) and want pretty icons on its Workbench and a few poor Amiga owners who just can't stand boring icons and have a craving for colour on the Workbench.

Strictly a product for the few but well done nevertheless.

## INTO THE CLI

CLI users will find that they have some new commands at their disposal which allow them to use their own icons on disks other than the AmigaWorkbench disk.

For all icons simply enter the number of colours on the Workbench to 2, 4, 8 or 16. Give a file name to be stored in a disk if you want to other than four colour Workbenches, but this has been made easier by a single command used directly from the CLI.

## features

- performance
- ease of use
- compatibility
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## for

- Both normal and alternate icons can be designed at the same time.
- Brush and picture files from art packages can be loaded in.
- Create icons in 2, 4, 8 and 16 colours.
- Icons of up to a quarter of a screen in size.

## against

- Limited in its usefulness, you can only design icons.
- Doesn't work with IBM pictures.
- Doesn't colour icons on memory.



■ IconPaint comes complete with a multitude of pre-defined 16-colour icons.

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# LIFE BEGINS AT THE HOP



Constructing characters and moving them in mysterious ways is the name of the game this month in part three of **MARK PICKAVANCE's** animation tutorial.

**H**ave you ever tried to draw Mickey Mouse? I can't tell if you are going to create many minutes of animation with a reasonable number of frames your subject must be easy to draw; this was the thinking behind the design of Mickey. Animators studied his shape and construction to be as simple as possible so that animators could be concentrated on...

Over the page you will see Mickey at various stages of completion, which might give you an idea of how to go about creating a character. To get some practice either copy the design or find yourself a suitable cartoon. The object of the exercise is to produce a still image, so you can see any paint package...

You only need eight colours so if you can get higher resolution by reducing the number of colours then do it. The example was drawn in Deluxe Paint because it allows you the highest resolution and colour combination. Before using Deluxe get down on your hands and knees and use your hands to feel the surface to exploit it, the original line graphic was constructed on a 1240...

Pixel Paint is high resolution monochrome.

## HEAD AND SHOULDERS

That wasn't too difficult was it? The key to drawing Mickey is to get those initial circles the correct size and in the right place. Having an art package which can do arcs is an advantage. Always draw Mickey's head first. It is the dominant part of his person and once you can get the head right you are 80% of the way there. Once you know how he could draw Bugs Bunny so easily, Chuck Jones said: "First I draw a circle, then I attach a robot to it, then it's finished." Chuck wasn't being totally facetious; what he was trying to say was that all characters have a key component from which the rest of the design must radiate. He found that by analysing the correct or the hard-to-draw the correct - the rest of Bugs fell into place.

There's one last thing to note about Mickey. Like almost all toons, Mickey has five fingers and a thumb. This is because Disney's animators could not draw four fingers and a thumb without making the hand look like a bunch of bananas. If they couldn't do it there's no point you attempting it.

## MAKE YOUR MOVE

Last month we produced you more movement, so here goes with jumping, skipping and a double bounce walk. You can view the designs into whatever software you find yourself most at ease with. And to ensure that colour isn't everything, the jumping and skipping designs were generated in high resolution monochrome.

With a jump the entire body is treated as a bouncing ball. The arms give extra bounce to the action, project...

the character's weight in the desired direction.

The six drawings created that make up this motion are designed to look, as you could repeat them to get a series of jumps across the screen. Another exercise could involve making the take-off and landing points different heights, this would mean you compressing or expanding the number of frames depending on what you wanted. If you desired a jump down you would need to add frames because the character has further to fall.

Below 'jumping' to 'slipping'. Slipping is not very different from jumping - in fact, it is jumping off one leg. The importance of this is that an very rarely jump with both legs simultaneously. You spring from one leg using the other as a counterbalance. Frame number three shows the key action. The front leg has been accelerated from the point that it was removed from the ground. Between frame three and four it crosses the centre of balance. The resulting momentum carries the character off the ground. This is supported by the throwing of the arms into the air, giving additional upward force. The rest of the pictures are concerned with maintain-

## DUCK DOMINATION

In 1938 Donald Duck had become more popular than Mickey Mouse. His more natural abilities to get angry, grumpy and aggressive weren't enough people to relate more easily to him. A writer for the Los Angeles Times said of Donald: "Being born in the middle of the last depression, Donald was a child of adversity and like so many of those, made his way by repudiating. The duck was always mad. Mickey was the spirit of fun and light and good moral principles. I believe this, but the duck seems to have won!"

## SUPPORTING CAST

Mickey could not play centre stage without some support from other characters. The first were Horace Horsecollar and Charlotte Cow in *The Flow-Ray* (1935), *That's Some Place in The Chain Gang* (1935), though he was not referred to as Pluto until 1951 in a film called *The Mouse Hunt*. A year later Goofy appeared in Mickey's *Revues*. He was an instant success.

Goofy was designed and animated by Art Babbitt who, 30 years later, learned some of Richard Williams' animation. He created *Roger Rabbit*. Art said about his creation, "Goofy was the kind of character that thought very hard and long about everything that he did. And then he did it wrong!"

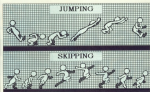
In 1934 Donald Duck made his first appearance. Originally he was much heavier than his figure of today. Though he did sport the sailor suit and cap which have been his trademarks since then, Goofy why he was dressed like this, is difficult to ascertain. His first story involved *Swimming* and was called *The Whoo-Lie* film.





## WALT AND OSCAR

Have writers and directors have mechanical clocks for their contribution to the art of motion pictures. *Mick Henry* was given a staggering \$2. The most famous of them was the special award for Oscar *Walt*—it was one large Oscar and seven little ones.



ing balance for the landing and counterpoise that follows. If you want to treat this as a skip then draw only the first seven frames and then mirror the limb positions so that your character skips alternately on left and right legs.

**NOTE:** Characters that skip are not usually associated with acts of violence.

### ICE SKATING.

You may often want to have characters walking around the screen rather than walking on the spot. Game programmers and designers do not see this as a problem; they just shift the sprite a few pixels and leave it that. This often leads to "ice skating" where the movement of the feet bears no relation to ground.

The simple way to deal with this is to use the heel of the foot in contact with the ground as a guide. Unless you are on ice or oil, a foot which is planted on the floor will remain in the same place until lifted. The problem with this is that virtually all animation packages move a sprite sequence by a set amount each frame. This is not what you want. The only solution is to position each frame by hand or use some way of offsetting each sprite by the correct amount.

Creators of games can build a data table of the correct offsets to make the walk look right, but this often conflicts with the requirements of the game's control. There is no simple answer.

## JUST PLANE CRAZY

Mickey Mouse first appeared in 1928. The design originated out of another "toon," Oswald the Lucky Rabbit. He also underwent a name change from Mortimer to Mickey before the first film *Plane Crazy* was released. *Plane Crazy* was animated by one of the heroes of early animation, Ub Iwerks. He became famous not only for the quality of his animation but also for speed sets which he invented. *Plane Crazy* was completed in under two weeks. Ub producing over 100 drawings a day.

It was not until Mickey's third film, *Steamboat Willie*, that Mickey captured the public's attention. The change that made all the difference was sound. Walt had been inspired—after seeing *The Jazz Singer*—to test production and adapt for audio. The New York Times called the film an ingenious piece of work, and welcomed "a new cartoon character hereafter to be known as Mickey Mouse".

## DOUBLE BOUNCE WALK

Previously you've been shown how to create a walk cycle. A standard variation on this is the double bounce walk. This is the technique Disney animators used to make Mickey's walk more expressive, giving him a more confident style by bouncing the head and body in the mid-stride.

The body dips more in frame 2 and comes up early in frame 3. The arms are much more expressive. Though not as extreme, they only move in the cross-

over process. The head bobs twice in the same time as one bob on a standard walk. Obviously you're avoiding the action from the side—it comes from the front the arms swing right across the body. The arms are held in a gathered position before moving into the upcoming pose.

The legs extended at the upper body movement, the greater the displacement of the arms, the more the legs must swing.



## MAKING THE MICK

### Mickey Mouse



1 Draw a cluster of circles to show where the body, head and ears should be.

### Mickey Mouse



2 Move circles above the position of the feet and other legs to represent features.

### Mickey Mouse



3 Thicken lines and give the body more substance, as well filling parts of the head with color.

### Mickey Mouse



4 Start applying some shading, round head and cleaning up the remaining lines.

### Mickey Mouse



5 Finish up rendering the graphics with the correct fill and make the character's final look.

### Mickey Mouse



6 The finished graphics, with all its details and a shadow to place.



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ST/AM/04

# SILICON STIMULATION

*Should sex games be branded "over 18"? What about explicit animated demos? Do they break the Video Recordings Act? **FORMAT** investigates everything from sexist advertising to underground hardcore.*

## BUCKY MARKETING

Marketing folk stuck for a creative idea have always turned to simplified, exact messages to sell their products — especially if those products are targeted at men. Advertisements, game trays, celebrity pinups and — in some cases —



game graphics, have all featured their fair share of the erotic. Admittedly, right for computers weren't able to offer the detailed images possible with magazines like the ST and Amiga, so

fit on screen reality was often a far down when compared to the packaging. But that sort of thing never excuses marketing fail.

In the case of a straightforward shooting game, the Page 3 possibilities are obvious —

and a marketing genius would see that. Not only can you play cards to see who's over Mario Whitaker's over-ripe charms on your computer screen, you can scroller over the prospects of doing so by studying interest form on the tray.

Breasts and bodies can be used as a selling image in advertising for non-erotic games too, causing a bit of a storm



on a double-D cup no doubt when they appeared in ads, magazines and posters for Patagonia, Marlboro, The One, and so on. (No one saw fit to complain about the scantily-clad, burly, who partnered Mario, though.)

And should the cost of hiring a set of personality trainers for a photoreal games beyond the marketing budget — or if the truly massive pin-up artist-director has in mind simply can't be found on a human

form, there's always the option of getting the artwork sent out of the

man-land studios on the west of us, artists and a fair number of visual illustrators have been experimenting the form in the odd names of art and illustration. From *Charm Over 17* and *It's All About Me* through to *Defender of the Crown*, creators of magazines advertising may have taken the brush, switched on the artwork compressor and inflated it beyond the conceptual limits of the real world.

Well, if there's what sells games...





« Employees are the standby of available game screenshots and poker game programming. « Being "traditional" former skills under a video camera is one route to easy success, but most of the people formerly credited have found their true values, and look to be paid in a fairly complete manner... In the left page - you will also see and a couple occasions on the IT. The page - more traditional Page 3 than this displayed on the strip.

Six plays a major part in life, and always has done. Merino, and in particular, man, has always been interested if not preoccupied by the act which gets him on the planet. Early man, since he had invented a few basic tools which led to increased leisure time, was found to idle his hand turning to cerebral matters: like art, using crude implements - twigs and scraps of animal fat - or cave-dwelling ancestors applied rudimentary pigments to the rocky walls of "Cavender".

And the subject of these early artists? Why, man himself of course. When going hunting, man working with his chains on the fire, and very well-to-do man working on his, when art was born it was delivered into the world with enticement, and an enduring tradition was created: as man invented new technologies he discovered that there was almost always a sex angle.

Mining in thousands of years, mankind got the language problem sorted out and invented a way of committing words to hardy surfaces like parchment, tablets of stone and papyrus. Soon, those with creative minds began to think about about writing things down that would amuse and entertain anyone smart enough to be able to read. Poetry and prose arrived - along with written erotica and graffiti.

When the letters' evaluation was being set up and everything was being given a Greek name, the word pornography was coined to cover an increasingly popular literary form. (Those with a Classical education along with pointers of etymological dictionaries will already know that pornography is derived from two Greek roots, *porne* - (prostitute) and *grapho* - write. Fortunately for the sake of sanity, Greek authors with smelly inclinations were found other things to scribble down, thereby widening the scope of the original term for posterity.)

As the centuries rolled on, the human race developed new technologies, new ways of recording and distributing information, records and images - printing, sound recording, telegraphy, still photography, movies, television, video, telephony... the catalogue continues to grow, and as each new medium evolved it was co-opted by commercial interests, artistic interests and by those interested in erotica - or pornography.

Computing technology, of course, offers a medium for the creation, storage and dissemination

## POWER FOR STUDS

There's no tradition of strip background-or nearly Meropoli which is probably the only reason why digital has not, as yet, been used to strip up fellows in their gaming or other leisure

activities. Every time a new strip poker game arrives in the offices of magazines for review, it is accompanied by a press release which features an endorsement about the gaming programming, the only endorsement and the all-round impact of the programming team responsible. The game plays an excellent game of poker, the reviewer stated. "You could almost miss the fact that the main point of the game is to get the camera off the back of some strip-tease boys."

Sam Fox, Mario Whitman for his Christmas Box of all things and a host of anonymous females have featured in strip-tease and other magazines. Perhaps the real test yet to be added to a strip game game appears in magazines quite possibly Foreign Games that you have to play in the end to discover the man's more than you'd imagined under the hood.

Top marks for usability has to go to the presumably German program called "Realistic Poker Pro" - if nothing to get the underwear off a hacker and Military enough, a slightly fancy allows the player to make over for from examining about in minute detail.





# LADBROKE COMPUTING INTERNATIONAL



## *Midistudio £99.99*

Midistudio is a 20 track Multi Music Studio. This Midi software package is a realistically priced introduction to Midi music processing and includes the following features.

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*"will give Steinberg's Pro 24 a good run for it's money"*  
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tion of information. As soon as software could be published a sea, and the supposedly central nature of computing didn't stop a reasonable chunk of this software being about sex. The concept of Pixel Porn was probably born in the colored vapors produced by EPAC's speaking editors, but there's little cause for and in abstract concepts like numbers, so may that punched cards or paper tape streamers could be harnessed for the purposes of writing about prostitutes.

To begin with, the exciting potential of the computer as an interactive medium was lost on the sex-oriented approach and computer operators, who were prepared to go to great lengths to get what they wanted out of their equipment. Using expressive, sliding techniques, generated by complex backspacing and overprinting commands programmed into teletypes, "naughty" calendars were produced in computer rooms throughout the world.

The elite band of computerists who had access to terminals in the early days began to find ways of entertaining themselves. Games such as Star Trek, Hunt the Wumpus and Colossal Cave Adventure came into being, but the minimal graphics capabilities of early multi-user mainframe systems meant that entertainment software was usually text-based. Of course, once the text adventure caught on there was no reason to keep things simple...

Around 10 years ago, home computing became possible and as inexpensive machines found their way into homes, people started writing and selling games for them. Soon boring versions of older were dropped up, or rather un-dropped, with suitably motivating graphics. Text-based adventures made the transition from mainframes and then went their own sweet, own way with titles such as Leather Goddesses of Frodo - and twin cartridge-based cousins got a bit of the sex action.

Sexual adventures, with or without graphics, have proved popular and the mainstream, respectable companies have been in on the act for some while.

Mojo's, tentatively offering, Leather Goddesses, is one of the best selling games ever produced by the company. Sex On Line have found the Leisure Suit Larry series - essentially the exploits of a pipsqueak - more than a little lucrative. More than a few operators closer to the sandy side of commerce have attempted to cash in on the sex adventure. Unfortunately Spectrum owners may have spent good money on games such as Solo Sex (just comersely released by a company by the name of Males, and even today similar offerings are still available. But not everyone wants to make money out of screen sex.

In much the same way that there's a whole world of "amateur" material circulating in the form of hard-stones, unribbed or cheaply replicated art, there's a complete underground of virtual sex in the computer world. Mainframe your machine, whatever the format, there's bound to be some flexible erotica in the public domain for you - everything from digitized versions of peeing Page Three lookies to animated sequences lifted from hardcore videos. Some of the work is of a professional standard and achieves levels of polish that would suit a mainstream commercial release, some is fairly if obscene - like an early Spectrum joystick pornography by the title of DPE - but most of it is a just plain crude.

With the advent of 16-bit machines with advanced graphics capabilities and the processing power to achieve stunning animations, screen sex has taken a turn for the realistic. Owners of 316 and Amiga have some truly remarkable software available to entertain them. Programmers are doing much more imaginative things than writing about prostitutes.

The opportunities for interactive sex on screen will really take off when technologies like Digital Video Interactive and Compact Disc Interactive take off. There's a wealth of programming talent just waiting for the chance to blend code with exciting tape video footage. ■

▶ What the Editor Saw (PT)

## TELEPHONE TITILLATION

The superheated jungle of small advertisements that is the mainstay of such publications as the Sunday Sport is not yet contained in the computer press. But there's still porno behind the telephone button if you've got a modem and aren't afraid to use it.



Computer bulletin boards offer major contributions to the computer pornography scene, so much of one fact, that there are plans afoot to use the law to make them illegal. Some sections on the BBS we checked out

offer stories ranging from vaguely fictional encounters to explicit adventure games as well as one-to-one personal contacts. If you fancy being chatted up by a transvestite from Tulsa or horny young lady from Houston, there's sitting behind the modem waiting for you to log on. And of course there are the pictures.

Hardcore porn pictures are being made available on some bulletin boards. Given the fact that animated sequences of digitized pictures are not hard to cobble together, it's easy to find real hardcore movies to download for free. PIR's crew could send a modem letter value membership than their local video shop. Despite high telephone charges.

Online sex games in the adventure vein are becoming popular. These days, if you fancy wandering around a fantasy world, chasing usually rampant goddesses (or even gods), going down to a short bout of fondling, followed by some heavy petting - then get on the phone.

Bulletin boards cater to the masses but some serve minority groups. Gay boards offer online mailing areas, gay sex stories and pictures. The Pink Triangle and Lambda BBS fall into these categories, both providing an excellent gay board, although others feature gay sections such as The Connection and Minimal-4. And Minimal's gay section, set up in 1981, is one of the most popular areas of the system.

A little devoted dating should cut up even more specialist boards that support sexual fetishes ranging from bondage to sadomasochism to TV (and we're not talking SNY channel here). Shortly after being propositioned by a transvestite, we left a board to log off and our investigations.



## HARDCORE HOBBYISTS

So far there's no real trade in postal porn - some dealers in printed material have experimented with smutty software but there's little demand for a arranged customer who patronizes shops and mail order services that cater for traditional material. Even though the commercial opportunities are minimal, there's no shortage of home enthusiasts churning out material that spans all genres - from lesbian chats to stuff that would see you blacked up if apprehended bringing it into the country.



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## DIRTY DISKS AND THE LAW

The man who could be described as the founding father of pornography — the author of the work colloquially known as *Penny Hill* — was hauled up in front of the authorities and asked to justify his actions in writing what was the first book to describe sex acts in great detail. Perversity, it transpired, had been his motivation — so after an astronomical fine, the books let him off and granted him a pension from public funds to ensure he never wrote a script.

Nowadays, the powers that be are less likely to be so lenient. Obscenity laws lay down serious penalties for authors, artists, publishers and dealers in material deemed to be offensive, and the Video Recordings Act of 1984 clearly covers sequences of moving pictures generated from a magnetic medium, such as a floppy disc. Maybe local authority officials will soon be visited by the Obscene Publications Board or Public Domain libraries be obliged to certificate all their offerings just like a video hire shop. Who knows? The volume of sex-related material on computer means it will soon be attracting the attention of campaigners and the authorities.

One thing's clear though — just because it's on a computer doesn't mean the thing you or the law can't reach it, or indeed you if you're involved in disseminating material that is judged to be obscene.





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...NEWS...NEWS...NEWS...

**A**t the recent European promotional events in Amsterdam, **Microsoft** took the assembled press to a hotel of 170 to an exclusive hotel to treat them to the whole range of products coming soon to the Microsoft label. Many products already previewed on these games



pages accessed, including **Interphase** - definitely one to watch out for. Microsoft prominently setting the infamous **Elmex Brothers** on a task to produce **Zeem II** in early version of which was also on display there as well as making an appearance at the recent European Press conference. **DOT** is another release lined up to the end of Christmas period. It's a specifically Amiga game featuring 4000 issues. But definitely one of the most promising games on show there was **It**

**Game from the Desert** - a game in the same vein as the **Spool** format movies featuring game arts which include the **4000** (Mistake in which) **Spool** (one set) to provide the one into **Spool** (station). The whole Microsoft event seems there to focus their products - in between visits to the **red-light** district, where for more than computer games were on show - but

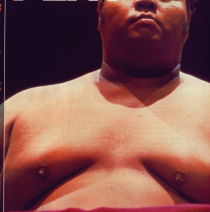


**Microsoft** really does go over and over most of the time, and long interviews and having their photographs taken just to prove that it really was a working day.

Microsoft's **Microsoft** have been busy being over the UK software industry. Over the past month they have issued a deal to distribute all interactive software in between intensive negotiations to purchase **Telecommunications** (Italy will finally get to see **Wired**

**News**

# SCREENPLAY



## WRESTLING WITH THE ORIENTALS

Lords of the Rising Sun and Battlehawks step into the ring



■ Since the introduction of the ball feature in the 1980s, the original machine has made it's way out of the family corners of arcade parlors into public and clubs and may even be found in the institutional walls of colleges, clubs. Photo shows the original arcade game on the left and Activision's contribution on the right.



Amiga - Enhanced only (100%)

ST - Enhanced (100%)

GRAPHICS

0 1 2 3 4 5

ANIMATION

0 1 2 3 4 5

CONTROL

0 1 2 3 4 5

LASTING INTEREST

0 1 2 3 4 5

OVERALL 97%



■ Additional to several photos have been included if you miss the ball with your fingers then it falls into another playing level.

# TIME SCANNER

ACTIVISION

**A**ctivision's Timescanner is another addition to the already long line of computer pinball games. Such simulations have flooded the computer since almost since the computer first developed SHFT keys, way back in the distant age when babies weren't brought up on a diet of glass.

Since the simple bagatelle machines of the 1800s, the pinballs have progressed from simple machines with electric flippers to multilevel monstrosities boasting all sorts of unusual additions.

The home video version of the pinball machine has always had a funny side. One of the finest features of any pinball game has to be the ability to leap from

side to side as you tap the flipper with basic reflexes. Naturally, it's impossible to achieve this dexterity effect with the keyboard of any ordinary home video — without emulating off the disk drive anyway.

Timescanner makes no new innovations in this area but it does offer one of the more realistic simulations of ball movement. Shift

keys are used to control the left and right flippers with the main objective being, as always, to amass giant high-scores. Can a hit feature is available.

Four tables are split into ten so that if you miss one of the ball balls, then you face a second chance. You can get through to other levels by taking a try through the "Tania Tunnel".

GRAPHICS AND SOUND

The backdrop in Timescanner have been very carefully designed to be as interesting as possible and provide the same kind of distraction as those found in the actual arcade machine. The similarities between the two are astounding.

Before the game falls flat in its lack of animation, displays each time the ball hits a plunger. Far more could have been done graphically in these areas. However, this has been well compensated with those impressive sound effects which materialize regularly enough to keep your fingers twitching over the keyboard and certainly fitting to mirror the real arcade environment.



■ This different! feature include graphics and tables are so back from in a similar fashion to those found on the real arcade games.



■ Looks simple enough but because of level it though — like in the Realworld video game it seems near impossible to complete.

des but is still the kind of game that is appeal to anyone with more than a passing interest in pinball games. Whether it will take the real pinball addict and drools at the mouth every time he sees an idle machine is doubtful.

Mark Nighan

CONCLUSION

From Field, the team behind SS, have with the Timescanner with the objective being to create the perfect pinball simulation.

The limitations of the game are those faced by any computer arc-pinball sim. The keyboard just doesn't offer the right input for serious addiction but that aside, it offers a realistic challenge even though ball movement is distant at best.

It's not an original idea but is still the kind of game that is appeal to anyone with more than a passing interest in pinball games. Whether it will take the real pinball addict and drools at the mouth every time he sees an idle machine is doubtful.

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# ゴードマンはモーション

**T**here was a time in history when matters of great import concerned the world and mankind failed to become a part of it, when wars were fought and not winning, but honor was what mattered most. Japan, that strange land bathed by the light of the rising sun, was one such place.

Centuries long removed from the astounding Defender of the Crown have produced this new interactive movie, set in that 12th century land of honor and dignity.

## AIM

The game sees two world-emperors fighting for domination of one crumbling empire. Yet, here, the consummate politician and strategist leaves the battle-savvy Yoshinori in a legendary struggle to win control of the Japanese dynasty. You can select to play either of these characters, choosing the obvious advantages associated with each. The objective is to capture all 19 castles spanning the map of



■ Even an entire land has been turned to your side, there's no way of extracting it.

# LORDS RISING

CINEMAWARE/MIRRORSOFT

Japan and still manage to stand up straight afterwards. Along the way you can build up your skill ratings depending on the outcomes of battles and your leadership abilities. Just to make sure the game isn't all blood and war, you can win the hand - and body - of a beautiful princess if you're lucky.

## STRATEGY

The game is arranged as a giant map with monasteries, castles, cities and an imperial palace strategically positioned



■ Preparing for battle. You can decide to arrange your troops in specific patterns and then...

to keep the action going across the whole area. You initial take control of three noble who always begin the game in the same location. These 3 are directed around the map by selecting them whenever it comes to a standstill and directing them to their new location. They then follow the shortest path either on foot or by boat if they're beginning their journey at a port.

Different locations offer different features; monasteries are neutral territory and can often be relied upon to supply



■ It's off to war. Plans are often and strategies of things are seen by controlling separately.

Considering that this type of game is based largely around its strategy demands, the graphics have been remembered at every turn. There is a remarkable resemblance here with Cinemaware's previous hit, Defender of the Crown, but there's far more interaction with the player. All sorts of animated routines appear at opportune moments, from attacks by a King's assassin to tense, battle-frenzied occasions when you most participate in the bloody war.

The game's animation is supplemented in most circumstances by atmospheric musical effects to convey the impression of ancient Japan. Probably one of the best examples of this occurs during the opening credits of the game, although the music at other points is almost as good, if a little repetitive.

Guards, and grunts as you strike your enemies also appear at times as well as other tool effects to assist gameplay.



Guards, and grunts as you strike your enemies also appear at times as well as other tool effects to assist gameplay.

■ Think of home. You can dispatch your own assassins - but beware, remember this is a Cinemaware title. If you've caught them you're only one step closer and there's a really painful way to go.



■ Movement period is a bit... look - you must sneak off the marks and there will still be time to make your moves.



■ Give them a few hours of your trusty sword and he goes down really enough.





# SOFT OF THE GOLD



Most of the action takes place on the map where you can move your troops around 15th-century terrain with ease. Only a small section of the map can be shown at once at any one time but it can be further explored by clicking on the icons in order to scroll left or right.

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land. Castles can either be attacked or an alliance suggested and the imperial palace is the place to go for imperial medals such as the Sacred Sword or Savat.

As you make your journey, you encounter other troops of which you can interview and suggest forging an alliance with the leader or attacking them. Either is usually a good suggestion since your new castles are often liable to attack if you're not careful.

As you make your journey

there's often the need to stop for food to supply your troops. Visiting one of your own castles or a friendly monastery is advised for this task although the imperial palace is neutral territory and will often give food.

The game is punctuated with moments of interaction where you must participate in all sorts of encounters or attacks. In these moments the map is frozen and you move into the interactive phase where skill is rewarded with extra troops or new territory.



The report mode scenario. Your scenario can live like this before and you must see your friend to defeat his unwelcome intruder.



If you're attack enough to find your castle under siege then you must purchase the enemy with access to survive the day.

In its day, *Defender of the Crown* was reckoned to be one of the finest strategy games ever, but *Lords of the Rising Sun* looks set to usurp that enviable position. In many ways, *Lords* could be viewed as the next logical step considering the progressions made with the *SI* and *Amigo* on the games scene over the intervening years.

The challenge, as ever in this type of game, is not one likely to appeal to anyone unprepared to play for a long time. It's very much of a strategy game so the action moves sufficiently slowly to give you time to think. In moments of tension this can often prove to be too slow despite a speedup option, although a save to disk feature is available. The game spans a wider battlefield than *Defender* ever did, and as such the gameplay is far deeper and potentially more appealing for the well strategist.

With the long shelf-life of this kind of game it's certain to become the same classic which *Defender* proudly claimed.

Mark Nighan

## CONCLUSION

Amigo - Best. *Defender*. *Amigo*.  
N - They really are. *Defender*.

Overall

5 4 3 2 1

COMPARISON

5 4 3 2 1

REQUIREMENTS

5 4 3 2 1

LOADING SPEED

5 4 3 2 1

OVERALL 8-6%



# BATTLE HAWKS

LUCASFILMUS GOLD

**T**he land of the rising sun steals the home of McDonald's in Lucasfilm's latest game, a shoot-em-up simulation set in World War II.

All of the action takes place in the Pacific during 1942 between Japanese and American planes. You can either play the role of an American and take on a small group of onsets or try to get even with the tanks for the last food and rest of Mooringing. There are four options located

on the main menu: training, active service, review planes and review service records. The last of the four options allows you to use the preset plot or start one of your own; a maximum of five can be stored on disk at a time and the record is updated after each mission. If you review the planes then you can look through the two airframes and find out what your friends and foes are like.

Training is a good place to start; you can practise dogfight-

ing, dive bombing and torpedo attacks. The difficulty of the training missions can be easily varied from nonaggressive opponents through to deadly foes. Your plane may be customised to contain various arms, fuel and even take vulnerability. In addition, the combat skill of your opponent can be adjusted to expert, average or veteran level.

As soon as you've finished with the training exercise you can head for the skies in an active



**11** The Hawks are set for the next year (marked with a percentage of five missions). You have set in your Easy Flighter to launch an away and a daylight mission. In the time the Japan is still in and a Yankee heads for the ocean.

MISSION. There are 18 missions in all and you can use the same customisation methods in these too, but your flight record is only updated if you play the mission without customisation. After each mission your record is updated on disk, unless you die of course, which case it's an obituary.

## 11. Monthly EAP Review

Target: 100% (10/10) (10/10)



**12** Still in the Pacific for an American carrier and engaged to your commander in a large torpedo. Response really prefer better in the water as it might be an idea to get close and close to the carrier at low altitude and let your torpedoes go. Unfortunately the carrier will need to stay in one place and so there'll be lots of Yankee planes after your blood and plenty of fuel to judge.

## GRAPHICS AND SOUND

Sound effects are limited to old-fashioned engine noises and bursts of machine-gun fire, with an occasional explosion. Second in the lack, the plane graphics are detailed enough for things to be recognisable, but little more.

In the cockpit there's plenty of detail included and the instrument panel is easy to read, which makes a change. There's a little disappointing, the action takes place at a sluggish rate and 16-bit machines are capable of working much faster.



**13** Another one that they come to see and see. You can see the carrier.



## CONCLUSION

Many flight sims fall into the trap of being far too technical for the first time user, but Battlehawks can just be looked and played. The control of the plane is possible for those that want it, but beginners only need a mouse to get started. There's also the added advantage that you can shoot down Americans and even be a traitor by going over your own airbase.

With 18 active missions and 12 training missions you have plenty of choice and the customisation can be used to make things easier or more difficult. There are plenty of planes to choose from too, which adds to the variety. A light one which is probably better for beginners, but still fun for more experienced pilots.

Gary Barnes



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It may be hard for you to believe, but poor old planet Earth is yet again in danger of being destroyed by an invading alien space fleet. In a situation like this there's only one thing that you can do — send out someone to

eradicate the menace, and 24-bit battle tanks are ideal candidates for doing the destruction.

There are 14 alien space stations heading your way and the only way to destroy them is reach the control centre and blow it up. The control centre is deep with the space station and you have to find your way through hordes of alien tanks, gun emplacements, mine fields and barriers before you can get there. Travel between levels is only possible when you have a key to the door and that's found somewhere on the level too.



The control centre of a space station makes sure that you get out before it explodes.

Fuel, smart shells and shields can be discovered lying around and improve your survival chances considerably. Small star-like objects can also be found and these are used in-between levels to customise your tank with any of the following: extra speed, longer range shots, smart shots, extra shields and more powerful shots.

One of two players can play and this adds to the fun, because not only do you have to decide who gets what objects, but you can also help each other out by shooting each other (it transfers fuel from one tank to the other).

There are plenty of levels to go through and the gradual increase in difficulty will keep you busy with Vindicators for many hours.

Gary Barnett

IT - *Amiga Review* APR

Large - *Amiga* (PR)

# VINDICATORS

DOMARK

STELLA 3.0

AMIGABASIC 3.0

WORKBENCH 3.0

LOWEST OVERSEAS 4.0

OVERALL 7.1%

System: **Amiga 4** Price: **£59.95**  
 on 744 2590



It is vital around the mine in a *Smasher* that has just returned from the asteroid belt. You're the human race's only hope that you live the responsibility.

Space is big, infinite even, and so the chances of a particular tank of air plunging into a certain planet are very slim. But in an infinite universe there are lots of big lumps of ice floating about and so the chances of being hit by one increase considerably. Earth is one of the lucky planets that just so happens to be in the path of a lump of ice which is bound of staying in the asteroid belt. After a false attempt to deflect the 20 billion tonne asteroid, it plummeted into the Pacific Ocean and punched a hole through the sea bed. Millions upon

millions met and vapourised a large portion of the Earth's seas. Life on earth ceased to exist.

The year is 2305AD and fortunately for the human race Earth isn't the only planet on which people live. There's a small colony on the Moon. You command the small lunar colony, Lunar 1, and must find a way to keep the lunar race alive.

There are seven sections to the game, each one controlling a different function. The seven are energy, life support, research, resources, production, defence and flight deck.

## GRAPHICS AND SOUND

Most of the graphics are static screens with a small sprite of two, but every planet and satellite in the system has its own picture and some are excellently done. When your tank is under attack and you launch a fighter the screen display changes to a 3D view out of the cockpit with simple, but effective flat-3D enemy ships.

Sound effects vary according to which of the many menus that you're accessing. All sound right and add considerably to the atmosphere of the game.



Magazine provides power for the beam. There are 10 models of varying power. Some products require the most powerful generator before you can build them.

# MILL

The sectors are all interlinked; for instance, before you can build a spaceship you first have to research it, then get hold of the resources by conquering it before finally using the provision to produce it.

All you have to do now is keep up the construction work and keep the human race going. You can have a whole solar system to explore, colonize and extract materials from.

With a bit of thought and skill, after a while you'll be happily flying through space and going where you want that game before.

#### THE SOLAR SYSTEM



Research is a very important part of the game because before you can build a ship, you have to use the production resources you have to create it.

### CONCLUSION

The solar system is a big place to explore and there are many planets for you to colonize.

You also have the occasional natural and unnatural disasters to deal with. All of this adds to the fun as you reap the solar system looking for a particular element and fight off the nasty little green men. Keeping the human race going is no simple task and you'll get plenty of enjoyment as you try and keep your race alive. The fate of the humanity is in your hands.

Gary Barrett



■ The flight deck where you sit in a ship's craft can be divided with bars. Initially you have no passengers, they have to be researched and built.



■ Once your craft has been designed you pass it over to production and they take the necessary materials from resources, providing you have the materials of course.



■ The resource center must be in operation before you can build any spacecraft and you need energy to keep resources alive.



■ Life support is vitally important to keep your people alive on the moon. The carbon you get from many of your components will have to be used.



■ The default payment with orbital launch and fighters. Initial launch are one shot weapons that travel across lots of energy along, whereas a fighter must be controlled by you and has to chase the enemy around and shoot it apart.

#### IT - NewTek DMP Revised

Large - for use DMP



OVERALL 80%

# LENIUM 2:2

ACTIVISION



■ Before you can collect an object from the spirits, they have to capture the penalty zone balloons that you need to shoot down their boats and dump them in the water.



■ Return the object to the Spirit Guardians for an extra weapon and a new mission.



■ Shoot one of the balloons to get a Spirit out and shoot.

# TYPHOON THOMPSON

## DOMARK

**T**hree feet always been too precious and twice travel especially so. The passengers of Flight 286 would agree with that, but unfortunately they're all dead. Well almost all anyway, one small child survived the disaster and is now somewhere on the water, placed at Agua. The child has been adapted by sea sprites and they won't give him back; you have to rescue the child.

Before the game truly begins a spaceship appears and a cat is dropped out, a clear sign and you walk out and look down. Consider it must not in the family because you run back inside again, only to be ferociously ejected from the ship by one of a variety of methods. Much better than just starting the game in the void.

In play there are occasional tutes, but no continuous ones. Sound effects are simple, but fun, especially the angry sea spirit king. The graphics are flat, smooth, colourful and most of all cute. There are many subtle touches that make the game more enjoyable to play. The little spirit king looks very good when he jumps up and down and stops his feet and your heroic character even shakes the water out of his hair when he appears from an underwater creature.



GRAPHICS AND SOUND

## CONCLUSION

The first couple of levels are very easy to do, but once you get to the third you're certainly really begin. There are so many sprites to deal with that you'll feel yourself just screaming with frustration. Unfortunately for fortunate you'll end up hooked and there's nothing you can do to stop yourself from playing.

You're gonna need all those lives to stand any chance on the later stages of the game, and you will eventually capture all those little \*\*\*\*\*s, but before you do you'll have invented a couple more explosives and chosen your mouse through the window.

All in all it's an excellent game that will keep you frustrated and amused for a very long time.

Gary Barrett

WATER	██████████
HEALTH	██████████
ENERGY	██████████
WEAPONS	██████████
LASTING WEAPONS	██████████
OVERALL	86%

Once you're in your left you head for a nearby pair of islands where you meet the Spirit Guardians of Agua. They bestow upon you a laser cannon and ask for maybe that's demand you to fetch a dagger from a set of islands.

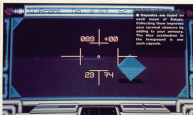
Off you go to the islands and when you arrive you have to shoot an island. Out of it pops a fly which is piloted by a sea sprite. Shoot it and the sprite is deposited in the water and then if you have to do it go and collect the sprite in a little bag. Don't leave too long or he'll turn into a fish and swim back to the island. Once you've collected all the sprites from the islands you then head for the central island and the spirit king will leap out. After a quick look round he jumps up and down in an angry frenzy and returns back inside his home. Give him back his sprites and he'll give you the dagger. Return to the Spirit Guardians and you go onto the next level.

This is then repeated with you looking for another object: kumquat, balloon or suppressor. Each is difficult to find and you'll be using quite loads there are more sprites per flyer and more flies per which makes the process of collecting sprites much more difficult. Later levels also have the added disadvantage that extra flyers are added to an island which those pesky fish manage to get back there. All that's left for you to do is scour the ocean blasting flyers and collecting sprites. Soon that little child will be in your car and home and can live happily ever after.

IF: Mass (199, 199)

Edge: 100% played





# VOYAGER

## OCEAN

One upon a time there was a little spaceprobe called Voyager II that went on a long journey. It left a blue-green planet called Earth and went for a look

around the solar system. After a while it left the solar system and drifted out into deep space. In the year 2022 it was picked up by a scout of the Ruler Empire and the

returned to her homeland where Voyager II was regarded with great interest.

Rather than accepting the friendly greeting from the Earth people the Ruler Empire decided that a bit of conquest was in order and set off to achieve the land objective. They set up bases in the vicinity of Saturn where they used its moons to create more and more powerful weapons for Earth's conquest.

Meanwhile, Luke Skywalker was on his way back to Earth after a 50 year criminal sentence of space exploration. No one wants to go home to freedom only to be outgated by an alien race and so once Luke became aware of the situation he decided to save the world so that he could have a



■ Enemy radar stations can be jammed temporarily by the use of a radar mine.

quiet rest. You'll never guess whose part you take.

There are 10 moons around Saturn that you must conquer and they get progressively more difficult. To conquer a moon you must eradicate all of the enemies on the planet, fill on the first one, Jorax. Enemies come in several types: tanks, lasers, mine jammers, mines and more. Tanks and lasers have the artificial habit of shooting at you and mine jammers love to drop mines on the ground. Mines will turn you over and your mission will be brought to an abrupt end. Fortunately you can deal with these problems in the usual manner: blast 'em into 100 pieces.

Some pods and weapons can be found on the planet if you collect them then you'll improve your survival chances no end. They can be located with the aid of your navigational computer and a map of the planet.

Finding these is just as important as destroying the Ruler moons.

### GRAPHICS AND SOUND

Voyager is viewed in solid 3D with simple shapes to make things fast, but everything is still easily recognizable. Speed is much more important than detail in plot storage and that's what this basically is. Animation is fairly limited on most objects, but the radar stations rotate well and there are the occasional other effects. In play you only get simple sound effects, but there's a nice piece of digitized music and speech on the title screen.



■ A Ruler tank passes on front of mine. It spins up and out to the mine. Unfortunately there are tanks out there.

Voyager looks like Starblaster and plays a little like Earthforce with you moving around a planet, blasting away at aliens and generally creating havoc. With 10 moons to conquer your work is going to be cut out for you, but you'll get plenty of



opportunity for gratuitous violence. It's not the sort of game that you'll complete or get bored of in an hour, more likely it's take you many weeks to complete and you're sure to get lots of enjoyment out of it in the meantime.

Gary Barrett

### CONCLUSION

### 57 - Excellent (8/10 Review)

Rating: 1.94 out of 2.00

STYLING	5
ANIMATION	5
OVERSOUND	5
CONTROL	5
VALUE FOR MONEY	5
OVERALL	76%



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# THUNDERBIRDS

GRANDSLAM



**Level One** takes you behind the Thunderbirds' operations by repairing the hole in its side. You must then disable the nuclear reactor.



**Level Three** and the objective is to rid the Bank of England and discover secret codes so only the real man missed in the first place.

**G**randslam's latest license is going to recall memories for every self-respecting TV addict. The classic Anderson puppet hit sees its debut on the computer screen in the form of an anti-violence strategy game.

It's split into four levels with a different mission assigned to each. The only way of surviving these is to overcome the difficulty by using the correct object. Each level is played with two characters and at the start of a level you need to select two objects to carry from a list of six. You can

only carry two objects at any one time so anything you encounter during gameplay must be necessary for something you're carrying.

Being a strategy game, it takes hours of play to find out what to use and when, but practice is the best teacher. In level one (for example, you'll need to carry the torch with you in order to make your way through any darkness).

Carrying objects is essential to survive other difficulties, very much in the same vein as Grandslam's former hit,

## GRAPHICS AND SOUND

The animation in Thunderbirds has been so carefully polished that every detail has been remembered. When you load up the game one of the first things to strike you will be the way that characters walk behind objects, as well as in front of them. This feature even extends to the steel girders which allow to observe your character through the holes as he walks past. The effect of this is to give a very real impression of the landscape.

Digitized pictures make up the start of each level accompanied with sampled sounds taken from the TV series so that the old "two, five, three, two, one, Thunderbirds are go!" greets you. Increased sound effects are provided for owners of double-sided drives.



**Level Five** you're presented with two characters and you must select two objects to carry with you. There are more than ten exchanged for others during the game but beware, there are many real turnings to be found.

**Explosion** should be avoided here. You'll need to control the double nuclear weapons systems.



**Level one** and the objective is to save the trapped miners.



# SQWEEK

LORICELUS GOLD

**S**qwweek is the first game out of US Gold's new Loricelus stable and offers a funny orange hero who has to wander through a repetition of levels concerning blue fire pits and pink men. We control the mouse in his defense exploits to rid the world of blue fire but if that sounds easy then there's a host of problems forced in for

great measure. All sorts of icons appear for level reasons, granting you additional powers in your quest to change the fire and drop items in the fire first.

These icons get you both features as immunity from attacks, the ability to freeze the items and even a range of multi-repouse to use as weaponry. A chance icon

can be good or bad - one possibility is the unfortunate problem of converting pink squares back to blue.

Gradually the game doesn't provide anything particularly stunning and sound effects are so repetitive and digitized that you'll turn them off as soon as possible (it's definitely addictive though).

to see you coming back again and again.

The game is very much in the classic Pacman vein and is likely to appeal most to those gamers who seeking a rest from the usual intensive alien zapping or strategy elements. It's simple enough to understand and all



**Dodge the bluefire!**

# DERBIRDS



■ The game is played using two characters so that one character can watch the other. You can switch between them at any time but don't switch either in a dangerous position otherwise you could find his health suffering. Alternatively, if the character runs out of health, then your mission is aborted.

Terrance, however, it checks across a far wider terrain, thereby providing a more addictive and longer lasting challenge.

When Grandstream were granted the Thunderbirds license, it was understood that they would not use any violence in the game. Faced with this problem they turned to comedy instead and many of the animation routines reflect this. For example, Alan catches the trolley and gets carried away to it. Also, in the second level Gordon must explain to the doctor to get through the waiting room and his attempt at learning seems remarkably similar to a dancing dog.

Obviously, even if it's hard at Christmas for relatives to play because they have neither the skill intelligence or sheer desire to play anything as complex as Lords of the Rising Sun or Blood Money.

It's amusing then that Grandstream is an addictive so other



■ The Grandstream is a challenge.

In its day Terrance was acclaimed as a surprising addictive and unusual challenge but Thunderbirds is certain to appeal to an even greater audience. With an emphasis of amusing routines, the Thunderbirds characters and an addictive gameplay with four different missions, it's certain to stand the test of time and become one of the great classics.

If there's any concern to be voiced at Thunderbirds then it must be the complexity which will confound the first-time player. It's not the kind of game you'll pick up and win first time around but rather, it's appeal is likely to increase the more time you spend tackling the problems.

Thunderbirds seems certain to be a hit in which case Grandstream have promised a version II - we'll keep you posted as to the near time. Thunderbirds addicts should watch out for next month's competition in which you can win Thunderbirds memorabilia, including models of the puppets.

Mark Higham

CONCLUSION

5\* - Joyful Jokes (GEM)

Large - Serious (GEM)

STYLIS

★★★★★

MECHANICS

★★★★★

GAMEPLAY

★★★★★

LASTING INTEREST

★★★★★

OVERALL 77%

and although you might laugh each time you drag it from its packaging you can be certain you'll go back to it often enough.

Mark Higham

5\* - Joyful Jokes (GEM)

Large - Serious (GEM)

STYLIS

★★★★★

MECHANICS

★★★★★

GAMEPLAY

★★★★★

LASTING INTEREST

★★★★★

OVERALL 52%



■ The story follows Jonathan here, where he's got to make his way to the bank but the right team doesn't make a regular appearance.

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# BIO CHALLENGE

## PALACE



### GRAPHICS AND SOUND

Movement across the landscape causes the screen to scroll sideways, but humanoid robot is capable of running although the screen does tend to reflect his speed. Featureless mountains scrawl around looking more like translucent muggles than anything threatening. However, the end of level guardians are large and effective.

Sound on the SN version is limited to minimal spot effects but the Amiga version shows real promise in this area with superior effects including a lovely sound track. The gameplay and landscapes are also offered on the Amiga version although more colours have been implemented.



Soundtrack can be any of six colours and gives additional game are such as increased colour and three.



that takes Bio Challenge a far better than average game to the usual playing features. It's not just a shoot-'em-up because it's more complex than that. Action is impressive with a difficulty level certain to sustain your interest for a long time. Whenever you overcome one problem - such as local life, the versions of the amulet - you're immediately faced with a new one - defeating the end-of-level guardian. Lack of firepower keeps some getting used to but spinning soon compensates. Bio Challenge has already done well in France and looks set to be a real hit here with addictive gameplay certain to see your fingers pulsating with life.

Mark Hughes

### CONCLUSION

It's official - there are problems with our games and the human race is getting weaker. Scientists have perfected a technique to graft the human brain into a robot's body - the same operation Norman Lubell had - and you're to be the recipient.

Your purpose is to collect sections of an amulet and hence advance through the levels. The real difference from most multi-level games comes when sections of 100-like aliens appear in the scene. You must spin round faster than a basic tank on an exercise wheel and then touch your enemies who evaporate. If you jump in the air at the same time you're able to break floating platforms to one side, which is important as the ground monsters are your real enemy. These shuffle around and are killed by the falling platforms at which point they deposit other metal or sections of the amulet. Once you've accumulated all four sections, you move through to the "guardian phase" where any collected metal can be used as firepower to defeat the resident monster.

IT - Jovial (1988)

Logic - Inevitable



Each level has four sublevels accessed by spinning up towards the moving cubes.

#### STYLE



#### ANIMATION



#### SOUNDTRACK



#### PLAYING INTEREST



OVERALL 85%



# DARKSIDE

INCENTIVE



**A**round 200 years have passed since the events that took place in Incentive's previous release, *Driller*. Now the Retars live on the moon Thorsipal which orbits your home planet of Earth.

On Thorsipal there has been a built a huge weapon called *Deploy Disc* (did you

know that Incentive are based at a place called *Deploy Disc*) with which the Retars intend to destroy Earth.

## AIM

A massive amount of energy is required to fire the weapon and this is collected by a network of

interconnected solar panels called ECDs (energy collecting devices). All you have to do is destroy the network and save the world.

To help you in your mission you have a jet pack, a laser and a force shield. Unfortunately fuel and shields are in limited supply and you must find a way to replenish them during the game.

## STRATEGY

In *Driller* the pace of the game was very sedate and you had lots of time to do things, but *Darkside* is much faster paced. Initially the ECD network is charging at 100% and if you're going to stand a chance at all of completing the

## GRAPHICS AND SOUND

The main graphics in *Darkside* are very similar to those in *Driller*, buildings made up of blocks of colour with extensive use of shading to help enhance the three-dimensional effect. There's more animation in *Darkside* though and more of the Retar forces move around rather than just sitting there gathering power. Sound is a real improvement over *Driller*'s which was definitely right let. There are not only some very very good sound effects, but also an atmospheric tune that goes on for ages before repeating.



It's a lot of ECDs in the simulation, but you have to shoot them from right to left so they're just impossible to spot.



It's power panel can stop you around the planet quickly.



► Some game packages offer puzzles created for a machine, such as the letter boxes. If you want to open the door...



► Inside the doors you'll find puzzles to test your wit and power contacts to change your skills - both are essential.

The team behind *Order* and *Contrast* are Nigon Developments. The main members of this infamous team are Ian (Ian Aycock) Andrew, Chris (Prescop) Andrew, Sean Hill, Italy (Miguel) Stefan and Mike Chapman. All bracketed comments are found inside *Darkside* along with digitized pictures of some of the above. Ian doesn't want us to tell you how to find them (though, you'll have to do that for yourself).

As a game with the plot for the game and to brother Chris is responsible for designing the Prescop system. Sean Hill programmed the 16-bit version of *Darkside* and also wrote STAC, the SF adventure engine.

Mike (we're not sure if that's Mike the Nigoni) composed the music. As for his name in countless other games and Mike Chapman is responsible for the graphics.

Next month will see the arrival of *Total Eclipse* and other titles that you'll just have to wait and see because the next game is not due for release until about the late next year.



## PROGRAMMERS

game you need to double as much of the network as possible in the first five minutes of play. Doubling an LCD isn't easy however, because you can only double one of its 4 terminals. LCDs connected to more than one other LCD regenerate almost instantly.

The *Reflex* haven't left the door unguarded though. They

want both to be in bits little pieces and so tanks, satellites and forcefields after the start.

Forcefields deploy your energy if you hit them and shoot from tanks and satellites do the same. Running out of fuel can be equally fatal when you're flying, because once you've got hold of you if you don't get it to go until you hit the

ground and go spin.

Apart from doubling the LCDs and avoiding or destroying the radar bases there are other problems that you'll face: collecting tritium crystals, finding hidden doors and activating switches to get in other sections of the moon.

In some sections of the moon there are sensors which detect

you in orbit and the only way to get out again is by paying a fine. Inside the jail there are two letter-bombing objects, one takes fuel and the other shields when you shoot the oil. After enough shots have been fired the door will open and you can leave.

Make sure you choose wisely because the only way out of the jail is to bring it through a trap door.

Graphics, Prescop games have always suffered from a very boring black structure and there's no change here. However, challenging strategy elements certainly keep your mind off problems in the effects department.

*Darkside* has the one thing that was lacking in *Order*, some pressure to drive you forwards and make sure that you don't waste time. The problems are more logical in their solution and the fact that your opponents move around makes for a more challenging and demanding game.

Gary Barrett



► A splashy title in Prescop games, perhaps a reflection of the reputation Barrett has earned as one of the most game designers.

## CONCLUSION



► Player tanks guard some fuel tanks and they have to be avoided at all cost.



► A network of corridors to find before the surface. A safe way to travel around the planet.

### Single - Mean GOD Entry!

RT - Review: 100%

#### GRAPHICS

100%

#### ANIMATION

100%

#### SOUNDTRACK

100%

#### LOADING/UNLOADING

100%

OVERALL 87%



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# GAME BUSTERS

*In space no one can hear you scream. You send out your distress signal in the rain hope that someone will hear you. Someone always does, and his name is Captain Gamebusters*

## AFTERBURNER

**ST**  
Here are some tips for Afterburner on the ST. Pause the game and type in "TRUCK BORGNADE".

Now you should find that typing the following keys will give you 50,000 extra missiles.  
T=reduces your missile supply  
-jumps to the next stage  
F= returns to the previous stage  
R= gives extra lives.

**Chris Brown**  
Walsley, Cambs

## ULTIMA V.

**ST & Amiga**  
To destroy the Shadowlands, you must first know their names. These can be learned by going to one of the three castles that represent the principle that each Shadowland represents. Once there, ask the owner of the castle (usually the king) about the Shadowland. The person will usually tell you where to go and who to ask for more information.

Once you have the name of a Shadowland, you must then get

the shard of the Gem of Menden from which that Shadowland draws its power: it is located in the Underworld. Once you have the Shadowland's name and shard you can return to the castle that the Shadowland occupies. Go to the name of love for the Shadowland of hatred, for example, and yell the Shadowland's name. The Shadowland appears two spaces from you. Throw the shard into the flame (by using 'L') and attack the Shadowland. You should cast several fire flame spells, at the

Shadowland, or repeatedly attack it. You might have to use some Heal spells on your characters, since the Shadowland will select one character and focus all of its attacks on that individual. When you destroy a Shadowland it is gone forever, and you can then go after the next one.

When all of the Shadowlands are destroyed, you can resume your search for the lost Lord Britain. Do this by first locating and obtaining the Crown, Sceptre and Amulet of Lord Britain. Next enter the dungeon called "Shame". Go to the bottom level of the dungeon and enter the Underworld. Search the area (using many Blink spells and standing mountains) until you find a large area of lava. Walk through the lava until you find a large area of darkness. Tell the word "Strawman", and then you can enter the dungeon of Boom. The bottom level of the dungeon of Boom is where you will find Lord Britain!

**Mark Collinson**  
Osley, West Yorkshire

## DEFENDER OF THE CROWN

**Amiga**  
If you're having trouble winning in Chris Brown's medieval game then

## WAR IN MIDDLE EARTH

These few tips should help people getting started on War in Middle Earth when game starts move Frodo, Pippin etc in a north-west orly direction on very hasty sailing. If they avoid the Nazgul go and wait down to the west making sure you stay and listen to Aragorn etc. As the time you have done this all Nazgul should have started retreating back towards Rivendell. This allows you to stop and collect all items from Isengard etc on the way back. When all Nazgul reach the area just below Rivendell they vanish but are still there, find the nearest party of Rangers you can control and move them to this area, a battle will start where upon all Nazgul will be drawn from the field.

When the battle is over the way is clear for your party to go to Rivendell where the Fellowship of

the Ring will be formed, where to find objects, North of Mount Erebor, South of Mount Doom, Ancient Belegost, Buckland, Road to Rivendell, Bombadil's House, Gony Haven, North of White Tower, West of Annunimas, Turckborough, Old Forest, Mordor Dairing, South of Forlind, Mount Gundabad from where the Lingsvald Treasures

I hope these tips will be useful in knowing where these objects are when you stoping to talk with people. Also if you get the Palantir first it can be used to find out where objects can be found and also gives you other information. Good luck on your journey to destroy the ring.

**O A Shaw**  
Wood, Essex

If you want to play War in Middle Earth as 'The game or the book' rather than as a

game then follow these simple instructions and Sauron will meet his maker.

The first thing to do is to get Frodo out of Hobbiton, because the Nazgul quickly converge on the area. It is essential that you go to Isengard and meet Aragorn, because without him, Frodo doesn't stand a chance. As long as the Ring Bearer is in the party led by Aragorn, then he will be able to avoid almost everything encountered on the road, and to defeat those that can't be avoided, including Nazgul.

Once you have joined Aragorn, then head for Rivendell with all speed. You should not have too much trouble getting there, and joining up with the rest of the party. From there you can follow the book, and take the party down to Lorien, and to Eglithath. Join Aragorn and Frodo (and Minas Tirith), and go to Carin Uigat. Here Aragorn will let Strain, and the way is clear down to Mordor. Once you reach Mount Doom leave Aragorn to fight the few thousand orcs, while Frodo heads a hasty retreat.

And that's it! Don't expect any spectacular scenes of Frodo throwing the ring down the Cores of Doom, because there aren't any! No triumphant music, no banners waving, nothing except a view of the party of nine standing on the bridge in Hobbiton. Quite an anti-climax to an otherwise good game.

**Boris Stafford**  
Wired, Macclesfield





## GIMME, GIMME!

Winners players all over the world need help and the only people that can help them are other gamers players. If you're one of the folks in need, please don't have Madcat show you and every other weekend event problem that never in your life and who knows, you could even win yourself a couple of games as a thank. Send in your tips and advice to: GameSaviors, 87-Ampa Forum, # Oneal Street, Bath ME 04515.

This month's winners are Daniel Vetter for his Special of Madcat tips and Sarah Garner for her adventure tips. Both will be receiving prizes through the post shortly.

you might like to have 1000 knights in both your home army and your campaign army. All you have to do is hold down the 'X' key when asked to count the '0' and stick and you have an endless public army.

**Craig Sooner**  
Stoke-on-Trent, Staffs

### RAMBO III

Use your REFUGES on the high count table, allowing you to press keys 1, 2, 3 on the title screen to adjust to the level of your choice.

**Chris Brown**  
Walsbrook, Cambs

### LEATHER GODDESS-ES OF PHOBOS

**BT & Amiga**  
Can't enter the orphanage? Put the baby in the basket and put the basket on the sheep. They will wait until the baby is taken in. Can't crack code? Replace each letter by its third previous one in the alphabet. For example A by X and H by E. Read the message backwards.

**Sarah Garner**  
Redditch, Worcs

### KNIGHT OWG

**BT & Amiga**  
Spells and where to find them:

Charisma - Lake  
Empathy - rotten apple  
Edd - man  
Jump - smooth pebble  
Eye - fire  
Location - rained  
Grow - manse  
Kings - camp  
Sarah Garner  
Redditch, Worcs

wound with sponsored and put saddle on his back. Then take the white.

**Sarah Garner**  
Redditch, Worcs

### BETOND

#### ZORK

**BT & Amiga**  
Transporter scroll a problem? Say the word on the scroll at the stable house and whenever you are in trouble say the word and you will be transported back there. Study wall a problem? Forget it. It's immovable. Can't save mine? Rub out footprints. Don't bunnies need boiling oil? Rub bearskin rug and touch bunnies. Can't kill combat? Throw oil of holy water. Don't know how to deal with steamboat? Post Artfessa not at it and take arrow. Rub



## SWORD OF SODAN

In general, don't use any actions on levels 1 to 5, save them for later on, especially the last level.

On levels with barrels, back off when you see one approaching. This avoids touching the enemy when you jump over the barrel.

There is no time limit so never rush a level unless you have a power shield activated and you want to use it on the next level.

#### Level 1

As soon as the level begins jump forwards until you hear the guard telling you to halt, then begin attacking. Jump forwards to keep as near to the guards as possible so that they can't stab you.

#### Level 2

Attack the guard when you are between the single spikes and the double spikes. Avoid following him, instead back off a little then when he approaches you jump forwards then hit him.

#### Level 3

If the first two men are just a little too far away to be hit with the throwing spikes then charge to the overhead blow. They will come a little closer allowing you to get them with the throwing spike.

Attack the guard with the overhead blow. Never jump into him because his stab will drain your energy considerably.

#### Level 4

To kill the fat gop, steal and stab. They will continue to jump into the sword until they die.

Attack the two creatures in a similar way but keep backing off and quickly waiting for words again to get a few hits on.

#### Level 5

Use sword to attack the zombies. Do not waste your faith being injured by their arms and the staff they spit out at you.

#### Level 6

Use a power shield, this will stop you falling into the traps. Jump towards the man and continue to hit him. Follow him if he walks away from you.

#### Level 7

Walk forward until you are in line with the body on the wall. Kill the flying creatures with the overhead blow. Once they fall to the floor use a magic dagger to kill the man at the end.

#### Level 8

At first you be prepared to jump the fire that ruffles along the floor. It begins to get tricky when the walls come down. It is best to listen for the fire and to keep looking at the top of the screen to get an early warning if a wall is about to crush you. When the steel spikes appear, the fire will stop. The spikes are more deadly than the walls, being a whole lot away when you are impaled on one, you should therefore concentrate more on avoiding the spikes than the walls.

When you reach the liquids section, walk to the edge of the pool of lava and wait until the first block is aimed at the edge, then jump forwards onto it. Jump onto the next

block when they are as close as possible to the one you are on. When you are on the third block wait until it is at the very edge of the floor before jumping because the end of the floor will crumble if you jump too early.

Stand in many drops as possible and be ready to jump the fire. When you reach the stone shield, stand a little way from it and hit it with to make it slide back, revealing the exit.

#### Level 9

Kill the two pairs of creatures with the overhead blow (as in level 7).

Jump over the caterpillar-like creature when its head is as far down as possible. Walk past the poison to get the last wall and backwards and the last wall and the creature. Once the last has finished eating walk forwards until the water starts to rise. When the water is just below the tent's mouth you should begin to jump. Continue jumping until the water is below its mouth. The wall will disappear allowing you to walk forwards again.

Hit the bits of fire with your sword to prevent them from injuring you. You can increase your hit strength by hitting the grey creature on top of the wall. When they fly over your head use the overhead blow to get them and your hit strength will increase by one. When the wall disappears walk forwards to beat the exit.

**Daniel Verman**  
Dunstable, South Yorkshire

The remaining levels will be covered next month.

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**W**hat is the single most popular option for a computer? A printer maybe? How about a colour monitor or even a modem? Perhaps surprisingly, it is in fact the humble joystick.

There are three different types of joystick, the traditional analog style sticks, the newer, more expensive type and the current flavour of the month, the 'trembly' hand-held variety.

Joystick construction is a very important factor to consider. Most modern joysticks use microswitches to register movement but many older (and cheaper) models use rather unreliable leaf switches which tend to break rather quickly. How do you spot a microswitched joystick in a crowd? Easy, just move the joystick about and if it makes strange clicking noises then you know that it is microswitched.

So what should you be looking for when choosing your ideal joystick? And what type of joystick is best suited to the many different types of games available? Well, no one knows more about what joysticks are best for particular games than the programmers themselves. So, we've let them do the choosing.

### MOVE OVER MOUSE...

Does anyone remember the controller used in the classic arcade games *Star Wars* and *Mean Streets*? It was of course the rather under-rated handle-ball.

If you fancy getting one for your ST you're in luck - an enterprising company has taken an old one to make new. The unit is marketed by Third Edge Communications, priced at £24.95, and is in fact a modified

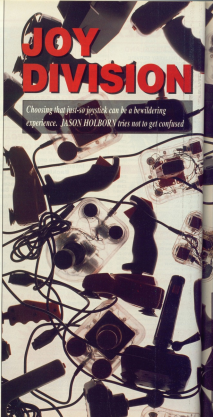


version of the classic Alan Thackwell, which was used for use with the old Alan 888 computer.

This new ST version is purely a mouse replacement and cannot be used on any games which require a joystick. But for mouse-controlled games (particularly *Frederic's Wheel*, the TRACKBALL is a 'joy' to use. Third Edge Communications can be contacted on 0742 9887 15.

# JOY DIVISION

*Choosing that just-so joystick can be a bewildering experience. JASON HOLBORN tries not to get confused*



## PROGRAMMERS' CHOICE

Who better to judge a joystick than the people responsible for its popularity – the games programmers themselves. Format popped the question to some of the big names in games design.

**Dave Jones** of DMA Design – Dave, programmer of *Blood Money* and *Menace*, is a self-confessed shoot-em-up junkie and for his purposes, the Dynamics Competition Pro 3000 (£14.95) does the job very nicely thank you. Surprisingly, Dave prefers the last switch version to the more reliable non-switched model.

**Steve Bell** says he's got to find a stick to match the original Atari model. "If a company produced one like that for under £20 I'd buy 10," said Steve.

**Tony Smith** of DMA Design – Tony is infected with the same obsession for shoot-em-ups as his partner in crime, Dave Jones. "Dave can keep his Dynamics Pro, I wouldn't swap my Konix Speedking (£11.99) for anything!", says Tony.

**Jon San** of Argonaut – Jon, head programmer on *StarDigger 2*, has always been a great fan of the original Amiga joystick that was released in the States by Amiga, Inc. (before they were bought up by Commodore).

The unit is a very small device that fits snugly in the palm of your hand and is controlled by your thumb. Recent favourites include the Konix Speedking and Navigator.

**Anthony Smith** – Anthony's pick of the sticks is the old faithful SparcoVideo QuickShot (£19.95), a joystick that many a gamer/player has been weaned on.

**Giles Goddard** of Argonaut – "It's a little very large knobby one". Well, what more can you add to that!

### SUPPLIERS:

Dynamics 061-428 7222  
Eurocom 0262 802581  
Konix 0480 390101  
Power Play (Mr Joystick) 04277 6601

## FORMAT FAVOURITES

**Richard Monteiro** – Our editor has been through three joystick fests that you've not yet dreamed. His pick of the bunch, until recently, was the Konix Navigator (£14.99) but he has since fallen in love with the Mr Joystick's Crystal Clear Turbo (£19.99).

**Jason Mathers** – I give my Supermax SuperPro with autofire (£19.95) a well-earned nod.

night. Mark's joystick has the kind of pixel precision that games such as *Blood Money* and *It's a Wonderful Rapid Fire* are also a desirable necessity.

**Stuart Anderson** – Stuart's choice in joysticks is the Terminator, a now unavailable joystick that's shaped like a hand grenade. "I like the Terminator because it brings out the violent side of my nature."

**John Stewart**  
**Mark Stigman** – Mark's a snipe who likes to have Complete control at all times, so he like Richard chooses the Konix Navigator.

**Gary Barrett** – Gary too, is a fan of the more traditional arcade style stick made famous by companies such as Namco. Gary's long time favourite is the EuroMax Pro (£13.99) because of its reliability.



# PREVIEWS

## Soccer

**Microprose ■ Amiga & ST ■ £24.95 ■ May**

Let's hope that Microprose's programming ability is much better than their football skills after the recent slaughter they suffered at the hands of a Future Publishing team. If not then you're going over the top with the football game, maybe you'll even equal us with a 12:0 final score.



■ **Blocks '94** - Microprose seems looking for the 90s, but will the computerized Microprose team keep him at bay this time?

Have no fear, no one can possibly program that badly.

As soon as we get a review copy we'll let you know what it's like, it does look good.

**Total Eclipse  
Incentive ■ ST & Amiga  
£24.95 ■ Out soon**

The *Sid* is the king of Postapoc games, should be with you next month. Deep space has been left behind with the setting now being the middle of the desert. Don't worry, puzzle elements have been included in this one and time is again your greatest enemy. The occasional mummy proves to be a problem too.



■ **Block** again the king of the world in its genre family. This time it's the course of a long dead Egyptian pharaoh which is responsible. Save the world and get some odd fortunes, or come to a wretched end in the midst of the desert.



■ **Crash** Three Digits is probably one of the most important games to the Mirrorsoft company. Although it's selling to a lesser market than last year, it still does quite well as well as a great few reviews for the developer's company. The game is very good, a must for any Amiga fan. The ST and Amiga fans will get their money's worth when they look. Great for the Mirrorsoft company to a better day ahead.

## MIRRORSOFT INTO THE '90s

**M**irrorsoft are hoping to continue their path into the 90s by the means of the future mirror entertainment scene with their range of new products scheduled to appear in the months leading up towards 1991. On show at their recent European promotions event in Amsterdam were a host of games from the pool of programming capabilities falling under the Mirrorsoft umbrella. Just some of the Mirrorsoft games to watch out for are shown here.



■ The **Missing Mothers** had a phenomenal hit on their hands when they produced the ultimate shoot-em-up - *Demons* and their follow up, *Exiles*. It looks to be far more impressive. Last and not least makes up the backdrops and there have been impacted with complex action from *Block* the *Sid* it's likely to appear on the game scene around September.



■ **Pulsar** Last of the Missing Mothers was interesting, especially with its graphics and music to it and its presence in the scene of the 90s. The objective is to find a tablet and deliver it to the surface - presumably to rescue the world. But the change plot adds, the graphics look stunning.



■ **Sorcerer** is an arcade adventure game featuring action sequences set in a fantasy world. It's starting under the Mirrorsoft label and offers impressive graphics from *Exiles*. The release date for ST and Amiga versions looks likely to be around Christmas.



■ **Intergalax** is one of those games to really watch out for. It might incorporate the best elements ever but it does have some very impressive 3D features. It's long as the game play is good enough to support it there there's a great bit of *Planet Gold* on offer here. *Intergalax* should be available around September.





# THAT OLD MAC MAGIC

*You take one ST with no strings attached, plug in an innocuous looking cartridge, and abracadabra - one fully-fledged Macintosh. STUART ANDERTON tried pulling an Apple out of the hat*

## INGREDIENTS

- To make one fake Mac you will need:
- 1 real Mac
- 1 ST without hard disk
- 1 floppy disk drive or 1 floppy and one hard drive
- 1 serial cable with the right plug
- 1 Spectra 128 cartridge
- 6 different formats of floppy disk
- Some Mac software
- 6 different formats of program
- 1 good book to read while waiting up



**Spectra 128**  
**4199 ■ 180soft:**  
**The Old School,**  
**Greenfield,**  
**Bedford MK45**  
**5426 Tel: 0925**  
**718182**

**MAC MACHISMO**

To what's it all about about the Mac? The ST has a 68000 processor, better mouse and pointer environment too, GEM.

Anyone who has ever used a Mac and IBM will agree what is the better system, it's difficult to put your finger on why the Mac continues to sell - the Mac just feels like a smoother, more professional machine.

Little points add up - to move a file from one directory to another, for example, just involves dragging the file icon between two windows, no moving files, deleting. And you can double click on a disk file icon to a sophisticated document and the relevant application will be launched and the file loaded automatically. Together with the lack of a command key means the Mac is a much more relaxing system to work on.

Much more important, however, is the quality of Macintosh software. Especially in desktop publishing and technical drawing, there is a vast range of top-quality programs to choose from. No ST program ever comes close to a Mac GPP package like Heavy for GPP or PageMaker.

Then there is the little matter of price. The Macintosh range starts with a single floppy disk, usually priced at Mac Plus of £1,280. A more practical 28 will set you back £2,600 or so. Running Mac software on an ST is rather attractive to the bank.

**T**o Spectra 128 makes a very simple claim; you plug it in to the ST's cartridge port and the ST miraculously becomes an Apple Macintosh.

It sounds incredible - particularly if you're experienced PC imitator like PC Data which, in all honesty, are slow, clumsy and don't work as well as claimed. The Mac is a much more sophisticated beast than the PC, so it's only right that you should be dubious of Spectra's claim.

Enclosed in the box is a note from Helmut, the distributor, explaining that they aren't at all happy with the set up procedure and the way it is documented. A quick glance through the instruction sheet confirmed this. Oh dear.

### FIRST, FIND YOUR MAC

It's not worth describing the entire set up procedure - that would take two pages on its own. Suffice it say you need an Apple Mac, a serial cable, five different formats of disk, and a patient nature.

The basic problem is that the ST cannot read Mac disks directly. The format Apple chose is utterly different to Atari's - for example an ST disk spins at a constant speed, whereas the Mac disk's speed varies depending on where on the disk the drive's head is. A device

to overcome this is in the picture - watch the space.

Because of the problem with disks, all the Mac software you wish to use has to be sent down a serial cable from a real Mac. Easy enough, you just run a communications program on your ST (see Mac and...), ah, how do you get the communications software onto your ST in the first place? That's where the five different disk formats come in.

You send the Mac communications program, along with some vital system files, to the ST as data. Then translate this onto a disk which the Mac emulator can read - no, it can't read ordinary ST format disks. The translator program we recognise as an old disk format used with a previous version of Spectra called Magic Disk. Spectra itself uses a different format again, Confused? You should be.

It'll take a couple hours to get a Spectra-format disk containing a communications program, a Mac system file, and Fodor (the Mac's version of GEM). So at last, with the Spectra box firmly in the cartridge slot, you're ready to switch on and insert the boot disk. Running a program by the user-friendly name of I SPICED UP gives you the configuration options - the default is usually fine. A dialog box asks for the disk with the





## IN - OUT

Why this drive isn't quite entirely under software control, you can't do it by hand. To get around this the emulator flashes "0" at you when it wants you to restore a disk. Unlike Mac knows the disk is in the drive until it spins it out, it needs to write data to disk several times. For almost 10 minutes, getting each disk out and never take a disk out of a drive before the data is fully on it. Similarly, you must eject all the disks before restoring otherwise some data may be lost which has not been written to the floppy.

Mac programs, click on OK and... nothing happens. Then, just as you are about to throw the machine against the wall, the screen fades to black and the usual Mac image appears.

Welcome to Macintosh' steps onto the screen, the ST is transformed into a Mac. The appearance of the desktop is indistinguishable from a real Mac's - Spectre uses the actual Macintosh operating system ROMs. The only difference is the screen size - the ST's screen is 33 per cent bigger than the original's.

### WELL IMPRESSED

With the initial set up out of the way, you can get Mac software down the local cable with the normal program. After a few applications have been test driven the wire and tested your original disks, about Spectre will vanish.

The emulator works. It starts well and it works fast. Nearly six out of the time you wouldn't know you weren't using the real thing, and the difficulties of the differing keyboards are coded with reliability.

For example, the Mac makes extensive use of the unique keys on it's keyboard, Command and Option. These are mapped onto Control and Alternate respectively, which works well.

### WHAT WORSEST

The vast majority of Mac software tested worked fine with the emulator. There is a long list of programs which are deemed to run, and the only difference of opinion with it is the spreadsheet Excel, which stubbornly refused to work - although admittedly a different version of the Finder was used.

All the major desktop publishing programs ran without a hitch. Quark Xpress, PageMaker and Ready Set Go! work a treat except for printing out - more on that later. Similarly graphics packages like Illustrator, Freehand and



The emulator allows you to use the powerful desktop publishing package of the Macintosh. Here the larger screen of the ST.

Crocket Draw ran well. These graphical applications use the Mac's drawing port and the most likely reason for wanting to use Spectre.

Speedwise the main problem is the floppy disks - a problem with real Mac too. Spectre will run on a single floppy machine, but it is utterly impractical. The problem lies in the way the Mac uses its files - it only loads in the bits of the program and operating system it needs at any one time, so it is continuously accessing the disk drive.

Rails from the disk access problem, Spectre runs damaged but for an emulator. Some rough time tests show it to be marginally faster than a Macintosh Plus. Spectre runs at a perfectly usable speed.

### VERY GOOD BUT...

Oh, that's the good part, but what about the damn cable?

The first disadvantage is the hardware you need to actually run Spectre. Forget using a SCSI. Forget a single disk drive. In fact forget floppies - a hard disk is virtually essential for serious Macing. You can use your Atari's hard drive if you have one.

Considerably more serious is the problem of printing out your work. Macs are designed to only work with their own printers, the dot-matrix ImageWriter and the LaserWriter laser printer. If you have an ImageWriter lying around - unlikely as they are expensive and only work with Apple's - you can't plug it in and go, otherwise you are stuck. To use a standard Epson-compatible printer you need a special printer driver which you have to buy separately for around £30. A drive for the Atari SIMON laser printer is included.

Getting the high-quality printout of a LaserWriter is most of a problem. Printout to a laser printer uses a custom chip on the Mac that simply can't be used on the ST. The only possible way to get laser quality output from the Spectre is to send your finished files back to the

Mac with the serial cable - clearly impractical for more than very occasional use. Alternatively, if you have a modem you can send the files down the phone line to one of the many local typing bureaux which offer online services. The real solution is to buy only copies when the planned addition to read and write Mac disks is ready. Then you can get back your friendly neighborhood Mac owner into printing out the files for you.

### THE BOTTOM LINE

Spectre 1.26 provides an excellent Macintosh environment running on an ST. It is highly compatible with the real thing and will happily run most of the software which makes the Macintosh such a desirable machine to own. It is fast, and when married up to a hard disk, considerably more pleasant to use than the ST's native OS.

Its principal drawback are the difficulties of getting high quality printout and the time and effort it takes to set up.

Together with the promised device to read and write Mac disks, a floppy ST with a hard disk running Spectre offers a viable alternative to a real Mac at a fraction of the price.

## for

- Many classic Macintosh programs
- Fast and reliable
- Cheap on the price
- Well written, providing manual

## against

- Lousy writing on procedures
- Don't read Mac disks
- Needs extra software to print out
- Requires at least 1MB and a hard disk

## features

1 2 3 4 5

performance

1 2 3 4 5

ease of use

1 2 3 4 5

reliability

1 2 3 4 5

format

1 2 3 4 5

1 2 3 4 5

## THE EMULATION GAME

There are two major standards for "professional" personal computers - the IBM PC and Apple's Macintosh. Because of the vast amount of quality "productivity software" available for "productivity software" available for these machines several attempts have been made to make the ST run programs designed for them.

Emulating the IBM PC is dependably easy because the PC's microprocessor is entirely different to the ST's; the machine code instructions have to be translated from 8086 code into 68000. The Apple Macintosh was the real same story as the ST, so it should be really easy to emulate... right? Wrong! The Mac's unique operating system is stored on two ROM chips and all these programs use the routines built into these chips. The only way to get the ST to run Mac programs is to add the Mac ROMs to the Atari. That's what Spectre 1.26 does.



# DESKTOP

The knives are drawn again this month with ST owners battling it out against their machines. On these illustrious pages are so many tips you'll think you've fallen into a box of Liquorice Allsorts. PHILIP BEXON from Leicester wins this month's £30 prize for his musical STOS tip.

## AND THEN THERE WAS SOUND

The composite video signal output produced by STs and provided via the monitor socket offers an excellent video signal which can be taken to a TV using the correct connections as indicated below. Additionally, the output from the

monitor socket offers an audio line which may be taken to the auxiliary input on a hi-fi system.

### Factual Point Selling, West Yorkshire.

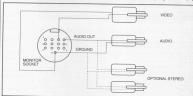
#### HARD DISKING

According to the Finetworks DTP manual the only way to put your

pages onto disk is to give up long for a year and take the proceeds from the venture - hopefully around £500 - and purchase yourself a hard disk. Now Finetworks have the idea that this is the way everyone should be but in actual fact there's a far cheaper way to go about dumping

the file onto disk providing you have a machine with a megabyte of memory or more. Simply create a hard disk and give it the identity in C. Now when you point to disk it will be based onto this hard disk which can then be transferred into floppy at a later date.

Andrew Triggs  
Croydon, Surrey.



#### BEWARE THE DEATH RAY

All monitors are cathode ray generators which, by the very nature of their design, generate a large electromagnetic field around them. Three hours a day exposure to your monitor is reckoned to be about the maximum limit. Exceeding this can cause all types of ill short term problems such as headaches, sleeplessness, and even heart disturbances. At present no one has been able to predict long-term exposure problems, but it seems that cancer and genetic defects are a possibility.

A test in West Germany led

STOS is a brilliant package offering all sorts of great features for sleeping games but it has the problem (thought sounds) can turn a mediocre game into a masterpiece but how do you go about including them into your well-designed Format (soft)? One way of doing this is to use Personal Designer to grab your samples and then load the SAMPLES.DSK file. It is this file which plays samples in your own programs. To use it in STOS you'll need to copy this file onto a blank disk along with your sample. Next, load STOS

in the usual way and enter the following program.

Running this program should see your samples loaded into memory and then played at the selected speed. It must be remembered that samples take up substantial amounts of memory which obviously cuts down on the room left for your game. This idea will work adequately for samples taken using either Extended's Professional or Play4 from Microbot.

Philip Bexon  
Sheffield, Leicestershire

## MAKING MUSIC WITH STOS

```

00 RESERVE 60 DATA 1,10000000 RESERVE BANK FOR "SAMPLES.DSK" FILE
01 RESERVE 60 DATA 1,00000000 RESERVE BANK FOR SAMPLE FILE, 1000-BITS IN BYTES OF SAMPLE
02 LOAD "SAMPLES.DSK",40000 LOAD "STOSPLAY.E22" DO BANK 0
03 LOAD "SAMPLES.E22",10000000 SAMPLE 1000 BANK 1
04 GOTO START (0-40,STOS) (1)
05 GOTO START (0-40,STOS) (1)+1000000(1)
06 GOTO START (0-40,STOS) (1)+10,STOS (1)+1000000(1)
07 CALL 0

```

If the program to use your sound samples from within STOS.





# TREBLE



# COMPUTING



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- ST Modem £99.00

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Amiga	£7.00	Super Hunt '93	£77.00
Amiga	£7.00	Super Hunt '94	£77.00
Amiga	£7.00	Super Hunt '95	£77.00
Amiga	£7.00	Super Hunt '96	£77.00
Amiga	£7.00	Super Hunt '97	£77.00
Amiga	£7.00	Super Hunt '98	£77.00
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year compared to seven people members. The inquiry concluded that the GMS 24 monitor from Rux was found to generate the smallest electromagnetic field and was hence the safest on the market. The SF centre is lucky indeed!

**Gerard Nolan**  
Reading, Berkshire.

### FINDING THE RIGHT FUNCTION

Function key guides are a major asset to anyone who uses their SF for more than just playing games.

The idea is complicated to explain but it basically consists of taking several sheets of A4 size paper and binding them all together using a standard paper folder of the fat line - ring binders aren't any good. When you have made up the paper doesn't fall out of the folder, the next step is to introduce it to a paper cutter. Trim your A4 sheets so that they are just under 1.5 cm wide and then trim away all the remaining pieces. This rudimentary paper binder will use it into the groove just above the SF keyboard and the sheets of paper can be made to fall close to the function keys.

Using Letraset you can then create a neat set of labels applicable to whatever package you're using at the time. You can then flick through these during use. So, for example, a separate function key guide can be designed for

GEM, BASIC, Networks, DTP and Fleet Street Editor.

You can even use extra pages to hold notes - such as the kind that is used after a bout of QWERTY.

**Marie Lamb**  
Newcastle upon Tyne,  
Northumberland.

If at next month we will be opening up this page as a forum for advice about your SF problems, we'd like and welcome any queries you have about your machine and all the extra time you will have to spare if you're on sick! At even, there's a reward of £20 for the tip of the month. Send your problems to *Cracking SF*, 46 King Street, 2 South Street, Bath, BA1 1NL. We guarantee 17 problems only - no personal time unless you want to give us all a good laugh in the normal office.

### SHOWING WHAT YOU'VE GOT

Sometimes on your SF language disk is a tiny little assembly program called the VT52 emulator. It's not a program which interests very many people. After all, what does it do and is it really any good? The VT52 emulator is designed as a kind of micro-program which takes input from the RS232C port and displays it on screen. Whilst, at the same time, offering you the opportunity to send your own keyboard commands and data. The VT52 emulator is thus a very simple terminal program.

As an emulator it responds to a set of codes which will change the on-screen display so that the cursor can be moved around the screen, text and background colours may be adjusted and the cursor can even be hidden altogether. These are obviously of specific benefit to anyone who deals with the VT52 emulator but where their wider impact can be found is in the use of these codes in standard BASIC files. When you double-click from the desktop on a file without .PRG or .DOS extensions (ie, it cannot be loaded), you can see the file call up an application. Here you will be presented with the option to either to print the file, to printing normally or only printing extended and compressed text displays of the information held by making clever use of the same codes employed in the VT52 emulator. You can also create all sorts of interesting effects.

The codes you see below and if used in a text file they should be in the form `ESC`, but where `ESC` is the ASCII code of the character listed, `ESC` is the code

for ESC. Probably one of the simplest ways to do this is to write your text file leaving less space whenever you want the control code to go. Save your file and then load Pajpoot or another file editing program and overwrite all the spaces with your control codes.

The commands listed below cause direct alterations to all screen output so that when `ESC` is followed, the display can be made to look exactly what you like. However, programs will error if you try to `ESC` the file or if you load it into a wordprocessor. The control codes included will prompt some very unusual reactions. Therefore, the codes are not any use as long as the file is in `ESC` mode. It is possible however to implement codes which will affect your printer so that if you `ESC` the file then some will alter printer output. In this circumstance, the screen output is likely to be affected.

### INSERTING PRINTER CODES

Printer control codes may be included in a similar way to the `ESC` codes. A space must be left for each command code and then those can be over-typed later using a text editor.

So, for example, you could leave three spaces in your text and then replace these with the printer codes: `ESC` `ESC` `ESC` which sets the printer into expanded text mode. These codes could then be used at least to provide a decent heading for your proposals.

### VT52 ESCAPE CODES

<b>ESC A</b>	Cursor Up
<b>ESC B</b>	Cursor Down
<b>ESC C</b>	Cursor Right
<b>ESC D</b>	Cursor Left
<b>ESC E</b>	Clear Home
<b>ESC H</b>	Cursor Home
<b>ESC I</b>	Cursor Up
<b>ESC J</b>	Clear below cursor
<b>ESC K</b>	Clear remainder of line
<b>ESC L</b>	Insert line
<b>ESC M</b>	Delete line
<b>ESC Y</b>	Position cursor
<b>ESC b</b>	Character colour
<b>ESC c</b>	Background colour
<b>ESC d</b>	Clear screen to cursor
<b>ESC eF</b>	Enable/Disable the cursor
<b>ESC f</b>	Clear line
<b>ESC prq</b>	Reverse shift

This function moves the cursor up one line providing it is not already on the top line. Any text will then continue from this new location.

The entire screen is cleared and text continues from the top left-hand corner of the screen. Returns the cursor to the top left corner of the screen without clearing first.

This moves the cursor up one line. If it is already on the top then a blank line is inserted. The column position is maintained.

The rest of the screen below the cursor is cleared.

The cursor position and the remainder of the line is cleared although the cursor does not move position.

A line is inserted and the remainder of the screen is scrolled down.

The line with the cursor is cleared and deleted.

This allows you to position the cursor anywhere on screen. It is structured with the row and column values provided as parameters and is added to each. The result falls in this way: `ESC Y` `CHR$(6)` `CHR$(30)` places `CHR$(30)` columns.

This is the command used to change the colour of all subsequent text output. Only the least four bits are recognised as values in the register `R` if any appropriate.

This code changes the background colour in an identical fashion.

This clears the screen from the top down to the position of the cursor.

Clears the entire line and resets the cursor to the start of that line.

All text output is reversed. ie. Black or white text becomes white or black after execution of this ESCape sequence.

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# WORKBENCH

## PROBLEMATIC PRINTER

I have an old Alphacom 32 printer (top triggering) and would like to know if it is possible to connect it to my Amiga 500 before I connect it to the darker depths of my cupboard?

Is it possible to obtain a hard-wired device such as the Multiface 37 for the Amiga?

Is there a difference between a sound digitiser and a sound sampler?

**M.J. Pryor**  
Berkhamstead

Alphacom 32? If my memory serves me well, that particular printer was designed for use on the Spectra. There really is no reason why any printer cannot be made to work with the 32 or Amiga if you get the correct leads made up. Try your local computer store who may offer a lead-making service.

Romantic (Petal), producers of the Multiface 37 cartridge, are considering producing an Amiga version, but nothing is definite. Romantic can be contacted on 01 295 0070.

There is no difference between a sound sampler and a sound digitiser, both are exactly the same piece of equipment.

## I THINK THEREFORE AMIGA

I am about to buy a computer for home use and the Amiga seems to be ideal for me. There is also plenty of business software available for it. However, at work I use an IBM PC to write special purpose programs using dBASE 3+ and dBASE, and I would like to use my home machine to do the same.

There would seem to be two

*This month, along with the usual helping of handy hints, we introduce a new reader technical help section. JASON HOLBORN sorts out your problems.*

options available — use a PC emulator program such as Transformer (cheap) or its an XT Bridgeboard (expensive). How well do these options perform? Accounting 1 fit an external 5.25-inch drive, is the disk format OK for transferring software between my PC and the Amiga?

**M.P. Green**  
Miff Green

The Transformer has now been discontinued. For your particular needs, the XT Bridgeboard is most certainly your best bet. The board is in fact a complete PC compatible on a card and comes as standard with a 5.25-inch PC drive. The bridgeboard is completely PC compatible and will quite happily run software such as dBASE 3+. You won't even need to transfer files to and from the Amiga because the included drive reads and writes PC format disks. For further info on the XT bridgeboard, check out our review in issue 9. The main problem is price — you can buy a real PC for the price of the Bridgeboard.

## FLOPPY COPY

Since issue 1 I have been backing up my Format disks and have managed to store two Format disks on one blank disk, having first renamed all files to avoid confusion.

TOOL that will contain something like CoverDisk4096.DISK. At you now have to do it to change this and then click on save.

Unfortunately, there is no way of getting your program back to its original, unrenamed state. Always remember to keep backups of your own programs as well as Format cover disks!

## SOUND ADVICE

However, when I try to load a Read Me file from my backup disk, a system request appears for the original disk to be inserted.

My friend and I have recently purchased a 1 Mb 68000 expansion for our Amiga 500s. We use Amiga



■ The Workbench INFO window tells you all that you would possibly want to know about a file.

Please tell me how I can get the 'ReadMe' file to access my backup disk.

Secondly, a friend showed my how to protect a BASIC program from being listed. He renamed the program using the SAVE 'TELENAME' option. However, I can't find a way to reverse this, and (honestly might) have no backup of this program.

**K. Thornton**  
Convey Island, Essex

To make the Read Me files work from your backup, you will first have to copy the 'MORE' program from our cover disk to your backup. Secondly, you will have to change the last name of the user to MIRROR.MORE, where MIRROR is the name of your backup disk.

This is done on the Workbench. First of all, click one on the Read Me file's icon and then select 'INFO' from the Workbench menu. After a while, a window will pop up containing loads of really interesting info about that particular file. Somewhere within that window, there is a field called 'DETAIL'

## INTRODUCING THE WORKBENCH HELP LINE

Have you got a problem with your Amiga? If the answer is yes, then why not try the Format helpline, and we actually go, get your mind at rest in one of our Amiga technical help lines.

Every month we'll be asking through your problems, giving, hoping to sort out as many technical queries as possible. Whatever the subject, be it programming in Amiga BASIC, fitting the hardware to better computers, or even just more general problems with software packages on the Amiga, our technical jiffies will solve it for you.

Send your worried words to: **WORKBENCH HELPLINE**, 27 Amiga Format, a Cover Sheet, Box 641 11A.

Unfortunately we can only answer your queries in print. We can't enter into any correspondence even if you include an SAE — or have you sent a stamp.



■ The XT Bridgeboard which provides the Amiga with PC compatibility and comes with a 5.25-inch internal drive as standard.











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"This is arguably the best shoot-em-up on the Amiga to date" ST Amiga Format Issue 11 order code 97021

## A Special Compilation for Amiga Owners.

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them to find they're ready to be colonised. Sounds like a great idea? It might have been. A genetic defect in the IV means that it no longer creates environmental variety — which is a way of explaining the fact that all of the game's planet surfaces look identical — turning everything into a large slab. With the M6 IV now out of control, it just rules all planet life without testing to see if it's installed.

It's up to you to prevent the spread of the Probe. The Lifesaver will take you around the Universe but the airstrip is your attack vehicle. By selecting a planet with Pioneer Probe in the vicinity, the Lifesaver will whisk you away to a sub-Duclidian space zone. The guide you cruise through here the fewer probes you'll need to total when you get to your colonised planet. Once a planet has been cleared it's back to the map to select somewhere else. When all planets have been cleared it's over — and better luck next time!

Amiga ONLY  
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## Pioneer Plague

The Pioneer Probe M6 IV was created to solve Earth's over-population problems. It runs around finding uninhabited planets and terra-forming

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# FORMAT LETTERS

## SLAPPED WHISTS

I feel severely let down by the first instalment of the 68000 programming series. You clearly place the quality of service to your readers a poor third to the initial interests of your readers and the software companies. We were promised a full development environment on the cover story, which in fact we only got half that. You should NEVER separate a program from its documentation.

Now we have half an example, what are we supposed to do with it? Perhaps the article can help. Article? All we get here is a few pretty pictures and bits and pieces of OMR assembly language instruction, and 2 1/2 columns worth of things programmers will already know and beginners will be confused by.

Why not start programming now? suggests an attractive rectangular box. Does anyone in the Format office honestly believe we could start programming with this? Of course not. What we can do is pay £25 for the essential documentation of a non-superseded program, and buy lots more issues of Format.

It seems there are 72 basic instructions for the 68000; in this come cheap track to keep us filling your pockets for the rest of year!

Garth Palmer,  
Mansfield, London

*Searching through the bulging postbag the bulging postman brings in each day brings its little rewards, the gems of wit and insight others call Format Letters. Write to STUART ANDERTON, 4 Queen Street, Bath BA1 1EJ.*

We included language on the disk so that readers could try out the example programs given in the article; indeed, we included enough instructions for you to be able to do that. There didn't seem a lot of point in telling people about assembly programming if they couldn't try out their new found knowledge.

Am sorry if you weren't impressed with the tutorial disk - we've tried to pitch it at a level the intelligent beginner can understand without having to re-visit the wheel each month.

## STUCKY PROBLEM

I have a small but annoying problem - labels. Lots a lot of work on my ST and regularly save documents to disks and so need to change disk labels when wiping or copying items. Like now I have

saved this letter to disk. The problem is to remove labels on a 5 1/4" disk. The labels always come off in tiny sliver pieces and I end up covering the disk with a big mess of glue.

Please could you recommend a way to remove disk labels, without removing a layer of plastic or ruining the disk.

Yours faithfully with a very chaotic brain,

Nick Calquhoun,  
Silverdale, Leam

I asked Jason our disk expert about this one, but unfortunately they don't let them hear letters were for them so he couldn't help.

## NAME, BARR & SERIAL NUMBER

I read David Stevens' letter March 1988 with interest after having used

the Format 11 high capacity disk formatter (lower disk 4K capacity). I had had no problems of loss of data, so I put the matter to the back of my mind and kept using the formatter usefully for months. It was when I was reading the excellent Four Second Manual to the Atari ST by Andrew Reynolds that alarm bells went off. Chapter 4 is about disks, disks down, IDE etc. Page 23 details problems of 'diskcopy crashes' which were apparently common place in 1987 I got an ST in 1988.

When the ST suggests you have swapped a disk by monitoring the drive with an infrared light it reads the disk's serial number. This should be a random number varying over a large range and is put on the disk at formatting time. If the number is different to that of the disk the ST has lost its way, the drive, the IDE sections of the new disk are read into memory. Observe the information already held about open directories should still be valid, and the FAT is not read.

All this hinges on the fact that each of your floppy disks has a unique serial number. If not, you run the risk of your starting ST swapping indiscriminately over your precious 100MB Plus files.

So I experimented. After formatting a few disks with Format 11, I checked their serial numbers

## Right of Reply

In last month's Format Letters we printed a letter slugging-off of Menace on the ST, in the interests of fair, unbiased presentation, and later we owe a good scrap, here's what Menace's programmer has to say about it...

Dear Mr Stevens,

I agree with you wholeheartedly that the ST version of Menace is crap. What I advise you to do is sell your ST and buy an Amiga.

As for your comments about graphics, apart from the screen panel they are identical in every way to those on the Amiga.

If you start this and give the Menace disk is any office you like (as long as it's not too painful) all I would do is withdraw them. It's a nasty thing to say about my own game, but true.

The reason for it being so bad is simply the ST's hardware, it has none of the features



of the Amiga version - no better, only 16 colours on screen from a palette of 64,2 and above all, no hardware scrolling. The last is the most important since this is what takes the majority of the time on the ST. The game runs in just over two frames an 1/60 ST. Of this time more than one frame is devoted to scrolling the screen - if this was done in hardware it would take only about one or two scan lines to do this. The rest of the time is devoted to placing the sprites on the screen. This could be done a lot quicker with a better, but

the main deficiency is the hardware scrolling.

Also, on the Amiga version of Menace, the disk played most of display is read, as there are two physical screens in memory, one hidden on the other. It's hard to explain but it's a very useful feature if you want to scroll backgrounds, every frame and everything else in less than a frame. This could not possibly be done on an ST with the humble 5MB 68000 simply because it takes too much time to move that amount of memory.

If the hardware just can't cope, the game is bound to suffer - that's why my recommendation that you sell your ST and buy an Amiga is a good one. Please don't see me as an ST hater, I do enjoy using and programming the ST in the distant future, but it won't be a game like Grand Money as I think it's almost impossible to do a game like that in any reasonable amount of processor time.

Brian Wilson  
Programmer for GEM Design

I may be taking my ill in my hands here, but does anyone out there disagree with Brian?



with a boot sector examine program. Sure enough, all the formatted disks had the same number (1154460).

Also, during my experiments a noticed how slowly these disks were read, probably due to the layout of the 12 sectors on the track. It seems to me that Format 12 is not worth the worry and danger it causes.

My suspicions about all formatting abilities were soon aroused, and read on my label was DOSACC by L. Moring, lower disk, 85. My fears were confirmed; all formatted disks had the serial number 65536.

Of two lower disk, March 88 enhanced your choice of PS soft were however, as the disks it formatted all have different numbers. Also you can format 5, 8 or 10 tracks per track, 40, 80 or 82 tracks per disk, and in fact, 100 or 88 Format.

**Barry Frowell,  
Wulf, North Humberdale**

#### LETTER FROM AMERICA

It is interesting to find a magazine that is not interested in the ST-Arizona was. I am tired of the constant arguments of my computer in letters than your computer. I mean, it's like saying my 88 Magazine is bigger than your 88 Magazine, if you get bit by either you get both will leave a very large hole.

The basic question is, "What do you want to do with the computer?" Who cares which computer is more powerful? Can you that measure that you've got to have bragging rights? Only those people who are worried about their purchase or people who did not take the time to look at the strengths and weaknesses of the machines, before they put down

## Rude kids

Why is it that most computer shops employ rude, arrogant, ignorant morons who know nothing about computers?

I saw a typical example in a well known Tottenham Court Road store. I was standing in the shop waiting in a queue to be served. There were two spots: teenage so-called computer wiz-ard serving customers. One had a cigarette hanging out of his mouth, making what might well have been The Doctor. I think in front of me was waiting

their money well spent.

Price is not the only consideration when buying a computer or any piece of equipment. The major consideration is what software can the computer run and does it meet my needs. The idea is to be an educated consumer. Not a person who is misled by advertising hype or someone else's opinion.

I therefore submit your magazine (for a job well done). Buy your magazine through a local IBM computer SHOP COMPUTER GAMES+ and while it is expensive the magazine is well worth the price when compared to USA computer magazines.

**Wille G. Bismark Jr.,  
Chicago, USA**

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to buy a Cambridge 288 (why I don't know). The conversation I heard was this:

**MAN:** Oh, that's such a small thing.

**ACCIDENT:** But it's got a lot of bits and bytes for memory.

**MRS. PEARCE:** What's the difference between a bit and a byte, or what are they meant for? I mean it's so many things and so one seems to know.

**ACCIDENT:** Oh! Yeah, well it's like this, a bit is like a light you know it's like saying what's the difference between the lead and the rhythm in music?

**MRS. CH:** Yes.

And all the time I was thinking what a waste!

**Angela Bismarck,  
London**

reviewed, for every everybody's sick of all this intelligence.  
**Martin Groves,  
Widham, East Sussex**

It's not a games-only magazine, so of course we have less tips and reviews than ACE, why not get the best of both worlds and buy both?

#### GOING UP?

I am very interested in programming, but, of course, hacking and have just scored up around 11.20, and wish to upgrade.

But that's where the problems start. I just can't make my mind up what to buy. I have been thinking of another external disk drive, or an extra 50.26 expansion (although I will probably never get to use it), or perhaps even some good software.

You're the experts, what do you think should be the next

upgrading step for me?  
**Marvin Rubbers,  
Went, Essex**

Which upgrade to go for depends on what you want to use the machine for. Some games require a megabyte, but most do happily from a single drive 4000, so if you want to play, buy some software. For programming how ever a hardware add on comes into its own. Two drives are a real boon, but a RAM drive can be just as effective if you upgrade the memory. Personally though, I just couldn't live with a single floppy disk.

#### ISLE WAFFLE

I am writing to you as all I can't be bothered to do my number 5000 course, which is nothing on TC. I've finished 18.88 finally a having a nap, if I had time, it would be going to sleep me?

## Hard fax

In my office we have a fax machine. It would seem to me that here we have a combination of a flatbed scanner, a laser printer and a modem. Would it not be theoretically possible to do the following:

- Produce BIP work at home on my ST and then send the bit down the BT line to the fax machine for a hard copy.
- Scan an image on the fax machine, and send it to my ST?

I say theoretically, because I imagine that in addition to communications software, there would need to be a resident program that is capable of producing recognition signals, and of converting data into the appropriate format. Do the folks know of anything commercially available, or in PD that can handle this?



■ A fax machine or a scanner?

If there is nothing currently available, it would seem to me that here is an area awaiting exploration, as there are an awful lot of fax machines about.

**Kevin A. Moss,  
Cardiff**

I own an Atari 520ST computer and a Canon

MX 520 facsimile machine. Is there any way to interface them so I could use the fax's scanner and place records with my computer? If not, can I just interface the scanner?

**Thomas A Murray,  
Barnby, Essex**

Would it be possible via the RS232 port and a modem to communicate with a fax machine? If so how? And what software would do this?

**Simon David Greenway,  
Stoke on Trent, Staffs**

Interesting idea. Of course the protocol from a fax is of fairly soft quality so I doubt it would be much use as an output device, but as a scanner it has much more potential. As I understand it there are a standard message systems, so it should be possible if any one out there knows how it can be done, please do tell.





How about a series on assembly programming? Also, what processor do PCs and Apple Macs have?

I would like to say thanks for such a readable mag, without which, 16-bit computing would be pointless.

Why are there no female ST users? And if there are I want their phone numbers!

Love and kisses,  
Glen Chester,  
Shepperton, Middlesex

What are you on? Whether it is I want some. Anyway, you'll find the third episode of the assembly language book starts on page 47. As to processors, the original PC used an Intel 8088, but nowadays you'll find 8086s, 80286s, 80386s and any day now 80486s tucked away in your desk. The Mac uses the good old familiar 68000, and the new ST.

You're too young to have Oswald's phone number, you'll just have to play Teenage Queen instead.

#### PROTECTION RACKET

Speaking from experience, copy protection schemes implemented by most software companies are just not adequate to stop pirates. Often I say speaking from experience I don't mean I'm a pirate. I mainly analyse the disks written out of your curiosity.

The one company who has done the most for copy protection is Minicom. Backup copies of their games are very easily made but the manual is needed to

access the game using pictures associated with it for example Grand Service has destroyers to identify and Stealth Fighter has a tank. In the best game I have ever played, cars aircraft, the desert desert from the game, in my opinion, but adds to the flavor of it. Prices making copies wouldn't find it feasible to copy the entire manual now would they?

Paul Broadbent,  
Glasgow, Scotland

Few, totally agree.

#### PCX PROBLEMS

Currently using a \$178 expanded Amibasic PCMCARD for wordprocessing, I intend to switch over to Protext 4 on the Amiga 500 (ordered to arrive very shortly). However, all the files and information I now have stored on 24 three-inch compact diskettes, I would like to convert to the Amiga's 3 1/2-inch disk and in a format that Protext can understand.

Microscript does have the facility to make an ASCII file of a particular document, though certain special characters (such as open and closed question marks) do not appear as they should on screen. Is there some way of connecting the two machines together in order that this ASCII file be transferred to the Amiga?

Mary Fossman,  
Londra, York

It shouldn't be too difficult to do. You'll need a cable to link the

serial ports of the two machines and some control software to run at both ends. Make sure things like baud rate, parity, etc. are set the same on both machines and let James Kirk at the Amstrad lead.

Another possibility is using one of the many data transfer agencies, who'll do the job for you. One such is Transport Communications on 0225 448215.

#### LOAD UP ZAK

I am writing to complain (yes, complaint about issue 104) that Extra section, I was an utter disgrace. You say that the demo of Zak McKracken and the Alien Mindbenders is playable. Absolute rubbish! All I was able to do was sit back and watch Zak take me on a tour of the game. Please explain your blunder! Was it meant to be some sort of April Fool joke?

Robert Macdonald,  
Seascale, West Glamorgan

As we explained last month, the playable Zak demo we were expecting to put on the disk turned up after we'd gone to print and was, as you all now know, not playable at all. Factors beyond our control, etc. etc.

#### SPREAD STAKES

After discussing why the same game on the Amiga often runs more slowly than on the ST, people make much of the slightly lower clock frequency of the Amiga (7.2MHz vs. 8MHz). Has no one considered that a more

significant reason is that the Amiga has 32 colours and hence far less data to manipulate, whereas the ST has only 16 colours and four bitplanes?

It is possible that if both machines only used four bitplanes, the custom graphics chip of the Amiga would more than make up for its slower clock rate. Has anyone ever performed any benchmarks?

James Subitelli,  
Sandbach, Cheshire

No.

#### TEDEGAS TELLY

I was totally disappointed by the Software One on the BBC.

At the start I thought it would be about games and all the things you cover but no. They decided to be totally snuff and even education software and ODP with a hint of test matching. I think if this is the way the BBC want to show a computer show it's like reading through the papers.

Robert Brand,  
London

The BBC have consistently failed to produce a show which appeals to the many thousands of computer users across the country. But they do have their own computers: the BBC micro, Model 178 and Acorn/Risc 386 aimed to look after, and indeed their own computer mag BBC Active (short, all of which are heavily biased towards education - hence the bias in their programme).

## Superheroes, Inc.

by Barker



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• Remember, the use of just one voucher could more than recoup the price of the magazine.



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1. Format vouchers can be used to obtain discounts on purchases of goods advertised in this issue of *ST Amiga Format*, provided that they are bought directly from an advertiser taking part in the scheme. The vouchers are valid **only** for those advertisements which say "We Accept Format Vouchers".
2. Each voucher entitles you to a discount at the voucher's face value, provided that your overall order total is higher than the figure indicated on the back of the voucher.
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**Y**ou're stranded on a sun-drenched island with only your ST or Amiga. Both if you happen to have the best 30 disks of software and one computer-related luxury item. So what do you take? You could be there a long time... and the possibilities are endless.

But that's not your problem this time. Basking in the baking desert island sun, the month's Joe San and his Amigaheads. The Amigahead team are responsible for the hugely successful Starglider and Starglider II, there, in no particular order, is what the Amigahead crew would take and why.

■ **Speedball**, Microsoft  
The best game you can buy for two players. Finally addictive, the play it when we should be working.

■ **Wing**, Fidelity  
New pathfinders - but they don't rotate. Really, it's a programmer's game because only programmers will respect the algorithms involved.

■ **Dempac**, HiSoft  
Most of HiSoft's staff is very useful. We use HiSoft DEMPC and Dempac all the time for development.

■ **Powerarena**, Electronic Arts  
Great game. The ST version is too hard to fly, but the Amiga version is just perfect.

■ **Chuck Yeager's Advanced Flight Trainer**, Electronic Arts  
Real-flight simulator which has some really neat features.

■ **Starglider II**, Amigahead  
Fidelity 3D game with complex scenery. Mind you, it's not as fast as Hawk.

■ **Populous**, Electronic Arts  
The most original concept for a long time. What a great game!

■ **OPaine III**, Electronic Arts  
Superb at package - all we set off a dash using it.

■ **Buggy Bay**, Elite  
Well implemented COINOP conversion. The only buggy bays to winnow.

■ **Amiga**, Mark II out  
Fidelity assembler is the next, up to one million lines assembled in a minute on a standard Amiga. That's enough type - lol.

**Dorland's Photo Delivery** and the Amigahead's 'real' of amigahit it's their choice of luxury item. "It will used ability that's extremely tested by software staff," explains Joe.

The Amigaheads also have a top 10 word software files - but we couldn't publish that. Suffice to say that **AmigaShare** and **Chris** form of the board **delicacies** by **Amiga** were collectors in the list.



■ Joe San of Amigahead contemplating a few years of solitary on a desert island with only a computer and a prize for company.

## NEXT MONTH

The July first newsletter's issue of **FORUM** will be jumping into a management's shoes next year on.

## THURSDAY JUNE 18

Inside the bustling industry, what you'll find these goodies:



■ **COMPETE**  
Amigaheads will be there and software to be won. Already listed up is a featured. The monthly events include, some ST and Amiga hard drives, a literary role-playing fantasy, books of the best software, T-shirts... one that is missing.

■ **PRIZES**  
Are they really or comert? Forum investigations prey and hunting, what prize hunters **FAST** can go to uncover the problem, and what damage **software copying** does to the **software** industry.

■ **BOOK LOOK**  
Libraries of the future might not exist as you know them today, rather than pick up a book, you might pick up a unit of address in a CD containing the entire works of Barbara Cartland, just a dreadful thought - lol, take it home and produce a hardcopy from your machine.

■ **HARDWARE**  
Suddenly everyone is buying one-way hard disks. Our guide to what's available and why a hard drive might be a good investment.

■ **GAMES SHOWDOWN**  
Stacks of power-packed games for your pleasure. There's **Blay's II**, **Blockade**, **Argonaut**, **Blade**, **Blade**, **Blade**, **Blade** and **Blade** to look forward to.

Don't miss it! Get your month to be there, we'll be jumping into a management's shoes next year on. It will be a great time to be there, we'll be jumping into a management's shoes next year on. It will be a great time to be there, we'll be jumping into a management's shoes next year on.

## ADVERTISERS INDEX

78 Bit Cards	80	Universal Music	55	Electronic Retail	90
Adventures	38	VideoGraphics Computers	31	BOC Software	71
Amiga	45	Quadrant Systems	28	BOC Software	71
Amiga	75	George Thompson Services	32	BT UK-Page Pro	28
Amiga	75	Home Based Business	24	Capex System	80
Castle Software	68-69	Interisoft UK	114	Claris Systems	70
Coverdisk Distributions	113	Intermedia	87	Softdisk	160
CUA-8000-Lite	30-31	Lathrobe Computing	64-65	Software Pro Service	54
Computer Connections	124	MJC Supplies	48	Stu's Shop	81-100
The Computer Shop	55	Magna Software	73	Stu's Software	108
CopyRight Software	56	MicroSoft	27	Software Update	114
CBT	39	Media Cool	158	Software-Club International	79
Database Exhibitions	10-11	Megatron	80	Software Super Stores Ltd	80
Compu	90	Merrymood	121	Tech. Books	37
Database	54	Microtel	50	Thames Videotape	71
Case Electronics	3-10	Mitouch	46	Topic 11 Computing	101
Opticon	86	Planetics	57	Trilogy	48
Electronic Arts	15	Proforma Ltd	10-11	Tymsoft	80
Europa Business Systems	60	Quadrant	48	Wordstar	108



# PERSONAL NIGHTMARE

There's something very strange going on. It's as if you are being attacked by evil nightmares and unable to wake up! Won't anyone tell you it's all the terrible secret that haunts your waking moments.

*Personal Nightmare* is the new brain child of *Horror House*. A new kind of user-driven, animated game that has been written using the new specialty developed, Agos language.

*Personal Nightmare* is highly originalising all the features of the total movie. The superb, fully animated graphics, backed by incredible sound-effects come together with a highly sophisticated user interface to give total involvement of a new dimension.

*Personal Nightmare* will introduce you to numerous characters including:

The Lombard of the Pig and Dick  
Johnny the Fool and his attractive wife Susan  
Alice O'Connell

The local village policeman  
and a host of other inhabitants who will share in your

deliciously terrifying  
experience on **TRUCK** or **VIDEO**



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As the people of the Bloodwych awake to a new dawn, they find it stranger in their midst - from one of many races he has come. His task, to hunt the demon that lies dormant within the Castle of the Bloodwych.

Utilisation of the Crystals of Bargaia will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

**ARGUE!  
BARTER!  
LIE THROUGH  
YOUR TEETH!!!**



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