

Wallace
and Gromit in:
The right computer! p34

Tutorials: Imagine 3.0 Octamed Sound Lab Comm

AMIGA

M A G

OUTBREAK!

PROTECT YOUR AMIGA FROM
THE NEW THREAT OF VIRUS ATTACK ...

650Mb OF GAMES, UTILITIES, OBJECTS AND MORE ...

**SUPER CD-ROM II!
FOR AMIGA & CD32**

Hi Quality Version Available on AMIGALAND.COM

On CD-ROM:

Exclusive game – Leading Lap SE

Fast paced racing game never before released!

Plus!!!

650Mb of utilities, demos, music,
graphics, games and more ...

THE ALL NEW SX32

TURNING THE CD32 INTO A 1200!

SOUND STUDIO

THE NEW HIGH SPEC OCTAMED

AND MORE ...

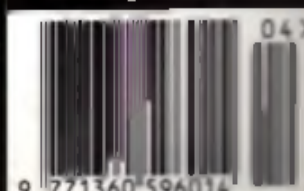
— APRIL 1996 —

No CD-ROM ? Ask your newsagent now.



CD-ROM edition
(A 3.5 inch DD
disk Edition is
also available)

An E.M.P. Images Publication £3.99



9 771360 596014
ISSN 0950-1275 • ASSOCIATES • BIR 520 • 043

XL 1.76MB



XL DRIVE
£79.95

INT. DRIVES



FROM
£30.95

SYQUEST EZ



£239

GVP RAM



FROM
£159

MEGACHIP



FROM
£99.95

MEMORY



FROM
£24.95

SUPER XL DRIVE

The Super XL Drive allows you to store 3.5MB on a high density disk.

3.5 SUPER XL DRIVE **£129.95**

1.76 XL DRIVE

The XL Drive allows you to store a 1.76MB on a high density disk.

1.76 XL DRIVE EXTERNAL **£79.95**
1.76 XL DRIVE INTERNAL **£75**
1.76 XL DRIVE A4000 **£75**
PC8008 EXT. POWER DRIVE **£49.95**

INTERNAL DRIVES

PC801 A800 **£30.95**
PC802 A2000 **£35.95**
PC803 A800/1200 **£35.95**

HARD DRIVES

1 GIGABYTE 3.5 SCSI **£259**
1 GIGABYTE 3.5 SCSI EXTERNAL **£335**

MICROPOLIS

2 GIGABYTE 3.5 SCSI **ECALL**
4 GIGABYTE 3.5 SCSI **ECALL**
8 GIGABYTE 3.5 SCSI **ECALL**

HITACHI

340MB 2.5 IDE **ECALL**
510MB 2.5 IDE **ECALL**
810MB 2.5 IDE **ECALL**
1 GIGABYTE 2.5 IDE **ECALL**

OTHERS

120MB 2.5 IDE **£95**

M-TEC HD

External IDE hard disk for the A500 comes complete with an internal ROM switch, and upgradable to 4MB RAM.

M-TEC A7500 BARE **£99**
PLEASE CALL FOR HD SIZES
MEMORY REQUIRED 16 MB RAM

OVERDRIVE HD

External PCMCIA 3.5" IDE hard disk
OVERDRIVE BARE **£99**
OVERDRIVE 420MB **£259**

ZIP DRIVE

ZIP DRIVE 100MB SCSI **£179.95**
100MB DISKETTE **£15.95**

ZIP DRIVE 81 QUERRE SQUIRREL SCSI INTERFACE

NEW PRODUCT

SYQUEST EZ135

The Syquest EZ135 drive is an ideal storage device. The EZ Drive stores 135MB on a single 3.5" cartridge and has a seek time of 13.5ms. Comes complete with one 135MB cartridge. (A SCSI interface is required)

SYQUEST EZ135MB **£239.95**
135MB CARTRIDGE **ECALL**

VIDEO BACKUP 3

Backup to 320MB onto a 4th VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

VIDEO BACKUP SCART **£65**
VIDEO BACKUP PHONO **£60**
UPGRADE TO VERSION 3 **£20**

FLOPPY EXPANDER

Save 3.5MB on a standard floppy drive and 1MB when used in conjunction with the XL Drive 1.76.

FLOPPY EXPANDER **£10**

DISK EXPANDER

Disk Expander can add upto to 50% to your hard disk capacity and works with all drives including SCSI, IDE, flagless and even the RAM disk Disk Expander works on any Amiga with any Kickstart.

DISK EXPANDER **£19.95**

EXTERNAL CASES

SCSI case suitable for CD-ROM/HDD/AT and Optical drives.

5.25" SCSI or IDE CASE **£79.95**
3.5" SCSI or IDE CASE **£79.95**

SX-32

SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock controller for 2.5" hard disk, and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

SX-32 MODULE **£199.95**

CHIPS & SPARES

256 x 32 SIMM 72-PIN (1MB) **£40**
512 x 32 SIMM 72-PIN (2MB) **£75**
1 x 32 SIMM (4MB) **£125.95**
2 x 32 SIMM (8MB) **£235.95**
4 x 32 SIMM (16MB) **£499.95**
1 x 8 SIMM 32-PIN (1MB) **£30**
4 x 8 SIMM 32 PIN (4MB) **£139**
1 x 4 STATIC COLUMN A3000 **£25**
1 x 4 DIP **£25**
256 x 4 DIP **£5**
1 x 1 DIP **£5**
CIA **£12**
GARY **£19**
PAULA **£19**
DENISE **£19**
SUPER DENISE **£25**
KEYBOARD IC **£12**
FAT AGNUS 1MB **£19**
FAT AGNUS 2 MB **£29**
PRINTER CABLE **£6**
RS232 CABLE **£6**
SCSI EXTERNAL **£15**
WORKBENCH 3.1 A500/2000 **£85**
WORKBENCH 3.1 A3000/4000 **£95**
ROM SHARE DEVICE **£19**
2.04 ROM CHIP **£25**

FOR ANY SPARES REQUIRED PLEASE CALL

GVP HC-B SCSI

SCSI hard card which can fit 8MB of RAM on-board.

HC-B SCSI CARD **£99**

GVP G-LOCK

Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK **£259**

IO-EXTENDER

Zorro II card that provides an additional serial port, parallel port and connector for optional RS422 and RS232 ports. Call for details.

IO-EXTENDER **£59**

GVP RAM

Official GVP RAM SIMM's

4MB GVP RAM **£159**
16MB GVP RAM **£549**

A8000 88000

A 68060 accelerator board for the A500 running at 50MHz and allowing upto 128MB of user installable memory and SCSI-II hard disk controller.

A2000 88040 (0MB RAM) **£799**
A2000 88060 (0MB RAM) **£799**
4MB STANDARD ADD **£125.95**
4MB GVP ADD **£159**

SPECIAL OFFER

MODEMS

ACEEX V32 B15 14.4 NOT BY APPROVED **£99**
X-LINK THE USA 38.4 NOT APPROVED **£129.95**
TRAFAX MODEM SOFTWARE **£49**
ALL MODEMS INCLUDE SOFTWARE AND CABLES

HI-SOFT

SQUIRREL SCSI INTERFACE **£59.95**
AURA **£79.95**
MEGALOSOUND **£29.95**



squirrel scsi interface includes where you see this logo

SURF SQUIRREL

Surf Squirrel offers an even higher SCSI performance, auto-booting, and ultra fast serial port. Surf Squirrel is the ideal expansion peripheral for your Amiga 1200. Please call for more information.

SURF SQUIRREL **EPOA**

SQUIRREL MPEG

Squirrel MPEG allows you to play Video CD and CD-I CD-ROM's. Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

SQUIRREL MPEG **EPOA**



RAM EXPANSION

A 2MB RAM board for the A500 which fits in the trap-door slot.

A500 2MB RAM £90

MEMORY CARDS

512K RAM WITH CLOCK £24.95

512K RAM WITHOUT CLOCK £19.95

A500 1MB RAM £39.95

A500+ 1MB RAM £29.95

MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM £159.95

A500-68020

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH OVP HARD DRIVE

A500 68020 EC 0MB RAM .. £99.95

A500 68020 EC 4MB RAM .. £239.95

PRINTERS/MONITORS

MICROVITEC 1430 14" £289

EPSON STYLUS INC PAPER £489

EPSON STYLUS PRO XL A3+ £1499

EPSON STYLUS PRO XL INC 1104 STYLUS + SOFTW A32

STUDIO II SOFTWARE £49.95

VGA ADAPTOR

VGA ADAPTOR £15

GLIDING

Inertive cursor control at your finger tips. 'Tap' for an instant selection. Connects to the Serial port. (This is not a graphics tablet)

ALPS GLIDEPOINT £59.95

POWER TABLET

Pen and cursor controlled graphic tablet, including cables and software

POWER TABLET 12 X 12 .. £195.95

(INC. PEN, CURSOR AND POWER TAB SW)

GURU-ROM V6

A SCSI drives for all Seagate II hard adaptors and accelerator cards for all Amiga computers. This ROM has a very fast transfer rate of up to 3.5MB/s, maximising your CPU processing time. Guru supports all SCSI device types including hard drives, CD ROM drives, scanners, Syquest drives etc. Guru ROM is compatible with Amiga OS 1.3 through to 3.1 and is SCSI-1/SCSI-2 compatible. Please call for further information.

GURU-ROM V6 £49.95

POWER SCANNER

The award-winning Power Scanner includes the following features: Scan in 24-bit at upto 2000PI (all Amigas not just AGA!). Scan in 256 greyscale at up to 4000PI (all Amigas). Thruport for printer connection. Fully supports AGA chipset. Display HiAMB/24-bit images on a non-AGA Amiga (via image conversion). Full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).

POWER SCAN 4 B/W £89.95

POWER SCAN 4 COLOUR £169.95

OCR (BOUGHT WITH SCANNER) £20

OCR SOFTWARE £49.95

POWER SCAN 4 S/W ONLY £20

PC INTERFACE + COL S/W .. £49.95

PC INTERFACE + B/W S/W .. £39.95

FLATBED SCANNERS

24-bit A4 flatbed scanners, complete with software, cables and manual.*

EPSON GT-5000 £489.95

24-BIT, INC. POWERSCAN SOFTWARE

EPSON GT-8500 £579.95

24-BIT, INC. POWERSCAN SOFTWARE

EPSON GT-9000 £729.95

24-BIT, INC. IMAGE FX REV. 1.5 SOFTWARE

ADPRO SOFTWARE £149.95

IMAGE FX 2.0 S/W £149.95

SCANNER SOFTWARE

FLATBED POWERSCANNER S/W .. £35

GRAPHIC ADAPTER

PICASSO II 2MB RAM £249.95

(INCLUDING TAPE) OR

PICASSO II 2MB RAM £399.95

(INCLUDING TAPE) |

VIDEO DAC £25

16-BIT GRAPHIC ADAPTER

SCANDOUBLER II

ScanDoubler II is a full 24-bit AGA filter board which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution. 2000-line scanline 15-pin VGA type connector. Comes with composite video S-VHS outputs.

SCAN DOUBLER II £399

PRO GENLOCKS

TBC-ENHANCER

Reduction of quality loss when copying, colour and contrast correction, suppression of colour drop-outs, elimination of basically any copy protection. The video signal is edited in professional 4:2:2 studio standard and is synchronized entirely new.

TBC-ENHANCER £199.95

NEPTUNE-GENLOCK

Excellent picture quality, auto fade control, Alpha channel and optional software control.

NEPTUNE-GENLOCK £599.95

SIRIUS II GENLOCK

Just like the Neptune-Genlock, the new Sirius II combines excellent quality with user friendliness. In addition, this genlock disposes of blue-box keying, bypass, RGB-colour correction, a stereo-audio control with microphone input as well as an integrated test pattern generator for adjustment.

SIRIUS II GENLOCK £919.95



FLATBED FROM
£489



FROM
£89.95

POWER TAB
£195

GLIDEPOINT
£59.95

SCANNERS



POWERSCAN



POWERTAB



GLIDEPOINT



global orders
We accept most major credit cards and are happy to help you with any queries
partial orders
Ordering by cheque/PO please make payable to Power Computing Ltd and specify which delivery is required.

WARRANTY
All Power products come with a 12 month warranty unless otherwise specified

Technical support
Keep it on hand with a full Technical Back-up service which is provided for Power customers

mail-order prices
All prices listed are for the month of publication only, call to confirm prices before ordering

export orders
Non-UK orders are available at the free Price to non-EC residents. Call to confirm prices. BPPD orders welcome.

mail-order terms
All prices include VAT. Specifications and prices are subject to change without notice. All trademarks are acknowledged. All orders by writing or by telephone will be accepted only subject to our terms and conditions of trade, copies of which are available on request.

FOR ANY INFORMATION PLEASE CALL

NAME

ADDRESS

.....

.....

.....

POSTCODE

TELEPHONE NO.

SYSTEM OWNED

DESCRIPTION

.....

.....

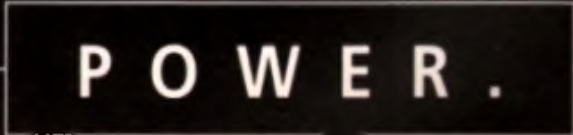
TOTAL AMOUNT (inc. delivery) £

CREDIT CARD NO.

EXPIRY DATE SIGNATURE

DELIVERY 2-3 DAYS £2.90 NEXT DAY £9 SAT £10

MINIMUM DELIVERY £2.50 ALLOW UP TO 7 DAYS FOR CHEQUES TO CLEAR



contents

CU AMIGA MAGAZINE • APRIL 1996

Features

The right computer 34

Aardman Animation's creations have been charming the public since Heat Electric's Creature Comfort ads made them famous to a wider audience. Their new feature film *A Close Shave* has already been acclaimed a classic and, like *A Grand Day Out* and *The Wrong Trousers* it was produced using Amigas.



Virus outbreak 30

It's been a while since we've heard about viruses, but that doesn't mean they've gone away. Nowadays with the increased use of hard drives, CD-ROMs, and the

Internet the potential for an outbreak to cause mass destruction is bigger than ever.

Games

PREVIEWS

• The Chaos Engine 2 40

Wahoo! It's almost here at last! We dodge bombs and power cars to bring you this story from Wapping.

• At the crossroads 42

Intersect developments have promised Amiga game milestones: we check out what's in store.

• Slamtilt Pinball 43

21st Century Entertainment heads back from the madness of *Mania* with some good-looking tables.

REVIEWS

• Watchtower 46

Suspiciously similar to *Chaos Engine* and none the worse for it. A short arcade combat frenzy.

• World Golf 51

Golf for those with excellent eyesight. Turn to page 47 to see what we mean.

• Premier Manager 3 Deluxe 51

The ever popular *Premier Manager 3* receives a new season polish up and an editor.

The Chaos Engine 2 40



PLAYERS GUIDES

• Vampira 52

More pieces of advice from the vampire's temptress with more loot than the Brighton pavilion.

• Snip Tips 55

Snippets faster than your average whipper! With more meat on them, your pedigree chum, Matt, is back.

• Zaewolf Tips 57

The level codes are in *Snip Tips* but if you're in need of some help on level 18, check this out.



Intersect 42

Hi Quality Version Available on AMIGALAND.COM

Cover Disks



- AmiFileSafe** 9
Efficient new disk filing system to speed up your disks and keep your data secure.
- HippoPlayer** 9
Plays modules from 5.1 indracker, OtaMED, ProTracker, FastTracker and more. Also displays little twiddly bits.
- Virus Z** 10
The latest version of the best virus checking software. So easy!
- Leading Lap SE** 12
Five tracks of fun... Five races to choose from... Serial link option for two player fun... A800/800 and A1200 versions... Options galore...
- CD-ROM II** 16
A brilliant 650Mb of amazing Amiga software on the CD edition of this magazine awaits you!

Get Serious

PREVIEW

- **SoundStudio** 69
OtaMED's latest version is a break with the past. All new, and previewed.

REVIEWS

- **Toccata** 62
Sounds like a brand of Italian ice cream but in fact it's a 16-bit sound card. Nice.
- **SX32** 66
A neat and inexpensive way of turning your CD32 into an A1200. Keyboard+mouse!
- **Aural Synthetica** 70
Thinking of using your Amiga as a synthesiser? Aural Synthetica could be the answer.
- **Limelight Tyro** 72
An unusual name, but underneath this flamboyant exterior lies a video title!
- **HiQ Power Station** 77
Looking for ways of upgrading your Amiga without clutter? See page 77.

CD-ROMS

- **CD-ROM Round Up** 78
Three pages this month, with 8 CDs reviewed. Everything from audio to clip art.



Public Domain

- **PD Scene** 83
This month's Public Domain scene is packed with quality software, some of which is on the April CD-ROM. The highlights are a massive 80Mb demo called DataWorld, a highly rated RPG called Hill II, smutty Saturday Night Snooker, and demos from a Danish Christmas demo get-together, The Party IS.
- **PD Utilities** 87
Among the bewildering array of odds and ends sent in for PD utilities there is an odd American Max Headroom-style computer character, a strange self-testing program called Revision Master, some AMOS code and the best ever set of football icons. Check it out.



News 25

CU Amiga Magazine interviews John Smith of Amiga Technologies, to find out just what's happening in the UK Amiga world. Plus more World Of Amiga show news and a computer security report.



Subscriptions 106

Massive subscriptions offer! Money off around the world and special six month deals too!

Get CU Amiga Magazine delivered to your door every month. No more braving the elements to find that your newsagent has sold out! Don't miss these offers.

Workshop

Imagine 3.0	92
Now you've got the hang of textures in Imagine, John Kennedy moves onto the subject of texture mapping.	
VideoStage Pro	96
If you've been beavering away on your home videos with VideoStage Pro, here's some more essential reference material.	
Graphics Masterclass	98
This month's feast of graphics tutorials includes advice on how to make up photos of UFOs and other phenomena.	
Wired World	100
All the latest from the Internet and the wide world of comms, plus of course Net God on his soapbox.	
Sound Lab Q&A	103
A special Q&A edition of Sound Lab sees Tony Horgan finding a batch of popular questions on Amiga audio.	
Frequently Asked Questions	113
Networking Amiga is the subject of this month's regular Q&A session, hosted by John Kennedy.	
Q+A Masterclass	114
So you want to know all about AReas then? Following our simple examples, here's the lowdown on how it all works.	
Questions and Answers	116
Various technical problems and glitches are solved once again by our technical dream team, Tony and Matt.	
Backchat	118
Opinionated readers get to broadcast their own views to the masses in the regular letters page.	
Points of View	120
The good, the bad, the trials and tribulations of the Amiga. Find out what Alan Dykes, Lisa Collins, Tony Horgan and Mal Bettmann have to say.	

Oldies

Back Issues	104
Miss any of the spectacular issues we've done over the last two years? Then turn to 104 for consolation. A quick flourish of your cheque writing hand, or a few moments visiting your credit card details to a nice person at our back issues department could get you a shiny new old issue!	

Editorial



And so we've reached April, and things are beginning to brighten up on some fronts. Despite a miserable Christmas and a staff lay-off that had us all worried Amiga Technologies have reaffirmed their commitment to the UK market, as you will read in the news section this month. It's a commitment that has short, medium and long term aspects and should see the market remaining on track, perhaps even picking up, throughout this year.

You will have noticed, as of last issue and from now on, we were forced to put up the cover price to £4.50. CU Amiga Magazine is a high cost publication and unfortunately the returns from advertising which have traditionally helped pay the way have dropped significantly in the last 12 months. As I've stated before we've tried to avert price rises for as long as possible, but the inevitable must happen sooner or later. Which makes our new subscriptions offers all the more attractive. At £36 in the UK this equates to just £9.00 an issue, and massive reductions are also available to overseas readers. Half year subscriptions are now available too, and though these are not discounted, please take into account that you do get the magazine delivered to your door, and you're only committing for six months. There's never been a better time to subscribe.
Alan Dykes, Editor

Advertisers' Index

1ST COMPUTER CENTRE	28 0 21	0113251466	IN SOFT	64 0 40	01628 74970
17 BIT SOFTWARE	73	4124 300385	MAPET	33	01492 213000
ACTIVE LINKWARE	74 0 70	01228 782324	MS2100011	68	01568 22153
ANALOGIC	88	010164 1878	ONE ACCESS/MS13	63	01643 750317
BITTERSOFT	1	01099 181400	PE SOFT	64 0 64	01793 400033
BIT ELECTRONICS	89	01023 80004	PICTUREWORK	81	01098 000014
BITSTREAMS	70	01254 02727	POWER COMPUTING	170	01274 300700
CU AMIGA CLASS 0 632	100-111	0131 875 1506	PRES BASTI	78	01277 704206
DART	76	0119 2330066	PROMER MAIL 00000	100	01200 821153
DATL	61 0 61	01793 24670	REPAIRER MAIL 00000	63	01492 330001
OFFICE SOFTWARE	30	01438 45000	SELECTIONPRO	13	01763 200000
ONEMAL CREATIVE	29	01 81 710 0000	SIGREN SOFTWARE	7	0161 700270
PPC IMAGINATION	64 00	01793 40000	SOFTWARE 2000	64 0 60	01274 010004
PRODESIGN	66	41 671 461 655	TOP END 01101	14 0 14	01278 240070
EXCLUSIVE PD	60	01793 64560	UNITED PD	18	01033 070000
POD COMPUTER SERVICES	70	0171 252 3063	US PD	62	01687 001114
GORDON HARDWOODS	71, 78	01775 820071	USAGE COMPUTERS	62	01116 00000001
GREYTRONICS	71	0181 000 0013	VISION 01910000070	74	01292 770000
G.T.L.	32	0648 81714431			

Editorial

EDITOR: Alan "Steakboarding" Dykes
DEPUTY EDITOR: Lisa "I've copied me!!!!" Collins
TECHNICAL EDITOR: Tony "Do the Most" Horgan
"THE NAME'S BORN ... CS-BORN": Mat "80 hours" Bettmann
ART EDITOR: Helen "Beavers" Bealy
DESIGNER AND OFFICE MOTIVATOR: Anthony "Carlin" Collins
TECHNICAL CONSULTANT/SKE HEAD: John "Kawasaki" Kennedy
GAMES CONSULTANT: Matt "My hair fell down" Droughton
CONTRIBUTORS: Vanessa, Andy Mitchell, Martin Davies, Sarwan Harris, Andy Lanning, David Cassidy, The Village People, Eric "Chris" Ible
PHOTOGRAPHY: Mark Getchense
COVER IMAGE: Tony Stone
SYSTEMS AND REPRO: Sarah-Jane Leaver, Sarah Best, Gary Lord

Advertising/Marketing & Management

ADVERTISING MANAGER: Justice Carlsson
SALES EXECUTIVE: Marianna Masters
AD PRODUCTION: Tina Gynn, Ryan Beaudy, Fiona Conway
PRODUCT MANAGER AND MORAL SUPPORT: Vicki "Jesse" Jacobs
PUBLISHING DIRECTOR: David "Shaggy bear" Kelly
EXECUTIVE PUBLISHING DIRECTOR: Graham Taylor

Contacts

When contacting CU AMIGA MAGAZINE there are two golden rules.
 1. Send your letters etc to the right department (see below) and please do not use an AOL to reply.
 2. Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we'd love to, we simply cannot reply personally to the hundreds of calls, letters, and faxes we get. Answers have to be through the pages of the magazine only.
ADVERTISING AND ADVERTISING PROBLEMS: If you wish to advertise, or have a problem with a company advertising in CU AMIGA MAGAZINE our advertising team will be glad to help. Contact Justice Carlsson or Marianna Masters on 0171-872 6700, fax them on 0171 218 6218, or write to them at: **ADVERTISING, CU AMIGA MAGAZINE, Priory Court, 38-32 Farringham Lane London EC1R 3AR.**
READERS' LETTERS AND TECHNICAL PROBLEMS: For general, non-technical, enquiries send your letters to Backchat. For technical problems send them to E&L, both via c/o AMIGA MAGAZINE, Priory Court 38-32 Farringham Lane, London EC1R 3AR. Phone: 011 872 6700. Fax: 011 218 6218. Please remember that we cannot answer enquiries in detail by phone. If you need advice urgently or have a problem that we call on between 4.30pm and 5.30pm Tuesdays, Wednesdays and Thursdays. We will try to assist you within three hours, but complex questions may be too difficult to resolve over the phone. Because of press deadlines we may have to ask you to call at another time. Alternatively, E-Mail us at backchat@cu-amiga.com or 011 872 6700.
PD SUBMISSIONS: We get hundreds of new PD programs every week, but we're still hungry for more. If you've written a PD program that you're proud of send it to the PD ZONE, CU AMIGA MAGAZINE, Priory Court, 38-32 Farringham Lane, London EC1R 3AR.
COMPETITIONS: CU AMIGA MAGAZINE often runs competitions. To enter one of these simply put your name and address on the back of postcard, along with the answers and send them to us at the usual address. Competition entries are only accepted by post. One entry per person please and the editor's decision is final. Winners will be notified by post. Entry rules may be printed from time to time.

BACK ISSUES: 11680 003 000. Subject to availability. 68 pages CU 25 (inc P&P), 64pp 47.50.

SUBSCRIPTION DETAILS: Subscriptions are available from Tower Publishing, Tower House, Sovereign Park, Ludlow Street, Market Harborough LE16 6EF. Tel: 01533 620000. Annual subscription rates (inc postage) 12 issues: UK/EURO £20.00. SWITZERLAND £24.00. AIRMAIL EUROPE £74.00. AIRMAIL NEW ZONE 1 £116.00. AIRMAIL NEW ZONE 2 £116.00.

Copy's (Q&S) PROBLEMS: If you long a family event that this week is when your first or last 10 back Soggy people CU AMIGA MAGAZINE COULD BEG BOTTLED PC MYIE. IMMEDIATE TOP BUSINESS PING, IMMEDIATE BOTTLES TYPING, AND IMMEDIATE CU-KEY PLEASE! ARE YOU FEELING OR POSE 10 AND ADDRESSES TO PLEASE BEHOLD OF THE PROBLEMS.

COMMS: You can contact CU AMIGA MAGAZINE, via the Internet @ Mail on internet@cu-amiga.com..... please keep E-Mail brief and to the point.

© 1999 Images 1 000/100. The part of the magazine may be reproduced in any form, either abstractly or mechanically, or sold without the express written permission of the publisher. Court files remain the copyright of their respective suppliers and may not be duplicated, distributed or sold in without their permission. All material and photos are held to be accurate in the time of going to press. CU AMIGA MAGAZINE always endeavours to maintain the highest standards, but cannot be held responsible for any errors, factual or otherwise which may have inadvertently crept into the issue. None of the reviews or practices in any section of this magazine constitute paid for or otherwise solicited advertisements for that product or supplier. CU AMIGA MAGAZINE is not responsible for any opinions expressed by its reviewers and their staff, but of any outside circumstances.
 PRINTED IN THE UNITED KINGDOM BY ST PITS PRESS LTD 01904 0000 A02: 14 100
 Jan - Jun 1999.

DATAFLYER SCSI+

Now includes CD ROM drivers and instructions. The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive. The Dataflyer SCSI+ will operate upto 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removable drives, tape back up drives etc.

Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600.

The Dataflyer SCSI+ easily installs into the A1200/A600 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connection through the blanking plate at the back of the A1200. Full instructions and software supplied.

DATAFLYER SCSI+ ONLY £69.99

SQUIRREL SCSI INTERFACE ALSO AVAILABLE £59.99
PCMCIA fitting SCSI interface

2.5' HARD DRIVES

Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WP2 for the A600 and WP3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you will be able to plug the hard drive into the hard drive socket.

PLEASE PHONE FIRST!



FREE HOW TO FIT YOUR HARD DRIVE
video and software disk to increase the drive's capacity with every hard drive ordered.

85mb £89.99
120mb £104.99
170mb £119.99
250mb £139.99
340mb £174.99
540mb £284.99

FREE WHILE-YOU-WAIT FITTING SERVICE FOR PERSONAL CALLERS

SCSI CD ROM DRIVES

MEDIAVISION 'RENO'

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.



RENO CD WITH SQUIRREL £174.99
WITH DATAFLYER £174.99

IDEAL CHRISTMAS PRESENT

APOLLO A1200 ACCELERATORS

APOLLO 1220

Amazing power for such a low price. This superb accelerator for uses a 68020 running at 28Mhz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second) Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



APOLLO 1220 ONLY £99.99
APOLLO 1220 +1mb £139.99
APOLLO 1220 +4mb £229.99

APOLLO 1232/50

An incredibly powerful trapdoor fitting accelerator based around a 68030 complete with MMU, 2 SIMM sockets (72 PIN SIMMS), socket for a floating point unit and battery backed clock. Runs at just under 9.5 MIPS (million instructions per second).



APOLLO 1232/50 £199.99
4mb SIMM £129.99
8mb SIMM £239.99
68882 FPU £69.99

APOLLO A620

Internally fitting A600 Accelerator features 68020 and FPU both running at 28MHz. 72 pin simm socket for up to 8 Mb of FASTRAM. Easy fit, makes your 600 faster than a 3000!!

APOLLO A620 ONLY £134.99
+ 2MB £199.99
+ 4MB £264.99

NEW PRODUCT

AIWA ACD-300

Top of the range external CD ROM drive. Suitable for use with any SCSI interface. Ideal with the Dataflyer SCSI+.



AIWA ACD-300 ONLY £187.49 OR WITH SQUIRREL £209.99 WITH DATAFLYER £209.99

CHINON CDROM

Superb high quality, low cost. Chinon external SCSI CD ROM drive. In a top quality fan cooled case or available as an internal unit.



CHINON CDS435 INTERNAL £79.99 EXTERNAL £109.99 EXTERNAL WITH SQUIRREL £154.99

QUAD SPEED CDROM DRIVE

Amazing value quad speed external SCSI CD ROM drive in a top quality enclosure.

PANASONIC QUAD SPEED EXTERNAL WITH SQUIRREL OR DATAFLYER ONLY £239.99

S
siren

No.1 FOR MAIL ORDER

No.1 FOR AMIGA IN MANCHESTER

Order NOW for immediate despatch

FREEPHONE 0500 340548
(credit/switch card sales only)

tel: 0161 796 5279

for enquiries or

fax: 0161 796 3208

Send cheques or postal orders (made payable to Siren Software) or credit card details to:

SIREN SOFTWARE,
178 BURY NEW RD,
WHITEFIELD,
MANCHESTER
M45 6QF,
ENGLAND

Access, Visa, Switch, Delta, Connect etc accepted

OPEN:

Monday to Friday 9am to 6pm
Saturday mornings 9am to 12pm

Personal callers welcome.

Please phone first to check availability of any item.

DIRECTIONS:

From the motor junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

All prices include VAT. Postage and packing will be charged at £3.50 per order (UK), £7.50 Europe and £12.50 rest of the world.

DISK 130

- **AmiFileSafe**
- **VirusZ**
- **HippoPlayer**



HippoPlayer
 HippoPlayer is an intelligent music module player which is capable of loading and autodetecting the format of a wide range of modules, including ProTracker, OctaMED, SID, TFMX, ScreamerTracker, FastTracker and more. Modules packed with XPK, Flmp, PowerPacker, Lha, LZK and Zip compression systems are supported. The Reqtools.library file must be in your Libs: drawer for it to work. If you've already installed the rest of the disk then this should already be the case, and if you have a hard drive, you may have it from some previous application's installer. Try running the HiP program and if you need the library you'll be told so. In which case you can run the Install_Vitals script first. Full documentation is available in the form of the HiPguide document.

Keep your data safe as houses with AFS, Virus 2 and HippoPlayer, all on cover disk 130.

If you don't have CD-ROM capability and have our floppy disk version instead of the CD-ROM one you won't be disappointed. We've got some very handy utilities on there.

Ami File Safe

Ami File Safe (AFS) is an alternative filing system for your floppy disks and hard drives. Disks formatted with AFS are faster, more efficient and less prone to errors than disks formatted and written with the Amiga's built in filing systems. AFS also allows you to fit more data on your disks.

Cover disk 130 contains two versions of Fourth Level Development's AFS. One is a complete version for use with floppy drives while the other is for hard drives, limited to a maximum partition size of 10Mb.

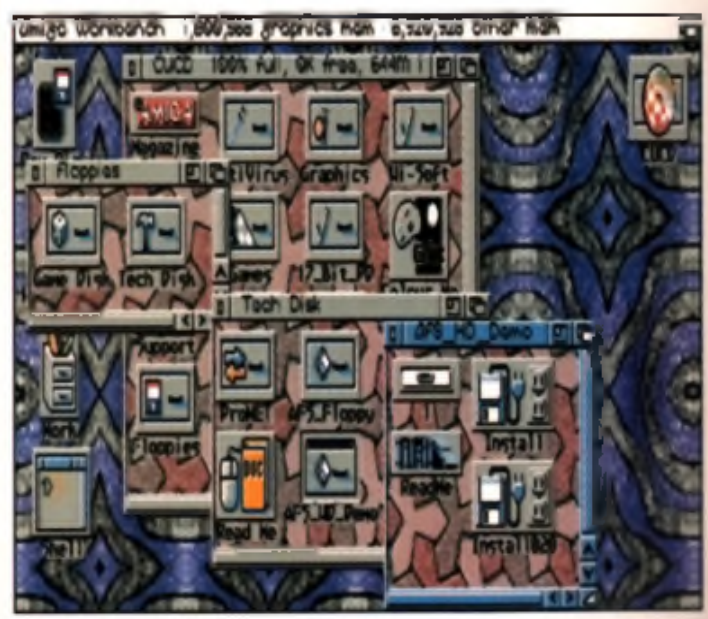
Floppy installation

If you are running a floppy-only system you'll first need to make a

copy of your Workbench disk and clear some space on the copy. Rename the copy of Workbench so that it is named exactly the same as the original. Put the original Workbench disk away and work only with the copy for now. Leaving the copy of Workbench write enabled, delete the Tools drawer to free up some space.

Boot from your Workbench copy, insert cover disk 130 and double click on its icon. Open the AFSFloppy drawer and you'll see four icons in a new window marked install_2.0 and install_3.0, along with 020 versions of both. The 2.0 and 3.0 refer to your Amiga's operating system (Workbench and Kickstart), while the 020 versions are for Amigas with 68020 or better processors. Double click on one of the icons according to your system.

AFS will now be installed onto your copy of Workbench. If you have just one floppy drive you'll be in for a lot of disk swapping but everything will work out in the end. Time to get a hard drive perhaps? Whenever you want to use



▲ All can vastly improve your disk efficiency

MIGA C
Version
hernet card the
oftware) but it of
se-T (Twisted p
E199
ou need! Simp
miga's hard drive
E 59
own TCP softwa
E 66
VISIO
E 90
CD-ROM's. An adv
support also allow
er ISO, ensuring
versal compatibility
CD
HP 486, Power PC
nus, Drawings)
MegPort, Signals, Ne
Drawings, Sprites,
options)
emos, AmigaGuit
T
4 Mb RAM (6
E110

VirusZ

VirusZ is a neat virus checker that sits in the background of your Amiga's operating system, checking for suspicious activity that could be caused by a virus. It can also be used to check specified disks and files for virus infection. We chose to include VirusZ on disk 130 as its 'brain file' is well up to date and can detect just about all the latest viruses. We can't guarantee that it will catch every virus, as new ones appear all the time, but it's the best way to keep your Amiga safe.

To run it on a floppy-only system you'll need some space free on your Workbench disk. This is because VirusZ needs a library that it expects to find in the Libs drawer of your Workbench system. If you've already installed AFS Floppy as described on the page opposite you should have enough space on your copy of Workbench. Boot this and then double click the Install Libs icon in the VirusZ drawer. The relevant files will be copied to your Workbench disk. You can now run the VirusZ program straight from the cover disk.

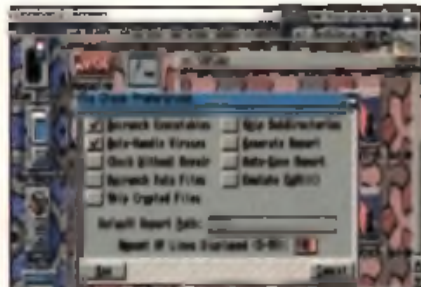
Hard drive users should boot the hard drive and then use the



▲ VirusZ is on disk 130 and the CD.



▲ Installation is very simple.



▲ Configure VirusZ to your requirements.

Install Libs icon. If you have the CD edition you'll find VirusZ in the AntiVirus drawer. We recommend you drag the VirusZ icon into the WBStartup drawer, or alternatively copy VirusZ onto your hard drive and call it from the user-startup sequence.

What to do with VirusZ

Once VirusZ is running you can set a number of options to configure it to your requirements. Click on the VirusZ bar at the top of the Workbench screen so that it becomes active. Now when you hold down the right mouse button you'll see VirusZ menus appear rather than the usual Workbench menus.

Selections from the first menu will carry out tasks, while the second menu is used to set the options for the tasks. From thePrefs/File Check option we suggest you click the Decrunch Executables button and save the changes. This will mean that compressed files will be unpacked and checked during a File Check process. To check a disk or a directory of files, select the File Check option from the

Project menu, choose your area from the file requester (use the All button for speed once you've selected the disk) and click OK. You'll be given a progress report as the program checks all the files. If you have AmigaGuide installed on your machine you can read up on all the advanced options from the VirusZ English guide document on the disk.

AFS disks you will need to boot with this copy of Workbench.

Using AFS Floppy

Now it's installed, you won't actually get an AFS disk icon on the Workbench until you have formatted an AFS disk. Because there is no disk icon you can't use the Workbench menus to format an AFS disk - you'll have to use the Shell instead. Enter the following in a Shell window, pressing Return after each line:

```
cd sys:system
resident format
```

The above lines will make formatting disks a lot simpler. Now to actually format an AFS disk, insert a blank into the internal floppy drive and enter the following all on one line and press Return:

```
format DRIVE af0: NAME
afdisk
```

In the line above, pay close attention to the case of the letters

(capital letters where appropriate) and make sure you enter AF0: with a zero, not a letter O. You can now read and write to and from the disk in the internal drive by addressing it as AF0:. You'll notice that an icon called 'afdisk' has now appeared on the Workbench. When you format another AFS disk, change the 'afdisk' part of the line above to a different name. This will become the volume name of the formatted disk.

Hard drive installation

To install AFS onto your hard drive, boot from your hard drive and then insert either cover disk 130 or the CD if you have the CD edition of this month's CU Amiga Magazine. If you want to use AFS on both floppy disks and your hard drive, you'll need to run the floppy installer too. Double click on the relevant icon from the AFS_Floppy drawer and see the text above marked Using AFS Floppy for more details.

Installation of the AFS HD demo is more complex. Select or

make a suitable partition on your hard drive. All the data in the selected partition will be destroyed when installing Ami-FileSafe, so make sure you make a back-up. Ami-FileSafe must be installed in the H: directory. You can do this by double clicking on the Install or Install020 (For 68020+ machines) icon.

Now you can install Ami File Safe on the RigidDiskBlock. You can use Commodore's HDToolbox which comes supplied with the Workbench software. We assume here that you will use HDToolbox. If you use another tool you should refer to its documentation.

Select Advanced Options in the the Partitioning window. A number of extra buttons will appear. Click on Add/update... and then click Add New File System. Type in:

```
L: HardDiskAFS
```

for the name of the file system. Set the Dostype field to 0x41465301 and then select Ok. Go back to the Partitioning window, select the desired partition

and select the Change button. Select Ami-FileSafe (AFS1). Use all the default options: automount on, block size 512, 2 reserved blocks.

If you are using an older version of HDToolBox and there is not a Change button then click on Custom File System and then type 0x41465301 into the Dostype field. Change the Buffers field to a value between 50-200 depending on how much memory you have free (1 Buffer = 1K).

If you are using an IDE drive then set the Maxtransfer value to 0x1fff. Now select Ok and the Partitioning menu will appear again. Fill in the name you want the device to have in the Partition Device Name field (e.g. DH1). Set the the Bootable flag if you want to boot from this partition. Go back to the main screen and save the changes.

Ami File Safe should now be installed on the partition. Reboot and format the partition from Workbench. If you have done something wrong then go back and start again. ■

Hi Quality Version Available on AMIGALAND.COM

The World's FASTEST AMIGAS

are on this page!



THE SPEED OF OUR BOARDS ARE UNSURPASSED!
All you need to do is compare their performance

Standard 68020	150
Standard 68030	150
Standard 68060	150
Standard 68060 Turbo	150
Standard 68060 Turbo Accelerator	150
Standard 68060 Turbo Accelerator MMU	150
Standard 68060 Turbo Accelerator MMU 6Mb	150
Standard 68060 Turbo Accelerator MMU 6Mb Exp. to 12Mb	150
Standard 68060 Turbo Accelerator MMU 6Mb Exp. to 12Mb + 4Mb RAM	150
Standard 68060 Turbo Accelerator MMU 6Mb Exp. to 12Mb + 4Mb RAM + 2Mb RAM	150
Standard 68060 Turbo Accelerator MMU 6Mb Exp. to 12Mb + 4Mb RAM + 2Mb RAM + 2Mb RAM	150

EXPERIENCE 64

64-BIT ENGINE 4800 68010 24-BIT COLOUR ACCELERATED GRAPHICS CARD

For all those Amigas that like high speed graphics, Cybervision offers you 64-bit colour at 60Hz colour at 250 x 250 pixels in the 32-bit Colour, 640 x 256 x 4 duplex colours (4Mb ram upgradeable)

Cybervision 64... 2Mb - £299.00
Cybervision 64... 4Mb - £399.00

LIMITED OFFER - FREE PHOTOGENICS (100 MB) WITH CYBERVISION 64

PHOTOGENICS LTD. Powerful software for image manipulation - the ULTIMATE 24-bit graphics package for AMIGA or 486PC. Includes 27 effects for processing photographs such as Enhance, Rotate, Trim, Add, Mirror, as well as Paint Tools, Crop, Paste, Open, Fill. It's new - brilliant! (Packaging is black for illustration purposes only and is not included)



NEW CYBERSTORM II

THE WORLD'S FASTEST ACCELERATOR

40% CPU ACCELERATION OF THE FIRST EVER 68060 MMU ACCELERATOR

When you fit Cyberstorm II to your AMIGA 48600T (Amiga 486) you can, for example, render a graphic with Image 2.0 with 20% more speed than the standard Amiga 48600T.

Cyberstorm II is fully plug and play and 486PC users can also use the SCSI 2 and SCSI Fast and Wide options (which are available on all Amiga boards).

- Up to 128Mb of standard SIMM can be installed and 256Mb is available on the 68060 Turbo.
- Options include a SCSI 2 module, or a SCSI Fast and Wide module (available in April 93)

Cyberstorm II 68060/50...
50MHz 68060, 0Mb (Expandable to 128Mb) **£699.00**
SCSI 2 Module **£99.00**
SCSI Fast & Wide Module (April 93) **£149.00**
SIMM RAM Expansions (Please call for a range of SIMM prices)

Prices shown are in GBP and refer from manufacturer's recommended retail price (MSRP) for the standard 68060 Turbo and Cyberstorm II boards.

BLIZZARD TURBO MEMORY

28MHz 68020 A1204 TURBO 4Mb 32-Bit RAM Expandable to 8Mb

Blizzard 1220-4 4Mb Turbo Memory Board
Offers you the best price performance ratio of any 32-bit RAM expansion on the market since price/performance is a great memory board should be a Real Time Clock (RTC) expansion board, a Real Time Clock (RTC) expansion board, a Real Time Clock (RTC) expansion board, a Real Time Clock (RTC) expansion board.

- Can be disabled in situ for full game compatibility
- Integrated 28MHz 68020 Clock Speed Doubler for up to 56MHz overall performance increase
- Factory installed & Tested 4Mb 32-Bit FAST RAM
- Expandable to 8Mb with Blizzard Add-4 Board
- Integrated Battery Backed Real Time Clock
- Easy Toploader Installation - no modifications required and does not invalidate the Amiga Warranty

There are 32 32-bit boards left in the factory stock at the time of writing.

1220-4 Turbo 28MHz 68020 **£199.00**
4Mb 32-Bit Fast RAM (Expandable to 8Mb)

Add-4 Board - extra 4Mb for 1220-4 **£169.00**
4Mb 32-Bit Fast RAM add-on

Motorola Maths Co-processor **£59.00**
8086 PLOC type FPU, 33MHz

THE AWARD WINNING A1204 RAM EXPANSION!

BLIZZARD TURBO ACCELERATOR

50MHz 68030 A1204 TURBO ACCELERATOR 6Mb Expandable to 128Mb

The Blizzard 1230 MkIV Turbo Accelerator Memory Board
The highest performing 68030 accelerator available for the A1200. With its 50MHz 68030 and MMU, the new 1230-TV offers EVEN BETTER VALUE FOR MONEY in a LOWER PRICE! With a 50MHz 68030, being a 64-Bit RAM and SIMM you can use the 1230-TV for fast performance up to 128Mb. It's a 68030 accelerator with a 64-bit expansion bus in the Motherboard's SCSI 2 port. The 48-bit standard SIMM socket provides for up to 128Mb of memory. 32MB FAST RAM is up to 256Mb with the SCSI 2 option using 68030 SIMM sockets.

- Can be disabled with Single Keyswitch to Boot Up for Full Game Compatibility, even with Badly Programmed or Older Software!
- Battery Backed Real Time Clock
- High Performance Expansion with Full 32-bit DMA
- 680 PPL Socket allowing Optional 68040 4880 PPL
- Easy Toploader Installation - no modifications required and does not invalidate the Amiga Warranty

1230-TV Turbo 50MHz 68030 & MMU **£159.00**
6Mb 32-Bit Fast RAM (Expandable to 128Mb)

6Mb 50MHz RAM Expansion (Fast 68 Nonvolatile) **£109.00**
32-Bit, 72 pins (Call for Larger SIMM prices)

Motorola Maths Co-processor **£99.00**
4880 PLOC type FPU 33MHz

SCSI-IV KEY SCSI-2 Module for 1230-TV and 1260 **£89.00**
(With additional 128MB SDMM socket)

THE WORLD'S FASTEST A1200 680 ACCELERATOR!

BLIZZARD TURBO ACCELERATOR & MMU

50MHz 68060 A1204 TURBO ACCELERATOR & MMU 6Mb, Expandable to 64Mb

The Blizzard 1260 Turbo Accelerator Board
Offers Amiga a 68060 Turbo Accelerator with a 68060 Turbo which can be plugged into the expansion slot. This Amiga 1260 Turbo Accelerator board offers more than the speed of a 68060 Turbo Accelerator and up to 64Mb of standard SIMM RAM. It's a 68060 Turbo Accelerator with a 68060 Turbo Accelerator.

- Can be disabled with Single Keyswitch on Front Panel Game Compatibility, even with Badly Programmed or Older Software
- High Performance Expansion with Full 32-bit DMA
- 680 PPL Socket allowing Optional 68040 4880 PPL
- Easy Toploader Installation - no modifications required and does not invalidate the Amiga Warranty

1260 Turbo 50MHz 68060 & MMU **£599.00**
6Mb 32-Bit Fast RAM (Expandable to 64Mb)

SCSI-IV KEY SCSI 2 Module for 1260 **£99.00**
and 1230-TV (With additional 128MB SDMM socket)

6Mb SIMM RAM Expansion (68060) **£109.00**
32-Bit, 72 pins (Call for Larger SIMM prices)

1260 & 1230 TURBO BOARDS
These boards are available in a limited quantity. Call now to reserve yours.

50MHz 68060 A1500 or A2004 TURBO ACCELERATOR & MMU **£699.00**
6Mb - Expandable to 128Mb

The Blizzard 2060 Turbo Accelerator Memory Board
Offers a 68060 Turbo Accelerator with the 68060 Turbo Accelerator. This Amiga 2060 Turbo Accelerator board offers more than the speed of a 68060 Turbo Accelerator and up to 64Mb of standard SIMM RAM. It's a 68060 Turbo Accelerator with a 68060 Turbo Accelerator.

2060 Turbo 50MHz 68060 & MMU **£699.00**
6Mb 32-Bit Fast RAM (Expandable to 128Mb)

GH

GORDON HARWOOD COMPUTERS
Gordon Harwood Computers Limited
Dept. CUA at New Street, Alfreton, Derbyshire. DE55 7BP

01 773 836781
or FAX: 01 773 831644

Email: gharwood@eworld.com

Free info, Money, 1988 and FPU prices may change without warning due to exchange rate fluctuations. Please confirm prices prior to ordering. CALL TO COUNTESS

AVAILABILITY: While stocks last. A LONG JOURNEY TO VISIT US. OUR OPENING TIMES ARE: Monday to Saturday, 10am to 5pm.

All Harwood Computers products are built using the finest 68060 Turbo Accelerator boards in the world. They are built with the finest components and are guaranteed to last. They are built with the finest components and are guaranteed to last.

OUR RANGE HAS WON MORE AWARDS THAN ANY OTHER...

What the Magazines think...

Blizzard products have consistently achieved the highest magazine accolades and awards. Amiga Magazine voted "the Blizzard 1260 is destined to become the ultimate expansion option for A1200 users". 1993 SIMM BUY Award.

Amiga Computing "If you want the fastest Amiga in the World, get this board". 92% BEST CPU Award.

Amiga Personal "5th on the list of A1200 in the World". 99% BEST Board Award.

How to Order from GH...

BY POST: Simply tick the order box on the Amiga Magazine, Amiga 486, Amiga 500, Amiga 504 and Amiga 508. Complete your name, address and payment details. Send to: Gordon Harwood Computers, Dept. CUA, New Street, Alfreton, Derbyshire, DE55 7BP.

BY PHONE: Simply call our order line on 01 773 836781. We will be happy to take your order and provide you with a quote. Payment can be made by cheque or credit card. Delivery is by air to ensure your order arrives as quickly as possible.

BY FAX: Simply fax your order to 01 773 831644. We will be happy to take your order and provide you with a quote. Payment can be made by cheque or credit card. Delivery is by air to ensure your order arrives as quickly as possible.

DELIVERY: We offer prompt delivery with your order outside the UK. Delivery is by air to ensure your order arrives as quickly as possible. Delivery is by air to ensure your order arrives as quickly as possible.

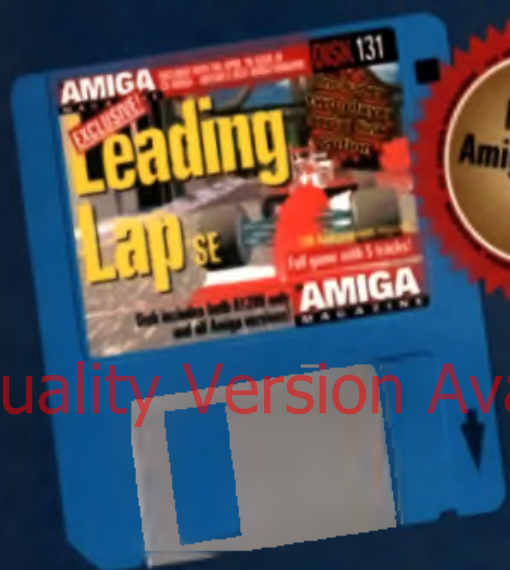
EXPORT: Most items are available Worldwide, and at the same price. Please call us for more information. Delivery is by air to ensure your order arrives as quickly as possible.

WARRANTY: Manufacturer's standard warranty applies to all our products. We also offer a 3-year warranty on all our products. Please call us for more information.

DISK 129

Leading Lap SE

A game by Reflex
Interactive/Kellion



For all
Amigas with
1Mb

Hi Quality Version Available on AMIGALAND.COM

These are the main controls:

- Joystick forward: Accelerate
- Joystick back: Brake
- Joystick left: Turn left
- Joystick right: Turn right
- Esc: Quit race/Continue
- P: Pause and options
- Space bar: Toggle camera height
- F1-F10: Adjust viewing angles/view other cars
- Return: Return to your car



Choose your driver, choose your car, fire up those engines and get going. This polygon racing sim is yours **EXCLUSIVELY** from **CU Amiga Magazine** ...

If software houses won't publish games like *Leading Lap* for you we will. It's not the full commercial release though - how would Reflex Interactive survive if we went around putting their bread and butter on our disk? But it is the full game nonetheless, with five tracks, that's why it's the special edition. We'd sooner bear the brunt of bad feeling in the games industry than see you deprived of it though.

There are two versions on the disk, for both AGA and ECS. The A500/600 version will work on the A1200 and it'll be faster too, but the AGA version does have more sound effects and more detailed scenery. Needless to say the AGA version will not work on an A500/600. You will need to decompress the version of your choice to a separate single disk. This is a simple process: 1. Have a new blank formatted disk close to hand and turn off your Amiga. 2. Write protect disk 131 and insert it into the internal drive. 3. Turn on your Amiga and wait until a CU Amiga loading screen appears. This will have two disk icons on it. 4. Follow the instructions to press either F1 or F2 to decompress either the AGA or standard version on *Leading Lap* to your blank disk. 5. Once all files have been decompressed onto the blank disk simply restart your machine with this disk

in the drive and the game will start. Label this new disk "*Leading Lap SE*". Put disk 131 in a safe place in case of future problems. If you have any difficulty decompressing or loading the disk then turn to page 23 for advice.

Running *Leading Lap SE*

Leading Lap SE is simple to load and run, but it'll take some time to get used to the tracks. It requires joystick or joypad, and will not respond to mouse control. Once you've loaded the game you'll enter a menu screen which asks you to Start Season or enter a Grudge Match. If you have a serial null modem cable you can use the grudge match option to play against a friend with another Amiga. More details about this under the heading Serial Play.

Pressing the Start Season option will bring up your choice of driver. There are five to select from and you can find out more about them by pressing the driver stats button on the driver select





and height, pause or quit the race, adjust the complexity of the scenery or switch the tracker on or off. Experiment with these to get the fastest and best looking set up on your

individual machine

Serial linking ...

If you want to get really competitive you should find a friend with an Amiga and a null modem cable. You can link up two A500s or two A1200s or, say an A500 and an A1200. If you do the latter though you must remember that the person with the A1200 will have an advantage and you must be running the non-AGA version on both machines. This type of link will crash more often than a link between two similar machines.

To link up you need to have the cable plugged into the serial ports

screen. Once you've chosen your driver press on next. This will bring up your car selection screen. Here you have a choice of three vehicles. Pressing on next after this will bring up the Racing Championship menu. Here you can enter the championship immediately by choosing to Start Next Race, or practice any one of the five tracks in the Practice mode.

Racing controls

Leading Lap uses both joystick and keyboard during a race. The joystick is the primary control device but using the keyboard you can adjust the viewing angle

Problems and the track editor

There are two versions of leading lap on both the cover disk and CD you now own. It is fully functioning in all ways: you can enter competitions, you can race against human competition using a serial link, you can do everything you could in the full version of the game we reviewed three months ago, except race on some of the tracks. This is yours to play for as long as you want, for the cover price of the magazine: there are no catches. But Reflex Interactive, who supplied us with the game, are doing an upgrade offer too, the sort of one you usually see with a utility. This gives you seven more tracks, extra sound effects, a track editor (AGA only) and an objects suite (AGA only) which will allow you to make up your own tracks. This is the difference between Leading Lap MPV as reviewed and Leading Lap SE. If you have any problems with Leading Lap SE or you would like to upgrade to the extra tracks and the editor please write to Reflex Interactive at CU Amiga Leading Lap SE, REFLEX INTERACTIVE, 13 Hawley Crescent, London NW1 8NP. The extra 7 tracks and SFX is available for A500/600 at £4.99 plus 1.95 P+P, while the AGA only track editor, plus the extra tracks, objects and SFX is £12.99 plus £1.95 P+P.

Compatibility ...

Leading Lap has been tested on Amiga 500, 500+, 600, 1200 and 4000. It works even if there is a hard drive present and works with the Blizzard 1230 accelerator board we use regularly. However, if you have problems with Leading Lap it may have something to do with the peripherals you have plugged in. If so, test it without your RAM or Accelerator, or any other peripherals. It will work! Believe us!

of both Amigas, and then load Leading Lap SE. When you reach the first options screen select Grudge Match and then simultaneously select either Grudge League or Single Match from the next two selections.

If you are properly connected the link will take about 5 seconds to establish. After this one of you should receive a message saying something like "link successful, you are the slave". The other will receive a message saying "link successful, you are the master". It is important that the slave makes their driver and car selection first, otherwise the link has a tendency to crash. Once the slave has made his or her selection the master needs to select drive, then car, then which one of

the five tracks you want to race on. After this the race will begin as normal except you'll both be racing against each other on different Amigas and different screens.

If your link crashes then restart everything all over again, having first checked that your null modem cable is properly connected.

All serial links have a tendency to disconnect from time to time for no apparent reason, but if you play things by the book it shouldn't happen too often. ■



On the CD

If you have the CD-ROM version of the magazine you will find Leading Lap already uncompressed in the Floppy folder. To run it on an A1200 simply double click on the AGA version to run it on an A500/600 double click on the standard version. If you have a CD32 you will unfortunately not have enough memory to run the full AGA version so double click on the standard version. This is faster anyway, so don't worry. A bonus for CD32 owners is that the joypad operates the various views via its multiple buttons. Try this.

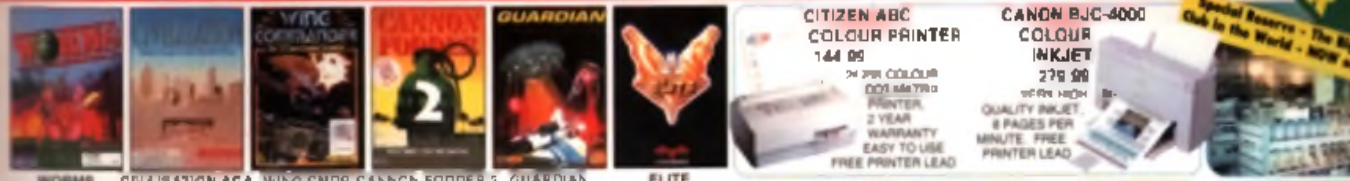
SPECIAL RESERVE

Thousands of discounted games and peripherals, many at **UNDER HALF PRICE** or **BELOW TRADE PRICE**

OUR BEST EVER MEMBERSHIP OFFER

buy
tip £7
mit

- PRICE SAVE
14.99 £15
10.99 £10
22.49 £27
10.99 £14
9.99 £20
10.99 £18
10.99 £14
9.99 £20
9.99 £12
9.99 £20
10.99 £21
22.49 £27
10.99 £14
10.99 £18
10.99 £14
9.99 £20
9.99 £12
10.99 £17
10.99 £17



WORMS 19.99 **CIVILISATION 204** 13.49 **WING COMMANDER** 9.99 **CANNON FODDER 2** 14.99 **GUARDIAN** 10.99 **ELITE** 4.49

SAVE £2 SAVE £20 SAVE £25 SAVE £16 SAVE £10 SAVE £20

SEE OUR FREE OFFERS WHEN YOU BUY ANY ITEM AT THE SAME TIME AS JOINING

AMIGA GAMES
New or re-released
512K - Will work on 512K machine
NOP - Will not work on A500+, A600 or A1200
HD1+ - Will not work on the A1200

Amiga A500 & Compatible

TITLE	OUR PRICE	SAVE
ARMED AND DANGEROUS	19.99	£20
ARMED ASSAULT (2DISK)	6.99	£11
ARMED TRAINER	20.99	£25
BOMB POOL	3.99	£5
BULL DOG FORTRESS	12.99	£4
WALT WARRIOR 3	3.99	£5
WARRIOR FOR THE AGES	8.99	£8
WOLF JOLLY COMP	3.99	£5
WARRIOR FOOTER, SETTLERS, PACER ENGINE, T2	18.99	£16
WARRIOR & STEEL SHIP	24.99	£10
WARRIOR (SHAREWARE GAMES)	9.99	£10
BLAZE CRUISE	11.99	£21
BLAZE TRAINER	21.99	£28
AMIGAN FOOTER	13.99	£12
AMIGAN FOOTER 2	14.99	£15
AMIGAN FOLD SQUARES	4.99	£8
AMIGAN FOOTER PART 2	21.99	£28
AMIGAN MANAGER ITALIA 8594	8.99	£16
AMIGAN ENGINE (3DISK)	8.99	£16
AMIGAN ENGINE 2	8.99	£16
AMIGAN FOOTBALL - THE MANAGER 500	23.99	£24
FOUNDATION	23.49	£11
AMIGAN CHESS & NOISE	4.99	£9
AMIGAN SPL. SHIP POWER	11.49	£3
AMIGAN SLIPPER	11.49	£3
AMIGAN SLIPPER 2	11.49	£3
AMIGAN SLIPPER 3	11.49	£3
AMIGAN SLIPPER 4	11.49	£3
AMIGAN SLIPPER 5	11.49	£3
AMIGAN SLIPPER 6	11.49	£3
AMIGAN SLIPPER 7	11.49	£3
AMIGAN SLIPPER 8	11.49	£3
AMIGAN SLIPPER 9	11.49	£3
AMIGAN SLIPPER 10	11.49	£3

Special Reserve - The Biggest Game Club in the World - over 1000 titles

reserve.co.uk
The Special Reserve Discount Club

OVER 250,000 PEOPLE HAVE JOINED SPECIAL RESERVE.
WE ARE MARKET LEADERS IN MAIL ORDER HOME COMPUTING.
CHECK OUT OUR COLOURFUL CLUB MAGAZINE, OUR AMAZING CLUB SHOPS OR OUR INTERNET SITE AT www.reserve.co.uk

Open 10am to 8pm (5pm on Sundays)
01279 600204

Special Reserve is mainly mail order but we have a fantastic club shop which stocks our entire range.
Club Shop at
CHELMSFORD
43 Reconn Road, Chelmsford, Essex. (off the A12 off the left of the road)

SAWBRIDGECORNER
The Mallings, Station Road, Sawbridgeworth, Herts.
SAWBRIDGECORNER is a specially established club shop which writes as you join.

CITIZEN ABC COLOUR PRINTER 144.99
24 PIN COLOUR 4800 DPI
3 YEAR WARRANTY
EASY TO USE
FREE PRINTER LEAD

CANON BJC-4000 COLOUR INKJET 279.00
96 PAGES PER MINUTE
FREE PRINTER LEAD

FREE
When you join or renew at the same time as buying any item from our entire range you can choose one of the FREE OFFERS below.



QUICKJOY FOOTPEDAL FREE OFFER

FOR AMIGA. WORKS IN CONJUNCTION WITH JOYSTICK OR FREEWHEEL STEERING WHEEL TO ENHANCE GAMEPLAY



SUPERMODEL KELLY
HIGH QUALITY LAMINATED MOUSE MAT OR GUYVER 1 VIDEO

AMIGA UTILITIES
Amiga A800 & Compatible

MANGA CARTOON ACTION (15)

Sony PlayStation ... 299.99
FREE DOOM CD worth 44.99
= 140 worth of Extras Free
A COMPLETE WITH ONE CONTROLLER & OSMO CD
Plus 75 Extras worth 44.99



Sega Saturn ... 309.99
WITH ONE CONTROLLER, SCART LEAD AND A CHOICE OF DAYTONA RACING, PANZERDRAGON OR VIRTUA FIGHTER
WIN a Nintendo 64 with Super Mario 64

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

ANNUAL MEMBERSHIP FEES UK £7.00 EC £9.00 WORLD £11.00

Club benefits include regular club magazines, club competitions and huge discounts across the range. Members are under no obligation to buy. All prices include VAT and postage to Mainland UK mainland addresses. Overseas orders must be paid by credit card. Hardware items (battery or mouse) are only supplied to the UK addresses. (Hardware discounts £2.99 per software item or 25% on other items)

(BLOCK CAPITALS please)
Name & Address _____

Postcode _____ Phone No. _____ Machine _____

Enter membership number (if applicable) or new membership fee: ANNUAL UK £7.00

Please use the back of this order form to add any special delivery charge

1st Class Post 50p per posted item or £3 hardware
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheques P.O. / Access / Credit cards by Visa / Switch / Visa

Credit Card _____ Expiry Date _____

SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH

THE BIGGEST GAMES CLUB IN THE WORLD
ESTABLISHED 1988
TWO NINTENDO 64'S TO BE WON

AMIGA UTILITIES
Amiga A800 & Compatible

TITLE	OUR PRICE	SAVE
AMIGA UTILITIES	14.99	£16
AMIGA UTILITIES 2	14.99	£16
AMIGA UTILITIES 3	14.99	£16
AMIGA UTILITIES 4	14.99	£16
AMIGA UTILITIES 5	14.99	£16
AMIGA UTILITIES 6	14.99	£16
AMIGA UTILITIES 7	14.99	£16
AMIGA UTILITIES 8	14.99	£16
AMIGA UTILITIES 9	14.99	£16
AMIGA UTILITIES 10	14.99	£16

Hi Quality Version Available on AMIGALAND.COM

LOW PRICES ON AMIGA PERIPHERALS

COMMODORE AMIGA POWER SUPPLY	26.99
ANTI-SURGE 4 WAY MULTIPLEG	24.99
EXTERNAL DISK DRIVE FOR AMIGA	47.99
INTERNAL DISK DRIVE FOR A800	49.99
INTERNAL DISK DRIVE FOR A800 & A1200	59.99
OVERDRIVE HARD DRIVES FOR AMIGA A800, A800+ & A1200	119.99
OVERDRIVE 250 MB HARD DRIVE	239.99
OVERDRIVE 1.25 GB (1272 MB) HARD DRIVE	299.99

165+ EXTRA GAMES FREE WITH ALL AMIGA MAGIC PACKS

ALL OUR AMIGA MAGIC PACKS COME SUPPLIED WITH 26 SOFTWARE TITLES

WORLDWORTH WARE, PHOTOGENICS V1.25E, DATASTORE, TURBO CALC V0.6, ORGANISER V1.1, PERSONAL PARTNER, WHIZZ AND FINBALL MANIA

ALL FREE ONLY FROM SPECIAL RESERVE

2001, LEMMING 83, 82 DEN'S, SPEEDBALL 83, TRIUMPH, PUNISH, OSCAR WING, COMMANDER EPIC, CIVILIZATION, DRILLER PAINT, & A&A INC. PRINT, MANAGER 1, FREE SOFTWARE TITLES SUBJECT TO CHANGE

A800 2 DISK MAGIC PACK ... 299.99
A1200 2 DISK MAGIC PACK ... 399.99

WITH 170MB INTERNAL HARD DRIVE ... 499.99
A1200 2 DISK MAGIC PACK WITH 170MB INTERNAL HARD DRIVE ... 599.99

2 DISK MAGIC PACKS
FOR AMIGA A800, A800+ & A1200
WITH 170MB INTERNAL HARD DRIVE
2 DISK MAGIC PACKS
FOR AMIGA A800, A800+ & A1200
WITH 170MB INTERNAL HARD DRIVE

AVAILABLE

01279 600204

What's on your



Mat Bettinson guides you through the 650Mb of goodies on this month's cover CD.

Getting started

You can boot this month's cover CD on any CD-ROM compatible Amiga or CD32. Alternatively you can boot from your hard drive first and access the CD from there. If you choose this method, double click the InitCD icon (this is a very small icon in the bottom right of the CD window). This will set up the system so that much of the software can be run straight from the CD. There's no need to do this if you booted from the CD.

You'll notice that the icons are rather attractive but the colours may not be quite right. If this is the case, double click the ColourMe icon. These rather attractive icons were kindly supplied by Tom Ekstrom from his Iconographics 3.0 set.

All of the main areas can be accessed from the root directory of the CD (the main CUCD window). In general, if you open a drawer and find some icons inside, you should be able to click and run them. On the other hand, if you are presented with a list of filenames and no icons, it's likely that these files must be loaded into an application or handled in some other way (such as the Imagine objects for example which can only be used by loading them into Imagine).

The drawer icons that feature a tick mark all contain demos of existing CD-ROM titles and commercial packages, with a very generous selection of the software for you to try out. These CD previews are themselves contained in drawers marked with CD icons. These CD demos have their own front-ends that are used to access their files.

Now here's a guide to all the major areas of this month's CU Amiga Magazine CD-ROM.

Floppies

Contents: ECS (A500) and AGA (A1200) versions of Leading Lap SE full game, VirusZ anti-virus package, AFS hard drive demo, AFS floppy full version.

Leading Lap SE can be found here in DMS archive format, for both ECS and AGA machines.

The 'Tech disk' section contains the complete Pronet system with full documentation. For more information on the rest of the programs in this drawer, see the floppy disk instruction pages.

Shortly after the CD went to press, we found the VirusZ drawer mistakenly contains Virus Checker and not VirusZ. This is not a problem since VirusZ is also present in the Antivirus drawer off the root of the CD. Installing Virus Checker isn't a bad idea either for double protection. Installation is easy. Just boot from your own Workbench and click on the Install_Virus_Checker icon.

Magazine

Contents: tie-in files for the following magazine departments areas: PD Scene, Wired World, Graphics Masterclass, Q+A Masterclass and more.

The freely distributable software from PD Scene can be found in this drawer. All the software here is stored as DMS archives because it would not all run from the CD. You'll be prompted for blank disks as you select them. Also see the Misc/The_Party_95 drawer for more demos, some of which run from the CD.

Graphics Masterclass contains images for use with this month's tutorial, along with a few from previous issues. You'll find some more in the Imagine directory which includes some that were missing from our previous CD-ROM edition.

The Wired World directory contains the newest version of Metalool, the MIME encoding/decoding tool as featured in John Kennedy's Wired World tutorial this month. In order to install to your hard drive, simply drag the directory to an appropriate place. The Q+A Masterclass directory contains the ARexx script files as covered by John Kennedy in the Q+A Masterclass tutorial this month. Finally, the Amiga E directory contains virtually all the developers material for Amiga E as cover mounted on the December edition of CU Amiga Magazine. A great many archives have been extracted to this directory so viewing via Workbench will be messy. A directory utility would be best to find the Amiga E support files you need. Documentation for each will also be present in the same directory.



Hi Quality Version Available on AMIGALAND.COM

CD-ROM



Support

Contents: Iconographics icon replacement set, MUI 3.2 (fixed) support GUI system, Delitracker comprehensive module player and Viewtek 2.1 viewer.

The Support drawer contains a number of programs that are required by the CUCD and its software. First off, the Iconographics package is the top left icon. Click on Install_Icons to install these icons onto your Workbench, or the IGfx_Preview icon to show a picture of an example Iconographics Workbench. The IconInstaller program is a manual installation method using a drag and drop interface.

Magic User Interface 3.2 (MUI) is an extension of the Workbench system and is required by some software. If you didn't boot the CD, you'll have to click on the InitCD icon in the root directory to temporarily run MUI from the CD. If you intend to install MUI it would be a good idea to drag the MUI drawer onto your own HD as it will run much quicker.

The SuperViewCD drawer contains an exclusive CD demo of the wonderful multi-viewer/converter package called SuperView. SuperView uses special loader and saver libraries to load virtually any type of picture and save out as any other type of picture. What's more, it can display on virtually any display system from the Amiga's native ECS and AGA chip-sets to graphics boards and 32-bit systems such as CyberGraphX. Read the docs to gain more information and if you think it suits you, click the Install_SuperView icon to install to your HD.

Delitracker_II contains the Amiga's most powerful and comprehensive module playing utilities around. It handles virtually every type of module and can play from Fast RAM and even 14-bit playing and headphone mixing. Reading the documentation is highly recommended. Delitracker is activated by the Johan Alpmar ProTracker and the ScreamTracker jukebox icons in the modules section of the CD.

Finally, ViewTek is a picture viewer able to handle most types of files. It's simple to use and downgrades high-colour pictures such as 256 colour GIFs/AFFs and JPEgs to ECS HAM6 screen modes on non-AGA machines.

Games

Contents: Worms Special section, Blitzbombers demo, Watchtower demo, Nemas IV demo + many full PD/Shareware games.

Click on the Worms Special icon and you'll find a number of support files for Worms and a preview of a forthcoming Worms Enhancer CD-ROM. The maps contained here and in the Custom directory must be copied to your Worms TWCcustom drawer on your hard drive or onto fresh disks if you're playing from floppy. Read the documents here to find out more about the Worm map creators.

Next are four large ball icons with CDXL in their names. These are two of the CDXL animations from CD32 version of Worms. The CD32 icons should be clicked on only by users of CD32s and CD32 emulating CD-ROMs. The others should be used by those using SCSI CD-ROMs.

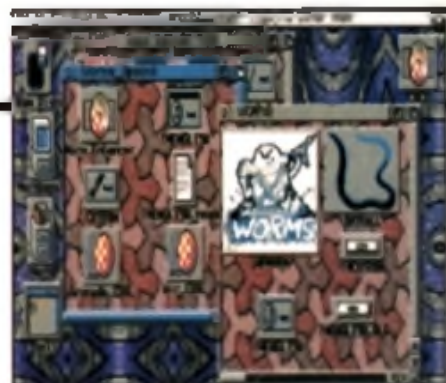
The last directory TWENGLISH, is a complete replacement sample set made by the CU Amiga team. Some of the samples came from smaller replacement sample sets. Many thanks to Jon

AntiVirus

Contents: Virus Checker and VirusZ anti-virus package complete with VList list of fake-virus infected archives and files.

To tie in with our AntiVirus feature in CU Amiga Magazine this month, the top two virus checkers are included so that you may rest easy against the threat of a damaging virus attack. It's best to boot from your hard drive if you want to install these. To install Virus Checker, click on the Install_Virus_Checker icon.

Before you can run VirusZ you'll need to click on the Install_Libraries icon. Now drag the entire VirusZ directory onto your hard drive. Now you can put either or both of the virus checkers in your WBSStartup drawer to have them permanently resident. Check page 10 for further VirusZ instructions.



Guidry and Richard Smith for their contributions. To install this set onto hard drive, open up your Worms directory. Select the window and choose Window/Show/All

Files from the Workbench menu. Find the drawer called TWENGLISH and rename to TWENGLISH_OLD. Then simply drag the TWENGLISH drawer from the Worms Special directory onto your Worms directory.

Please note that floppy drive users will need to format a floppy disk with the name TW2. Then drag the TWENGLISH directory into this floppy disk. When Worms is running and asks for the second disk, insert your new floppy disk instead of the original Worms disk two. OK. Now enjoy.

Sound

Contents: OctaMED SoundStudio demo, Audio Lab 16 demo, high quality 8 and 16-bit samples, ProTracker, OctaMED and ScreamTracker modules and jukeboxes.

The Sound drawer contains a save disabled demo of the 16-bit-capable OctaMED SoundStudio (see the preview on page 69). An AudioLab16 2.0 demo is included, which can take digital sample data from audio CDs, provide DSP style effects, process 16-bit samples and more. Tony Horgan has returned with another sound sample collection. The drawers are split into 8 and 16-bit samples. The 8-bit sound samples are a varied bunch including loops, hits, effects and so on. Double click on them to hear them. U4ia/F8 has supplied some original drum loops. For 16-bit audio users there's a complete TR-808 drum kit and some TR-808 bass drums.



A great deal of modules in many formats are included in the modules directory grouped into ScreamTracker, OctaMED and ProTracker. The ScreamTracker module collection has a special jukebox icon which will launch Delitracker to play from the collection at random. The ProTracker collection has a jukebox dedicated to module author Johan Almar. All of Johan's works that we could find are included, again the jukebox will play from them at random.

The OctaMED directory contains the entire works of Samuel Gilbert AKA Orpheus, plus a few of Tony Horgan's old mods. All these modules have icons to launch Delitracker. The modules with the '9' postfix are special 9-bit modules and Delitracker will use its 14-bit noteplayer to render them correctly.

Graphics

Contents: Fresh Fonts I + II CD previews, Amiga3D Imagine objects CD preview, Dust utility for rendering packages.

The CLUCD Graphics drawer is loaded with four massive CD previews. Fresh Fonts Vol I contains many megabytes of DMF fonts suitable for PageStream (December's cover disk). The fonts can be loaded straight from PageStream. Fresh Fonts Vol II contains megabytes of IntelliFonts, support for which is built into Workbench and many other Amiga programs.

The Amiga-3D CD preview is an exclusive 20Mb sample of Imagine 3D objects from the BlitterSoft Amiga-3D CD. The objects have no icons and so you will have to access them directly from Imagine. However, using the Hi-Soft MagicLink's demo might give you a better idea of what each object looks like.

The IML drawer contains a massive back archive of Internet Imagine Mailing List archives as large text files and AmigaGuides. You will need to use a text viewer or Amiga Guide utility to view them. They are an excellent reference for troubleshooting with Imagine.

The Dust drawer contains a powerful package for producing 'particle' effects for Imagine and other types of rendering package. Dust will run from the CD line but it's recommended that you drag the drawer across to a hard drive partition if you intend to use it regularly. Again comprehensive documentation is provided on the CD for the package and in the case of Dust, it's an essential read. Click on some of the faces for some example images of what Dust can do.

Texture_Portfolio represents the final CD preview, this time from Ground Zero PD, and is a selection of high quality JPEgs 24-bit textures which can be used for several tasks, such as backdrops for multimedia and wrap-on textures for 3D rendering. The collection has icons for each picture which when clicked will activate the ViewTek viewer to display the texture concerned. Clicking on the Portfolio_Ad icon in the root directory of Texture_Portfolio will reveal ordering information for the excellent full CD. There are also support utilities for Imagine.

AllaTexture contains some new third party mathematical textures for Imagine 3.0 and above. AnimFlare is an example project and tutorial for producing animated flare effects and the d2Imagine guide is a comprehensive AmigaGuide Imagine tutorial which if used in conjunction with the Imagine Mailing List archives and Imagine HTML tutorial-reference in the CommsWWW section provides a massive reference for this excellent rendering package.



Hi-Soft

Contents: Demos of Cinema 4D rendering package, Magic Link 3D object converter, Disk Magic directory utility, Termite comm terminal package, Twist 2 database and more.

All of the demonstration packages in the Hi-Soft directory at the top right of the CLUCD root directory, except Termite, can run directly from the CD. Termite will need to be installed to hard drive. The Twist2-Demo is a demo of the Twist2 database. To activate it click on the Run Demo icon within its drawer. The same goes for DiskMagic, a demo of the top rated directory utility. DiskMagic will need the Setup DiskMagic icon clicked on before the DiskMAGIC_Demo icon.

MagicLink-Demo is a demonstration version of a new 3D object converter by Maxon. Again a simple double click on its icon that's required. MagicLink will happily convert between many different types of objects and even provide a preview picture. Hand in hand with Magic Link comes the Cinema4D-demo. Be sure to read the Cinema4D_Tutorial.txt file which also details the features missing from the demonstration version. After running Cinema4D select Project/Load and pick one of the provided projects to give C4D a spin.

Misc

Contents: BlitzBasic 2.1 and Dice 3.0 programming language demos, AGA experience CD preview, AIBB benchmarking tool, Digital Universe demo (MUI) and ImageVision demo.

This directory contains two complete demo programming environments for Blitz Basic 2 and Dice 3.0. Digital Universe is a demo of an astronomy package similar to Distant Suns and will be reviewed next issue. ImageVision_Demo is a demo of a multimedia authoring package from BlitterSoft also to be reviewed next issue.

The Everybody's Girlfriend drawer has a compressed audio sample of David Pleasance, ex MD of Commodore UK, playing flamenco guitar on the ParaMiAmiga track off the album Everybody's Girlfriend.

The AIBB drawer contains the AIBB benchmarking utility. There are lots of modules of various Amiga system benchmarks which can be loaded into AIBB for comparison. The Party_95 drawer contains a large number of The Party 95 demos,

many of which can be run directly but some may need to be copied onto floppies or hard drive. Playing the DataWorld animation is essential but you'll need the right libraries installed.

Lastly, a CD preview of Saderess Software's AGA-Experience CD-ROM is included. To access this simply click on the AGA-Experience icon to open the drawer and then the CLICKME! icon to activate the GUI front end.



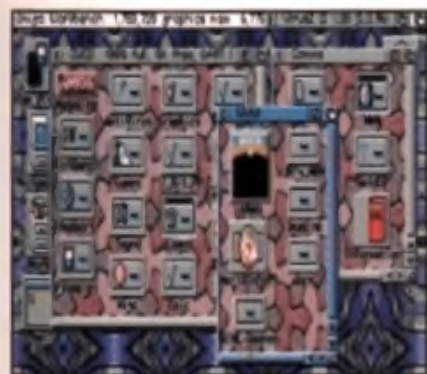
Hi Quality Version Available on AMIGALAND.COM

Comms

Contents: Zeus BBS demo, Thor mail and news browser, AWeb WWW Browser demo and CU Amiga home page + World of Info CD preview.

This directory is dedicated to communications and Internet related material but contains plenty of interest to non modem users. Firstly there's an entire archive of Jason Compton's Amiga Report electronic magazine. You'll find this in the Amiga Report drawer. To view each magazine, simply click on the icons. Next up are a couple of demonstration packages which must be installed to your hard drive. These are the Thor Internet Mail and News browsing software and the Zeus BBS package. In both cases, opening up the windows will reveal an install icon. This will activate the Commodore Installer.

This drawer marked WWW is dedicated to the World Wide



Web. All you need do to check out this wonderful entity is to open the WWW drawer and click on the AWeb icon. Presuming that you have a GIF datatype installed on your Workbench or you booted from the CD then AWeb should fire up right away and you should see the CU Amiga banner.

If you don't see the banner then enter the following commands in the AmigaDOS shell, hitting return after each line and being sure to get all the characters, correct including spaces:

```
cd cued:workbench/news/datatypes/
```

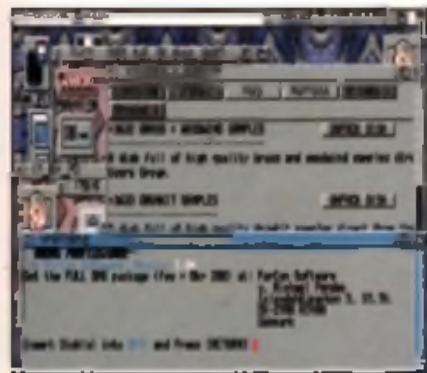
```
copy #1 News:DataTypes/
```

```
cd cued:workbench/classes/datatypes/
```

```
Copy #2 By:Classes/DataTypes/
```

After that, reboot your Amiga and try again. AWeb should now activate and display the CU Amiga 'home page' correctly. What you see is similar to AmigaGuide. You can scroll around the page and where any text is in blue, this is a link and you can click on this to move off to that location. Of course AmigaGuide doesn't give you pictures in the page either. We've compiled quite a collection of WWW pages for you to 'surl' around' to give a taster of what you could experience with a WWW Browser on the Internet where there are millions of WWW pages all around the world and they can be navigated around in the same easy point and click fashion.

Further down the CU Amiga home page, you'll see a small index. The first 'link' is to the documentation for the demo WWW Browser you are using, AWeb. The second is some pages created by CU Amiga Magazine writer John Kennedy. John has included some of his previous articles. The third item is deceptively small for the material contained within.



It's another CD preview but this time it's a CD entirely made up of HTML page - WWW encyclopedia. Daniel Amor kindly donated the Oceania pages to give a taster of this useful CD resource. Ordering information is contained in the pages.

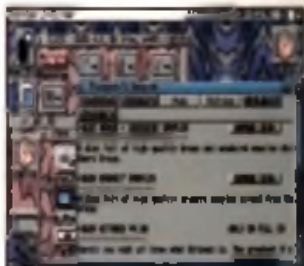


17_Bit_PD

Contents: 3 massive CD previews of top PD/Shareware collections, 17 Bit Phase 5, Nothing but GIFs and LSD 3.

Using the three 17 Bit Software CD previews is simple. For 17Bit5, just open the directory and double click on the Fifth_Dimension icon. An AmigaGuide document will appear. When you find your way to the listings of files, if the filename is an AmigaGuide button, the archive is present on CUCD and all you need to do is click on it to extract to floppy disk, RAD or any other floppy compatible device.

17BITGIF is a preview of the Nothing But GIFs CD. Simply click on the WELCOME icon. Each directory of pictures has a number of indexes to give you a quick impression of each picture. Just clicking on the index or the pictures will activate a viewer to display the picture. As with all the 17 Bit PD CD previews, if the filename is not an AmigaGuide button then the file is not present on CUCD but only on the full CD.



Epic

Contents: CD previews of Sci-Fi Sensations and Special-FX vol 1.

Within the Epic drawer is a CD Preview of Epic Marketing's Sci-Fi sensations and a preview slideshow of their Special-FX multimedia title. Unfortunately the Sci-Fi Sensations CD preview GUI front end won't work if you don't boot from the CD. This can be solved by performing the following line in the AmigaDOS Shell before activating Sci-Fi Sensations: AmigaDOS: cued:root:ib:arc

Enter this line exactly as show, complete with all the spaces and hit Return at the end. You can now exit the Shell. After entering the SCI-FI SENSATIONv2 drawer, you'll need to click on the Click Me 1st icon and then the

amiga_menu. If all has gone according to plan, a GUI interface should appear which will let you move around the various material and generally just click to view or hear the files.



Many thanks to ...

Though there's no icon, if you're interested in the trials and tribulations that our cover CD compiler Mat Bettinson went through during the making of CUCD, direct your text viewer to a text file in the root of CUCD called Mat readme. Mat would like to thank all the people that provided the material, knowledge and support which enabled CUCD to come into being. CU Amiga Magazine hopes that a cover-mounted CD can become a regular event, so if you have any material for a future CD or some suggestions of what you'd like to see on the next CD, drop us a line. The Gigabyte hard drive is already reformatted for CUCD2. However, we're sure you'll still be discovering hidden wonders on CUCD when the next CD edition of CU Amiga Magazine hits a newsagent near you.

Video

Quantum

VIDI Amiga 24 (RT)+
Colour Real Time Amiga video capture system

- Compatible 2.5Mhz system
- Real Time processing
- 2000 Lines & VCR Pin Connector
- 1 composite 21 Pin BNC & Analog

£139.95

VIDI Amiga 24 (RT) Pro
Professional Colour Real Time Amiga video capture system

- Compatible 2.5Mhz system
- 16.7 million colour palette
- 2000 Lines PAL/NTSC/4:3
- Processing controls & effects

£224.99

Pro-Grab
24 BIT Plus

- Compatible with VHS & S-VHS
- Scan & hold in multiple line formats
- Support for digital commentary
- 4:3/4:4/16:9 Size selection
- Large graphic window

Reg. Kickstart 2.04 & 1.39m free memory

for only... £129.95

Genlocks

hama

Genlock 290

- Full range of control profiles
- 16 bit digital colour palette
- High quality colour input
- 1600 Lines

£639.99

Genlock 292

- Full range of control profiles
- 16 bit digital colour palette
- 1600 Lines
- 1600 Lines

£264.99

A-Cut

- Wide range of control profiles
- 16 bit digital colour palette
- 1600 Lines
- 1600 Lines

£164.99

Fusion Genlock

- Compatible with both VHS & S-VHS
- Scan & hold in multiple line formats
- Support for digital commentary
- 4:3/4:4/16:9 Size selection
- Large graphic window

Only!! £95.99
Entry level Genlock

Graphics

New!! Epson GT-5000

- For desktop scanner
- For the professional musician
- For the artist & designer

£437.99

Art Department Pro
Scanner Controller

- Supports multiple units
- Scan & hold in multiple line formats
- Support for digital commentary
- 4:3/4:4/16:9 Size selection
- Large graphic window

£89.99 £99.99

Tabby

only £59.99

Power Scan v4. £89.99
26 g lines on A4 Amiga 44 graphics A24

Power Scan Cal. £174.99
16 g lines on A4 Amiga 44 graphics A24

Graphics Software

D Paint V
Award winning Paint & Animation package

£59.95

Art Department Pro
Image processing software

£129.99

Scala MM211

£139.99

- MM300 £224.99
- MM400 £274.99

Photogenics v1.2
24 bit graphics manipulation

Special offer
only!! £47.99

New!! Cinema4D
£169.99
Amiga Ray-Tracing software
Reg. 3Mhz of RAM, and Kickstart 3 or higher.

Music

Technosound Turbo 2 Pro
£12 bit Samples Converter plus many more advanced features

A bargain at only £27.99

Mega-Lo-Sound
2 bit stereo on disk sampler

Great values only £25.99

ProMIDI Interface
MIDI to MIDI thru 2 + 2 + MIDI out
Compatible with all MIDI software

only!! £19.99

2 x 3 meter MIDI cable £1.15

AURA

100% £74.99
Octamed compatible

1216 bit stereo direct-to-disk
FORCA driver

Octamed 6
Official CD

£24.95

Latest version of this audio music creation software for Amiga. Over 20000 of PSD files, Samples.

Wordprocessing

Final Writer 4
Word Processor

Latest version of this award winning software

only!! £72.99

Final Writer Lite
Word Processor

Reverse Keyboard: 1 bit or above, 2Mhz of RAM and 1 floppy Drive, Hard Drive Optional & optional

£39.95

Mini-Office
Integrated Package

- Wordprocessor
- Spreadsheet
- Database
- Forms
- Other Utilities

£38.99

Wordworth Ver. 5

Only Amiga 1.04 or higher
2Mhz of Memory
2 floppy drives or HD

£74.99

Home Office

Final Data

- Requires Workbench 1.3 or above
- 1Mhz of memory & 1 floppy drive

£39.95

Twist 2
Relational Database

- Requires Workbench 1.3 or above
- 1Mhz of memory

£74.99

Final Calc
Spreadsheet

£94.99

Money Matters 4
Home Finance

£49.99

Opus 5
Utilities

£49.99

Disk Magic

£34.95

Miscellaneous

Vista Pro 3
Landscape Artistry software

Accurately recreate and improve your real-landscapes in vivid detail

£27.95

Distant Suns 5
Space Management

Reg. Kickstart 2.04 or above
2Mhz of RAM and a Hard drive

£27.95

Studio 2

£49.95

GP Fax

£49.95

Use your Amiga's modem as a fax machine

GBRoute Plus

£44.95

Amiga Route Planner Winner of the 'Best Amiga Utility Software' award. Works on all Amiga's with at least 1Mhz of memory.

Peripherals

Mega Mouse+ 400 dpi £2.99

Mega Mouse 400 dpi £11.49

Amiga Mouse 560dpi £12.49

Mousemat 4mm £3.99

AlfaData Trackball £34.99

Zip Stick joystick £9.99

Gravis Amiga joystick £19.99

ZyFi-2 Speakers £26.99

ZyFi Pro Speakers £57.99

Roboshift £9.99

Amiga Contal Pad £9.95

Amiga Modulator £34.99

Amiga PSU £34.99

Kickstart 2.04/2.05 £24.99

CIA 8520A I/O chip £18.99

FPU 25mhz PLLC £34.99

FPU 33mhz PLLC £39.99

Cables

Amiga-CDROM Serial Network cable £24.95

Amiga Parallel Parallel Network £14.95

Modem Cable 9-20/25-25 £9.95

Null Modem Cable £9.95

Amiga-VGA Monitor £13.98

Amiga-TV Cable £2.45

Amiga-CM8033 Monitor £9.95

Amiga-Scart Cable £9.95

Printer Cable (1.8 metre) £4.95

Disk Drive/Monitor Ext. £14.95

Analogue PC joystick Adapt. £7.95

Mouse/joystick Extension £4.95

Mouse/joystick Autoswitch £9.95

MIDI Cables (3 metre x2) £9.95

Centronics-Centronics £9.95

SCSI D25-50 way Cent. £11.95

SCSI D25-30 way Micro-D £15.95

SCSI Adaptors from.. £15.95

SCSI Terminators from.. £19.95

Internal SCSI Cables from.. £9.95

2.5" IDE Hard Drive Cable £5.95

Amiga-3.5" Hard Drive £18.95

Amiga CD ROM's

17 Bit Collection (Double) £24.99

17 Bit Continuation £14.49

17 Bit Phase 5 £14.49

17 Bit CD companionium 1 or 2 £14.99

17 Bit CD companionium 3 £14.99

Aminet 8 or 9 or 10 £12.49

Aminet collection (Aminet 1-4) £24.49

Aminet collection 1 (Aminet 1-8) £24.49

New!! Amos Users CD Vol 3 £14.99

Animations (Double) £13.49

New!! Artwork £9.99

New!! Assassin 2 (Double) £17.49

BCI Nas 1/2 £9.99

Amiga C-64 Soundcards £14.49

CAM (Double) £22.49

CDPD 1, 2, 3 or 4 £9.99

Demo CD 3 £9.99

New!! de Selectra CD £24.99

New!! de Selectra UFO Phenomenon £14.49

Frazzle Universe £17.49

New!! Global Amiga Experience £24.95

Goldfish 1/2 £24.95

GPFA Simulations £22.99

New!! Global Encyclopedia 2 £19.95

Illusions in 3D £28.99

New!! Lights ROM 1 £49.99

Light Waves £29.99

Magic Illusions £11.49

New!! Manting Paths 3 £9.99

MultiMedia Toolkit 2 (2xCD's) £19.99

New!! Network 2 CD £12.49

New!! Network Experience £17.99

New!! Customised CD £24.95

New!! Pricing Prints CD Vol 1 £9.99

New!! Sci-Fi Sensations £13.99

Space And Astronomy £19.99

New!! Spacey Sensations II £13.49

The Beauty of Chaos £13.49

Ten on Tenpack (10xCD's) £27.99

New!! RUPD Gold CD (4xCD's) £24.99

New!! World Of Funprints 7 £14.99

WPD Hottest 1 £17.99

WPD Hottest 2 £9.99

Weird Science Format/Clipart £14.99

Weird Science Animation £14.99

New!! World Info 95 £34.99

New!! XIPaint V3 3 £29.95

New!! Zoom II £18.99

Parade... clock... all Amiga's

Special Offer

Special Offer

CD-ROM worth £10 with every order of CD-ROM software over £30

Blitz Basic

Blitz Basic 2.1
Popular BASIC programming language for all Amiga's

Special offer
£29.99

Citizen ABC

As easy to use as ABC
24 pin colour printer

Usual price £429.99

Limited special offer price
only!! £135.99

Turbotech

Turbotech Real Time Clock cartridge

Usually £17.99

Special offer price
£14.99

FirstNet

Software's Premier Internet provider

One time connection fee of £19.99 and then just £14.99 a month thereafter. 25.7k Upload Rate. Excellent Downloads.

Call for further details

VISAGE COMPUTERS

27 Watnall Road, Hucknall
Nottingham NG15 7LD
Tel: (0115) 964-2828
Tel/Fax: (0115) 964-2898



STORAGE

HARD DRIVES

WESTERN DIGITAL



3.5" EIDE

635MB £159.99
855MB £179.99
1.1GB £199.99
1.2GB £239.99
1.4GB £329.99

Seagate



3.5" EIDE

855MB £179.99
1.1GB £199.99
1.2GB £239.99
2.1GB £329.99

HITACHI 2.5" IDE



CALL

340MB
540MB £239.99
810MB £329.99
1.1GB £419.99

LOW PRICES

Quantum

3.5" EIDE



540MB £249.99
635MB £179.99
855MB £179.99
1.1GB £199.99

A500 ALFAPOWER

210MB £179.99
270MB £199.99
420MB £229.99
540MB £249.99

Externally cased Hard drives for the A500/A500+. Can be populated with up to 5MB of RAM.

All 3.5" IDE Hard drive require an adaptor cable when fitted into an A480/1200 (£15.00 when purchased with a drive) £19.99 when purchased separately.

If you have found a cheaper price elsewhere in the magazine, call us and we will do our best to beat it.

A1200 OVERDRIVES

270MB £199.99
540MB £219.99
635MB £229.99
1.1GB £269.99
1.2GB £299.99

STOP! AND THINK

Before you purchase your hard drive from elsewhere just look at what you get FREE with our drives!!!

• Drives are formatted & installed with Workbench
• 100MB of top quality Public Domain software including - Compugraphic fonts & clipart
• Lightwave & Imagine objects, top demos & music modules
• Essential utilities, games and lots more

A500/A600 RAM

A500 1/2MB M/Clock £18.99
A500 1/2MB W/Clock £24.99
A500+ 1MB £29.99
A600 1MB M/Clock £29.99
A600 1MB W/Clock £36.99

MITSUMI FX400

Internal IDE CDROM unit for the A4000 (requires tandem CDROM controller) Super-fast 600Kb/Sec transfer rate.
FX400 CDROM £119.99
FX400 Plus Tandem CDROM controller card £179.99

CDROM DRIVES

ATA CDROM

External SCSI CDROM for the A1200. Plugs into the PCMCIA port. Fast 300Kb/Sec transfer rate. Connect up to six other SCSI peripherals.
Dual speed CALL

STUDIO 2 PRINTER S/W

Professional print studio for the Amiga. Enhance the output of your printer inc. 720DPI on Epson Stylus Colour.
Only £49.99

PRINTERS

EPSON

Stylus Colour - Inkjet printer offers photographic like quality when used with optional 720DPI printer driver (coated paper required). Built in auto sheetfeeder.



From only £299.99
Coated 720DPI paper (200 sheets) £22.99

MODEMS

EXTERNAL

BABY approved FAXModem. Complete with all leads, PBU and Comma software.
Low Price 14,800 £109.99
V34 - 28,800 £179.99

LOGIC3 SCREENBEAT SPEAKERS

SB 3 (10W) £15.99
SB 25 (25W) £29.99
SB PRO 50 (50W) £39.99
SB PRO 80 (80W) £59.99
All speakers come with cables

ACCESSORIES

240 CAPACITY DISK IPO

The Logic3 stackable storage box holds up to 240 disks.
Only £12.99
ASK FOR QUANTITY PRICES

ALFA DATA PRODUCTS

Megamouse-400dpi £12.99
Megamouse-3 Button £14.99
Auto J/Mouse switcher £14.99
AT-Bus200B/ADE £79.99
AT-Bus200B/SCSI £109.99
AlfaPower/A500/ADE £89.99
Tandem Controller £59.99

APOLLO ACCELERATORS

APOLLO 4040/4060 APOLLO 1220

The new Apollo A400 Accelerator fits into the CPU slot of the A4000 (A3800/T). Fully upgradeable to the Motorola 68000 CPU (Call for prices & availability). Comes in 33, 40 & 60MHz versions, 4 x 72pin SIMM for A3000 Desktop & SCSI-2 controller

The 1220 combines the best Price/Performance ratio for any Amiga 1200 accelerator. With a 68020/28MHz and 28MHz 68882 FPU, 1 x 72pin SIMM socket (1 or 4MB). Real-time battery backed clock

Only £99.99
4 Mb Version £199.99

040/40MHz £199.99 060/50MHz £209.99



620

The worlds first accelerator for the A600 is here... 68MHz 68020 CPU, 68882 FPU, 1 x 72pin SIMM socket (1, 2, 4 or 8MB). Requires internal fitting

£139.99

Accelerator card for the A1500/2000. Available in 28 & 50MHz versions, complete with 68882 FPU & SCSI-2 interface. Not compatible with GVP cards

From £299.99

2030

HOW TO ORDER

BY POST: Please make cheques and Postal Orders payable to "Visage Computers" Please allow 5 Working days for cheques to clear

WE ACCEPT ALL MAJOR CREDIT CARDS INCLUDING SWITCH & VISA

BY PHONE: Credit/Debit card orders taken from 9.30am - 5.30pm Monday to Saturday

DELIVERY CHARGES
NEXT DAY £6.95
STANDARD £3.95

CALL (0115) 964-2828 OR (0115) 964-2898 TO PLACE YOUR ORDER

AMIGA

1200 "Magic"

The awesome new AMIGA 1200 "Amiga Magic" pack is here. Software pack includes...
Photogenics 1.2 SE,
Personal Paint 4.6,
WordWorth 4,
Datastore 1.1,
Digit Organizer/Print Manager,
Turbo Calc 3.5, Pinball Mania/Whizz,
PLUS FREE Mousemat & Dustcover

Only ...£389.99

Add £10.00 for a CHAOS Pack. Pack includes: Nick Faldo's Golf, Cham Engine, Pinball Fantasies, Syndicate

4000 Tower

25MHz 68040 CPU,
1.2GB SCSI-2 HD/6MB RAM
AT/IDE HD Interface,
SCALA MM300

£2149.99

Call for details - prices on 080 version.



AMIGA

M1438s

High resolution colour multiplane monitor for all the Amigas. Built in stereo speakers.

£289.99



Hi Quality Version Available on AMIGALAND.COM

cover disks

How to Load...



Cover disk 130

This month's 'technical' cover disk 130 will not autoboot. To access the programs you will first need to boot from your Workbench disk or your hard drive. See page 9 for instructions on installation and use of the software on disk 130.

Cover CD

The special CD edition of this month's CU Amiga Magazine comes with a full Amiga CD-ROM instead of floppy disks. Unlike the CD that came with

the November 1995 issue, this CD has been designed to work with all Amigas with a CD-ROM drive and the CD32. You can boot directly from the CD by inserting it into the drive and resting the Amiga or CD32.

CD32 Notes

While this CD will boot up on a CD32, due to the limited resources of a standard CD32, not all of the software will be compatible. However, much of the software can be run directly from the CD. You will need a mouse and preferably a keyboard to get the most from the CD but you may find you can browse through the contents using the joyypad controller.

Accessibility

We wanted to make this CD as accessible as possible and so we decided to include most of the software in uncompressed form, ready to run straight from the CD wherever possible. Archives are used in some of the demos of commercial CDs, such as the 17 Bit Phase 5 drawer which contains a number of DMS files that need to be expanded to floppies. However, on the whole you'll find the software is ready to go with no messing around.

Anything you see that has an icon can be run, viewed, played or otherwise accessed by double clicking. In contrast, if you open a drawer and find a list of filenames with no icons, this is because they are data files which need to be loaded into some other application. The icon depicting a disk and three arrows is used for DMS archives. When you double click on these you'll be asked to insert blank disks into the internal floppy drive, onto which the programs will be expanded.

Hard drive users

If you decide to boot from your hard drive first, remember to double click the InCD icon in the bottom right corner of the CD window. This will make sure the software knows where to look for all of its support files. Installing the software onto your hard drive is a simple enough job in most cases. If there is no hard drive installation icon for the software you want to install, read the documents in the relevant drawers for clues, and if all else fails, simply copy the contents of the drawer across to your hard drive. You may also need to copy some libraries from the Libs drawer of the CD to the Libs drawer of your hard drive.



Cover disk 131 Leading Lap

There are both A500 and A1200 versions on this disk. You will need to decompress either version to a separate single disk. This is a simple process. (1) Have a new, blank formatted disk close to hand and turn off your Amiga. (2) Write protect disk 131 and insert it into the internal drive. (3) Turn on your Amiga and wait until a

CU Amiga loading screen appears. This will have two disk icons on it. (4) Follow the instructions to press either F1 or F2 to decompress either the AGA or standard version on Leading Lap to your blank disk. (5) Once all files have been decompressed onto the blank disk simply restart your machine with this disk in the drive and the game will start. Label this new disk "Leading Lap SE". Put disk 131 in a safe place in case of future failure.

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However, if you do experience problems follow this simple guide.

We also obviously want about our cover disks as a brand of virus checker. If you do experience any unusual events responsibility lies to:

1) Remove all unnecessary apparatus and peripherals, such as printers and modems. Some laptops experience one other common problem.

2) Follow the instructions on this and previous pages exactly.

3) If you still experience problems loading the disk and the PCOPYes helpdesk on 11888 334 344 between the hours of 10am and 12pm Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a Z85 stamped and addressed envelope to:

CU Amiga Magazine Disk Services, PCOPYes Avonvale Log Business Park, Levenson, Marley Hill, Oldham, Greater Manchester, OL14 6JY.

NAME: _____

ADDRESS: _____

TYPE OF AMIGA OWNED: _____

DISK NUMBER: _____

PLEASE DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK



**MAKES YOUR AMIGA MORE THAN
2 TIMES FASTER - 2.88 MIPS**

	16MHz FPU	33MHz FPU
0MB	£49.99	£89.99
2MB	£119.99	£159.99
4MB	£159.99	£199.99
8MB	£249.99	£289.99



MAGNUM RAM
4MB & 8MB
Fast Access

SPEED INCREASE OF NEARLY 2.3 TIMES • AVAILABLE WITH 0, 2, 4 OR 8MB OF 32-BIT RAM INSTALLED • USES STANDARD 72-PIN SIMMS • OPTIONAL PLCC TYPE FPU (FLOATING POINT UNIT) • BATTERY BACKED CLOCK/CALENDAR • FINGER CUT-OUT TO HELP INSTALLATION • 0-4MB • PCMCIA COMPATIBLE (FOR USE WITH OVERDRIVE, SQUIRREL ETC.) • ZERO WAITE STATE DESIGN.



**560 DPI
3 BUTTON
MICE & MATS**
for all Amiga & Atari ST.

BEIGE	£12.99
BLACK	£14.99
MAT	£2.99 OR £1 WITH A MOUSE

AWARD WINNING 560DPI RESOLUTION • 90% RATING IN CU AMIGA • MICRO SWITCHED BUTTONS • AMIGA/ATARI ST SWITCHABLE • ALL 3 BUTTONS CAN BE USED WITH MANY PROGRAMS SUCH AS DIRECTORY OPUS 5



SATURN
External 1.44 Floppy Drive
for all Amiga

COMPATIBLE WITH ALL AMIGAS
• HIGH QUALITY SONY DRIVE
• ROBUST METAL CASE
• ANT-CLICK AS STANDARD
• ENABLE/DISABLE SWITCH • LOW POWER CONSUMPTION • TRIPLE PORT FOR EXTRA DRIVES

FREE DIRECTORY OPUS 4.12
WORTH OVER £50

£49.99

**POWERCOPY
PROFESSIONAL 3**
Hardware & Software Disk Backup Solution
for all Amiga

THE BEST DISK BACKUP SYSTEM ON THE MARKET. WE HAVE YET TO DISCOVER A PROGRAM THAT THIS CAN'T BACKUP. IDEAL TO PROTECT YOUR EXPENSIVE SOFTWARE LIBRARY.

NEW

£29.99



**SOCCER
MOUSE**
for all Amiga

IDEAL GIFT FOR THE FOOTBALL MANAGEMENT GAME PLAYER
• HIGH RESOLUTION 400DPI
• 2 MICRO SWITCHED BUTTONS
• ANT-CLICK SOUND
• INCLUDES A FREE PITCH MARKED MOUSE MAT

£19.99

FREE PREMIER MANAGER 2, SPACE CRUSADER & ZOO! 2 WORTH OVER £60
(SEE THE OTHERS LIST)

BOTH MODELS meet the FOLLOWING SPECIFICATION:
• 14.4K or 28.8K Speed (24/38.4/45/96/192/384K) • CABLE & SOFTWARE SUPPLIED IN COMBO FOR AMIGA
• AUTOMATIC FALLBACK & FORWARD FOR OPTIMUM LINE PERFORMANCE • GP For Software Option • INTERNET COMPATIBLE
• SEND AND RECEIVE FILES FROM YOUR AMIGA • BARI/B1 AMIGAS
• BINARY MODEM FOR USE ON A BT LINE • MNP 2, 3 & V.22
• 4.2kb/s SEND & RECEIVE OPERATIONS • GROUP 1, 3 & 4 at 14.4K
• FULLY HEAVY CONSTRUCTION • 100% PLASTIC PANEL DESIGN

BY APPROVED

14.4K	£99.99	£139.99
28.8K	£119.99	£159.99
38.4K	£199.99	£239.99
45K	£219.99	£259.99

**NEW PRICES
& PRODUCTS
FOR '96**

33MHz FPU

AN FPU DESIGN WHICH INCREASES THE SPEED OF THE MATHEMATICAL CALCULATIONS (BY UP TO 177 TIMES!) AND WOULD BECOME THE 100% USE OF GRAPHICAL APPLICATIONS SUCH AS IMAGE FX, LIGHTHOUSE, VEGA PRO, JUNGLE TPC. OUR FPU ALSO COMES WITH THE SAME CIRCUITRY AND IS COMPATIBLE WITH MOST A1200 RAM/PROCESSOR ADD-ONS SUCH AS OUR AMIGOL/MAGNUM DRIVES, HANE, BATTERY AND VEGA 4 BATTERY IMPLEMENTATION OF OUR BOARD. THE PRICE IS

£44.99
(OR £40 WITH AN A1200 BOARD)

ENTERPRISE
Duality Workstation
for all Amiga



**SINGLE WORKSTATION
FOR A500/600/1200**

£29.99

**DOUBLE WORKSTATION
FOR A500/600/1200
(PLUS EXTRA CPU)**

£34.99

**WIDE WORKSTATION
A500/600/1200 WITH
ADDITIONAL SIDE PERIPHERALS
(HARD DISK OR FLOPPY DRIVE)**

£34.99

TITAN & X-LINK
High Speed BT Approved
Modem for all Amiga



**MAKES YOUR AMIGA MORE THAN
5.6 TIMES FASTER - 7.12 MIPS**

SPEED INCREASE OF OVER 5.6 TIMES
• 680C30 Processor running at 40MHz (TRUE 40MHz chip - NOT Overclocked) providing 7.12mips of power • Up to 16MB of RAM can be added • Available with 0, 2, 4, 8 or 16MB of 32 bit RAM installed (cell for higher SIMM sizes) • Kickstart ReMapping • Optional SCSI II interface • Can accommodate a 72 pin industry standard SIMM • Optional PLCC type FPU (Floating Point Unit) • Battery Backed Clock/Calendar • PCMCIA compatible so you can still use products such as OverDrive HD or CD/Zappin CD ROM or Squaw! • Zero Waite State Design

**DIRECTORY
OPUS 5**
Advanced File Management
Software for all Amiga

**IDEAL CD
MANAGEMENT SYSTEM**
WITH ADVANCED DIRECTORY
CACHING, FILTERING AND
ARCHIVE HANDLING

• REDESIGNED AND REWRITTEN FROM GROUND UP. MUCH FASTER MORE EFFICIENT AND MANY NEW REVOLUTIONARY FEATURES • NEW INTERFACE WITH MORE MEANINGFUL CONTROL AND USEFUL POWER • AMIGA STYLE GUIDE COMPLIANT FEATURES CLEARER COMMUNICATION OF INFORMATION AND GREATER CONTROL • UNLIMITED NUMBER OF FULLY INDEPENDENT FILE DISPLAY WINDOWS AND BUTTON LINKS BETWEEN THEM WITH THE OPTION OF GRAPHICS • MULTICOMPARISON MODES WHICH CAN BE USED WITH ANY NUMBER OF TASKS! • INTERNAL MULTITASKING ALLOWING YOU TO PERFORM MULTIPLE OPERATIONS SIMULTANEOUSLY • AMIGA/GUIDE ON-LINE HELP • ADVANCED FILE TYPE RECOGNITION SYSTEM INCLUDING OS3 & DATATYPE SUPPORT • EXTENSIVE 'DRAG 'N' DROP' THROUGHOUT THE PROGRAM • ADVANCED ALPHA SUPPORT • CAN EVEN REPLACE & ENHANCE WORKBENCH!

Workbench 2+ & Hard Disk Required

VERSION 5.11 NOW SHIPPING CALL ABOUT UPDATES FROM 5.0 AND 4

£49.99

Also Available

EASYLEDGERS 2	AMIGA FORMAT GOLD - THE ONLY FULL ACCOUNTS PACKAGE - DEMO DISK AVAILABLE - CALL ABOUT TRAIL OFFER - £119.99 (LIMITED OFFER PRICE) - HARD DISK + 2MB RAM REQUIRED
GP For	THE ULTIMATE FAX SOFTWARE SOLUTION - AMIGA FORMAT GOLD - AMIGA COMPUTING 9/10 - £44.99
IMAGE FX 2.1A	THE ULTIMATE IMAGE PROCESSING SYSTEM - AMIGA FORMAT GOLD - 2MB & HARD DISK REQUIRED - £149.99
TURBOPRINT	PRINTER ENHANCEMENT SYSTEM - A MUST FOR ALL PRINTER OWNERS - AMIGA SHOPPER 90% - £49.99
TOWER SYSTEM	FROM MICRONIK FOR THE A1200 - "THE ULTIMATE A1200 EXPANSION" - CU AMIGA, 90% - £499.99
A500 512k RAM Expansion - £19.99 with FREE Opus 4 worth over £50	
A500plus 1Mb RAM Expansion - £29.99 with FREE Opus 4 worth over £50	
A600 1Mb RAM Expansion - £29.99 with FREE Opus 4 worth over £50	
10 25/DD Disks with Coloured Labels - £4.99	
50 25/DD Disks with Coloured Labels - £19.99	
100 25/DD Disks with Coloured Labels - £34.99	

**ORDER HOTLINE
01322-527800**
OR FAX 01322-527810

BETWEEN 9AM AND 5.30PM, MONDAY TO SATURDAY, TO PAY BY CREDIT CARD. TO PAY BY CHEQUE OR POSTAL ORDER PLEASE RETURN THE ORDER FORM BELOW TO - WIZARD DEVELOPMENTS, PO BOX 490, DARTFORD, KENT, DA1 2UH

Order Item	Price
_____	_____
Name _____	
Address _____	
Post Code _____	Phone No. _____

CHEQUES SHOULD BE MADE PAYABLE TO WIZARD DEVELOPMENTS

ON ALL PRODUCTS
*From best offer only apply after a purchase has been made

**WIZARD
DEVELOPMENTS**



CONTACT US ON INTERNET
SALES@WIZARD-DEV.COM

Prices include VAT & carriage to the UK mainland. Please add £5 to the order for EC destinations and £10 for other countries. All products are subject to availability. E.M.C.E. Advertised prices & specification may differ without notice

030/40
48Mhz '05
or Assurance

33MHz
CPU

£179
£239
£289
£389
£589

OPTION
330/40 CAN
3D VIA OUR
3D-B INTERFACE
TO 6 SCSI
ICT ACCESS TO
DESIGN AND
A-FAST ACCESS
USER IS ALSO
H THE VIRE-B
D.

NEW



News

AT Promises Future

RECTOR: CPU IS
HE MOST POPULAR
AMIGA. WITH THE
SON CONTINUES
EFFICIENT THAN
ES THE POWER OF
MAKING DESIGN
CPU 5 IS NOW
I DRIVE AND FILE
ILITY EVER!

E MEANINGFUL
UANT ENSURES
I CONTROL.
INDOWS AND
HICS • MULTIP
DRIVE. I/O CH
30M MULTIT
• ADVANCED P
ORT • EXTENS
AREX SUPPORT

49.9

E
OUNTS PACKAGE
FFER - £119.9
M REQUIRED
IGA FORMAT
AMIGA FORMAT
9.99
ALL PRINTER
IMATE A1200

WITH OVER £50
WITH OVER £50
WITH OVER £50
9
99

UCTS
RD
NTS

IN INTERNET
3-D.DEMON.CO.U



AMIGA

hard drive. Because of its plug in and go capability he believes that this will appeal to a wider audience than the standard A1200 Magic Pack did. Here's what we asked and what he said:

■ **Q Why did Amiga Technologies close down the Maidenhead operation and lose so many staff?**

■ **A** One thing that was always on the cards was that Maidenhead was going to be temporary. It was always our intention that we would use the strengths of our parent company Escom. Hence the end of January we moved. As far as the redundancies are concerned there are a mixture of things. First, some of the staff would simply not have relocated from Maidenhead to Stanstead, as it is a significant distance to travel. Couple this with the less than expected turnover that we got at Christmas and that's why we didn't bring all the staff here.

■ **Q Do you think that the Amiga scene in Britain has been affected by the loss of so many staff?**

■ **A** It's not good for anyone when you lose staff, I accept this. But at the end of the day one has to cut the cloth accordingly. You can see these premises, they're tremendous and I can rely on a lot of help from the [Escom] people here. I still have the back-up in Germany, who are beginning to take a more active role in publicity in the UK, and we're also going to

do the show, which as you know we're sponsoring. What I'm saying is that we want the Amiga to move forward, we want it to have the desirability it's always had, and if this confidence has been denied slightly, well that's life. But it is my belief that with the excellent features that we've got planned [Surfer Pack, Q-Drive etc] that in the very near future the Amiga will start to get back into the public eye in the very near future, in the manner that we would all like it to be.

■ **Q Is the UK market still viewed by the parent company as being an important market?**

■ **A** Yes of course. They have been more proactive in the German market, as you said in your last month's issue, and certainly this paid off there. They're now starting to look at things here in the UK, and are doing the Amiga World Show to help motivate the user base in the UK. We really should be 50/50 with Germany. In real terms 80% of all Amiga business should be done between the UK and Germany, 40% each. By the end of this year this is what we believe we will be able to achieve.

■ **Q What assurances can you give the UK reader of CU Amiga Magazine that Amiga Technologies isn't retreating from the UK market, that it still has a strong future in the UK?**

■ **A** One thing is certain, 40% of Amiga Technologies' business can be done in the UK, and any businessman worth his salt would not

want to lose an opportunity like that. It's going to take us time to get back to the dizzy heights though. Let's face it, at Commodore we had eight years of Amiga and that's a long time to develop a product. Irrespective of who's in charge in the UK the guys back in head office in Germany want to see the Amiga succeed here. This commitment will be shown by new products during 1996, like the Q-Drive and Surfer Pack which we are releasing and continued development this year and in 1997.

■ **Q If Christmas didn't go as well as you expected, how do you view survival this summer?**

■ **A** Very shortly we will be releasing the Q-Drive. We believe this sort of add on peripheral shows that we are very serious about our machine and this is the right time to launch it. You yourselves are producing a CD-ROM magazine and this proves it. We are also launching the Internet bundle called the Surfer Pack. These are the kind of products that show the strengths of the Amiga. They show its variety and they show its professionalism. We know it's a good games machine, but we also know that it has so much else to offer and this is the long term message we want to get across.

■ **Q We've always criticised the relaunched Amiga for not being powerful enough. In between PowerPC and the current machines do you still have plans for an upgraded A1300?**

■ **A** Well, Amiga Technologies in Germany are working towards an O30 based machine. We want to produce an Amiga which falls in between the O20 A1200 and the bigger A4000Ts. Remember that the arrival date for the PowerPC Amiga is spring 1997, and that's without any slippage [a nice way of saying delayed]. No, we want to see the product strengthened and we have plans.

■ **Q** Will it have a CD-ROM drive and Hard Drive?

■ **A** I don't want to give too much information away at the moment because nothing is set in concrete. I would say a hard drive is necessary, and a CD-ROM drive should be an option, as it is with the current A1200. We have big hopes for the Q-Drive, as I have said this is the way the market is developing.

■ **Q** But software developers need to know whether it will have these facilities or not so that they can develop for it.

■ **A** We will renew our efforts to talk to software houses and I personally have already had some positive advances.

■ **Q** When will we see the A4000T in the UK?

■ **A** We had the first significant shipment of A4000Ts last week (mid February) into Anglo/SDL. In time we will get more fluid supplies. I don't know all the reasons for its delay but one of them certainly is the CE mark. I know they had to make a few minor tweaks

to get the machine to conform to the EC's new strict regulations.

(CE stands for controlled emissions. As of 1st of January all new products sold in the European Community must conform to very strict radiation emission standards. These apply to all peripherals attachable to the machine as well as the unit itself. The testing is expensive and lengthy. Because the A4000T was largely US developed, this had to be undergone before it could be sold here.)

Silent Paws Update Oh Lordy! Its Valhalla 3

If you saw our article on the Silent PAWS laptop Amiga in the February 1998 issue, and were interested, then the World Of Amiga show in Novotel on April 13th, 14th could be the place to go. Sources in America have claimed that Shawn Ralph, the machine's developer is hoping to demonstrate one of the prototypes here in the UK during the show to gauge potential in Europe. If this is the case it will be the first time the machine has been displayed outside North America since its inception. Although expensive, it does provide Amiga on the move capability. The A1200 version of the computer seemed bulky from the photos we saw; the A600 version was much more PC laptop in size. As far as we can see the best way forward for this machine has to be to go as small as possible. This means either a custom motherboard has to be designed or, in the short term, to possibly use the comparatively tiny CD32 motherboard, with an SX32 (see page 66) daughterboard. This is what we'll be putting to Silent PAWS. They turn up. Why not join us?

"It's a bird", "it's a plane", "it's a door", aggh! Those samples again! The notorious Valhalla series, with its high and low pitched sample voices, its holes in the floor and its none too logical puzzles was a source of constant amusement, despair and argument here in the office. You either loved the game or hated it - there was no middle ground. But enough people out there must have loved the original and its follow-up The Lord Of Infinity because a new version, Valhalla And The Fortress Of Eves is on its way.

The game will follow the fortunes of the young prince of the original game and promises more of the same in terms of gameplay and even more

sampled text. Indeed, for those sick of the samples Vulcan is now incorporating a full text only option. The new game will be sold at Vulcan's good value direct-from-publisher Mini Series price of £14.99. Contact Vulcan Software on 01705 670269.



A World of New Kit



The World Of Amiga show in April seems set to be the launch pad for a whole range of new Amiga products.

Not only will Amiga Technologies have their Surf Pack and the Q-Drive on display (at long last), they'll hopefully also have the first UK A4000Ts and possibly news on PowerPC and the new Workbench.

From other developers the news is just as good with HiSoft working like mad to display their Surf Squirrel and Squirrel MPEG. Both of these are set to take the Amiga by storm like HiSoft's original Squirrel did last year. HiSoft will also be demonstrating

the Terminate TCP (which has Mat Bettinson in a sweat already) and add ons for the superb Cinema 4D from Maxon.

Also displaying new products, including last month's highly rated Wordworth 5, will be Digita. Digita will have the cut down SE version of WW5 on display for Amigas with just 2Mb and a single disk drive, alongside Organiser 2 and Datastore 2.

The Organisers of World Of Amiga haven't got a full list of exhibitors for the show just yet, but Power Computing, Silica, Harwoods and other hardware retailers and developers are all expected to take part.

Booking for the show is available on the following phone number: 01369 706346.

For more information see the advertisement on page 95.

We'd like to wish the show all the support it deserves. We intend to be there, so we hope to meet you there. Let's keep the Amiga alive and support this show.

Worms, Worms and More Worms

Team 17 have announced that they intend doing an AGA upgrade for Worms to take advantage of the A1200's superior graphics display system. It will be more colourful and the variety of levels will be greater than in the original version. Although the game engine will remain the same the update disks will fall into the £15 bracket and so will still be top value for Worms nuts we reckon. It's due to arrive around the end of March, at the same time as Alien Breed 3DII: The Killing Grounds. Call Team 17 on 01924 267776 for more details.

Blittersoft have also announced a Worms CD packed with hundreds of custom levels, levels, samples and speed updates. It's due in mid March, so watch their ads for details. Blittersoft are available on 01908 261466.



Blittersoft Go Hard

Blittersoft have announced a new range of hardware and software products for the Spring. These include new tower casings for the A500, A1200, A3000 and A4000 ranges. Equipped with Zorro II and III, PCI slots and other expansion features they will pitch in competition with both the Micronik Tower and Hi-Q's Power Stations (see page 77), for expanding users existing systems. Because of the provision of PCI slots Blittersoft are claiming that PC boards will be available for the tower systems giving you both an Amiga and a PC in the one case, unlike Hi-Q's Siemese Twin system which uses a separate standalone PC and SCSI unit connected via a Squirrel to a standard A1200.

Blittersoft have also announced that they've taken over the distribution of Canadian company AsimWare Innovations CD-ROM software. The products concerned are AsimCDFS 3.0, a control program for CD-ROM drives with PhotoCD, music control and sampling and CD32/CDTV emulation and MasterISO, an Amiga specific CD-ROM mastering program. Call Blittersoft on 01908 261466.

Guildhall Educational

Guildhall Leisure has taken over distribution of 10 out of 10 Educational software, 10 out of 10 produce educational products for both Amiga disk and CD-ROM for ages 3-16. These include subjects like Maths, History, Geography and a narrow range of languages including French, German and, of course, English. Up to date national curriculum is claimed. For more information contact Guildhall Leisure on 01032 890000.



PageStream 2.2SE

Emerald are doing an offer on PageStream 2.2SE, which makes it available for £49.95. Those not already equipped with this superb package should investigate it now.

Upgrades to version 3.0 from this version will be available soon. Emerald can be contacted on 0181 715 8866.

NFA Reply

Last month on Public Domain utilities page we ran an article on some suspected pirate numbers and BBSes on a disk that we'd received from NFA and asked them to contact us. We promptly received a phone call from NFA and asked them to send in their reply so here it is: "I'm sorry you feel NFA are a bunch of pirates. Due to the article you wrote the morale of several members of the group has been seriously damaged.

"The vast majority of NFA members are very much against piracy. There will always be a pirate element in a group no matter how hard you try to keep it clean.

"We do not promote pirate BBS sites. There may be members in the group who are currently trading pirate software. If there are I would ask them to contact our UK HQ for a chat.

Since publication of your article I have received several calls from people trying to obtain "warze" from our main distribution site.

"The last thing I need sitting on my hard drive in the morning is copyright material.

"I really do not have a lot more to say on the subject, I will be extra careful in future, as when I checked my system there were several archives with cracked keyfiles that I had not checked properly (which were promptly removed). All I can say is that we do try to keep the group legal and will continue to do so."

Signed NFA management.

Stateside

The North American scene of late has been one of cautious optimism, with the Amiga Atlanta 10th Anniversary Banquet as a high and the shutdown of a large Amiga company a low. Let me explain... writes Jason Compton

The Amiga Atlanta user group's party brought Amigans from across the country to the Terrace Garden Inn in fashionable Buckhead, Atlanta, Georgia. The meal was standard-issue banquet chicken but the conversation was all Amiga. The banquet brought in faces from the group's past and present, just as it brought in luminaries from the Amiga's history. Dale Luck and RJ Mical from the original Amiga Corporation kept the audience entertained with tales of the design of the original chips, the legendary joyboard that spawned Guru Meditation, and their own experiences with Commodore. Legends of the industry Dave Haynie and Fred Fish addressed the crowd on their exploits, and I myself was asked to give a piece on the Amiga's future. But there wasn't anything I could say that the audience couldn't see for themselves, particularly when you take into account who was in the audience.

Motorola sent a PR contingent, complete with a PowerPC604 machine (running Windows NT, but they were at least fairly apologetic about this) and loads of consumer and developer goodies to give away. Newtek also sent close to a dozen people, including company president Tim Jenison, who capped off the evening with a rallying speech about the future of the Amiga and his personal confidence in Amiga Technologies' management.

The future isn't what it used to be for Canada's Wonder Computers, who as you may recall from our last issue had just come off of two store openings in the summer and the successful World of Amiga Toronto show. Unfortunately Wonder's accounts were called in by their bank and the company is presently in bankruptcy proceedings. It is the hope of Wonder CEO Mark Habinski that he will be able to raise enough capital to repurchase the assets from the bankrupt Wonder and form a new corporation. While the North American market itself will be able to sustain the (at best) stall in Wonder's operations and would survive (at worst) its failure to return, it has been a blow to customers who relied on their service, as well as retailers who not only relied on their business, but have considerable accounts and merchandise behind Wonder's locked doors.

In the face of AmiTCP's recent move to commercialism and the release of Net 225 (and its subsequent bundling with Amiga Technologies' Surferpack), Oregon Research is moving ahead with its plans to release a competing networking system. Dubbed Termite TCP after their popular terminal program, Termite's release date and price are as of yet unknown. At the same time, US-headquartered developers, Omnipresence, seem to be close to sealing a publishing deal for their IBrowse Web browsing software. While a firm statement was not available at the time of press, latest reports from Omnipresence management indicate that HiSoft of the UK will get the nod.

25p A Megabyte

As well as announcing that they too will be selling the SX32, Eyeteck of North Yorkshire are currently promoting a hard drive and multimedia authoring kit based around Optonica's MME Experience kit. The Hard Drive is a slimline 3.5 inch unit that Eyeteck claim will need no modifications to the standard A1200 to install. It's a 1.083 Gigabytes (over 1000Mb!) model and should be enough for most multimedia applications. The drive, an

installed registered copy of MME and other shareware and PD utilities comes at £229.95. For more information contact Eyeteck on 01642 713185.



Matt Broughton's



Games in view

Hello and welcome. Now you may remember me threatening to gloat at you following a recent trip to New York but considering the fact that it rained and snowed for the entire time, it hardly seems worth it. You'll no doubt also be glad to hear that on returning from my trip, I contracted pneumonia and spent the following weeks locked in a small room with only a large duvet for company. Still, at least I'm alive.

Let's start with some positive stuff. Time, I feel, to catch up with the game that I've been looking forward to since before we sold *The One* (grrr, grrr!) Yep, *Blitz Bombers* is still on its way, and baring a bit of legal 'calm down, calm down!' between the *Leading Edge* boys and 'another company' - who are a bit worried about the similarity between *Blitz Bombers* and one of their major titles - it should be with us within the next two months.

The company in question aren't actually being very difficult at all, and with any luck, the most it'll mean to the final game will be a possible change to the look of the main 'bomber' character.

Another interesting twist to the tale (according to 'Mr PhD' himself, 'Dr Nigel' Hughes) is that one of the gang recently found a load of music on an Aminet CD that they'd previously been presented by THEIR musical man under the pretence of it being his original work! I know - some people will try anything! Still, a couple of the actual composers have already been contacted and it looks as though the end result of this particular problem will just involve writing a couple of new level tunes.

Other than that, everything has come along wonderfully since we last looked, with a one-player game element having been implemented, where each level has a 'goal' as well as bad-dies to kill, it's all pretty simple

Same old picture I'm afraid, but that's what happens when you go off on holiday and it snows continually. Still, at least I had the Amiga games scene to look forward to on my return.

stuff like collecting keys and finding the exit, but should add to the longevity as a single-player game.

Future projects from the boys also look pretty interesting, with a decent 3D *Blitz Bomber* engine already doing the rounds - giving the game we know and love a more *Gloom*-like perspective.

One problem with this has come from not being able to see bombs around corners, but the team are hoping to compensate for this with clever use of lighting effects to 'give the bombs away' as well as the possibility of being able to see the tops of bombs from a distance. Interesting stuff, non?

The only other major foreseeable problem is that, while a split-screen is possible, there's no way we can expect a four-way cut. This will probably lead to further developments in the one-player game design.

And finally from the boys, having written so many *Blitz* applications for themselves during the writing of *Blitz Bombers*, there's now a good chance that they'll be making some of their programmes available to the public. Look out for *Blitz* support software in the near future.

Even more good news. Do you remember *Legends*? If you don't let me recap, *Krisalia* planned to release this promising RPG but shelved. Well, it looks like *Guildhall Leisure* will be releasing it soon. So we've got that to look forward to.

Another snippet of good news is that despite the recent disappearance of softco *Rasputin*, top-fun platformer *Ruffian* will still be getting a release - albeit one through mail order - complete with a couple of tweaks such as new and improved

music, improved level designs, and the facility to customise the main controls. Hurrah.

There is a demo of the updated version of *Ruffian* on the CD-ROM covermounted on the CD edition of this magazine. So if you have the CD-ROM edition cheers, if not you'll have to wait a bit.

Some sad news though. This week, however, sad news concerning *21st Century*. Yes, though we've been seeing each other for quite some while now, the spark has gone from our relationship, and they've just rung to say that they need a bit of time and space to think things over.

My gut feeling, however, is that they're about to chuck us. So it's back down the games disco to try and pick up a new chick, but at least there's still *Slam Tilt* to look forward to before the big heave-ho.

It would appear that the only games we're likely to see from the 21st-ers in the future would be budget releases of old games - and even that would

more likely than not be processed through an affiliated label such as *Hit Squad* or *KIXX*. Still we'll wait and see. How many times have we heard that from companies only for them to come back onto the games scene with an Amiga game just a few months later.

A particularly unfortunate bit of news this month, comes from long-time Amiga supporters, *Kompart*, where the loss of the *Blue Byte* label (early last year) appears to have done more damage in the longrun than they realised, with the company going into voluntary liquidation.

Kompart have proved extremely important to the Amiga's game scene over the past year, especially with its publishing arm, *Black Legend*, who managed a number of European developers and ultimately brought us such hits as *Tactical Manager* and *Football Glory*.

And there you have it - just time to glance at the HMV charts before turning into a pizza. Be seeing you... ■

Matt Broughton

HMV GAMES Amiga Top 10

No	TITLE	PUBLISHER
1	<i>Sens World of Soccer 95/96</i>	Virgin
2	<i>Worms</i>	Ocean
3	<i>Player Manager 2: Extra Time</i>	Virgin
4	<i>Alien Breed 2</i>	Ocean
5	<i>Super Stardust</i>	Ocean
6	<i>Project X</i>	Ocean
7	<i>Kid Chaos</i>	Ocean
8	<i>Fantasy Manager 95/96</i>	Hit Squad
9	<i>Ultimate Soccer Manager</i>	Daze
10	<i>PGA European Tour Golf</i>	Electronic Arts

All The Latest Amiga Software

EMERALD Creative Technology

Call Us Now On 0181-715 8866

Hardware

Disk Drives Etc.	
Amiga SCSI Interface	£59.95
Amiga Zip Drive inc. Special etc.	£50.00
Amiga Internal Floppy Drive	£38.95
Amiga A1200 Internal Floppy Drive	£38.95
23" IDE Cable	£8.95
RAM Cards	
A500 with 0.5MB	£15.95
A500+ with 1MB	£19.95
A500 with 1MB	£24.95
A1200 unpopulated	£59.95
A1200 with 2Mb	£129.95
A1200 with 4Mb	£179.95
A1200 with 8Mb	£299.95
Video	
Pro Grab 24RT+ SVHS	£125.95
ROMIA Acceptor for Pro Grab	£34.95
Remble 9402 Genlock	£164.95
Remble 9402 SV-S	£279.95
HD 24 RT	£144.95
HD 24 Pro RT	£219.95
Other	
Tally Graphics Tablet	£57.95

Utilities

Software Development	
Amiga Basic 2.1	£32.95
Disc C Compiler v3.01	£98.95
DevPac 3	£59.95
Gamesmith	£89.95
Amiga BASIC 2	£59.95
Amiga Pascal	£79.95
Amiga	£28.95
Disk Utilities	
AmiBack	£29.95
AmiFileSafe User	£28.95
AmiFileSafe Pro	£68.95
CD Writer	£42.95
CD Doctor	£42.95
Disc Wander	£47.95
Disk Magic	£34.95
Copymem	£47.95
Infonexus 2 (Infonexus + Datanexus)	£28.95
Video Back-up System Phono	£54.95
Video Back-up System Scart	£57.95
Communications	
CP Fax	£44.95
Termite	£33.95
Miscellaneous	
Amiga Magic	£23.95
Amiga II Print Manager	£48.95

Productivity

Word & DTP	
Word Writer 4 New Version	£79.95
Word Copy 2	£49.95
Word Office	£37.95
Pagestream 2.2 SE	£49.95
Wordworth 3.1 SE	£47.95
Wordworth 3.1	£74.95
Databases	
Digital Dictators 1	£45.95
Digital Organizer v2	£19.95
Word Data 3	£19.95
DB Route Pro	£31.95
Matched Pro	£35.95
Music Librarian	£22.95
Music For All Seasons	£22.95
Music 2	£89.95
Finance	
Account Combs	£59.99
Account House	£49.95
Day By Day	£24.95
Money 3	£39.95
Money 3E	£49.95
Digital Home Office	£39.95
Money Magnet 4	£34.99

Personal Finance Manager 4	£19.95
Spreadsheets	
Final Calc	£94.95
DG Calc	£76.95
Turbosheet 2	£49.95

Music & Video

Music	
Aura 12 bit Sampler	£79.95
Mega sampled Sampler	£79.95
Techsound Turbo 2 Pro Sampler	£26.95
Musix X 2	£49.95
Pro Midi Interface	£19.95
Little Gem Micro Mixer	£66.95
Video Tiling	
Big Alternative Scroller 2	£49.95
Remble 9502 Genlock	£169.95
Remble 9402 SVHS	£285.95

Education

Languages	
Beginners to GCSE	
Micro French	£22.95
Micro French CD	£27.95
Micro English	£22.95
Beginners to GCSE & Business	
Micro Spanish	£22.95
Micro German	£22.95
Integrated Science	
Micro Science	£22.95
Maths	
Primary Maths Course 3-12	£22.95
11 Years to GCSE	
Micro Maths	£22.95
Micro Maths CD	£27.95
A Level	
Micro Maths	£22.95

Books & Videos

Books	
Amiga 1200 User's Guide	£12.95
Amiga 1200 News Sheets	£12.95
Amiga Basic - A Dashboard Guide	£17.95
Amiga Disks & Drives Insider Guide	£12.95
Assembler Insider Guide	£13.95
Amiga Total! Workbench New	£19.95
Amiga Total! Dos New	£21.95
Amiga Total! Assembler New	£21.95
Amiga Total! Beginner New	£19.95
Mastering Amiga Programming Secrets	£19.95
Mastering Amiga Arrows	£17.95
Mastering Amiga Printers	£17.95
Mastering Amiga Dos 3.0 Reference	£19.95
Mastering Amiga Dos 2 Vol 2	£17.95
Mastering Amiga Dos Scripts	£19.95
Secrets of Frontier Error	£8.95
Secrets of Sin City 2000	£9.95
UK Comics	£19.95
Workbench 3 A-Z Insider Guide	£13.95
Book & Video Packs	
Amiga 1000 Beginner's Pack	£36.95
Workbench 3 Booster Pack	£36.95
Videos	
Intro to the Amiga 1000 - Tutorial	£14.95
Intro to the Amiga 1000 - A Deeper Look	£14.95

Graphics

3D & Rendering	
Cinema 4D New	£129.95
Essence vol 1 + Forge	£79.95
Essence vol 2 + Forge	£79.95
Imagine 3.0	£99.95
Real 3D Pro 1	£94.95
Real 3D v3	£119.95
Transform for Vista	£9.95
Vista Pro 3.0	£27.95
Vista Lite	£24.95
Printing	
DPaint 5	£64.95

Personal Paint 6.3	£19.95
Photogallery	£47.95
Pro Vector 3 Stylus Pro Pak	£174.95
TV Paint 3.6	£319.95
Image Processing	
Art Department Professional v2.5	£139.00
Image FX 2	£189.95
Morph Plus	£89.95
CAD	
X-CAD 1000	£22.95
X-CAD 1000	£119.95

Personal Suite
Includes:

- Personal Paint
- SBase Personal
- Personal Write
- Personal Frets Maker 2

PLUS DrDiff - 27 High Quality Kara Colour Fonts • Nearly a 1/2 of Eric Schwartz's outstanding animations • Amiga Dos Manual • Arena Manual • "How To" Amiga Guide • PNG Toolkit • Masses of pictures and anime • 20 classic books (D clones etc) • And so on loads more!

All on one CD for just £49.95 !!!

Beef Up Your Sound!



The Little Gem Micro Mixer! This 2 channel stereo mixer has two independent Hi and Lo EQ, panning, and volume for each channel. The Gem greatly enhances all your sound input and output - samples Mod Files even games - it's ideal for desktop video and music, and it's a great price too!

Little Gem £66.95

Run PC Software on your Amiga!



PC Task 3.1 allows you to run software designed for IBM PCs and compatibles on your Amiga! PC Task 3.1 emulates a 80286 based PC (including the CPU), so you can run Windows 3.1 and applications like Microsoft Word and Excel. It's even a 3D environment! On an AGA Amiga you can run SVGA screen modes, and for basic tasks it doesn't even need stacks of RAM. If you just want to run Dos PC Task will run quite happily in just 1MB of Ram. If you want to run Windows, you will only need 6Mb! PC Task gives you two computers for the price of one!

PC Task 3.1 £59.95

Do you want an Amiga DTP package that doesn't need loads of memory, an accelerator and a hard drive?

How about Pagestream 2.2 SE!

All of that famous Pagestream ease-of-use, and functionality all in one box for under fifty pounds! Pagestream 2.2 SE takes DTP into a new dimension - one where you only need Workbench 1.3, 1.5MB of Ram, and only one floppy drive. Just take a look at these features:

- Typography** Pagestream 2.2 SE allows you to use Corelgraph, Intellidraw, Postscript and DMF fonts with all the standard DTP features including tracking, leading, paragraph indent, hyphenation and more!
- Graphics** Pagestream 2.2 SE has a powerful toolbar with a good assortment of drawing and editing tools. You can import pictures and drawings from many other programmes and print them in full colour.
- Fast Printing** Pagestream 2.2 SE comes with an assortment of printer drivers. Print at lightning speeds to PostScript and non PostScript printers including dot-matrix, inkjet and laser printers. You can even create colour separations!

Pagestream 2.2 SE £49.95

Disk problems? Hard drive looking doubtful? You need Ami-Back!



AMI-BACK
The Ultimate Backup Utility

The Ultimate In Disk Backup For Only £29.95!

Ami-Back is the solution of choice for all your data backup needs. Designed to be both powerful and flexible, Ami-Back gives you complete control over the backup process. There is no other Amiga backup program that can come even close to offering the features, ease of use, and reliability of Ami-Back. And yes, Ami-Back even supports Amiga, Linux and MSDOS partitions, and DAT and tape drives!

All pricing includes VAT. We reserve the right to change prices - you will be notified of any change when ordering. Faulty goods will be replaced or repaired at our expense within 30 days of purchase. Postage won't be refunded on returned goods. We will refund if we can't repair goods. It is the responsibility of the customer to check product compatibility with existing equipment before buying. E&OE



Rapid House, 54 Wandale Bank, London SW19 1DW Fax: 0181-715 8877, eMail: EmeraldCT@World.com

OUTBRE

PROTECT YOUR AMIGA FROM
THE NEW THREAT OF VIRUS ATTACK ...

With new technology comes a new threat from viruses. We explore just how big is the problem, how has new technology affected its penetration of the Amiga market and how to protect against it ...

Hi Quality Version Available on AMIGALAND.COM

Years ago viruses were rare on floppy disks but the

amount of damage they caused was largely limited. A hard reset would solve most problems on a floppy disk based system as the viruses could only live on disk or in RAM. Now though, hard drives are increasingly commonplace. CD-ROMs come with 650Mb of files and the net is a gigantic breeding ground. The amount of damage to be caused has multiplied.

A virus can be a big problem, or it can be an insignificant one. In a worst case scenario, it can destroy your software collection, re-format your hard drive and even potentially damage a video monitor. Plenty of scare stories abound and newspapers love to run half-fact half-myth stories and the high tech scourge is ideal press fodder.

Although viruses were big news on Amiga some years ago it's now other systems that are being targeted. Even Bill Gates' new safe operating system Windows 95 was soon at risk; suddenly word processing documents began to act independently and databases lost their data.

What is a virus?

For those new to, or unfamiliar with the term, don't panic. A virus is not alive, it's only a computer program. However, that's not to say it's not dangerous – or even that it doesn't exhibit life-like symptoms. For example, like a real life virus, a virus computer program replicates itself at every opportunity, writing copies of itself to every disk it comes into contact with. Each of these copies is the same as the original, and will continue to try spreading like wildfire.

Some viruses hide in the boot sectors of floppy disks. The boot sectors are special because when the Amiga is reset and a floppy disk present, it automatically loads in these boot sectors and runs the data they contain as a program. Normally this program triggers the loading of the Workbench or loads a game, but if a virus is stored there, it will be loaded into memory and executed. As the Amiga is an excellent multitasking system it can lurk for ages, waiting for a new disk to be inserted so it can copy itself to its bootsector. This is how they spread.

If the newly inserted disk is a game with a custom bootblock, the virus can overwrite it and therefore make the

AK!

game useless.

Unfortunately a virus can do even more damage: some are programmed to perform various nasty acts after a certain amount of time. Some viruses will corrupt or format a hard disk for example, some will put up irritating messages on the screen or make the mouse pointer vanish.

A bit sneaky

Some strains of virus don't require running through and can sneak into your system in various other ways. Some disguise themselves as normal programs in your C: directory, some misuse the operating system's disk validation system.

The most common way in which viruses used to be spread was through pirated games and demo disks - disks which needed to be booted. Often, users would perform a warm reset (Control-Amiga Amiga) after loading a demo or game and

then pop in a disk to do something else; instant infection. It has also been known for a virus to pop up on magazine cover disks; I was caught out once with the Sadcam virus when compiling a disk for an Amiga magazine (not this title, of course) about four years ago. It was an unpleasant experience, I can promise you.

On the net

With the rise and rise of comms in general and the Internet in particular, the opportunities for viruses to spread is ever greater. The Amiga is the definitive Amiga software site on the Internet - if you upload a program there, it can be used by thousands of users all over the world in hours. Needless to say that the keepers of Aminet make stringent anti-virus tests. Bulletin Boards are an

excellent source of software, but can also be potential risks. Many boards cater for a variety of machines, and many are run on a PC. The PC sysops may not have the tools at his disposal to check Amiga format uploads for nasty extras, so be extra careful when using download programs. DMS files are risky, as they contain a snapshot of an entire disk, including the bootblock data.

On disks

CU Amiga Magazine tests its disks thoroughly with Anti Virus software every month and it's just as well. Although people who supply us with software for disks have no idea whatsoever that they are carrying a virus, some of them do. This is easily controlled with standard disks, though you do have to make sure that you have proper up to date software to check for brand new viruses. But with CD-ROMs it can turn into a nightmare. Although Mat checked the contents of this month's CD-ROM (see special edition magazines) as each component was put on the disc, when it was fully compiled another check revealed two viruses: 'Ebola' and 'Happy New Year 1996'.

VirusChecker, the program Mat normally uses to check for them did not discover these, but after having some minor problems with various files he checked the disc with Virus Z, (on this month's disk) and there they were. At this stage they had infected several hundred files, multiplying like wildfire. Virus Z located and recovered most of the files, clearing up the infection.

Luckily Ebola and Happy New Year 1996 are not dangerous, they are not intended to do any harm, only to inflate the egos of their creators. But because of the way they were programmed they caused hang ups or gurus in some of the items on the disk. However they could have been worse. The trick is to use the most up-to-date software and even try running your disks through more than one virus checker, just to make sure. It's a timely coincidence that we were running this feature at exactly the same time as we discovered these viruses; we're always vigilant with our disks and haven't had any problems for nearly a year before this.

Good news

The good news is that clearly the virus threat has diminished from a few years ago, when every magazine Q&A postbag was full of distraught users asking why their disks had been renamed. Lazarus is perfect example of how a non-existent virus got the blame. Raising the awareness of users and good anti-virus tools have made a difference and virus related disasters are

What they say:

Personally I have only ever caught two viruses and these were both before I was on the net. However, having said that, I normally always have the latest version of VirusChecker running in the background, unless I do a minimum boot, which is usually only to run LightWave, and definitely no Net access, as REXX and Amilop are not started either. I think most legitimate hp sites run careful checks on all uploaded software, aminet certainly does ...

Laurie
[A Usenet user]

The only problem I have had with a virus was when my parents brought back some pirated software from Singapore. It was a Saddam virus which was fairly easy to get rid of with VirusChecker. I tend not to rush off and get the latest version of a software release as soon as it appears, and I also limit myself to Aminet. I know that corrupted software has appeared on Aminet but they seem to be pretty good at removing it when it's pointed out to them ...

Ian
[A Usenet user]

Free love, Safe Hex

Safe Hex International (SHI) are an international group, dedicated to trying to stop the spread of computer viruses. In their own words, SHI is a grass roots movement, started in 1987 with Amiga computers. Today they are an organisation with around 600 members, who are all more or less involved with the project. It's a non-profit making organisation and their motto is 'Safe Hex'. The facilities they provide include a virus bank containing more than 1800 Amiga and PC viruses for supporting good shareware antivirus programs (helping people get money lost by virus infection back by programming anti virus products) and releasing the newest and the best virus killers around from well known programmers worldwide. There are more than 35 PC and Amiga 'Virus Centers' worldwide where you can get virus help by phoning their Hotline, or by contacting them on the SHI World Wide Web site at <http://www.sai-borges.dk/~1g/SHI.HTM>



relatively uncommon today.

In a perverse way the lack of new Amiga viruses can actually be seen to be a bad sign about the state of the Amiga. No-one is praising virus programmers, but the fact that most have turned their attentions to the PC is indicative that the Amiga is not as 'hip' as it once was. Let's just hope that when things start rolling again we will leave virus writers behind.

Don't get complacent though. As mass storage media and the 'net take off on the Amiga the threat is still ever present. As 'Happy New Year 98' proves there are still people out there programming them. An even bigger threat lurks on old disks and untested programs from BBS systems. It can only take one virus on a disk you forgot to test to infect your entire collection, and potentially wipe out years of work. Be vigilant!

How to prevent an attack

The best cure is not to catch a virus in the first place and the only way to be safe is to leave your Amiga switched off and never insert a new floppy disk in the drive or use a modem. But hey, it's not an ornament! Everybody uses disks and a lot use modems, so here are some handy hints for safer hex.

• Don't touch pirated software. Not only is pirating software illegal and damaging to the Amiga market as a

Recommended anti-virus programs

These programs make use of the special SHI anti-virus libraries, and are therefore recommended. You can obtain them from the Aminet (either the internet version, the CD-ROMs or any BBS which keeps the CD-ROMs on-line) or from public domain libraries.

- Virus Checker by Johan Valdthuis
- Virus Scanner by Gabriele Graco
- Fides Professional by John Lohmeyer
- Fides Checker by John Lohmeyer
- DMS by Michael Pendac, ParCan Software
- D-Copy by Stefan Bernbo
- X-Copy by Cachet Software (commercial)
- Disk Lite Copy by Alchemy Software.
- Xtruder (a BBS!) virus killer by Martin Wulffeld
- Harboot virus analyzer by Martin Harbo
- Bootwriter by Ralf Thanner
- MT-Copy by Gert-Jan Strik

whole, but it is the prime way in which viruses are spread.

• Use the most up-to-date Virus software you can find. Use it frequently. If you have a hard drive, keep it running all the time.

• Be especially careful about using public domain or shareware software you have downloaded yourself. Test the files with a virus checker.

• When using a hard drive you may want to deactivate it when using software you are wary of. You can do this from the boot-up menu (hold down the two mouse buttons).

• Make regular back-ups. Be careful to make several generations of back-ups in case you unwittingly back up

infected files and overwrite your older (but uninfected) back-up.

• Keep the write protect tabs on your floppies open to stop anything writing to your disks without your knowledge.

• Switch your Amiga off between games, and keep the power off for at least 30 seconds to make sure nothing is left lurking in memory.

• If you use electronic mail, beware of warning messages about certain viruses (for example, Good Times) asking you to spread the word. In this case, it's the idea of the warning message itself which is the virus as it is spread around the world by worried users keen to warn their friends. ■

John Kennedy

What they say:

Chris Wiles of Active Software (CD retailer and 'net enthusiast)

Q Are Amiga viruses as big a worry as they were?

A Not really - the 'hype' or worry that surfaced with virus problems has died in the last two years. Beginners and new users always worry, however. They imagine that a virus has entered a disk when they encounter a problem - be it a read/write error, non-dos disk or simply the fact that a program is not installed correctly.

There is very little chance of finding a virus. Probably about one in every 1000 disks you bought may have a virus, maybe less.

Despite general opinions, major Public Domain libraries are usually very virus-free. Simply because programs are checked by BBSes, the Internet, submitters and then the library that receives them.

There are two ways of preventing virus attack: 1. Always keep your write-protect tab UP on a floppy disk 2. Keep a virus checker in your WBStartup drawer on bootup

Q Has the Internet made any difference?

A There are very few virus problems on the Aminet - not sure about the Internet in general. The guys behind the Aminet and the Aminet CD's (and, indeed most CD's!!) check and double-check every file for every kind of virus. There will be problems on the Internet - but if you take the recommended precautions - you will be safe.

Q Does fewer new viruses mean that the Amiga is doing badly as a computer?

A I think that the Amiga has 'had it's day' from virus makers. Most are corrupt individuals who like to attack the masses. They target business users, console makers etc. I believe 'they' would love to get a uncontrollable virus into a console game, mass market PC game etc ... once it has installed to your hard drive then the destruction starts.

The Amiga is much more an enthusiasts model at the moment. In

the future this may change with the 're-invention' of the OS and main CPU (RISC), but for now PC is the target.

Q Have CD-ROM compilations made the threat of viruses better or worse?

A Bizarrely a mixture of both. Better as there is generally much more control. As stated before, the Aminet CD's (as an example) are tested and re-tested for viruses, so the chance of finding a virus on one of those CD's will be minimal. It has made it worse due to the fact there are SO many files present on the CD and therefore increases the chance of finding a virus.

For instance, if a company decided to throw together a games CD in record time (i.e. started in August for October release) they will not have time to test the CD properly, never mind test and re-test for viruses. That could be a worry.

There are many smaller companies trying to jump on the CD bandwagon as quickly as possible - my message is just make sure your CD's are as free from viruses as possible,

Here are some examples of viruses on Amiga:

ABCAEK/Odim-CC
W/MicroMaster
AIDS
HIVAlien
New Deal
ASS Virus Protector
Bamiga
Sector
Belgium
BGS9
BGS9-Mutant
Big Boss/Blackflash
Blade Runners
BLF/Blizzard
Butanic
Byte Bandit
ErrorByte
Parasite
Byte Parasite
Byte Voyager
Byte Warrior
CCCC
Cantunon
Cantusion
Demiz/Destructor
Dirty Tricks
Disaster Master
Disaster
GadaMi
Glasnost
Sachan
Saddam Hussein
Scarface
Sinister Syndicate
Logo
StarFire/NorthStar
Australian Parasite
The Incognito
Warsaw X-Copy

No 57 & 59, Top Floor
Glasshouses Mill
Nr Pateley Bridge
Harrogate
North Yorkshire
HG3 5QH

Marpet

Tel: +44 (0) 1423 712600 Fax: +44 (0) 1423 712601

Leading manufacturers of RAM expansions to all major distributors and dealers, are offering a **WINTER SALE** of all their products, **SLASHING** up to 20% off recommended retail prices.

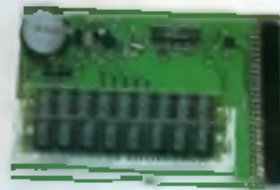
Why not purchase your requirements direct from the manufacturer?

We guarantee despatch within three days

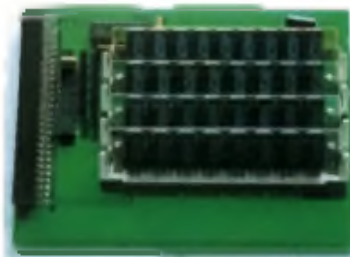
Don't hang around. **ORDER NOW!!**



A500 Expansion to 1Mb.....~~£19.99~~ ...**£16.99**
Also available with clock~~£24.99~~ ...**£20.99**



~~RRP~~ **Our price**



**A500 Plus
Expansion
to 2Mb**

~~RRP~~ **£29.99**
Our price **£21.99**



A500 Expansion to 2Mb ...~~£29.99~~ ...**£24.99**
Also available with clock ~~£39.99~~ ...**£32.99**



~~RRP~~ **Our price**



External Drive~~£59.99~~ ...**£43.99**
(All Amigas)



~~RRP~~ **Our price**

Hi Quality Version Available on AMIGALAND.COM

**All prices include
VAT
and
P&P**

A1200 Ram Accelerator



Uses 32bit, 72 way Simms
Built in real-time clock
Optional maths co-processor
Various configurations

	RRP	Our Price
0Mb	£59.99	£49.99
1Mb	£99.99	£88.99
2Mb	£129.99	£110.99
4Mb	£189.99	£147.99
8Mb	£309.99	£267.99
33MHz F.P.U.	£49.99	£38.99

(and crystal)

Also S-port (connect CD32 to Amiga). With CD and networking software **£21.99**

A1200 internal real-time clock **£10.99**

Ring for best prices on 30 and 72 way SIMMS, hard drives, modems, mice etc and we will try to beat any genuine deal.

ACCESS/VISA welcome. 3 YEAR WARRANTY ON ALL OUR PRODUCTS!!!

01423 712600/fax 712601

Wallace &

in

The right computer

What do the Crunchie Ad, Frank the Tortoise and the superb Wallace and Gromit animations all have in common? Apart from the fact that they all came from the Aardman Animations stable, they were all done on the Amiga. Not a lot of people know that. We spoke to Glenn Hall, Aardman Animations' Technical Director to find out more.

It is the Animator's first choice. We will stay with the Amiga just as long as we can keep them going.

Nick Park's latest Wallace and Gromit animation has won yet another host of awards. The Amiga helped make it possible. (We're so proud.)

Q When did you get involved in work on the Wallace and Gromit series?

A In 1986 Nick Park, had joined Aardman from the National Film School, and was trying to get his film finished. Peter Lord and David Spaxton, far sighted, told that they would let Nick finish his film in the studios. It took another three years, and in the end A Grand Day Out was finished, and subsequently got an Oscar nomination. That year, also brought the studio its first Oscar for Creature Comforts.

Q What role does Nick Park have in putting his work together and does he have much

influence over your work in the making of the Wallace and Gromit films?

A In the production of the recent film A Close Shave, Nick led a whole team of animators. He wrote the script with Bob Baker, the Bristol based writer who famously invented Gromit. Who, and drew the storyboard. He oversaw every single model, animated a huge amount of it all himself, and spent loads of precious time helping the other animators to get the look of the film the same all the way through. For Nick it is total involvement, and I as long as I have known and worked with him, I have never known him loose his cool. He is a great guy to work for, and when he and Peter Lord work together, really exciting things happen.

Yes he has influence, in the same way that all the animators in the studio do. It is very important that the equipment and ways of working are driven by the animators themselves, so I spend a lot of time finding out what they want, and how they want it to work, then we try to make it happen.



it Grommit



also fit an ISA BUS PC, this connects via its own CVE cable (component video exchange) to the PAR card itself. The capture card has excellent quality video, can handle composite, S video and beta video. A full set of processor amps gives total control over the signal and the PAR is connected directly to an associated hard disc which can support two IDE drives. This system can thus grab video in real time, store it in full colour and give immediate replay. Handily, the software control can support single frame grabbing, and this is the mode we use. The hard bit for us came when Commodore hit problems. We have bought every new system we could get our hands on, and a fair few secondhand, including an old A3000 that

Q. So what equipment do you use then?

A. We use Amiga 4000s with 230Mb HDD and 6Mb RAM. We also use Microvitec 1438 monitors and have standardised them for all our computers including PCs and some Apple Macintoshes. The crucial piece of equipment is the Personal Animation Recorder from Digital Processing Systems. We also use Directory Opus and Sunrise 19.

Also, we've modified the Panasonic AVE series frame by fitting our own set of remote controls, the Digipod. These allow the controls to be very robust so they can be actually placed on the set.

Q. Why did you decide to use Amigas?

A. After testing various systems, we found that the DPS Personal Animation Recorder on the Amiga worked best for us. It has its origins as a render store for LightWave and the newTek toaster, and as such was a unique combination. It was very cost effective and available. Before we chose the PAR we also tried out similar products on the Mac. We had the very first Digital Film from SuperMac Technologies and we also bought a Radius Video Vision studio, which we still use and have just updated. The PAR is different as it is essentially a hardware product, and

the video system sits entirely above the computer bus. This means that the attached PAL video monitor gives a full screen picture. We use two cards, both from DPS. The first is a capture card AD 350, which usefully will

Hi Quality Version Available on AMIGALAND.COM

Who the hell does Glenn Hall think he is? A right Aardman

Many thanks to Glenn Hall who after several attempts to avoid being blown up whilst attending recent Government programme in London took time out to answer these questions.

So how did he get involved in all of this?

"I started in electronic engineering, working mainly in theatre and television lighting and control systems, including the first computer controlled lighting systems. This took me into the area of working in manufacturing and designing lighting equipment, and thus into process control for theatre and manufacturing. Around this time I was lucky enough to work on feature film special effects, including some Pink Panther films. 1980 brought me to Bristol, where I joined the Drama Department at University of Bristol, where I taught stage lighting and theatre crafts, and then one day I met David Spraxton from Aardman Animations. I was doing a fair amount of freelance work then, including film work and Aardman made a commercial, their first, featuring dancing boxes to make a computer keyboard. They rented the University theatre in the long summer break to shoot the commercial. I got involved and this led to my working on the seminal pop video for Peter Gabriel, Sledgehammer. Believe it or not that was shot in six days, with the wide angle scenes shot at the university theatre. After that I joined Aardman full time in 1986, with a brief to extend the use of motion control and computers in the film making process. Next up was the creation of the famous skeleton for the Scotch Video Tape, which saw Aardman working with Bill Mather, who went on amongst other wondrous spots, to create those dancing milk bottles."

The programme Glenn was attending, Information Society Initiative, is being set up by the government to help small and medium sized companies get the best benefits from the new IT and trading on a World Wide Web. The government have put £35 million behind this and Aardman Animations is featured as one of the five case studies to show how IT has worked for them. We will be doing a feature on this soon, meanwhile you can find out more on <http://www.isi.dti.gov.uk>

nit
of

in the
id

recent
whole
the
stol
vent
tory-
le
unt of it
pre-
ima-
the
Nick it
ong as I
him, I
his cool,
and
togeth-
m.
a same
the stu-
at the
ng are
selves,
g out
/
o make



still does good duty. We also have a few that are PC based – we had to do this when we just couldn't get any Amigas.

■ Q How does an animation get from being just an idea to animated picture?

■ **A** Well it starts off with a script and then taking that script through to a storyboard. We look at the ideas to see how it can be done. When the storyboard is done, and has been agreed upon with the advertising agency (if it is a commercial), then the modelmakers and set builders start work. The technical team begin work on special rigs to hold the models, or to move pieces. Sometimes I make computer controlled systems to link the whole thing together. Most of our work involves motion control, using computer based systems to move the camera, and this has to be done in small sections. Extra systems, often based around Toshiba PLCs (Programmable Logic Controllers) are used to keep everything in synch.

A voice track is recorded and this is broken down into phonetics by a film editor. The animators use this as a guide to get the lip synch right. The camera department assembles all the equipment and tests it, then the camera assistant on the job will do a final film test on the set before the shoot starts properly.

■ Q Where does the Amiga come in?

■ **A** We set up a model and view it with a Mitchell 35mm camera which is fitted with CCD video assist. We grab a single frame into a Panasonic frame store then grab a frame into the PAR. Then we move the model and compare the frame using the digital frame store, so you can mix between the current frame being worked on and the last frame shot. If it is OK on the video screen, we take a PAR frame and then play the sequence on the PAR in real time. If all that is OK, then we take the frame on film and do it all again and again and again 25 times per second of finished film. This mostly takes around 10 to 12 minutes per frame.

■ Q Will you stick with the Amiga in the future?

■ **A** It is the animators first choice. Until very recently when DPS brought out a new version of the Perception Video Recorder that runs with Windows NT, it remains the essential tool for us. We will stay with the Amiga just as long as we can keep them going.

■ Q What future projects do you have lined up

Oscar, oscar

Aardman Animations was formed in 1972, by two schoolkids David Sproxton and Peter Lord. Their home made animations were spotted by a BBC TV producer who promptly gave them a spot on Vision On. From here they developed the unforgettable Morph series. The company grew and grew and, now based in Bristol, has won numerous awards. There are too many to mention here but some of its most noted successes include the Creature Comforts, Crunchie ad, Sledgehammer video, Lurgakada (little man with trombone) and the infamous Wallace and Gromit series: A Grand Day Out, The Wrong Trousers and A Close Shave.

At the recent BAFTA awards, held in London in February of this year, A Close Shave won a host of awards including: best film over fifteen minutes, best scenario, public choice award for favourite film and public choice award for funniest film.

■ **A** All sorts really. Nowadays there is too much work for one person, so the whole team work together. With many projects either shooting or in development at the same time, it is

‘After testing various systems, we found that the DPS

Personal Animation Recorder

on Amiga worked best for us.’

all part of work, and we have a great deal of fun putting it all together. We also get a lot of visitors, and we try to spend time with college students, and even on the phone to help budding animators where we can.

■ **Lisa Collins**



ScreenScene



It's all gone a bit pear shaped at the moment as you will see from the vast, dark empty spaces opposite. We find ourselves sandwiched in between Christmas and Easter with this issue and thus our games pages may be described as at best sparse, at worst rather empty.

But we're not complaining. We did get an exclusive look at one of the hottest games of the year, now in the final throes of development: *Chaos Engine 2*, while Lisa travelled to the snowy south west for an exploratory visit to the bustling development basement of Intersect Developments. She came back goggle eyed. Find out why on page 42.

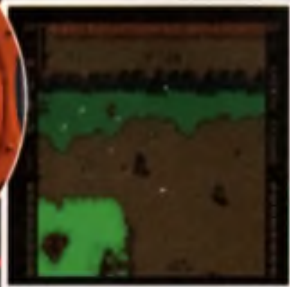
Watchtower is the lead review this month and by all accounts it's a decent shoot 'em up in the Commando mould, though its looks are definitely all *Chaos Engine*. *World Golf* is a miniature *Sensible Golf*, if such a thing were possible while *Premier Manager 3 Deluxe* updates an already good game. There's also all the usual tips and cheats in *Vamp* and *Snip Tips* with the added bonus of *Zeewolf 2* help.

News just in from Time Warner Interactive should please SWOS fans: they are doing a special offer on the 95/96 edition of the game. Basically if you've bought the first version you can upgrade to the current season's one for £9.99, postage inclusive. All TWI asks you to do is provide proof of original purchase by sending them the bar code from the old *Sensible World Of Soccer* box along with a cheque or postal order for the above amount made out to Time Warner Interactive. Make sure to include your full name, address and postcode printed clearly otherwise you'll never get your game! Send these to Time Warner Interactive, Customer Service SWOS Offer, 2 Carriage Row, 183 Faversholt Street, London NW1 1RU. Then enjoy your game.



Watchtower p47

Chaos Engine 2 p40



Slam Tilt Pinball p43



Intersect P44

Previews

The Chaos Engine 40

At the Crossroads 42

Slam Tilt Pinball 43

Reviews

Watchtower 46

World Golf 51

**Premier Manager 3
Deluxe** 51

Tips & Guides

Vampyra 56

Snip Tips 59

Zeewolf II Tips 57

The Chaos Engine 2

■ Due: May ■ Developer: The Bitmap Brothers ■ Publisher: TWI ☎ 0171 391 4300

Mr and Mrs Bitmap must have had very active bedtimes in the sixties and seventies. I counted at least 15 young men in their office, mostly around the same age. This puts most Catholic families to shame in my opinion. To name but a few, there was Simon Bitmap, Steve and his brother Steve Bitmap, Mark Bitmap, Richard Bitmap, even their sister Aki Bitmap. And these are just the brothers working on Chaos Engine 2. Sister Aki set up my interview.

But I jest. They are not in fact related at all. Despite my disappointment on this score I had a good chat with Chaos Engines' figurehead, the inimitable, and follicularly challenged, Simon Knight, Bitmap Brothers' Colonel Saunders without the beard. To my immense surprise, when I arrived in The Bitmap's Wapping office for my exclusive demo and interview, Simon was showing it to somebody else! Another magazine? Had I been cheated? No, some geezer had just walked in off the street and they thought he was Alan Dykes. Haven't they heard it's dangerous to talk to strangers these days (much less an Irishman)?

The Chaos Engine 2 was first revealed in Spring 1995. Before this there were only rumours that a new version was being done,

Is your life too calm, too peaceful, too bloomin' boring, in fact. You need some excitement, what you want is a bit of chaos to shale things up. Well, you could get it sooner than you think...

but the first one was so successful, a follow up was inevitable. The plot of the game revolves around a chap called the Baron's quest for the Chaos Engine, the machine at the heart of the first game, which got blown up and spread to the four parts of time. Now the Baron wants it back in one piece and he has hired mercenaries to do the job for him.

In the first game two player mode was a cooperative affair, fighting side by side to defeat the enemy. Even in one player mode you had assistance from the computer who played the second character for you. In this game however the emphasis is on competition. The screen is horizontally split which means that each character can operate totally independently. The idea is to collect pieces of the Baron's puzzle, kill as many baddies as possible



and make it to the end of the level first. The key to the change in emphasis is that you actively try to kill the other character and steal their keys etc, to defeat them. Each level has to have one winner.

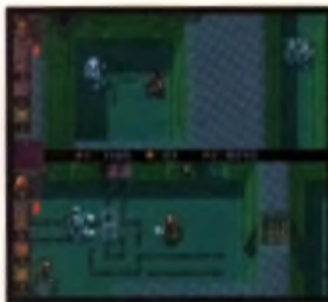
This can be done in two player

mode or as a single player. In the latter form you can retain the split screen, in which case you'll be able to see the other character's movements, or else return to the old style single screen. The computer characters have their own advanced intelligence and the Bitmaps claim that this will adapt to the experience and style of each individual human player.

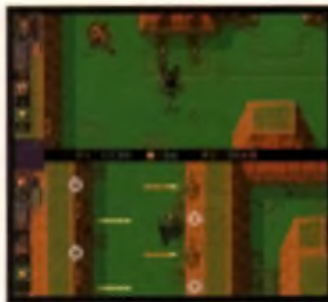
The team working on Chaos 2 includes Simon himself who is the game designer, Steve Kelly who has done most of the in-game programming, Mark Vick and Dave Trevelyan who have programmed the intelligence for the computer controlled characters, Steve Cargill who has been doing support and systems programming, Richard Joseph who



▲ Both screens operate independently, allowing one player to see what the other is up to



▲ Not only does the other character have improved AI, the enemies do too.



▲ Above, at the Arch level the Mercenary has just been downed and has lost all his belongings



▲ Brigand beats Barrow in all-out war. Whether it's the other one of two players, the object is to beat your opponent in the end.

was contracted from outside to do the music and SFX, Gary Carr who did the monster sprites artwork and Dan Malone who did the backgrounds and main characters. It's been in development for nearly two years now, so we asked Simon and Steve Kelly how they were getting along.

Alan: What is the object of the game?

Simon: The object of the game is to succeed to the detriment of the other player, in all aspects. Also solving puzzles in winning the levels, in getting more experience.

Alan: How complicated has the AI become?

Simon: The original system we devised works quite well, but the hardest thing is to create a consistent challenge. It's very easy to make him intelligent so that he can win every time, because he knows the level, the hardest thing is to make him play in a responsive way to make it fun even for players that aren't really good.

Alan: It looks similar to number one, what are the big differences?

Simon: The graphics are similarish, we've used the same viewpoint and it's based around the same characters, but there are now more animation frames for each character and the bodies have all been updated too. But the game has changed a lot. It's changed in pace, it's changed in objective, apart from the visuals there aren't many similarities at all.

Alan: Are you still enjoying programming on the Amiga or

are the Bitmaps deserting the Amiga like so many others?

Simon: This project is something new, something out of the ordinary and it is nice to do this on a machine you're familiar with. This allows you to experiment much more in terms of the game engine and intelligence. You're not spending your time learning how to control the equipment, you're actually spending your time developing the game, which is what we really wanted to do. Also when we started it was a little bit when there wasn't really a clear path, so we're happy finishing things off here, and we're certainly enjoying it. We have looked into doing Z on the Amiga (the Bitmap's current PC product), obviously it's



quite difficult because there's a lot going on in Z and it was designed as a PC game from the outset. Basically this really depends on the state of the market.

Alan: If you had to recommend a specification for the new Amiga, that would allow you to produce more games, what would it be?

Steve: More memory, decent sized internal hard disk and a faster processor. With something like Chaos engine 2, an accelerator doesn't help at all, but with a



project like Z it would be necessary. We've been developing Chaos Engine 2 on the A1200, but there is an A500 version in development too, although this is lagging behind.

It looks a bit different because of the graphics, but the gameplay and speed are very similar to the A1200 version.

Alan: What didn't you like about the scientist? Why have you cut the game down to four characters?

Simon: The decision was mostly made by Dan, based on the graphics, I mean the scientist/preacher was an obvious one to go because of the similarities. Basically though we needed the space because of all the extra animation frames, we needed all the memory available just to use four characters. Also, in terms of providing a real difference between them, it's very difficult to get the intelligence right so that they all play differently. Doing four enabled us to give them very different playing styles.

Alan: What are you programming it in?

Steve: In a mixture of C and assembler. Rob Trevayan who did the intelligence for Speedball 2 and for Chaos Engine on the SNES programmed it for us on this one, using C but creating a language of its own which the rest of us could then use and modify.

The version I saw was very near completion. We played through two of the four worlds, Aztec and Future world, and the graphics were great looking. The new sprite animations are pretty impressive too and the split screen system worked well. In total there will be five levels on each world and each has very specific features and enemies. I'm pretty excited about The Chaos Engine 2, so hopefully we'll have a review for you next month!

Alan Dykes



▲ As you progress through Chaos 2, your character has special powers.



▲ Steve Bitmap, Steve Bitmap, Simon Bitmap and Nick Bitmap trying not to look like brothers.



Intersected Development

Problem: no good Amiga games around. Solution: make your own. That's what these guys did ...

Wouldn't have one [a PC] in the house," laughed Intersect Development's Frank Tout at the suggestion that he might have used PCs at some point whilst working on their current store of Amiga games. Dedicated Amiga enthusiasts, this two-man team (the other half being Trevor Mensah) prides itself on only using Amigas for all its work. Intersect Development are an inspiration in these slightly

murky times for the Amiga games market. First because they only use Amigas to produce quality games and second because their loyalty to the Amiga is self-evident as they are determined not to let it die. So we were only too delighted, despite the bitter weather, to take our chances on British Rail and travel down to their Torquay office (at home) to see what they had lined up.

We're not talking multi-national software company set up with Intersect Development, but they still produce the goods anyway. The set up is simple. Frank works, on his

▲ Here are some exclusive shots of the later levels of *Atrophy*. **AM** Amiga Magazine always gets there first.

A1200 from his flat in Torquay while Intersect's other half, Trevor, works on the code in Liverpool where he is currently studying computing. They exchange ideas and material via mail, which is how they met originally. Frank, who has been with Commodore since the C64 days, started corresponding with Trevor when he wrote to him to get the source code for a game that he'd written for AmigaNuts.

Games galore

The first project we were shown was *Atrophy*. You may remember that we previewed this scrolling shoot 'em up in March and were impressed by what we saw. It was interesting, therefore to see how it had developed in the later stages. The scrolling shoot 'em up, which will have six levels when finished, is now nearing completion. All it's waiting on is a tidy up on the collision detection front. Obviously proud of the game, Frank states that: "What we like about it [*Atrophy*] is that it is so smooth, everything happens at 50 fifty frames a second compared to other games which, invariably happen at 25."

Next up, we were given a sneak preview of another game

which is in the latter stages of development: *Tilly A* puzzle game which will comprise of a massive 100 levels and an editor so when you exhaust these you can start on your own. It looks fairly basic, a little spherical chappy races around a maze set up, teleporting here there and everywhere in a bid to collect as many pick-ups (the usual sort: treasure chest, pieces of fruit, cuddly toys, OK maybe not) as possible.

The four other games we talked about: *Neyok*, *Phasic Distortion*, *Alternate Futures* and *Dominions* are currently in the early stages of development. *Neyok* and *Alternate Futures* will both be sci-fi based platform games. *Neyok*, Frank says will be "somewhere along the lines of *Shadow of the Beast*". It is actually New York in a future world where the earth has been wiped after nuclear burn out and it's up to the hero to leap through three "huge" platforms to save the world. *Alternate Futures* continues along the same vein, only the story centres around a scientist getting lost



▲ *Neyok*'s title screen was rendered in LightWave and the screenshot does it do justice here. Sorry folks.



In his time machine and being transported back in time rather than forward, Phasic Distortion, a triple playfield, eight way scroller, is back to a maze/puzzle-type setup where you have to race around collecting prototypes. Finally, Dominions, with 256 hi-res graphics, is a move towards RPGs. It will be a series of three point and click games featuring a hero called Gary Somerton caught in a "no man's land".

All these games will be AGA only as Intersect feel that they couldn't achieve the same quality on non AGA machines.



▲ Tilly is looking like it will be finished before Atrophy, however there is a publisher for it yet



▲ Tilly will have a 100 levels and when you thought you'd finished there's an option to make even more.

How do they do that?

How, you might ask, do two men, one based in Liverpool, the other Torquay manage to keep ideas and productivity going? It's quite simple really, according to Frank: "It's all thanks to the unique game engine we have developed, which makes it simple to get a game idea into action. The engine is central to everything we do, we

write a game around it because it can do what we want without taking up too much time."

So what other software do they use? LightWave, DPaint, and Personal Paint are used for the graphics and ProTracker for the sound. Tony Horgan passed the suggestion that someone should use something other than OctaMED though, Frank replies that: "A guy called Lee Smith did all the music for Atrophy using

ProTracker. OctaMED is too slow for playing back, we couldn't have put it in the game as it takes too much time and we'd end up having glitches and stuff like that."

We left Frank ludicrously working away on getting Atrophy and Tilly finished so we should a review copies very soon. At the time of going to press OTM hope to Atrophy on the shelf by April. ■
Lisa Collins

Hi Quality Version Available on AMIGALAND.COM

Slamtilt Pinball

■ Due: March ■ Publisher: 21st Century Entertainment ☎ 01235 851852

Is there something about Scandinavia that encourages great pinball games on computer? Unless I'm greatly mistaken they are not very well known for their pub pinball tables. But, considering how cold it gets up there, and how expensive pub drinks are, it's perhaps not surprising they don't go out. What was surprising though was that 21st Century and Digital Illusions parted company after three very successful games. 21st then linked up with a company called Spidersoft to do Pinball Mania. This was bundled with the Magic pack but looked unfinished, unpolished and generally disappointing.

It was with much relief then that Helen from 21st popped



into the office a couple of weeks ago with Slamtilt. Four tables from Scandinavia yes, but not from Digital Illusions. The new programmers are Liquid Design and by the look of these tables, they've matched, if not surpassed Illusion's mastery.

The four tables are based around Demons, Space, Moon Machines and Pirates, and the sheer quality of the graphics matches Pinball Illusions.

This game is much deeper and faster than Pinball Mania was, but added to the table-top wizardry are some very comprehensive animations and rigorous



appears to go much further than any other pinball game I've seen before. But I haven't had an opportunity to test it for more than an hour, so I can't comment on the difficulty or effectiveness of this approach at the moment.

Of course it could be argued that there are enough Pinball games on Amiga already; surely there's only so many variations you can have on a theme? OK, so how many platform games have there been? Case rested.

I just hope that Slamtilt lives up to the promise it showed in this preview, if it does it should appeal not only to the hardened pinball player but to anyone interested in a good, new, playable arcade game. We'll find out next month. ■

AD

We must be Nuts!

**FREE INTERNET ACCESS FOR A MONTH
WITH BOTH SQUIRREL INTERNET PACKS**

SQUIRREL SURF PACKS

**Squirrel
Surf Packs
from £199**

HiSoft have two amazing offers that will allow you to surf the internet for a whole month free. The £199 Starter Surf Pack is the ideal system for the beginner taking their first steps on the information super highway. The £299 Super Surf Pack is designed for the user who wants to cruise the information highway in style. If within your free month you do not wish to continue your internet experience, you are free to return* the pack to HiSoft for a



Surf! squirrel makes connecting a modem, CD ROM, hard disk or jaz drive

refund. Should you wish to continue access after your free access period, we can offer you further access from just **£10 per month**.

So why not start surfing with one of HiSoft Systems's Surf Packs? Designed for both the beginner and expert alike, the Squirrel Surf Packs include all the software, hardware, and documentation to get you quickly, and easily, onto the information super highway.

Ordering a Surf Pack couldn't be easier, simply phone our freephone order hotline on **0500 223660** and quote 5514 to order a Starter Surf Pack or 5528 to order a Super Surf Pack.

Both Surf Packs require an A1200 with a hard disk and a minimum of 4Mb of memory, should you require either extra memory or a hard disk, then check out the amazing offers at the bottom of this page.

Internet access includes:

- Full internet access with email, ftp, telnet, WAIS, gopher and world wide web.
- 100% UK coverage for local call internet dial up. Contact us for an access number local to you.
- Usenet news feed - participate in the thousands of usenet news groups.
- 500Kb of Web space - create and maintain your own World Wide Web page.
- Other services available including ISDN, additional web space, mail filing, message forwarding (alert pager/mobile when message arrives) and message forwarding (send email to pager/mobile).

Starter Surf Packs contains:

- 24.4k modem which supports all the major standards up to V42bis.

Super Surf Packs contains:

- 28.8k modem which supports all the major standards up to V34.

Both Surf Packs Comprise:

- The excellent Surf Squirrel with its SCSI and high-speed serial interface.
- TCP/IP Internet access software.
- Additional utilities for email, ftp, IRC, telnet, gopher and the amazing IBrowse world wide web browser.
- 1 month free internet access (UK).
- Full 12 month guarantee.
- 30 days free technical support.

Hi Quality Version Available on AMIGALAND.COM



Surf the net with IBrowse, the excellent web browsers included in both Squirrel Surf Packs

* Pack must be returned with all packaging and in full working condition. You may be liable for damaged or incomplete returns.

Scoop Purchase!

RAM Upgrades

HiSoft can now offer Amiga owners excellent prices for RAM upgrades.

72pin 60ns SIMMS - suitable for all A1200/A4000 RAM & accelerator boards, except GVP.

4Mb SIMM £99.95
8Mb SIMM £159.95



Squirrel Storage Systems

2.5" IDE

64Mb	£59.95
170Mb	£124.95
540Mb	£249.95

SCSI Internal (add £70 for external units)

270Mb	£119
420Mb	£179
840Mb	£229
1Gb	£299

CD-ROMs (add £60 for external units)

Sony 2.4 Speed	£79
Toshiba 4.4 Speed	£179

Removable Drives

Imega Zip Drive	£199
Imega Jaz Drive	£599

Other capacities are available, phone for details.



SUPERDOUBLE CD PACK

Includes 2 free CDs



£189
Includes
Squirrel SCSI

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

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

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

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

SQUIRREL MPEG



The SCSI MPEG Player for your Amiga. Atari, Macintosh & IBM PC Compatible.

Bring the cinema into your home and onto your computer with Squirrel MPEG™. Playing the popular VideoCD and CD-i CD-ROMs as well as raw MPEG streams, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

Squirrel MPEG is a SCSI peripheral that can be used in conjunction with any SCSI controller, such as the Classic Squirrel™ or Surf Squirrel™, and any VideoCD compatible CD-ROM. Squirrel MPEG can also be used as a stand-alone unit, with a SCSI CD-ROM, as an addition to your TV, Video and Hi-Fi setup.

Available from March 1996 Squirrel MPEG is the latest in an established line of ground-breaking products, for you and your Amiga, from HiSoft Systems.

Jaz is a revolutionary 1Gb removable hard disk system for any Amiga with SCSI. Like a Zip drive on steroids, Jaz provides astonishing performance. Offering data transfer rates of up to 6MB/s and access times of under 12ms.

For full information on this amazing SCSI peripheral contact HiSoft Systems.

• 1Gb Carts
• 6MB/sec

jaz



£599
plus P&P

Studio V2 Professional

The original colour management system for your Amiga

£49.95

Studio 2 brings professional colour management to the Amiga, ensuring that the colours on your screen match the colours on your printer.

Use Studio 2 to get the most out of your printer. With its powerful Workbench drivers, you will get outstanding printed results from your applications every time.

Studio 2 is also directly supported by the popular printer manufacturers, and always includes drivers for their latest printers.



Set every conceivable print option from the Studio preference program.

Cinema4D™

Professional Ray-Tracing and Animation for your Amiga

£199



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

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

will have your objects move realistically through time and space.

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

DiskMAGIC

Easy File & Disk Management

£39.95

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

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



Order Hotline

0500 223660

To order any of the products shown on this page (or any other HiSoft title) - just call us, free of charge, on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (E4 P&P) or, for only £8 within the UK, by guaranteed next day delivery (for goods in stock). Alternatively you can send us a cheque or postal orders, made out to HiSoft. All prices include VAT. Export orders: please call or fax to confirm pricing and postage costs. © 1995 HiSoft, E&OE.

All prices include UK VAT @ 17.5%

Zip is a trademark of Amiga Inc.



HiSoft SYSTEMS

The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716
email: hisoft@cis.compulink.co.uk

Hi Quality Version Available on AMIGALAND.COM

Watchtower

■ Price: £25.95 ■ Publisher: OTM 01827 312302

If you wanted tips on the following game, just try the age-old advice "If it moves, shoot it". This would also be a good time to find a friend, 'cause you're gonna need as much help as you can get!

Upon loading Watchtower, the immediate thought that springs to mind is "C'wot, this don't 'arf look like Chaos Engine!" – and quite rightly so. The graphics certainly owe more than just a passing nod to the Renegade classic. However, after a few minutes playing you realise that Watchtower's contents is more akin to elderly titles such as Commando and Rambo, not to mention the Sensi Classic Cannon Fodder.

The game's creators have mercifully spared us a twenty page plot, instead opting for the more easily digestible "You're one well-hard geeza up against the enemy army in its entirety" theme – and before you know it, you're off up the screen armed only with a pea-shooter and a handful of grenades.

The game itself is split into six missions, each with a different objective and a different setting



▲ Collect any uncovered crates for those extra points

(eg desert, enemy base, urban). The truth, however, is that the game play is pretty much unchanged throughout, with only graphical changes and the odd new enemy type making the different levels identifiable. Whether you're on level two or five, you can bet your granny's spare teeth that most of your time will be spent shooting hostile enemy soldiers and blowing up installations, tanks, aircraft, and... well, pretty much anything that'll react to a well



placed grenade really. The aforementioned explosive apples come in limited supply, so crates and boxes must be blown open along the way as you search for fresh supplies and point-rewarding items. The programmers have obviously spent time perfecting their explo-

sion graphics – and very nice they are too – but this is more than just a special affect, as it can also be exploited by the player. How? Well let's just say that any enemy units near exploding items, er... fly away to meet their maker. Hurrah!

Guns, guns, and more guns

As previously mentioned, the player starts off with a full complement of grenades (the maximum allowed being nine) and the standard issue pistol, namely the Desert Eagle Magnum .44. Unfortunately, this has a fairly low damage rating, a pretty pathetic range, and a limited rate of fire, so you'll need to find some crates as soon as possible and blow them apart in the hope of finding a better weapon. There are a number of guns to be found, but due to weight, only one type of gun can be carried at any point. It is therefore down to the player to



▲ I realise that most of our readers don't even talk to females, but if you've got a mate, why not play this two-player game?

become familiar with each gun's attributes and on-screen appearance so that you don't accidentally swap, for instance, an M60 machine gun – with excellent range and rate of fire – for a rocket launcher that, while having the best range possible, can only fire one rocket at a time.

Other toys to play with include AK-47 Kalashnikov, Israeli UZI Sub-Machine gun, M16 Assault Rifle, Minigun, and a Flame Thrower with continuous flame and high damage – grrr! Of course, as well-armed as you are, you can expect to encounter enemy soldiers with the same level of weaponry as yourself, and what with you starting each new mission back with the pistol, well, let's just say that complacency isn't advisable.

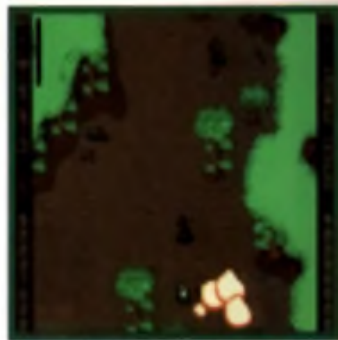
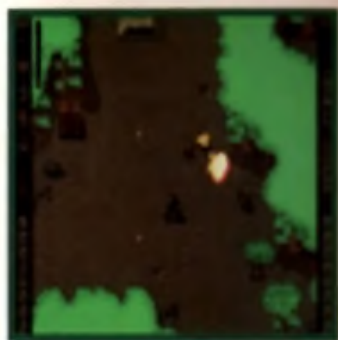
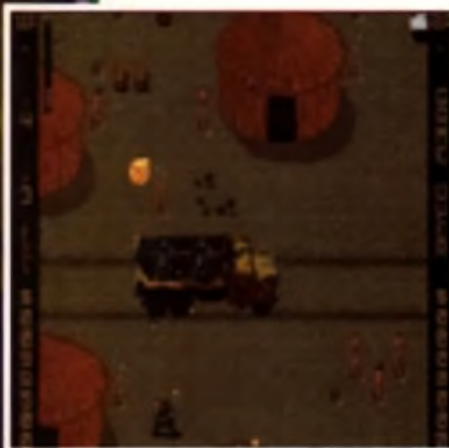
As well as engaging enemy troops, you can also expect to come up against some fairly serious military hardware in the form of tanks, supply trucks, and even bombers that fly across



Hi Quality Version Available on AMIGALAND.COM



▲ Before each mission you're shown your position on the overall campaign world map, along with a truncated list of the things you need to do.



▲ Blowing these crates has revealed exactly what the doctor ordered — more grenades!

the screen dropping their deadly payload right on the old noddle. Fortunately, careful rationing of the ever-popular grenades will ensure that you're always in a position to reply to such challenges in kind.

The level designs are well thought out, so ambushes are frequent enough to keep the player on his toes, while narrow (not to mention well protected) bridges call for some sharp shooting

skills. As well as a large number of obstacles that can be blown to clear a path, there are also buildings and installations that must be worked around as the screen scrolls slowly to reveal new areas on the map. As if that wasn't enough, later levels are covered in land mines, but thanks to the fact that many of the enemy soldiers are not only single-minded but pretty damn thick, they can be tricked into clearing routes through such deadly grounds (and a very good impression of chopped tomatoes they do too!)

Reap the many rewards

As you progress through the missions your performance is evaluated, and if you've been a good boy, you could even find yourself being awarded with a nice badge or even a shiny medal. How does a Legion of Merit grab you? Or perhaps a Medal of Honour, a Silver Star, a Bronze Star, a

Distinguished Service Cross, or a United Nations Medal. One to avoid, however, is the Purple Heart as this is generally only awarded to those who have died as a result of standing in front of enemy snipers shouting "come and get it big boy". You can also impress your friends and family with promotions throughout the campaign — right through from Private to Brigadier General.

And the final verdict is...?

To be honest, as simplistic as Watchtower is, it's actually pretty good fun. It's certainly of the 'old school' as far as game play goes — but as long as it's still fun, who cares? The comparisons to Chaos Engine only really go as far as the presentation, the fact that you can have two players trundling around at the same time, and the graphical representation of the extremely questionable coins that appear throughout the game as point bonuses. Other than that, it's all very basic in as much as you just wade through the levels killing everything that crosses your path.

At times the screen can get a tad crowded, as large numbers of soldiers all appear at once, adding to the on-screen confusion with bullets spraying in all directions (though I'm sure you'll be glad to know that only once in my entire testing sessions did I encounter any slowdown). The only other comment worth noting with the screen is that you have to sometimes wait for the scrolling to catch up with your position, otherwise you'll be standing on the edge of the screen just as a new soldier appears, which is — needless to say — a bit of a git.

The choice of weapons is impressive, although once you get yourself a decent weapon with a good range and

fair damage, there's no real need to swap around. As for the grenades, well... they're great! I would say, though, that due to the game's general difficulty (ie bloody hard for the most part!) a few more grenades wouldn't have gone amiss.

And that's about it really. The three difficulty levels don't appear to do much more than make the soldiers tougher (not in intelligence, but where one bullet would suffice on the easy level, you'll need two for the medium level) while the six levels are progressively more busy and generally nasty. As for whether you're getting twenty six quid's worth of value, well... that's really down to how much you personally go for "bread and butter" arcade games. My personal advice would be to give Watchtower a go, because while it ain't Earth-shattering, it's not at all bad. ■

Matt Broughton

WATCHTOWER

- workbench version.....3.0
- number of disks.....3
- ram.....2MB
- hard disk installable.....yes

graphics.....	78%
sound.....	68%
stability.....	73%
playability.....	75%

4/296

OVERALL
A tad basic, but pretty entertaining.

78%



▲ Hurrah! I'm great! am.

DATEL

01782 744707

24hr Mail Order Hotline

DIRECT

buying direct from the manufacturer means both low prices and a service second to none!



FAX 01782 744292

PROFESSIONAL MIDI KEYBOARD & INTERFACE DEAL!

Full size velocity sensitive Midi keyboard PLUS Midi Master professional Midi interface. Total Package!!

ONLY £99.99

KEYBOARD - MIDIMASTER - FREE MIDI CABLES

MIDI MASTER PROFESSIONAL MIDI INTERFACE

NEW LOW PRICE

FREE DELIVERY

£19.99



- ▲ Full specification Midi In, Midi Thru and Three Midi out sockets.
- ▲ Stylish case to match Amiga colours
- ▲ Fully Opto Isolated.
- ▲ Compatible with ALL leading music packages.



FULL MIDI SPECIFICATION:

- 49 Standard size, velocity sensitive keys with 10 velocity curves.
- Supports all assignable Midi controller messages.
- Supports all program numbers numbers & bank change messages.
- Programmable channel pressure & velocity.
- Pitch bend wheel.
- 6 user programmable "Program & Bank Change" memory.
- 805x208x87mm.
- Transpose up to full range of 109 keys.
- Standard MIDI out 5 pin Din.



NOW ONLY £99.99

FREE DELIVERY

£29.99

- ▲ With the Amiga Genitiser Graphic Tablet you can streamline the operation of most graphics or CAD programs.
- ▲ The Genitiser Graphic Tablet utilizes latest technology to offer up to 1000 dpi resolution at the tip of a stylus.
- ▲ Complete "on" drawing area plus super accurate stylus combine to enable fast accurate and easy control.
- ▲ Operates by "mouse emulation" so the Genitiser will work with most packages where mouse input is the standard method - Deluxe Paint, Master Draw, CAD Packages, etc.
- ▲ Supplied with templates for Deluxe Paint.
- ▲ This is the input method used on professional systems.

- ▲ Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- ▲ The Genitiser fits in the serial port of your Amiga 500/520/1000/1200/1300/2000 and "in a tin" replacement.
- ▲ Unlike a mouse, the tablet gets electrical signals up to the drawing area as well as back to the Amiga.

FREE PC INSTALLATION PACK IF YOU BUY A GENITISER TABLET SYSTEM FOR YOUR AMIGA YOU WILL ALSO RECEIVE SOFTWARE AND MANUALS FOR INSTALLATION ON A PC APPROXIMATELY £20.00

MAGNETIC CARD READER

Explore the data hidden on Credit Cards, Debit Cards, Security & Membership Cards etc.

Simply swipe your card and read the contents Reads tracks 1, 2 and 3 Plugs into your Amiga Joystick Port.

£59.99 Complete system

HIGH RES HANDY SCANNER



- ▲ An easy to handle format featuring 105 mm scanning width & 600 dpi resolution enables you to scan images & text into your Amiga 500/520/1000/1200/1300/2000...
- ▲ Includes hard disk transfer to run under Workbench.
- ▲ Automatic correction for brightness/contrast levels.
- ▲ Genitiser gives you the ability to scan images, text or graphics & send them to the Disk Drive from Master.
- ▲ Semi-Dry Software included to convert half tone images to true Grey scales. Includes editing, scan & processing features.
- ▲ Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- ▲ View window and position control panel.
- ▲ Powerful partner for DTP that allows for cut & paste editing of images etc.

£79.99 WITH FREE PHOTON PAINT



GOLIATH HAS THE POWER

Goliath is a direct power supply replacement with a differential if you have an Amiga with a large harddrive, extra memory, accelerator board or indeed any powerful add-on then a standard power supply just cannot cope. The Goliath packs more

£44.99 3 times the power of a standard power supply

- ▲ Fan cooled.
- ▲ Heavy duty case.
- ▲ Switch mode electronic system.
- ▲ Full 500 watt output.
- ▲ On/Off switch.
- ▲ 13 Amp UK approval over 1000.
- ▲ Direct plug in replacement.
- ▲ Also available for col 32.

AMAZING 200 WATTS OUTPUT!

THE ANSWER TO ALL YOUR DISK BACKUP PROBLEMS



SYNCR0 EXPRESS is a sophisticated hardware and software package that works by directly controlling your backup drive to allow data ignoring the Amiga's own disk controller. This way SYNCR0 EXPRESS delivers power to backup programs, when other backup systems fail.

- ▲ The most powerful disk backup system ever conceived.
- ▲ Very simple to use requires no user interface.
- ▲ Powerful "SYNCR0 MODE" actually synchronises your drives to achieve even greater backup power!
- ▲ Menu driven selection of start/end track, upto 81 tracks.
- ▲ Totally "transparent" hardware switches out automatically when not in use.

£34.99 For A300/400/1200

NOW VERSION 5.0

WARNING: 1988 COPYRIGHT ACT It is illegal to make copies, rent or lease out of copyright material, without the given permission of the copyright owner or the Copyright Board.

PRO ACTION REPLAY

FOR THE AMIGA A1200



DATEL DIRECT

Have of DateL can have been designing existing computer peripherals for over 10 years.

By dealing direct with the manufacturer you can be sure we offer the latest products at the keenest prices.

Our sales and technical staff will be pleased to advise you and we will deliver your order to your door within days. Why not give us a try.



NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

ACTION REPLAY GIVES YOU THE POWER TO FREEZE ANY PROGRAM AND TAKE TOTAL CONTROL!

- Save the entire program in memory to disk or even hard disk. The saved program will reload and run from the point where it was frozen. Perfect to transfer disk games to hard drive to load in seconds!
- Game trainer feature gives you the power to find cheats within any game. Infinite LIVES, ENERGY, LEVELS etc. Ultimate GAME BUSTING POWER.
- Screen Grabber option lets you freeze and save screen to disk. Pictures saved in IFF format suitable for all leading graphics packages.
- Powerful monitor functions give you all the tools to freeze and hack the program in memory. Full 68020 assembler/disassembler. Breakpoint & trace- single step commands Remember that ACTION REPLAY lets you view the program in it's frozen state- no other toolkit can offer this feature.
- Powerful hardware features custom logic and on-board scratch ram so **NO AMIGA MEMORY IS USED.**
- Works with up to 8 megs of Amiga RAM!
- Very simple to install.. Just plug into A1200 trapdoor.

A1200 ACTION REPLAY
£59.99 Amiga1200

Very simple to use - Just press the freeze button to take total control of the frozen program in memory.

HARD DISK SUPPORT

TRANSFER YOUR DISK PROGRAMS TO HARD DRIVE!

Works with most games

01782 744707
24hr Mail Order Hotline



AMPLIFIED STEREO SPEAKERS

YOUR AMIGA HI FI STEREO SOUND. WHY PLAY THIS THROUGH A SMALL TV SPEAKER WHEN YOU CAN HAVE FANTASTIC HEAD-BANGINGLY GLOWIOUS ARCADE STEREO!

10 WATTS
£14.99

Blasts out 10 watts of power

Clip onto your TV/Monitor

50 WATTS
£34.99

Separate stereo 5-WATT x 2 COMPOSITE PAL output (phono cable which required)

Ideal for many video applications including titles etc.

Allows Amiga to be used with any SCART TV (if you don't have an Amiga monitor)

FULL 8 BIT SAMPLING AT A NEW LOW PRICE

- Full 8 Bit Sound Sampling System. For 2500/1500/2000.
- fits into Printer Port.
- Complete Hardware/Software package including Sound Sampler

8 BIT SOUNDSAMPLER
£19.99 Amiga 500/3000 Amiga 1500/2000

Competition PRO CD 32 JOYPAD

TURBO FIRE
SLOW MO & AUTOFIRE
8 WAY SUPERSWITCH.

£16.99

AMIGA HYPERPAD

2 BUTTONS EACH WITH SPEED CONTROL

PERFECT FOR REAL ARCADE STYLE GAMES

AUTOFIRE SPEED SELECT

£12.99

INTERNAL MIDI CARD

FULL FEATURE MIDI INTERFACE

- INTERNAL MIDI CARD FOR 2000 & 1500
- Full feature Midi Interface - Midi In, Midi Thru and Three Midi outlets
- Opto isolated.

INTERNAL MIDI-CARD
£19.99 Amiga 2000 & 1500

REPLACEABLE DISK DRIVE

- Top quality internal 3.5"
- Quiet operation.
- Small compact slimline design.
- Built in anti-static features.
- Doesy - hot-swappable via drive port.
- No need for external PSU.

REPLACEABLE DISK DRIVE
£49.99 Direct Plug-in Replacement

5.25" INTERNAL FLOPPY DRIVE

- Quality Chassis Mechanism
- Features special eject button
- Quiet operation
- Includes mounting plates
- Comprehensive instruction manual.

INTERNAL DRIVE
Amiga 500/3000 £39.99 Amiga 500/1200 £49.99

AMIGA VIDEO INTERFACE

The Amiga video interface allows you to output 5-VIDEO or COMPOSITE PAL from your Amiga.

- Connects to Amiga monitor port. This connector is a standard Monitor to be connected simultaneously
- Separate output gives 5-VIDEO or COMPOSITE PAL output (phono cable which required)
- Ideal for many video applications including titles etc.
- Allows Amiga to be used with any SCART TV (if you don't have an Amiga monitor)

VIDEO INTERFACE
£34.99

ACTION LINE BBS

ACTION LINE is the biggest and best BBS you can find. Over 10,000 of the best games, demos, shareware, freeware, software, magazines, and more. Plus much, much more.

71 spaces to 257 FAS!

INSTANT DOWNLOAD NUMBER
0891 516353

No subscription - just pay for the minutes you use.

DEALER ORDERS WELCOME

CALL 01782 744707 and we will ship your order same day!

- Please add £2.00 per order.
- For next day delivery add £5.00
- For export orders we will quote shipping at cost via UPS.

UPS

01782 744707
FAX 01782 744292

DATEL DIRECT

GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKES-ON-TRENT,
ST4 2RS, ENGLAND

01782 744707

GH

offers you our
LOWEST Prices Ever

AND... GH PERSONAL FINANCE - JUST 10% DEPOSIT WITH NOTHING MORE TO PAY FOR 6 MONTHS!

PERSONAL FINANCE DEFERRED PAYMENT PLAN FOR PERSONAL BUDGET APPLIES VISITING OUR SHOWROOM
 ABOUT OUR PURCHASES ONLY 10% Deposit and a maximum of 10% interest over 6 months - NOTHING MORE FOR 6 MONTHS!
 During that period you can make 10 FULL instalment payments of continue your agreement with normal monthly repayments
 (a later date will be 20% deposit 10% per month, Payment limit 12,000.00 £75 per month. And for the first 6 months you'll also receive
 FREE Agreement Life Cover. Please refer to our leaflets for details of terms.

Subject to credit check and 11% arrangement fee. Please refer to our leaflets for details of terms and conditions.



AMIGA TECHNOLOGY

- AMIGA 2500MHz TURF PACK **£569.95**
- A1200 + 20MB Hard Drive + 14MB internal Modem
 (with Internet Web Surfer, Tele Conferencing, 1.44 &
 5.25 Floppy disk), Wordworth WISE Database 1.1,
 Organizer 1.1, TurboCalc 1.1, Personal Plan V1.0
- AMIGA MAGIC PACK **£394.95**
- A1200 Wordworth WISE Database 1.1, Organizer 1.1,
 TurboCalc 1.1, Photogenix 1.1, ZSE Review, Fast Mail,
 Postal Marks, Wizard Print Manager
- AMIGA 1700MHz HD MAGIC PACK **£604.95**
- A1200 + 70MB Hard Drive plus the 'Magic Pack'
 reference (shown above) and 2x 1MB HD
- Amiga 14336 Monitor **£244.95**

PROGRAMS

- ProGrid 1.01 Plot **£128.95**
- ProGrid 2 PC/MCA Interface **£34.95**
- Sampler Screen **£19.95**
- Screen Mail Sampler with Prof Pak
 and PC/MCA or use any other sampler software
£34.95
- Tutorial Paradise **£44.95**

GEOMETRICS

- Amiga 2500MHz Hard **£148.95**

CD-ROM MODULE

- CD-ROM Print Module - Upgrade CDPS
 for Amiga 2500MHz or Amiga 2000MHz
 (with Amiga 2500MHz or Amiga 2000MHz)
 Run/Save/Print/Find and Save (S.P.)/View/Save
 Search for P.L.C./P.L. CD-ROM Tag & External Format
 Floppy Drive Converter, P.S. Scan Station, PC-AT
 Keyboard Station, Mouse, Administrator, etc. of P.M. card

PLIZZARD

- 12204 - 22MHz - A1200 **£195.95**
- Add 4-4MB Board for 12204 **£185.95**
- 12204 P.L.C. CPU for 12204 **£53.95**
- 12204 Modem - 50MHz - A1200 **£179.95**
- 50MHz P.S.A. CPU for 12204 with **£93.95**
- 1260 - 630MHz Turbo - A1200 **£395.95**
- 2060 Turbo with SCSI - A1200 **£500.95**
- 50MHz Turbo - SCSI - A1200 with 1260 **£395.95**

CYBER PRODUCTS

- CyberView 64 - 7MB - A1200 (8 TV) **£299.95**
- CyberView 64 - 4MB - A1200 (8 TV) **£199.95**
- CyberView 1 - 1MB - A1200 (8 TV) **£199.95**
- SCSI II K4 - for CyberStorm II **£51.95**
- SCSI Fast and Wide Module **£140.95**
- for CyberStorm II (Available Apr-May 1996)
- SCSI II III - for CyberStorm II **£189.95**

SIMM MEMORY

- 4Mb SIMM 60ns **£102.95**
- 4Mb SIMM 70ns **£109.95**
- 8Mb SIMM 60ns **£190.95**
- 8Mb SIMM 70ns **£229.95**
- 16Mb SIMM 60ns **£351.95**
- 16Mb SIMM 70ns **£390.95**

AMIGA MEMORY BOARDS

- PC RAM 512K with Clock **£29.95**
- 50C 1MB **£29.95**
- 60C 1MB (No Clock) **£21.95**
- 60C 1MB with Clock **£39.95**

SCANNERS

- Epson GT 5000 **£CALL**
- Epson GT 8000 **£CALL**
- UMAX 56 **£CALL**

FLOPPY DRIVES

- Amiga External 70MB **£84.95**
- Amiga External 80MB **£93.95**
- Amiga external 80MB for AS500/500+ **£99.95**
- Amiga external 80MB for AS600/200 **£44.95**

AMIGA INTERNALS

- Soft Flo 2.5" A1200 IDE Hard Drive **£249.95**
- 50MB Soft Flo HD **£249.95**
- 80MB Soft Flo HD **£279.95**
- 1GB (+800MB) Soft Flo HD **£399.95**
- GH Fitting Service - We collect your
 A1200, fit the HD and Re-Deliver **£CALL**

CD ROM DRIVES

- NEC External Twin Speed II Squirrel **£199.95**
- D2 External Quad Speed II Squirrel **£289.95**

- Crescent ABC Colour Inc. Cable **£149.95**
- Crescent ABC Sheet Feeder **£34.95**
- Crescent ABC Tractor Feet **£34.95**

INKJET PRINTERS

- Canon BJ70 ec. Cable II Driver **£184.95**
- Canon BJ70 ec. Cable II Driver **£229.95**
- Canon BJ700 ec. Cable II Driver **£259.95**
- Canon BJ710 ec. Cable II Driver **£269.95**
- Canon BJ720 ec. Cable II Driver **£279.95**
- Canon BJ730 ec. Cable II Driver **£289.95**
- HP Deskjet 340 Inc. Cable II Driver **£299.95**
- HP Deskjet 600 Inc. Cable II Driver **£319.95**
- HP Deskjet 680 Inc. Cable II Driver **£284.95**
- Epson Stylus Colour II Inc. Cable **£334.95**
- Epson Stylus Colour II Inc. Cable **£334.95**

PRINTER CONSUMABLES

- Citizen 9 Pin Mono Ribbon **£3.95**
- Citizen 24 Pin Mono Ribbon **£3.95**
- Citizen 9/24 Pin Colour Ribbon **£12.95**
- Epson Stylus Colour - Mono Cartridge **£13.99**
- Epson Stylus Colour - Colour Cartridge **£29.95**
- Epson Stylus Colour II - Mono Cartridge **£17.99**
- Epson Stylus Colour II - Colour Cartridge **£24.95**
- HP Deskjet 300/500 - Mono Cartridge **£23.95**
- HP Deskjet 300/500 - Colour Cartridge **£23.95**
- HP Deskjet 600/660 - Mono Cartridge **£23.95**
- HP Deskjet 600/660 - Colour Cartridge **£23.95**
- HP Deskjet 340 Portable - Mono Cartridge **£23.95**
- Canon 800E - Black Ink Cartridge (8 TV) **£14.95**
- Canon 800E - Cyan Ink Cartridge (8 TV) **£14.95**
- Canon 800E - Magenta Cartridge **£14.95**
- Canon 800E - Yellow Cartridge **£14.95**
- Canon 800E - C, M, Y, K, 4 Pack **£35.45**
- Canon BJC4000 Black Tank **£6.95**
- Canon BJC4000 Colour Tank **£13.95**
- Canon BJC4000 Black Cartridge **£24.95**
- Canon BJC4000 Colour Cartridge **£23.95**
- Canon BJC4000 Colour Cartridge **£16.45**
- Canon BJC4000 Black Cartridge **£22.95**
- Canon BJC4000 Tank - 3 Pack **£13.95**
- Canon BJC70 Colour Cartridge **£37.95**
- Canon BJC70 Colour Tank **£16.95**
- Canon BJC70 Black Tank **£11.95**
- Canon 800/820 Black Cartridge **£16.95**
- Canon 800/820 Cyan Cartridge **£21.95**
- Canon 800/820 Magenta Cartridge **£21.95**
- Canon 800/820 Yellow Cartridge **£21.95**

MIDI E.M.S

- US Robotics Sportster 14.4 (NCOM) **£139.95**
- US Robotics Sportster 28.8 (NCOM) **£194.95**
- Motorola Modem 28.8 (NCOM) **£179.95**

AMIGA ACCESSORIES

- Mega Mouse II 400dpi - 3 Button **£19.95**
- Mega Mouse II Plus 400dpi - 3 Button **£12.95**
- Alfa Data Optical Mouse **£28.95**
- Alfa Data Trackball **£32.95**
- Python Joystick **£10.95**
- Zipstick Joystick **£11.95**
- Suzuki Mousing II **£18.95**

TOP QUALITY

- 1E - Bulk Unbranded 3.5" DD **£3.95**
- 3D - Bulk Unbranded 3.5" DD **£15.95**
- 1D - TDK/Sony 3.5" DD **£5.95**
- 3D - TDK/Sony 3.5" DD **£8.95**
- 1D - TDK/Sony 3.5" HD **£8.95**
- 3D - TDK/Sony 3.5" HD **£19.95**

AMIGA BOOKS

- Total Amiga **£21.95**
- Total Amiga Workbench **£19.95**
- Total Amiga DOS **£21.95**
- Total Amiga Assembles **£24.95**
- Total Amiga C **£21.95**
- Total Amiga Beginners **£19.95**

AMIGA SOFTWARE

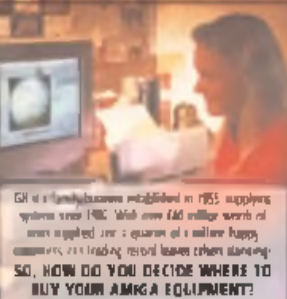
- Warms **£21.95**
- Colonisation **£25.95**
- Approach Trainers **£24.95**
- Samurai Soccer 95/96 **£24.95**
- Championship Manager II **£CALL**
- HFA Soccer **£24.95**
- ZEE Wolf II **£24.95**
- All Terrain Racing **£21.95**
- Allen Brown Tennis Assault **£14.95**
- Allen Breed 3D **£24.95**
- Theme Park 2GA **£32.95**
- Space Hawk **£14.95**
- Leading Lap **£CALL**
- Zur Legacy **£CALL**
- Photographer **£24.95**
- Studio II **£40.95**
- Dave Per 3 **£66.95**

SOFTWARE PRODUCTS

- French Calc **£99.95**
- French Writer 4 **£74.95**
- French Writer 4 Lite **£35.55**
- French Data 4 **£69.95**
- French Dictionary (FN 4 Full ONLY) **£119.95**
- German Dictionary (FN 4 Full ONLY) **£119.95**
- Norwegian Dictionary (FN 4 Full ONLY) **£119.95**
- EPS Clip Art Packs - **£29.95**
- Archieve **£29.95**
- Animal 1 **£29.95**
- Animal 2 **£29.95**
- Birds **£29.95**
- Business 1 **£29.95**
- Business 2 **£29.95**
- Educatoon **£29.95**
- Fish **£29.95**
- Flowers **£29.95**
- Food **£29.95**
- Holiday **£29.95**
- Insects **£29.95**
- Natural **£29.95**
- Samples **£29.95**
- Sports **£29.95**
- Toys **£29.95**
- Travel **£29.95**

ACCESSORIES

- 28 Pin Pre Speakers **£54.95**
- Amiga Amiga Modulator **£34.95**
- Amiga Power Supply **£34.95**
- Mouse Mat **£44.95**
- Parallel Printer Cable - 1 Metre **£4.95**
- Mouse Mat/Head - Mouse Cleaner **£4.95**



GH is a family business established in 1985 supplying systems since 1986. With over 600 retail shops of ours supplied over a quarter of a million happy customers, our leading record leaves others standing. SO, HOW DO YOU DECIDE WHERE TO BUY YOUR AMIGA EQUIPMENT?

- That's the question we asked in a recent survey. When given a choice of six companies, customer preferences were:
- No. 1 PRICE**
 At GH you'll get the BEST overall deal, both at our prices, custom deals with our services and much more. You'll find it's No. 1. 28.3%
 - No. 2 SERVICE**
 This is OUR No. 1 priority for YOU!
 Product Choice
 - No. 3 PRODUCT CHOICE**
 Everything for your Amiga. If it's not listed, we'll make it for you.

HOW TO ORDER FROM GH...

- PHONE GH**...
 An 800 811 8111 (toll free) or 0115 933 8111 (local).
 (We're open Monday to Saturday 9.00am to 5.00pm)
- POST OR FAX**...
 Please include your name, address and preferred delivery address, along with a cheque, credit card or cash payment. If using a credit card, we'll include a further and add shipping costs and postage. All orders with cash will take 2 weeks to arrive. All other orders take 3-4 weeks. Delivery is by Royal Mail or by Express.

GH PRICES...

- Prices include 17.5% VAT on the net price only. (17.5% VAT is not applicable to all items.)
- All prices include 17.5% VAT on the net price only. (17.5% VAT is not applicable to all items.)

DELIVERY

- We offer postage insurance and 100% delivery guarantee. Express delivery is available for all items. Delivery is by Royal Mail or by Express.

GH WARRANTY...

- Manufacturer's warranty is available on all items. We offer a 12 month warranty on all items. (Some items may be covered by a 3 year warranty.)

WHY CHOOSE GH?

- We offer the best overall deal, both at our prices, custom deals with our services and much more. You'll find it's No. 1. 28.3%
- We offer the best overall deal, both at our prices, custom deals with our services and much more. You'll find it's No. 1. 28.3%

VISIT THE GH SHOWROOM...

- We're open Monday to Saturday 9.00am to 5.00pm

HOW TO FIND US...



VISIT OUR SHOWROOM...

ALL PRICES INCLUDE VAT AT 17.5%

We supply all Government and Education Departments along with Major PLCs. Call GH now for a rapid response to your questions requests!

Why don't you use us now... GH Email internet address gharwood@eweworld.com

Computers

Harwood

01 773 836781

Dept. C UA/A2, New Street, Alfreton, Derbyshire, DE55 7BP FAX: 01 773 831040

Phone Gordon

For your protection all Credit Cards are Security Checked

Premier Manager 3 Deluxe

■ Price: £TBA ■ Publisher: Gremlin ☎ 081 988 8888

Gremlin's Premier Manager series has been, on the go for donkeys years and is one of the most popular footy games ever. We haven't seen anything from this Sheffield based software house for nearly a year now so a parcel thus post marked and obviously filled with a box created a bit of a stir. The last item they sent us was Premier

Manager 3 Multi Edit, a support program for the PM3 series. Just what could this be?

Not to be outdone by SWOS, Player Manager and Ultimate Soccer Manager Premier Manager 3 has had the latest teams and league structures bolted on to bring it bang up to date with the 1995/1996 season. The basic game remains the same though and they've been good enough to supply the original manual. In fact the packaging is pretty comprehensive: it's nice to see that Gremlin aren't trying to do what is definitely, possibly, maybe, their last Amiga game on the cheap... though the fact that they claim to have sold over half a million of the various versions of this one program so far may have something to do with this too.

The Multi Edit software

released last year is included in this version too. This means you're getting two programs. The Multi Edit is not a data or update disk, it is designed to operate separately, creating save games for the full program. This it does well, allowing you to create your own scenarios and even edit the on-screen text and messages.

Premier Manager 3 stands the test of time. As a comprehensive football management sim it is still one of our office favourites, alongside On The Ball and Ultimate. When originally launched we felt that it was a little too like PM2 for comfort, and if anyone took our advice at that stage then now might be the time to upgrade as the Multi Editor does make this package more interesting. The only problem marking this game is the fact that Gremlin have supplied it to us with no fixed price. If someone sells it for under £20 and you're in



the mood for an upgrade it's good value. At £25 or more you might do well to wait and see if Domark's Championship Manager 2, the only genuinely new sim on the way, has the necessary oomph to tackle you by the short and curries. ■

AD

83%

Hi Quality Version Available on AMIGALAND.COM

■ Price: £14.99 ■ Publisher: Apex Systems ☎ see text

Quote of the month: "I played the cover disk demos of Sensible Golf, and frankly, I wasn't impressed." So writes Mr David Kirk of Apex Systems. Of course, the difference between Mr Kirk and most unimpressed readers, is that he actually did something about it - he went and wrote his own version. Oh yes...

It is indeed true, for here before us we find World Cup, an

interesting little offering that comes courtesy of mail order only for the bargain price of £15. There are five famous courses to choose from (Castle Pines, Gleneagles, Little Aston, Muirfield Village, and Wentworth), 63 individually skilled computer opponents to challenge, and the option of up to four human players. There's also an auto-caddie option, where the computer points you in the right direction and selects the correct club for you.

The game format is nothing particularly new, with the good old power-bar making an appearance and, on the whole, it all holds together well. The presentation is nice and clear, the sound effects are as effective as I guess it's possible to be with a big empty field, and everything works as well as you'd expect. It's just that it's a bit unremarkable.

The graphics are simple, but

don't really offer the player much in the way of reward, while the gameplay is a bit too basic to warrant any striking comment. It really is just a straight forward cross between Sensi Golf and the millions of other golf games we've seen over the past few years.

Because it's so plain, there's nothing to rave over and, similarly, nothing to really moan about. The only possible complaint (and where perhaps Mr Kirk should have a look at Sensi) is that the scale doesn't change when you get onto the green, making accurate targeting and power selection a lot less controllable. There's also a problem when, if you are right by the hole but technically off the green, it defaults to irons, leaving you to misjudge and tonk the ball over the other side again (and I don't remember golf

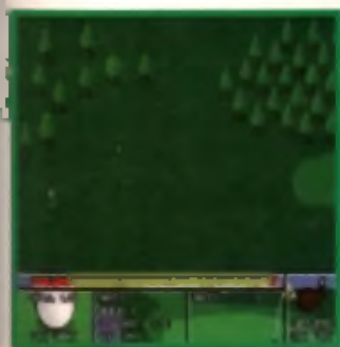


balls bouncing like ping pong balls either!)

As for Mr Kirk saying that he made this game because he was disappointed with Sensi, well, I think it's a 'people in glass houses' situation. Should you fancy a copy of World Golf, you'll want to send £14.99 to Apex System, 8 Gosling Gate Road, Goldthorpe, Rotherham, South Yorkshire S63 9LU. ■

MB

62%





VAMP

She's mean, moody and magnificent and knows more about things that go 'bump' in the night than she should. If you are at your wits end with an adventure problem turn to Vampyra for help.

Dungeon Master II

I am having trouble getting the last Clan piece from the revolving table in the castle between the spooky trees. Each time I go near the table it revolves and moves the piece to the opposite side of the table. How can I get to it?

Jim Laver, Hatfield.

Would it help if I printed out that this table is like all the tables which you found in the shops? Think back to how you got the table in the shop to revolve and give you what the shopkeeper had placed at his side? Stupid boy!

Maniac Mansion

I have a walk-through guide for Maniac Mansion and all was going well until it said walk to the hatch in the man-eating plant room and use the plant to climb into the room above. After this I was to use the telescope in the room above but I can't get through the hatch as the plant stops me. Could you put me out of my misery?

Craig Ashton, Leicester

Adventure Helpline

Your walk-through was probably written by the same person who wrote the recipe for Dragon Stew. It says, 'first catch and kill a dragon'. The trick is to first make the plant grow by using a jar of pool water on it. Next use a can of Pepsi on it to kill it stone dead

Police Quest II

I'm stuck in Cotton Cove with my partner Keith and Officer Gelespi. There is also a girl present and I've talked to her about the blood. I would like to know how to get past Bains who appears from nowhere when I go up river. When I get killed I get the message: 'make sure sights are set properly and aim gun at the target.' What does this mean?

K. Dodd, Park Village.

Well you are suffering from one of two options. Either you couldn't hit a cow's bum with a banjo while holding its tail or the sights on your gun need adjusting. Let's be charitable and guess that you haven't been to the shooting range today and adjusted your sights. In fact I'll bet a sloppy kiss to a pint of your blood that that's the answer to your problem. In this game you must go to the shooting range every day and successfully reset your sights or you will die later on.

Operation Stealth

I bought Operation Stealth two months ago and I'm finding it extremely difficult. I have passed through the four labyrinths and have ended up stuck in an office. I have no clue what I'm going to do next. I have a little box, a watch, an electric razor, an electric cable and a pen. Can you help me?

Alexandre Valerio, Portugal.

I'll assume that you are in the

Palace. If this is true and you are in the office with the statue, then your next move is to 'operate' the arm of the statue to reveal a safe. You can now use the little box on the safe, and operate the on/off button to switch it on. Operate the up and down arrows until the first light on the box illuminates. Operate the validation button on the safe. Operate the up and down buttons until the second light on the box lights up (Do this again for the third and fourth numbers). Operate the on/off switch on the box to switch off and take it. Operate the validation button on the safe again and it will open.

Drakkhen

I have the eight tears from the Drakkhen Princess and Princess but there is mention of a ninth hidden tear. Where is it?

Alan Goodridge, Barnsley.

I cannot tell I lie. I don't know. Maybe a reader could help if they knew. However, I do know quite a few clever tricks for this game, so I thought at least I would help you as much as I could. When you create a character and it asks for a name use 31415927<Return>. Now type SI<PERVISOR><Return>. Continue as normal and you will get a very powerful character. Once you have done this you can press F10 during the game and your Magic and Hit Points will go to maximum. Even better, press and hold F6 while you right-click at the bottom of the dialogue window. This calls up Supervisor mode. You could now summon any monster by 'clicking' on their names but I wouldn't recommend that! Release F6, press and hold FA while you again click in the same place and your character will be miraculously changed into a super-hero. A bit like me really.

Monkey Island II

I need help to get a map piece which I believe is under the cotage on the small island off Phet

Island, but the boker upstairs is giving me grief that makes me incapacitated. I have tried emptying my mug on the tree but the guy keeps refilling it with his own. I can't think how to win this so called competition. Please help?

C. Dutton, Clwyd.

If I had a penny for each time someone tried to get me 'incapacitated' by forcing me to drink too much I would be a rich girl. Happily it's me who usually ends up drinking from the 'mugs' who try. The trick is not to let the guys realise that you have an empty glass, because they just fill it up again. What you must do is empty your mug on the tree, then quickly fill it up with bear-grass which isn't alcoholic.

Simon The Sorcerer

Can you tell me how to pick up the woodworms so I can get the staff?

Lauren Eames, Gillingham.

You don't pick up the woodworms you foolish child, you talk to them and they tell you things. Which reminds me, do you know why gophers are called birds? Because they pick up worms. ■

If you've got a little problem with your favourite Role Playing Game and would like Vamp to help you out, drop her a line at CU Amiga Magazine, Priority Court 30-32 Farringdon Lane, London EC1R 3AU.



A TRIED AND TESTED CURE FOR INSOMNIA IS TO GET PLENTY OF SLEEP.

EPIC MARKETING AMIGA SOFTWARE

<p>SCF1-3. STUFF COMMODORE FORGOT</p> <p>Professional graphics converters, color screen graphics browser, the Amiga PC Mail, Star 5.1, Supporter GDE, T.F. FF, PC's FINE etc.</p> <p>Market's 5 or there there there there.</p> <p>Only £3.00</p>	<p>TXE1-1. TEXT ENGINE</p> <p>Text engine is a powerful program. Receive new packages available for the Amiga, including a complete spell checker, including a complete spell checker.</p> <p>Only £2.00</p>	<p>NRL4-1. NEWS MAKER</p> <p>News maker is a simple to use colour Desktop publishing package. Input your own graphics, text etc.</p> <p>Compatible with all popular printer makes.</p>	<p>RDS3-1. MAGIC EYE KIT</p> <p>Includes The Revolver, The Revolver's graphics and a number of ready to use images.</p> <p>Only £3.00</p>
<p>GFC5-2. GRAPHICS CONVERTERS</p> <p>Professional graphics converters, color screen graphics browser, the Amiga PC Mail, Star 5.1, Supporter GDE, T.F. FF, PC's FINE etc.</p> <p>Market's 5 or there there there there.</p> <p>Only £3.00</p>	<p>VID12-6. VIDEO TITLING TOOLS</p> <p>A video titling collection of Video Making, Video Making, Video Making, Video Making, Video Making, Video Making, Video Making, Video Making.</p> <p>Only £12.00</p>	<p>HDT6-2. HARDDISK TOOLS</p> <p>A collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>	<p>CTG6-3. CATALOGUERS</p> <p>A collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>
<p>IFC7-3. LITTLE OFFICE</p> <p>Little Office consists of a powerful wordprocessing package, a spreadsheet, a file manager, a database and a powerful spreadsheet.</p> <p>Only £7.00</p>	<p>PSF7-3. COMPUGRAPHIC FONTS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>AHD7-2. A1200 HARD DISK INSTALLER</p> <p>High quality software for installing hard disk drives. Easy to use, reliable, fast.</p> <p>Only £7.00</p>	<p>GCB3-1. GOURMET COOKBOOK</p> <p>A collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>
<p>ARG0-5. AMIGA BEGINNERS GUIDE</p> <p>A collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>	<p>MPC3-1. MONO PAGESetter ART</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>DHR2-2. DISK RECOVERY TOOLS</p> <p>Essential for Beginners is a collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>	<p>GRN3-1. 3D GARDEN DESIGNER</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>DRV3-1. PRO. PRINTER DRIVERS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>CDP9-5. COLOUR CLIPART</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>WFP5-2. WORD FINDER PLUS</p> <p>Essential for Beginners is a collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>	<p>WIK2-2. VIRUS KILLERS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>LKA8-3. LION KING CLIPART</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>MWB3-1. MAGIC WORKBENCH</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>EPB2-1. ESSENTIAL FOR BEGINNERS</p> <p>Essential for Beginners is a collection of essential hard disk maintenance tools. Like Diskette 2, Diskette, H.T. Menu system, Video checker and others more.</p> <p>Only £3.00</p>	<p>ENK3-1. ENGINEERS KIT</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>DEP5-2. DISK DOUBLER</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>HWP4-2. HARDWARE PROJECTS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>STG3-3. STAR TREK GAMES</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>WIP2-2. VIRUS KILLERS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>GF13-10. PRO. MONO CLIPART</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>TYT3-1. TYPING TUTORS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>CBMS-2. C64 EMULATOR & GAMES</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>SPECCY EMULATORS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>JIT7-3. CHESS & TUTOR 2</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>THE EPIC COLLECTION Amiga CDROM Version 2</p> <p>Contains literally every one of the best software titles ever produced for the Amiga. Includes over 1000 titles, including all the best of the best. You can purchase the entire Epic Collection in one go. This complete collection contains hundreds of megabytes of Amiga software. Features a superb new magazine Amiga front and. Catalogues include: Colours, Fonts, Compugraphic fonts & Amiga fonts, Graphics converters, Mixer, Informa, Beginners guide, 3D software generators, Special FX and samples, Virus Killers, Hard disk tools & fonts, Various hardware projects, Hundreds of games including SimCity, Nethack, Puzzle card, arcade board games etc. *Supplied with printed index.</p> <p>(CD1000) Only £19.95</p>		
<p>LTPE-4. LANGUAGE TUTORS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>FIN7-3. HOME FINANCE</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>BDG10-4. CLASSIC BOARD GAMES</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>AEPS-3. EVERY EMULATOR</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>
<p>WIP2-2. VIRUS KILLERS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>LWPS-1. LOTTERY WINNERS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>ARC3-2. ARCADE CLASSICS 2</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>	<p>FNT7-3. FANTASTIC FONTS</p> <p>Amiga's available compugraphic fonts for use with WordPerfect, PageMaker, Workbench 2.83. High quality printed letter fonts.</p> <p>Only £7.00</p>

Hi Quality Version Available on AMIGALAND.COM

Order line:
01793 514188
 Fax Orders: 01793 514187
 The Epic Collection Monday-Saturday, 9am-5pm. (Closed on public holidays)
 P&P in UK - 50p (incl), Overseas - P&P - £1 per title. Catalogue back available £1.00

PRIORITY ORDER FORM

NAME _____

ADDRESS _____

MACHINE _____

PAYMENT METHOD _____

CREDIT CARD DETAILS _____

EXP DATE _____

ITEMS	QTY	PRICE
TOTAL GOODS VALUE		
POST & PACKING		
AMOUNT ENCLOSED		

EPIC MARKETING (AUSTRALIA)
 The Epic Collection version 2 CDROM (order code: CD1000) is also available from our Sydney based office for just \$40 + \$2.00 P&P.
 Send your order to:
EPIC - 36 Forest Road, Heathcote, NSW, 2233, Australia
 Please make cheques payable to EPIC MARKETING

Snip tips

Don't forget, every printed hint gets a free game from the Hit Squad label. Aren't they super?



Poor Matt hasn't been very well this month, but he's dragged his limp and lifeless body into the office (where he fits in nicely in that condition) just for all you needy readers

RoadKill A1200

Guildhall Leisure

Richard Donnellan from Oldham has found a way to make an easy billion or so in this top racing game. Get a password code such as **LQFONTULRI** (this will get you into the second scenario) and switch the sixth and seventh letters. For example, **LQFONTULRI** will now become **LQFOUNTLRI**. Enter the new password and you should complete level 2-1 with around \$4,000,000,000. You can also try this out with the other password codes - although it works with some and not others.

Zeewolf 2

Binary Asylum

The up to date stuff is now flooding in (thick and last and J Mc Mahon from Lanarkshire starts us off with level codes for this top flight sim):

Mission	Code
2	Requin
3	Wolfram
4	Fullmoon
6	Outragan
9	Stag
11	Kraken
14	station
18	GBOLL
11	STATIFAUSE
20	DO IT NOW

... And Chris Hands, Shropshire also helps out with even more level codes for Zeewolf 2.

23	SHIPDECK
24	GLOBOFF



▲ Up-to-the-minute cheats for an up-to-the-minute game Zeewolf 2, you hear! My prayers are answered!

26	BEHAVE
28	SHADOW
29	MAX FUEL
30	HELPAY
31	DOMINO
32	STEERDART

Alien Breed 3D

Team 17

"Not enough of the recent stuff eh", writes Mick Slingsby of Leicester as he defiantly sends us in his level codes for Alien Breed 3D. Thank you Mick and thanks also to Darren White for his help. Anyway here they are:

Level 2	CMOFFJKEPFFHFFFF
Level 1	MTQOEDOPFFHFFFF
Level 4	KPROFOFOHREFFFF
Level 5	NLIAMBOOPHFFHFFN
Level 6	FOIIMPOCNEFFHFFF
Level 7	CCCGIDOPFFHFFHFFF
Level 8	PKKIKKPNAAEOMD
Level 9	LLKOHBLPNAAEOMD
Level 10	EMAGHMLPNAAEOMD
Level 11	HCIGGHLPNAAEOMD
Level 12	LNIECOLPNAAEOMD
Level 13	OLROFFKPNAAEOMD
Level 14	EOIGLMLPNAAEOMD
Level 15	LKKOPKPNAAEOMD
Level 16	GNAEPKPNAAEOMD

Streetfighter II

US Gold

Select a one-player game and position the selection box over Blanka but DO NOT press fire.

Instead slowly type the word **PATIENCE**

and you should hear a digitised voice say "Cheer". Now select your character and start the game. Note that you can not have to change Blanka as your fighter.



When fighting press F10 at any point during the game to replenish all your energy. Also pause the game and type **7KIDS** to be able to play a two-player game against a friend as the same character. Well done Mr Mark Wadham from Cornwall. Incidentally does anyone remember the old game that used the cheat **7KIDS**? Hmm.

Lotus Esprit Turbo Challenge

Gremlin

Mr Wadham once again provides the bread ... Enter the following names in a two-player race for automatic qualifying:

- 1) FIELDS OF FIRE
- 2) IN A BIG COUNTRY

Also, for a hidden sub-game enter these two names:

- 1) MONSTER
- 2) SEVENTEEN

k240

Gremlin

On the main asteroid screen press the return key and type in **Loadash** pressing the return key after it for a small sum of money. This can be used as many times as you like to amount to a large sum of money. Cheers to Mark Draper, Stockport for that.

Road Rash

Electronic Arts

Mark Wecham, strikes again, just type in the following code to receive \$7,815,000:

00001 04310 M80FC 19FFM

Worms

Team 17

Here are few tips from David Morris, Humber-side for that a format favourite game involving hermaphrodites with weapons.

Sheep mode:

Type **TOTAL WORMAGE** (two words) on the main screen and



▲ Meet the talking price in level two, three and four in this adventure from Vulcan.



▲ This game needs an introduction ... and we've got a chockload of cheats for it.

you get a banana bomb, three sheep and a migg'n to start with.

Secret move:

Stand next to a worm (not your own) and then press away, away inwards, towards then, do a prod and you get a secret move.

Two versus two mode:

Select your four players, then select two of them again (they get circles instead of stars) you are now ready to play team worms.

Changing friction and gravity on custom screen mode:

The standard file name for a custom map is **name.wxyz.wrm** where w=gravity (1-5), x=friction (1-5), and y and z are sea and colours, respectively.

Valhalla: Before The War

Vulcan Software

Here's a few level codes from Linda Soul, Cricklewood, to keep you going...

- 2) FUMEL
- 3) BOMAL
- 4) SAMCL

EVERGLADE

TEL: 01463 240168

68 TELFORD STREET
INVERNESS IV3 5LS

OPEN 9.00am - 5.30pm MONDAY - SATURDAY



AMIGA DISCOUNT SOFTWARE

ASB	A1200	CD32	ASB	A1200	CD32	ASB	A1200	CD32
117 SAVANNA	1.99		194 INTERNATIONAL SOCCER	1.99	19.99	RUGBY LEAGUE COACH	3.99	
488 ATTACK SUB	1.99		195 FIGHTER BOMBER	8.99		581 BATTLESHIP	20.99	24.99
489 APPROACH TRAINER	3.99	34.99	196 FOOTBALL GLOBE	10.99	10.99	582 SHIBLE GOLF	14.99	14.99
490 ATTACK COMPARISON			197 GLOOM	12.99	12.99	583 SHIBLE WORLD OF SOCCER RUN	17.99	17.99
491 GUARDIAN ROAD KILL & SUPER SKIDPAZES		19.99	198 GLOOM DATA DISK	12.99		584 SHADOWLANDS	10.99	
492 ADAMS TUNNEL	3.99		199 SLOOT BELINE		10.99	585 SHAO FU	19.99	21.99
493 ALIEN BREED 1	1.99	20.99	200 GLOOM 2			586 SHUTTLE	12.99	12.99
494 ALIEN BREED SPECIAL EDITION	3.99	3.99	201 GEMARIP CONCH 2ND BIRTHDAY	4.99		587 SPION THE SCORCHER		
495 ALIEN BREED TOWER ASSAULT	14.99	14.99	202 GEMARIP CONCH DATA DISK 2ND BIRTHDAY	4.99		588 SPION	8.99	8.99
496 ALIEN BREED 3D	1.99	30.99	203 GEMARIP CONCH DATA DISK 3RD BIRTHDAY	4.99	8.99	589 SLEEPAWALKER	8.99	8.99
497 ALIEN BREED 3D (2.02 required)	2.99	31.99	204 HAZE NCHA	8.99	8.99	590 SPACE HEELE	10.99	10.99
498 ALL TERRAIN RACER	1.99	18.99	205 HAZK	8.99		591 SPACE LEGACY	19.99	19.99
499 APOLLO	1.99		206 HYPERMART	10.99		592 STAFF HELLER	10.99	10.99
500 ARABIAN NIGHTS	8.99	3.99	207 IMPACT	1.99		593 STAR CREATOR		19.99
501 ARCADE FOOT	1.99	14.99	208 INDIANAPOLIS 500	6.99		594 STYRE IN JET	10.99	10.99
502 ARCADE RACER RACE POOL	10.99	10.99	209 IRAN CONNOR	6.99		595 SUPER PROG	21.99	12.99
503 BATTLE OF THE BOON CATI	14.99		210 IRAN WHITE WHA/VAID INDOCT	6.99	10.99	596 SUPER SHIPWRECK	12.99	12.99
504 BATTLE OF THE ASHES	4.99		211 IRAN MAYDAY FOOTBALL	6.99		597 SUPER SHIPWRECK DATA DISK	12.99	12.99
505 BATTLE OF GREAT	12.99		212 JUNGLE STREET	21.99	21.99	598 SUPER SOCCER MANAGER	8.99	
506 BATTLE OF GREAT	12.99		213 JUNGLE STREET	14.99		599 SUPER STADIUM	21.99	21.99
507 BUTZ BIRD 2	21.99		214 KICK	12.99		600 SUPER THIEVES CHAMPIONS	12.99	12.99
508 BUTZ BIRD 3	19.99		215 KID CHAOS	19.99	20.99	601 SUPERMAN	10.99	10.99
509 BOOP BLOW	10.99		216 KID PIR	10.99	12.99	602 SUPERMAN 2	10.99	10.99
510 BOOP BLOW GALACTIC		21.99	217 KING PIN	10.99	12.99	603 SUPER STADIUM	21.99	21.99
511 BREATHERS	36.99		218 LOMBARD RAC BALL	8.99		604 SUPER THIEVES CHAMPIONS	12.99	12.99
512 BUBBLE & SQUEAK	3.99	3.99	219 LURE OF THE TOMBRAIL	12.99	12.99	605 SUPERMAN	10.99	10.99
513 BUCKLE	10.99		220 MAN UTD THE DOUBLE	19.99		606 SUPERMAN 2	10.99	10.99
514 BUCKLE	10.99		221 MAN UNITED R/C		19.99	607 SUPERMAN 3	10.99	10.99
515 CANNON	3.99	3.99	222 MERCENARY	4.99		608 SUPERMAN 4	10.99	10.99
516 CANNON FODDER	12.99	12.99	223 MICROPROSE GRAND PRIX	10.99	10.99	609 SUPERMAN 5	10.99	10.99
517 CANNON FODDER 2	17.99	17.99	224 MFC IN SUPER FOOTBALL	10.99	10.99	610 SUPERMAN 6	10.99	10.99
518 CARDINAL	3.99		225 MFC IN SUPER FOOTBALL 2	10.99	10.99	611 SUPERMAN 7	10.99	10.99
519 CHAMPIONSHIP MANAGER 1	19.99	19.99	226 MFC IN SUPER FOOTBALL 3	10.99	10.99	612 SUPERMAN 8	10.99	10.99
520 CHAMPIONSHIP MANAGER 2	19.99	19.99	227 MFC IN SUPER FOOTBALL 4	10.99	10.99	613 SUPERMAN 9	10.99	10.99
521 CHAMPIONSHIP MANAGER 3	19.99	19.99	228 MFC IN SUPER FOOTBALL 5	10.99	10.99	614 SUPERMAN 10	10.99	10.99
522 CHAMPIONSHIP MANAGER 4	19.99	19.99	229 MFC IN SUPER FOOTBALL 6	10.99	10.99	615 SUPERMAN 11	10.99	10.99
523 CHAMPIONSHIP MANAGER 5	19.99	19.99	230 MFC IN SUPER FOOTBALL 7	10.99	10.99	616 SUPERMAN 12	10.99	10.99
524 CHAMPIONSHIP MANAGER 6	19.99	19.99	231 MFC IN SUPER FOOTBALL 8	10.99	10.99	617 SUPERMAN 13	10.99	10.99
525 CHAMPIONSHIP MANAGER 7	19.99	19.99	232 MFC IN SUPER FOOTBALL 9	10.99	10.99	618 SUPERMAN 14	10.99	10.99
526 CHAMPIONSHIP MANAGER 8	19.99	19.99	233 MFC IN SUPER FOOTBALL 10	10.99	10.99	619 SUPERMAN 15	10.99	10.99
527 CHAMPIONSHIP MANAGER 9	19.99	19.99	234 MFC IN SUPER FOOTBALL 11	10.99	10.99	620 SUPERMAN 16	10.99	10.99
528 CHAMPIONSHIP MANAGER 10	19.99	19.99	235 MFC IN SUPER FOOTBALL 12	10.99	10.99	621 SUPERMAN 17	10.99	10.99
529 CHAMPIONSHIP MANAGER 11	19.99	19.99	236 MFC IN SUPER FOOTBALL 13	10.99	10.99	622 SUPERMAN 18	10.99	10.99
530 CHAMPIONSHIP MANAGER 12	19.99	19.99	237 MFC IN SUPER FOOTBALL 14	10.99	10.99	623 SUPERMAN 19	10.99	10.99
531 CHAMPIONSHIP MANAGER 13	19.99	19.99	238 MFC IN SUPER FOOTBALL 15	10.99	10.99	624 SUPERMAN 20	10.99	10.99
532 CHAMPIONSHIP MANAGER 14	19.99	19.99	239 MFC IN SUPER FOOTBALL 16	10.99	10.99	625 SUPERMAN 21	10.99	10.99
533 CHAMPIONSHIP MANAGER 15	19.99	19.99	240 MFC IN SUPER FOOTBALL 17	10.99	10.99	626 SUPERMAN 22	10.99	10.99
534 CHAMPIONSHIP MANAGER 16	19.99	19.99	241 MFC IN SUPER FOOTBALL 18	10.99	10.99	627 SUPERMAN 23	10.99	10.99
535 CHAMPIONSHIP MANAGER 17	19.99	19.99	242 MFC IN SUPER FOOTBALL 19	10.99	10.99	628 SUPERMAN 24	10.99	10.99
536 CHAMPIONSHIP MANAGER 18	19.99	19.99	243 MFC IN SUPER FOOTBALL 20	10.99	10.99	629 SUPERMAN 25	10.99	10.99
537 CHAMPIONSHIP MANAGER 19	19.99	19.99	244 MFC IN SUPER FOOTBALL 21	10.99	10.99	630 SUPERMAN 26	10.99	10.99
538 CHAMPIONSHIP MANAGER 20	19.99	19.99	245 MFC IN SUPER FOOTBALL 22	10.99	10.99	631 SUPERMAN 27	10.99	10.99
539 CHAMPIONSHIP MANAGER 21	19.99	19.99	246 MFC IN SUPER FOOTBALL 23	10.99	10.99	632 SUPERMAN 28	10.99	10.99
540 CHAMPIONSHIP MANAGER 22	19.99	19.99	247 MFC IN SUPER FOOTBALL 24	10.99	10.99	633 SUPERMAN 29	10.99	10.99
541 CHAMPIONSHIP MANAGER 23	19.99	19.99	248 MFC IN SUPER FOOTBALL 25	10.99	10.99	634 SUPERMAN 30	10.99	10.99
542 CHAMPIONSHIP MANAGER 24	19.99	19.99	249 MFC IN SUPER FOOTBALL 26	10.99	10.99	635 SUPERMAN 31	10.99	10.99
543 CHAMPIONSHIP MANAGER 25	19.99	19.99	250 MFC IN SUPER FOOTBALL 27	10.99	10.99	636 SUPERMAN 32	10.99	10.99
544 CHAMPIONSHIP MANAGER 26	19.99	19.99	251 MFC IN SUPER FOOTBALL 28	10.99	10.99	637 SUPERMAN 33	10.99	10.99
545 CHAMPIONSHIP MANAGER 27	19.99	19.99	252 MFC IN SUPER FOOTBALL 29	10.99	10.99	638 SUPERMAN 34	10.99	10.99
546 CHAMPIONSHIP MANAGER 28	19.99	19.99	253 MFC IN SUPER FOOTBALL 30	10.99	10.99	639 SUPERMAN 35	10.99	10.99
547 CHAMPIONSHIP MANAGER 29	19.99	19.99	254 MFC IN SUPER FOOTBALL 31	10.99	10.99	640 SUPERMAN 36	10.99	10.99
548 CHAMPIONSHIP MANAGER 30	19.99	19.99	255 MFC IN SUPER FOOTBALL 32	10.99	10.99	641 SUPERMAN 37	10.99	10.99
549 CHAMPIONSHIP MANAGER 31	19.99	19.99	256 MFC IN SUPER FOOTBALL 33	10.99	10.99	642 SUPERMAN 38	10.99	10.99
550 CHAMPIONSHIP MANAGER 32	19.99	19.99	257 MFC IN SUPER FOOTBALL 34	10.99	10.99	643 SUPERMAN 39	10.99	10.99
551 CHAMPIONSHIP MANAGER 33	19.99	19.99	258 MFC IN SUPER FOOTBALL 35	10.99	10.99	644 SUPERMAN 40	10.99	10.99
552 CHAMPIONSHIP MANAGER 34	19.99	19.99	259 MFC IN SUPER FOOTBALL 36	10.99	10.99	645 SUPERMAN 41	10.99	10.99
553 CHAMPIONSHIP MANAGER 35	19.99	19.99	260 MFC IN SUPER FOOTBALL 37	10.99	10.99	646 SUPERMAN 42	10.99	10.99
554 CHAMPIONSHIP MANAGER 36	19.99	19.99	261 MFC IN SUPER FOOTBALL 38	10.99	10.99	647 SUPERMAN 43	10.99	10.99
555 CHAMPIONSHIP MANAGER 37	19.99	19.99	262 MFC IN SUPER FOOTBALL 39	10.99	10.99	648 SUPERMAN 44	10.99	10.99
556 CHAMPIONSHIP MANAGER 38	19.99	19.99	263 MFC IN SUPER FOOTBALL 40	10.99	10.99	649 SUPERMAN 45	10.99	10.99
557 CHAMPIONSHIP MANAGER 39	19.99	19.99	264 MFC IN SUPER FOOTBALL 41	10.99	10.99	650 SUPERMAN 46	10.99	10.99
558 CHAMPIONSHIP MANAGER 40	19.99	19.99	265 MFC IN SUPER FOOTBALL 42	10.99	10.99	651 SUPERMAN 47	10.99	10.99
559 CHAMPIONSHIP MANAGER 41	19.99	19.99	266 MFC IN SUPER FOOTBALL 43	10.99	10.99	652 SUPERMAN 48	10.99	10.99
560 CHAMPIONSHIP MANAGER 42	19.99	19.99	267 MFC IN SUPER FOOTBALL 44	10.99	10.99	653 SUPERMAN 49	10.99	10.99
561 CHAMPIONSHIP MANAGER 43	19.99	19.99	268 MFC IN SUPER FOOTBALL 45	10.99	10.99	654 SUPERMAN 50	10.99	10.99
562 CHAMPIONSHIP MANAGER 44	19.99	19.99	269 MFC IN SUPER FOOTBALL 46	10.99	10.99	655 SUPERMAN 51	10.99	10.99
563 CHAMPIONSHIP MANAGER 45	19.99	19.99	270 MFC IN SUPER FOOTBALL 47	10.99	10.99	656 SUPERMAN 52	10.99	10.99
564 CHAMPIONSHIP MANAGER 46	19.99	19.99	271 MFC IN SUPER FOOTBALL 48	10.99	10.99	657 SUPERMAN 53	10.99	10.99
565 CHAMPIONSHIP MANAGER 47	19.99	19.99	272 MFC IN SUPER FOOTBALL 49	10.99	10.99	658 SUPERMAN 54	10.99	10.99
566 CHAMPIONSHIP MANAGER 48	19.99	19.99	273 MFC IN SUPER FOOTBALL 50	10.99	10.99	659 SUPERMAN 55	10.99	10.99
567 CHAMPIONSHIP MANAGER 49	19.99	19.99	274 MFC IN SUPER FOOTBALL 51	10.99	10.99	660 SUPERMAN 56	10.99	10.99
568 CHAMPIONSHIP MANAGER 50	19.99	19.99	275 MFC IN SUPER FOOTBALL 52	10.99	10.99	661 SUPERMAN 57	10.99	10.99
569 CHAMPIONSHIP MANAGER 51	19.99	19.99	276 MFC IN SUPER FOOTBALL 53	10.99	10.99	662 SUPERMAN 58	10.99	10.99
570 CHAMPIONSHIP MANAGER 52	19.99	19.99	277 MFC IN SUPER FOOTBALL 54	10.99	10.99	663 SUPERMAN 59	10.99	10.99
571 CHAMPIONSHIP MANAGER 53	19.99	19.99	278 MFC IN SUPER FOOTBALL 55	10.99	10.99	664 SUPERMAN 60	10.99	10.99
572 CHAMPIONSHIP MANAGER 54	19.99	19.99	279 MFC IN SUPER FOOTBALL 56	10.99	10.99	665 SUPERMAN 61	10.99	10.99
573 CHAMPIONSHIP MANAGER 55	19.99	19.99	280 MFC IN SUPER FOOTBALL 57	10.99	10.99	666 SUPERMAN 62	10.99	10.99
574 CHAMPIONSHIP MANAGER 56	19.99	19.99	281 MFC IN SUPER FOOTBALL 58	10.99	10.99	667 SUPERMAN 63	10.99	10.99
575 CHAMPIONSHIP MANAGER 57	19.99	19.99	282 MFC IN SUPER FOOTBALL 59	10.99	10.99	668 SUPERMAN 64	10.99	10.99
576 CHAMPIONSHIP MANAGER 58	19.99	19.99	283 MFC IN SUPER FOOTBALL 60	10.99	10.99	669 SUPERMAN 65	10.99	10.99
577 CHAMPIONSHIP MANAGER 59	19.99	19.99	284 MFC IN SUPER FOOTBALL 61	10.99	10.99	670 SUPERMAN 66	10.99	10.99
578 CHAMPIONSHIP MANAGER 60	19.99	19.99	285 MFC IN SUPER FOOTBALL 62	10.99	10.99	671 SUPERMAN 67	10.99	10.99
579 CHAMPIONSHIP MANAGER 61	19.99	19.99	286 MFC IN SUPER FOOTBALL 63	10.99	10.99	672 SUPERMAN 68	10.99	10.99
580 CHAMPIONSHIP MANAGER 62	19.99	19.99	287 MFC IN SUPER FOOTBALL 64	10.99	10.99	673 SUPERMAN 69	10.99	10.99
581 CHAMPIONSHIP MANAGER 63	19.99	19.99	288 MFC IN SUPER FOOTBALL 65	10.99	10.99	674 SUPERMAN 70	10.99	10.99
582 CHAMPIONSHIP MANAGER 64	19.99	19.99	289 MFC IN SUPER FOOTBALL 66	10.99	10.99	675 SUPERMAN 71	10.99	10.99
583 CHAMPIONSHIP MANAGER 65	19.99	19.99	290 MFC IN SUPER FOOTBALL 67	10.99	10.99	676 SUPERMAN 72	10.99	10.99
584 CHAMPIONSHIP MANAGER 66	19.99	19.99	291 MFC IN SUPER FOOTBALL 68	10.99	10.99	677 SUPERMAN 73	10.99	10.99
585 CHAMPIONSHIP MANAGER 67	19.99	19.99	292 MFC IN SUPER FOOTBALL 69	10.99	10.99	678 SUPERMAN 74	10.99	10.99
586 CHAMPIONSHIP MANAGER 68	19.99	19.99	293 MFC IN SUPER FOOTBALL 70	10.99	10.99	679 SUPERMAN 75	10.99	10.99
587 CHAMPIONSHIP MANAGER 69	19.99	19.99	294 MFC IN SUPER FOOTBALL 71	10.99	10.99	680 SUPERMAN 76	10.99	10.99
588 CHAMPIONSHIP MANAGER 70	19.99	19.99	295 MFC IN SUPER FOOTBALL 72	10.99	10.99	681 SUPERMAN 77	10.9	

Zeewolf 2 tips

Some people have been having trouble with this great helicopter sim from Binary Asylum. Here's a guide to the first really difficult level.

LEVEL 10

Like Cannon Fodder, Zeewolf 2 is not all about flying through each mission blazing away like a madman (or woman). Your Zeewolf becomes increasingly vulnerable on later levels as enemy weapons systems get more sophisticated and ammo becomes low to start with. Level 10 is a case in point. Zeewolf 2 has a staggered difficulty level which leads you into the game with a false sense of security. When you hit level 10 it seems like a dead end for a while; until you get the hang of how to do things in the right order. Although you start off with what seems like nowhere near enough ammo to finish the mission, if you use enemy fire the right way you will find plenty of surprises under the domes.



10-1 Ready for lift off. Go left to the small island and collect the shells and missiles from the Camel there. This should get you worried; there's only 17 shells and one missile! Now fly right to the main island and, whatever you do, do not waste shells on anything. If you are attacked, lose them. You cannot afford to spend any ammo at this point.



10-4 Now land on the other side of the Dome, just about in his sights. He will continue to attempt to shoot you but the Dome is in the way, so he'll blow it up first. It only takes 20 or so shells to destroy a Bear so as soon as the Dome blows up take off, destroy him and then land and pick up 400 or so shells from the Camel.



10-5 It's a good idea to leave some ammo behind; if you get shot down you will still be able to go back and get more. Otherwise you're back to 50 shells and you haven't a hope in hell of finishing the level. Now destroy the domes in the bottom left and bottom right hand corners of the base. These will reveal more ammunition.



10-8 Shoot up some of the floors with your Zeewolf, but use the Pelican to shoot out the doors of each building, releasing the soldiers. Then load 'em up and airlift 'em to the carrier. If you have ammo left in the Pelican fly northwards from the carrier and cause as much damage to the air base as possible. Zeewolf should then still be well armed and ready to kill.



10-2 Although the mission involves picking up troops from damaged buildings there are rather a lot of them so you'll want to use the Pelican, not your Zeewolf. The surroundings are too dangerous at first so you've got to take out the base's defenses, especially the three AA emplacements on the edge of the island. First though scavenge for more ammo.



10-3 The only way to stock up on ammo is to blow up the green domes on the four corners beside the the high rise buildings, but you don't have enough firepower to destroy even one. The trick is to use the enemy. The Camel under the top right dome, contains 800 shells. Go and buzz the Bear guarding it and get him to shoot at you.



10-6 The dome in the top left corner is also partially protected by the four missile emplacements so, although the method is the same, you have to be careful of fire from both sides. Also this Bear seems reluctant to destroy the dome, but persevere and don't use too much ammo. The helicopter base you've got to destroy to complete the mission will need loads.



10-7 Now take out the three missile emplacements at low level with several salvos of missiles and guns blazing. YOU DO NOT want to get caught in any crossfire from these, they will take either chopper down in three seconds. If you're feeling lucky you could get these emplacements to knock out a few floors of the nearest skyscraper for you.

Hi Quality Version Available on AMIGALAND.COM

Pro-GRAB... Rapid Frame Grabbing on your Amiga

Now compatible
with both VHS
and S-VHS!



The revolutionary S-VHS ProGrab™ 24RT Plus with Teletext is not only the best way to get crisp colour video images into your Amiga, from either live broadcasts or taped recordings. It also costs less than any of its rivals. This real time PAL/SECAM/NTSC* 24-Bit colour frame grabber/digitiser has slashed the price of image grabbing on the Amiga and, at the same time, has received rave reviews for its ease of use and excellent quality results. ProGrab™ has earned honours from just about every Amiga magazine and Video magazines too!

And... with ProGrab™ you needn't be an expert in Amiga Video Technology! A simple 3 stage operation ensures the right results - Real Time, after time

STAGE 1...

Select any video source with S-VHS or composite output. This could be your camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours!

Grab images with your camcorder using S-VHS

or, take a signal from a TV with SCART output



or, Grab TV or video pictures from your VCR's video output including S-VHS

STAGE 2...

With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from either TV or satellite sources.

STAGE 3...

Use the grabbed image with your favourite word processor, DTP or graphics package.

ProGrab really does make it that simple!



Camcorder use confirmed. *If you're looking for a high resolution 24-bit digitiser, this is the price. ProGrab 24RT Plus offers great value for money.



ProGrab™ voted as The Best Video Hardware product for Amiga. The award was given by Amiga magazine and Amiga Shopper magazine. We're proud to be the most satisfied customers.

ProGrab™ Amiga Shopper 95th Star Award winner for "Best Value" in the digitiser category. We were rightly pleased and delighted to receive this award. It's a great accolade for a product that has been in the ProGrab 24RT Plus since 1987.



ProGrab™ Amiga Forum 8th Best Value Award and confirmed ProGrab™ 24RT Plus is the digitiser to get. There's value for money. No other digitiser offers so much for so little. Offer for more features than any other digitiser - for the price!

Go Amiga with ProGrab™. Get the job done better and more efficiently. At a low budget and very fast to use. For the money, nothing else out there!



ProGrab™
Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HAMM mode (Amiga RAM permitting).

ProGrab™
Grabs and loads images in IF/ILBM, IF/ILBM24, JPEG, BMP, PCX, GIF, TIFF, etc. formats. ProGrab saves directly to Amiga's hard disk or floppy disks. Equipped with a Teletext interface and separate sound capture. Amiga's 48K RAM. A range of image processing effects, palette computing routines (AGA sets) and dithering methods are also new to ProGrab Version 2.5.2. ProGrab fully supports ProGrab with a custom 'Grabber' to enable grabs directly from within the program - saving YOU time!

ProGrab™
Software has built in freeze and colour animation facilities. The number of frames is dependant upon your Amiga's RAM.

ProGrab™
Release 2.5.2 software now includes...

- SUPPORT FOR VIRTUAL MACHINES**
Join the highest resolutions - Even with low memory Amiga. Parallel Draw Systems within the (new) Tru or HAM requiring just 1MB Main (Data) Space.
- ADDITIONAL TELETEXT PAL & NTSC**
With either Teletext or Satellite TV signals.
- LARGE PREVIEW WINDOW**
On the monitor and 4 times the size available with previous ProGrab software.
- INTERNATIONAL SUPPORT**
High quality video compatible PAL, SECAM and NTSC straight from the box.

Advanced ProGrab hardware is PAL/SECAM/NTSC compatible. Includes a multi software set including PAL & SECAM only. NTSC only models are available in special order. *NTSC PAL/SECAM conversion facility. Please see us for full details.

For just **£129.95...**

- ProGrab is supplied with everything you'll need:
- ProGrab™ 24RT Plus Digitiser
 - Main Power Supply Unit
 - User Manual
 - Latest ProGrab Version 2.5.2 Software
 - Parallel Port Connecting Cable
 - Input sockets for Composite and S-VHS

PCMCIA interface for A1200 and A600 - Only **£34.95**

- ProGrab's optional PCMCIA interface includes the latest version software and excellent performance for various professional users - offering the following benefits:
- Faster Downloading Times (up to FIVE times quicker)
 - Higher animation speed of up to 11 fps (mono and 25 fps colour)
 - Sound sampling and animation (Analog/Digital software source samples required)
 - Saving of animation elements (on Amiga hard disk)
 - Freeing of your Amiga Parallel Port (so you can connect another graphics device)

* ProGrab™ supports any Amiga with Kickstart 2.04 or later & a minimum of 1.5Mb. free RAM.

† For more details please call or visit our website: www.gordon-harwood.com or see our catalogues.

Get your hands on NEW ProGrab Plus - Post or FAX your requirements (Quantity Trade Prices Available) or the order form provided OR, if you'd simply like to view information direct contact:



Gordon Harwood Computers Limited
New Street, Alfreton, Derbyshire DE55 7BP

FAX: 01 773 831040 or

TELEPHONE

01 773 836781

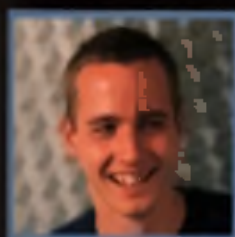
Mr/Ms/Miss/Ms	Initial(s)	Surname
Address		
County (Country):	Postcode:	
Daytime Phone:	Evening Phone:	
ProGrab Plus £129.95	PCMCIA Interface £34.95	3.25% S* (Cash Upgrade) £4.95
Optional FAST Courier Delivery £16.95	TOTAL	
<p>Checkmate Customers... Please call for prices, delivery etc. Card holder's signature.</p>		
Card No	Valid From: (Switch Only)	
Expires Due	Issue Number (4 or 6 Digits)	
I enclose a Cheque/Bank Draft/Postal Order for £		
made payable to GORDON HARWOOD COMPUTERS LIMITED		



Get Serious

What's in store in this month's serious reviews section? Let our technical editor reveal all. (No, thanks - ED)

Horgan's Organ



In terms of hardware and software reviews, this month, there's a

definite swing towards sound and music this month, with a no-nonsense test of the Toccata 16-bit sound card, a preview of OctaMED SoundStudio (the review will be along shortly) and Aural Synthetica to boot!

There's plenty of healthy activity in other areas too, with the SX32 CD32 upgrade, a new video tiffar in the shape of

Limelight Tyro and another solution for A1200 owners with big ideas in the shape of HiQ's Power Station.

Only last month I was getting all dewey eyed about the lack of innovation on the PD demo scene, when what should turn up but a corking batch of audio-visual weirdness from The Party '95 demo competition. This competition was held on December 95 in Denmark and demo creators around the world entered theirs in a bid to see whose was the best! You'll find a selection of the best of these on the CD edition of this month's magazine, including the amazing 80Mb Dataworld extravaganza (yes, 80Mb!). It feels good to be able to indulge in the sort of luxuries a cover-mounted CD allows!

All this, plus an extra large CD-ROM roundup. Enjoy!

Tony Horgan
Technical Editor



Toccata 16-bit

SX32 386

Toccata

62

Given the chance, who wouldn't upgrade their Amiga to full CD quality 16-bit audio spec? Toccata offers exactly that. Can it pull it off?

SX32

66

With all that power under the bonnet of a CD32 it seems a shame to reduce it to a games machine. With the SX32 you can transform it into a virtual A1200.

OctaMED SoundStudio

69

Bringing the state-of-the-tracker art into a new era, OctaMED SoundStudio could be the best thing to happen to Amiga audio. Find out more in our exclusive preview.

Aural Synthetica

70

From the developer of Aural Illusion, Aural Synthetica is a complete modular synthesiser system for your Amiga. All the fun of analogue synths without the cables?

Limelight Tyro

72

There are times when the all singing multimedia package is just too complex for your simple video tiffing requirements. It's time for Limelight Tyro.

HiQ Power Station

77

Face it, the A1200 isn't exactly well endowed when it comes to drive bays and SCSI support. The Power Station offers a possible solution.

CD-ROM round up

78

You want CD-ROM reviews? You got 'em! Three pages of the latest releases, with everything from sound samples to software archives start on page 79.

PD Scene

83

Starring the best hits from The Party '95 demo competition, PD Scene also has plenty to offer the cash-strapped Amiga gamer.

PD Utilities

87

A real diverse bunch of tools and miscellaneous hits see on offer in this month's bargain bucket that's commonly known as PD Utilities.



Toccata

■ Price: £299 ■ Developer: MacroSystem ☎+49 2302 949490
 ■ Supplier: White Knight Technology ☎01902 822 321

It's been the dream of many Amiga users that one day they the beloved Paul a chip will be superseded by some state of the art audio hardware with a minimum of 16-bit bandwidth to play with, perhaps even 24 or 32 bits. Until that dream becomes reality there will be a place for third party audio upgrades, such as Toccata from German developers MacroSystem.

Digital video

Toccata is a card for all Amigas with Zorro slots running OS 2 and above. It can sample and replay a single channel of 16-bit stereo digital audio at frequencies up to 48KHz, working from Fast RAM or directly from a hard drive (or any device with a fast enough transfer rate, such as a Zip). It's been designed for use in multimedia and audio mastering work, in which case the card acts as a digital recorder, rather than a sampler in a musical context. Specially it hooks up to

Give your Amiga the luxury of 16-bit audio with a nice new Zorro card.

MacroSystem's VLab Motion video card to create a complete digital video editing system.

Ins and outs

There are four inputs and one output on the board. The rear panel has three 3.5mm stereo jack sockets, two of which are line level inputs, the remaining one is the line level output. Located on the inside edge of the card are two 3.5mm jack sockets, one set up for line level input, the other for mic input. There's an option to mix the input with the Toccata output. The idea behind this is that you can have your Amiga's standard audio channels piped

through the card, so you don't need a mixer. The relative levels of the channels can be controlled from a software mixing desk.

Supplied software

Two disks of software are supplied with the Toccata. The basic Toccata control tools include a mixing desk front end that allows you to set the relative volumes of the inputs and output, the sampling rate, and the sample bandwidth (8 or 16-bit). From here you can also select A-Law or μ -Law compression, which allows for near 16-bit sound quality using roughly the same amount of disk space as an 8-bit sample. For example, 8-bit bandwidth has a noise ratio of 48dB, 16-bit has a noise ratio of 96dB, while A-Law or μ -Law can achieve a 70dB noise ratio. This optional compression is handled on the fly in real time during recording and playback.

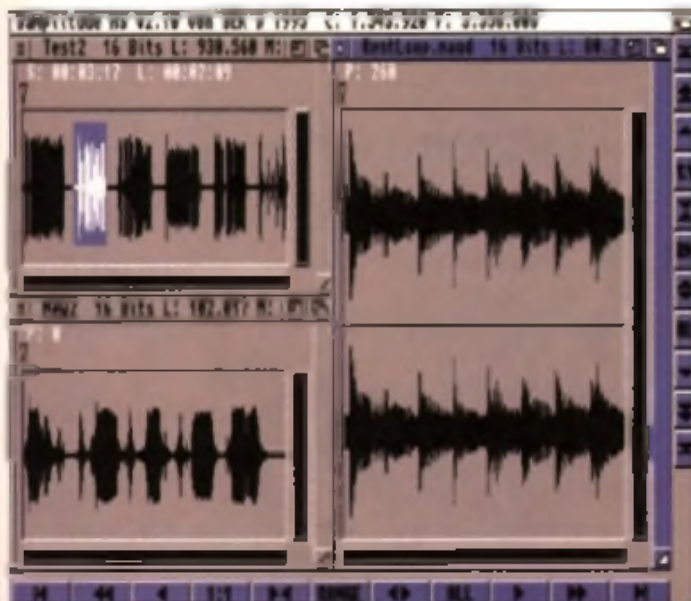
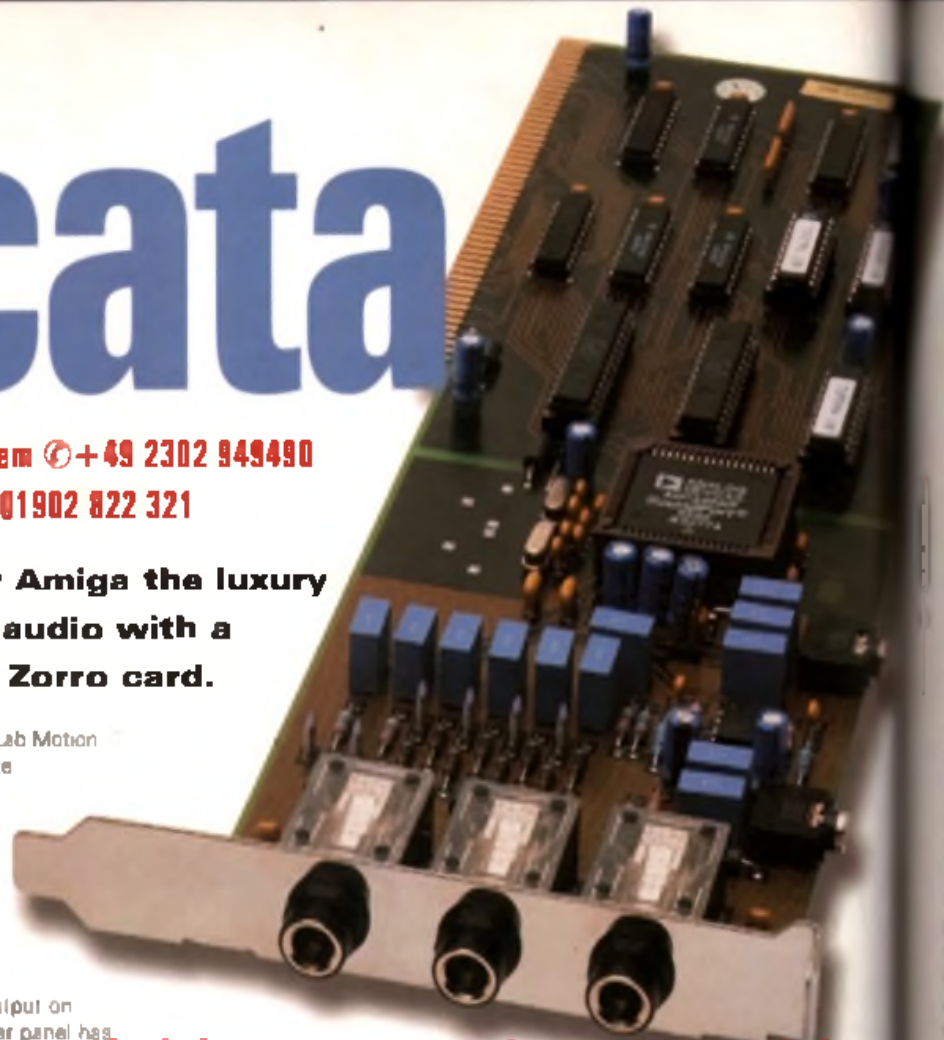
Simple recording and replaying tools are also included which can also be remotely controlled via ARexx. Finally there are some bits and pieces for anyone who wants to develop their own software to control the card.

Samplitude is the main editing software. This allows sampling direct to disk and comes with a good selection of basic editing functions, but is light on effects processing tools. Fortunately both Samplitude and the Toccata Tools can be used to control the board simultaneously. For example, you can monitor an incoming signal prior to sampling from within Samplitude, drag the screen down and adjust the input gain levels from the Toccata Tools panel, with the results taking immediate action. There's also a playlist section which can be used to string together a sequence of samples.

MacroSystem are currently working on new software that will feature simultaneous recording and playback through the card, along with 'multiplexing' routines that allow for a number of channels to be output at the same time.

Sound quality

On the surface it would seem that the sound quality should be equal to a well recorded CD and that is generally the case. If you're used to wrestling with the



▲ Samplitude MS 2.1 comes bundled with Toccata, offering hard disk recording and sequencing features, along with a good selection of basic sample editing functions and support for plenty of sample formats.

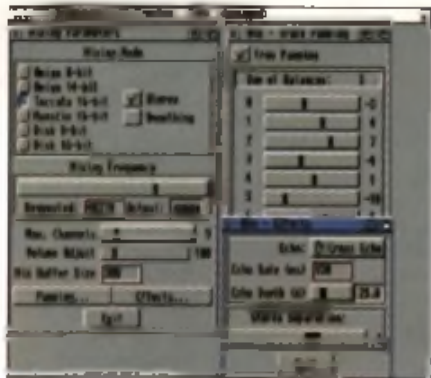
Hi Quality Version Available on AMIGALAND.COM

noise and distortion inherent in 8-bit samples, moving up to 16 bits is a real pleasure. For example, 16 bits give ample bandwidth for you to use subtle effects such as reverb without introducing a load of 'stepping' noise, as the steps are much finer. For the same reason, you can sample a long ACB bass drum, filter out any top end noise, and you'll be left with a very clean pure bass sound. Try that with an 8-bit sample and you'll be stuck with a phasing high frequency content on the decay tail.

Good potential

Frequency response seems to be up to scratch, although in our tests the bottom end of some samples lacked a little definition in places when compared back-to-back with the source CD sound. There is a slight click every time the Toccata begins to play a sample and another straight afterwards. This isn't too intrusive if you are mixing it with Amiga audio and would not matter too much if you were using the card to spool one continuous long sample in an audio visual context. This does not happen for each sample when using SoundStudio's mixing mode, as the Toccata is only 'opened' at the start of the song and 'closed' at the end. See the Third Party Support panel for more details on this. Overall the sound quality is excellent.

One of the reasons Toccata has not been widely used as a musical tool in the past is that it can only replay sounds at one of 14 preset sample rates ranging from 5513Hz to 44100Hz (CD rate) and 48000Hz. Therefore there are not enough steps in



▲ 48kHz 16-bit output and stereo panning for each track is possible with Toccata and the new OctaMED SoundStudio.



▲ Amplitude offers a range of sampling formats, recording to either RAM or a hard drive.

between to be able to replay a tuned instrument sample as a melody, although the new SoundStudio works around this. However, with sample rates that include 32000Hz (the same as the Akai SQ1 entry level MIDI sampler), 44100 (the rate used for mastering CDs) and 48000 (another popular rate) it has many potential uses for digital mastering and editing samples from external sources. This could be very handy considering the editing software on many hardware samplers is very basic.

Conclusion

Toccata is more versatile than it first seems. If you're on the lookout for a 16-bit sampler you've probably already got a good idea of what you want it to do, whether it's hard disk audio mastering, realtime music applications, audio for video and

Third party support

Although Toccata was designed mainly for multimedia users rather than musicians, it is now well supported by OctaMED SoundStudio. One of the new features of SoundStudio is its ability to reformat its tracks of samples to alternative output devices. Instead of driving the Paula chip directly, it can now process all of the sample data as the module plays, mix the combined result into a stereo signal and push it out through the Toccata's 48kHz 16-bit output.

Up to 32 tracks of samples can be played at once and each track can be panned to its own independent stereo position. Realtime Echo effects are also available. The resulting sound quality on an Amiga equipped with a 50MHz 68030 processor sounds very slightly grainy compared to a high quality standard four channel Amiga module. The quality you get will depend on the speed of your Amiga and the amount of available RAM.

SoundStudio also allows you to play a single channel of stereo or mono 16 bit Toccata samples in normal four-channel mode. The Toccata output is much cleaner in this mode. However, in this mode the replay pitches of the Toccata samples are limited to those listed in the specifications box elsewhere on these pages. In effect this means that in this mode you cannot play melodies with Toccata instrument samples, as there is not enough flexibility in the replay rates.

Back on the multimedia side, there's support from MediaPoint, Scale and Bars and Pipes. The ARexx parts of the Toccata software also means that you can use it with programs that don't have built-in Toccata features.

multimedia or editing samples for use with external MIDI gear. It's capable of handling all of those jobs competently, some better than others. It's already proven itself as a worthy companion to V-Lab Motion but its increasing support from third party software developers has opened up its potential market to thousands of Amiga musicians (there's even a Toccata driver available for DelTracker). While technically it doesn't compare very favourably to the current PC sound card market (dominated by multichannel boards with onboard effects and more), in which light may look a little overpriced with just a single stereo output channel, it's in a very different marketplace so direct price to power comparisons aren't really relevant.

This won't solve all your audio problems overnight but it's quite a capable system for a number of specific audio applications, including digital audio mastering for example. For digital video work it's by far the best value audio solution, and the excellent support from OctaMED SoundStudio also makes it a tempting proposition for musicians. With more powerful software on the way from MacroSystem, the future looks very bright. ■

Tony Horgan



▲ Toccata sports with a minimal selection of leads to allow connection to your normal sources and amplifiers in situ.

Technical specifications

Inputs:	2 stereo line, 1 stereo microphone
Outputs:	1 stereo
Modes:	8 bit, 16 bit, A-Law, μ -Law (all mono or stereo)
Input impedance (line):	47k
Input impedance (mic):	47k
Output impedance:	470
Input Amplitude (line):	0.3 - 2V
Input amplitude (mic):	10 - 300 mV
Max output amplitude:	2.2V
Dynamic range:	95dB approximately
Frequency response:	10Hz - 20kHz (0dB level, +0/-0.5dB)
Sample frequencies:	5513, 6615, 8000, 9600, 11025, 16000, 18900, 22050, 27429, 32000, 33075, 37800, 44100, 48000 Hz

TOCCATA

system requirements:

Amiga with Extra slots, 65 2 or above, 1 Mb Chip RAM, 2 Mb User RAM, hard drive

ease of use 90%
 performance 80%
 value for money 70%

OVERALL

Competent in a variety of audio applications.

82

Hi Quality Version Available on AMIGALAND.COM

SOFTWARE2000

We stock over 8500 QUALITY PD & SHAREWARE

ALL OUR PD DISKS ARE

99P

FREE POST & PACKAGE RATE
(Europe add 25p per disk for P&P)
(Worldwide add 50p per disk P&P)

PLEASE SEND YOUR ORDER TO EITHER OF THESE DISTRIBUTORS
YOUR ORDER WILL BE SAME DAY DISPATCH VIA FIRST CLASS POST

SOFTWARE 2000
DEPT (CU)
8 Falcon
Wilnecote
Tamworth
B77 5DN
ENGLAND
TEL: 01827 287377

SOFTWARE 2000
DEPT (CU)
9 Willsa Street
Lozella
Birmingham
B19 1PP
TEL: 0374 678068

TEL OR FAX: 01827-287377

How to order
To order any disk just write the disk title and the disk code, £0.99 Agents. Some titles have a number in () this means the title comes on a 2 number of disks. To order PACK just write down the pack TITLE name with its ALL DISKS ARE COMPATIBLE WITH ALL AMIGAS UNLESS STATED AGA Disk means for A1200/A4000 only

Price.....99p per disk
Please add 70p to total for postage & packaging
Each price is stated. All Orders Same Day Dispatch
For the very latest catalogue disk please visit My MAKE CHEQUE/POSTAL ORDER PAYABLE TO: SOFTWARE 2000 SEND TO: (ADDRESSES TOP RIGHT)

SOFTWARE2000

FREE

MOUSE MAT worth £2.99

THIS MOUSE MAT worth £2.99 with every order £12 or more. To claim your free mouse mat just cut out the form with your name & address on one side & stick it under the mouse mat. Offer only available while stocks last. Mouse mat only available on one order.

You may choose 1 FREE disk if mouse mat not required

AMIGA ESSENTIAL

DISK CLEANING KIT £2.99
Complete with disk & cleaning fluid
Quality MOUSE MAT £3.99
10 high disks & 10 labels £4.99
50 disk protector sleeves £5.99

Special offer £1 off if you order 2 or more pd disks

MUSIC

AMIG BEAUTY (1978) The Best From Paul McCartney
AMIG MCDONALD JACKSON (1978) The Best From Jackson
AMIG THE BEST OF THE BEATLES
AMIG THE BEST OF THE BEATLES (2 DISK)
AMIG THE BEATLES (3 DISK)
AMIG THE BEATLES (4 DISK)
AMIG THE BEATLES (5 DISK)
AMIG THE BEATLES (6 DISK)
AMIG THE BEATLES (7 DISK)
AMIG THE BEATLES (8 DISK)
AMIG THE BEATLES (9 DISK)
AMIG THE BEATLES (10 DISK)

VIDEO TITLES

AMIG THE BEST OF THE BEATLES (1 DISK)
AMIG THE BEST OF THE BEATLES (2 DISK)
AMIG THE BEST OF THE BEATLES (3 DISK)
AMIG THE BEST OF THE BEATLES (4 DISK)
AMIG THE BEST OF THE BEATLES (5 DISK)
AMIG THE BEST OF THE BEATLES (6 DISK)
AMIG THE BEST OF THE BEATLES (7 DISK)
AMIG THE BEST OF THE BEATLES (8 DISK)
AMIG THE BEST OF THE BEATLES (9 DISK)
AMIG THE BEST OF THE BEATLES (10 DISK)

TOP VARIOUS UTILITIES

AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program

TOP VARIOUS UTILITIES

AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program
AMIG BATTERY (1978) A utility program

PUZZLE GAMES II

AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game
AMIG PUZZLE GAMES II (1978) A puzzle game

ARCADIE GAMES II

AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games
AMIG ARCADE GAMES II (1978) A collection of arcade games

BOARD GAME II

AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games
AMIG BOARD GAME II (1978) A collection of board games

EDUCATION

AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games
AMIG EDUCATION (1978) A collection of educational games

WE ALSO STOCK THE ENTIRE COLLECTION OF LSD TOOLS 1-150 SCOPE 1-220 FRED FISH 1-1000 ASSASSIN GAMES 1-200 ETC

SX32

If you've bought a CD32 but feel limited. Why not turn it into an A1200? The SX32 provides the solution ...

■ Price: £199/£299 ■ Developer: DCE Computers ■ Supplier: Visage ☎ 0115 964 2828

When the CD32 was launched it was intended to be a true blue, straight down the line, no frills games console. It was 32-bit, had a CD-ROM drive and was allegedly the future of gaming. But it was something else too. Underneath that dark grey exterior, that toilet seat lid, behind the facade of Joystick one and Joystick two ports lay the guts of a standard, 2Mb AGA Amiga 1200.

On the back of the CD32 there is a little screw-on door. Go on, take a look. This door opens to reveal a large empty space with a 72 pin connector built in. In the old days of exuberant optimism this port was most famous for allowing the Commodore FMV card to be attached, with all the Star Trek, Terminator and Jurassic Park CD film hilarity this entailed. Unfortunately the big C didn't get very far with the FMV card before going bust: it barely got past prototype stage. Some say this was a good thing. Phil Collins was about to release a 'Best Of' album on Video CD around the time they went belly up. What was that about clouds and silver linings?

SX1 shortfalls

However, it had one other expansion: Parvision's SX1. This was a large metal box similar in colour to the CD32, with a socket which could be attached to its 72 pin connector and it was designed to fit flush with the back of the console, forming a sort of L shape. It was a God-send for those who needed a computer as well as a console, especially those who like their games to look better than average - it had an RGB port. It also had serial and parallel ports, a floppy disk drive port, facility for a standard PC keyboard and space for an internal IDE hard drive. However, the SX1 must have been designed with the CD lid closed all the time, because whenever you perform the simple task of flipping the CD lid open it jogs the SX1 slightly which could cause problems, such as instant crashes. The other disadvantage is that

it plugs onto the side of the CD32, making for a rather awkward sprawling desktop setup.

SX32 solutions

The SX32 is designed by rival German company CDE to overcome these problems and it does so in the most logical way, using all that empty space I talked about inside the CD32. It attaches to the same port but the circuit board is housed inside the CD32 instead of the SX1's external metal casing. Like the SX1 there is also provision for a hard drive to be fitted and this is inside too.

All that sticks out of the back of your CD32 is a 1 centimetre protrusion painted in the usual board of attractive Commodore

Gray. This houses the five sockets that connect the SX32 to the outside world. These are Serial, Parallel, Disk Drive, RGB and, unusually, VGA. Unlike the SX1 the

serial port is standard Amiga 25-pin as opposed to the PC 9-pin standard.

The inclusion of a VGA output is useful for direct connection to a VGA monitor but the outputs are not buffered which means that it is not really practical to use the RGB and VGA outputs simultaneously. Technically, if you wanted to you could view what's on your CD32 using the composite output too and the RF.

It's also worth noting that you will need a PC monitor capable of handling the Amiga's horizontal and vertical scan rates if you intend to use the VGA output, which, in the case of the AGA CD32 is 550 KHz and 48.70Hz respectively. This means that many PC VGA monitors will not work and you should be aware of this if you own one and think that the SX32 would slot in nicely in front of it.

Starting up

Installing the SX32 is a tad more complicated than the SX1, mainly because you have to unscrew and open up the CD32. This voids the warranty but



▲ The SX32 makes very little cosmetic difference to your CD32, but once you add peripherals the scene changes drastically. A disk drive is pretty essential (the slimline BFC HD model used above suits the CD32's colour too), as is an A4000 keyboard and a mouse. Visage will supply a keyboard and disk drive (not this one) as part of an expanded package.

you'll be lucky if you've still got one at this stage, so this is not much of a problem. Technically speaking if you were only installing the board without a hard drive, you could just jam it in; but this is no way to treat £200 worth of kit. With the cover off the CD32 it simply and easily slots into the 72-pin connector and the circuit board sits on top of the metal shielding covering the CD32's circuitry. Rubber feet are at both ends of the board to allow it to rest securely on here. You can then replace the top of the console and, hey-presto, everything's back to normal.

One of the other top class reasons for having an SX32, apart from the keyboard, mouse and Workbench it gives you access to is that it enables you to insert RAM and a hard drive. 4-8Mb of 72-pin Simm inside it will not only help you down the path of productivity but it will speed your games up in a way you never imagined - even standard CD32 games. It really helps games like Alien Breed 3D, which are almost too sluggish for words on the standard CD32.

Accelerator?

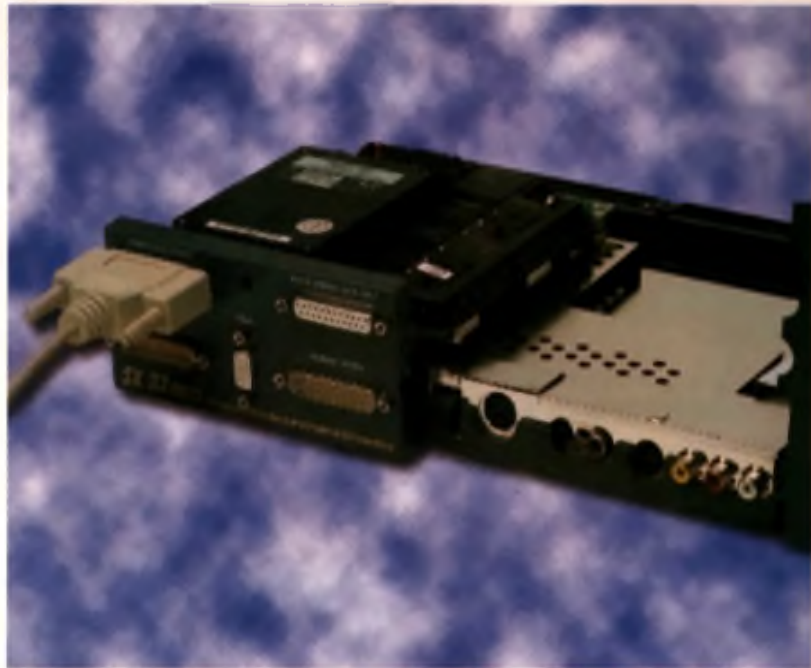
One of the biggest improvements the SX32 could have had over the SX1 was provision for an accelerator. You can add up to 16Mb of RAM but there's no substitute for an upgraded processor as well. This is where an SX32 equipped CD32 really falls short of its A1200 cousin. You're limited to the standard 14MHz 68020 and there's no way out. Even taking size limitations into account a motherboard upgrade to the 28MHz 020 currently used in 122C

accelerators would have been welcome. But sadly none of this has happened.

Getting connected

I tested the SX32 with all manner of software, both from CD, disk and Hard Disk. And it worked perfectly with everything. Unlike an A1200 with a CD-ROM drive you really do have the best of both worlds here: all CD32 and Amiga CD-ROM titles will work, without exception. And like an A1200 you can connect a printer, run business software, use a modem and surf the net; the choice is yours. But the inevitable trade off is that some applications do require acceleration to run at an acceptable speed and there is only so much speed that extra fast RAM will give you.

Also, you must remember that it's not just an SX32 you need, you'll also have to invest in a keyboard, a mouse, an external disk drive and Workbench software. If you already have an Amiga of some sort you'll have the mouse and Workbench and maybe an external drive but the keyboard isn't as straightforward as it was in the SX1. With that unit you could use an old standard PC AT keyboard. These cost £15-£25 new and I've picked one up before for a fiver second hand (with a PC believe it or not!). The



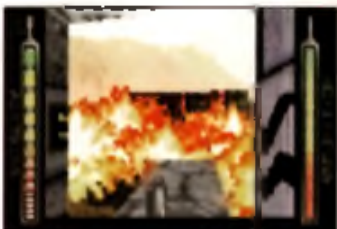
▲ See how neatly the SX32 fits inside the CD32's bay. Even has a hard drive and AMB RAM which really does make a difference to the modified CD32 in, indeed, say A1200. Provision for an accelerator and PCMM would have been real icing on the cake.

SX32 has no separate keyboard input so you have to use the PS2 style port on the CD32. Use I (these are the 'crazy' ports). PC PS2 keyboards will plug in fine but won't work, so the only option is to purchase a rare and very expensive replacement A4000 model. Bummer. Luckily Visage intend supplying the SX32 with both an external drive and a compatible keyboard, but not Workbench, which is proving difficult to source. You can still run autobooting disks and many CDs boot into Workbench and you can continue to use this. But there is no substitute for the real thing and sooner or later you'll need part of the Workbench system that's not on whatever you're booting off. The keyboard and external drive bump the price up to £299, so hold around for an old A4000 keyboard first if you're serious.

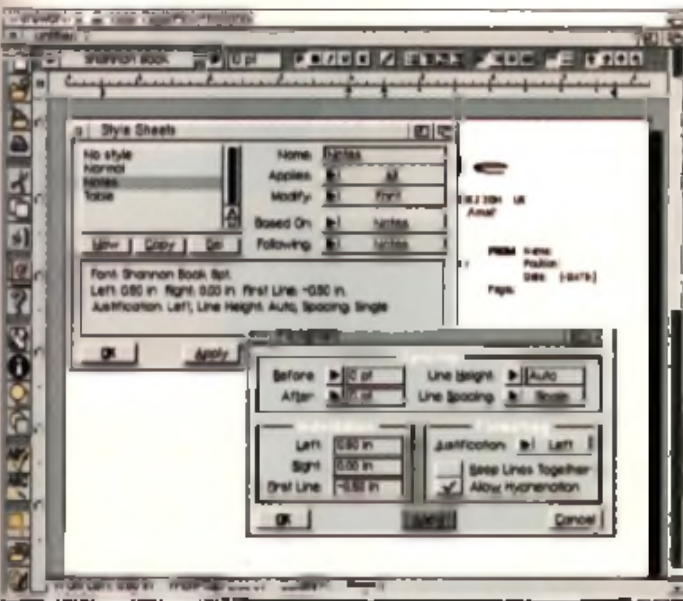
So is it better than the SX1 then? Well it depends on your priorities. Scanning the ads (and I can only find one for the SX1 in last month's mag) I make it slightly cheaper than this unit at the moment. It costs £8 less than Visage are quoting for the SX32 and although a recent disk drive will set you back the best part of £50 for either peripheral, using the AT part you will save more than a couple of quid on a cheap PC keyboard. On the other hand you might want something that actually fits snugly inside your CD32, rather than a cumbersome external box, and one which has a standard Amiga serial port as opposed to a PC one. You might also want a real

Amiga keyboard with the proper keymaps and names, not some cheap, confusing alternative. An AT jacked Amiga keyboard will almost be as expensive as an A4000's. The difference in price is, in the final analysis, only one of around £20-£30. Both SX1 and SX32 are up to the task of running a key in a valuable computer tool, the SX32 just does it in a greater way. ■

Alan Dykes



▲ Alien Breed 3D is just one of the CD32 games which benefit from the speed boost of fast RAM.



▲ A word processor and a printer will make you realise just how much your console has turned into a real computer. You can now use serious applications off disk or CD, surf the net, or program your own games.

SX32

System requirements: Will only work with CD32. Keyboard, external disk drive and mouse are necessary. Accepts up to 16Mb RAM on 72 pin single or double sided SIMMS and a hard drive.

ease of use.....93%
Easy to set up and there are lots to do on an A1200 - with the CD-ROM bonus.

performance.....87%
Greatly increases the CD32's performance but provision for an accelerator upgrade would have made it a Super 32x.

value for money.....85%
Good value if you have a CD32 and want a computer with CD capability for just £299.

OVERALL
With acceleration this would eclipse the standard A1200

86

/100

REPAIRS WHILE-U-WAIT!!

COMPUTERS AND MONITORS



Attention Dealers
Ring/Fax Now for best trade prices and terms on Repairs, Spares, Floppy Drives, Hard Drives, CD Rom Drives and Memory Upgrades.

NEW LOW FIXED PRICE

- FAST TURNAROUND
- 90 DAYS WARRANTY ON ALL REPAIRS!!
- £10 EXTRA CHARGE FOR WHILE-U-WAIT SERVICE
- COURIER CHARGES £6.00 + VAT EACH WAY
- A1500/A2000/A3000/A4000.....EQUILATION

A500, A500+ & A600
£39.95

A1200
£49.95

2.5" HARD DRIVES
For A600 & A1200

80Mb	£69.95	170Mb	£99.95	340Mb.....	£169.95
120Mb	£79.95	250Mb.....	£129.95	510Mb.....	£249.95

All hard drives are pre-formatted, partitioned with Workbench loaded and include 2.5" IDE cable and software
2.5" IDE Cable and Software (If bought separately)£9.95

ACCELERATORS

Apollo 1220 . £99.95
Apollo 1232 . £199.95
SIMMS £90A

MODEMS

X-Link
14.4k ... £129.95
X-Link
28.8k ... £219.95

FOR BEST AFTER-SALES SERVICE

MEMORY UPGRADES

A500	Upgrade to 1 Meg	A500+	Upgrade to 2 Meg
	£13.95		£19.95
A600	Upgrade to 2 Meg	UNBEATABLE PRICES	
	£19.95		
A1200	8Mb	16Mb	32Mb
	£49.95	£104.95	£149.95
		£179.95	£279.95
	32Mb 80 plus Crystal	£29.95	

GUARANTEED SAME DAY DESPATCH
(Subject to availability)

INTERNAL FLOPPY DRIVES

A500/A500+ £99.95 A600/A1200 ... £34.95

CHIPS * SPARES * ACCESSORIES

1 Meg Faller Agnus	£19.00	8520 CIA A600/A1200	£14.50
2 Meg Faller Agnus	£24.00	8374 Alice A1200	£30.00
8362 Denise	£9.00	8364 Paula A600/A1200	£16.50
8373 Super Denise	£18.00	Video DAC A1200	£19.00
5719 Gary	£7.50	A600/A1200 Keyboard	£60.00
8520 CIA A500/A500+	£15.00	Lisa A1200	£35.00
8364 Paula A500/A500+	£12.00	Gayle A600/A1200	£25.00
Rickstar ROM 1-3	£15.00	Budgie A1200	£30.00
Rickstar ROM 2-04	£22.00	Mouse (290dpi)	£15.00
Rickstar ROM 2-05	£29.00	SCANT lead	£15.00
A500/A500+ Keyboard	£50.00	Mouse Mat	£4.00
6570 Keyboard Chip	£20.00	10 Banded Branded Disks	£6.00
68000 Processor	£8.00	Printer Cable	£6.00
Power Supply A500/A600/A1200	£35.00	100 Disk Box	£7.00
Exchange A2000/A1500 Power Supply	£70.00	Squirrel SCSI Interface	£59.00

- All chips are available ex-stock
- Please call for any chip or spare not listed here

AMITAR CD ROM DRIVE
Including Squirrel SCSI Interface
QUAD SPEED
£249.95

Genlocks

Home 282 ... £289.00
MiniGen
L500 £89.95
L1500 £169.95
L2800S ... £369.95

Now Available

A1200 without hard drive £999.95 A1200 with 510Mb £549.95
A1200 with 170Mb hard drive ... £379.95
A1200 with 340Mb £449.95

*** Call for more good deals**

ANALOGIC Analogic Computers (UK) Ltd
Unit 6, Ashway Centre, Elm Crescent,
Kingston-upon-Thames, Surrey KT9 4NH

Open Mon-Fri 9-6am-7pm, Sat 9-6am-5pm Fax: 0181 541 4671
**** NEW OPENING TIMES ** NEW OPENING TIMES ****
Tel: 0181 546 9575

* All prices include VAT * All prices subject to change without notice * Fixed charge for repair does not include disk drive/keyboard
* We reserve the right to refuse any repair * P&P charges £3.50 by Royal Mail or £6.00 + VAT for courier * Please allow 3 working days for cheque clearance
* All sales are only as per our terms and conditions of sale, copy available on request

OctaMED SoundStudio

A new generation of trackers is about to arrive, bringing Amiga audio bang up to date, starting with SoundStudio.

SoundStudio 1.0 is set to be the first release of a next generation of OctaMED sequencers. Although it may look just the same at a glance, the menus have some powerful new features. How do you fancy 64 tracks of samples, each with its own stereo pan position, with optional delay and echo effects? That'll do nicely thanks.

Retargetable audio bonus

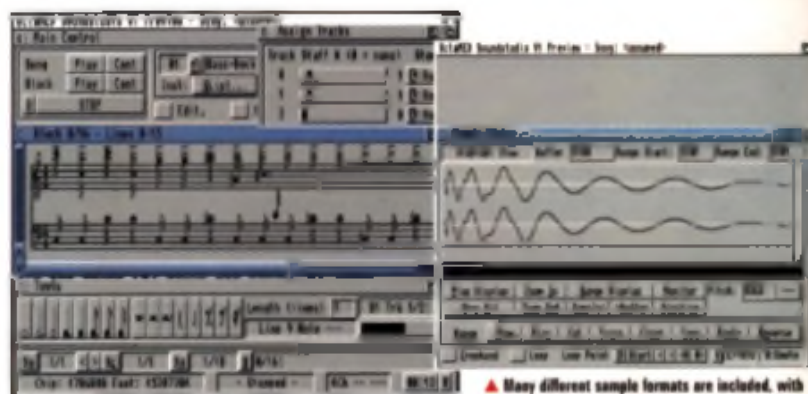
The key to SoundStudio's stunning new features is its own kind of 'retargetable audio'. In the same way that retargetable graphics systems allow you to direct graphic output to any one of a number of display boards, SoundStudio supports six different audio output options. Normal four-channel trackers traditionally take advantage of the Amiga's built-in sample replay functions, using the Paula chip directly to replay samples from Chip RAM. While this is very efficient in terms of speed, barely taxing the CPU, it does have limitations, such as allowing no more than four samples to be played at once, with two samples sent to the left channel and the other two to the right.

SoundStudio gets around these limitations by inserting a new signal processing stage before the sound output. In effect, the

sample data is read from anywhere in memory, including Fast RAM and then it's processed according to the user's settings, during which the samples are mixed, given a stereo pan position, echoes are added if required and then the final stereo signal is output to the chosen destination. The destination can be the Amiga's standard audio output (both 8-bit and 14-bit outputs supported), a Toccata 16-bit output, a 16-bit Maestria output, or even sent straight to a hard drive as a continuous stereo 8 or 16-bit sample.

No limits

The advantages of handling the sample manipulation with software routines are manifold. For example, the Amiga cannot play samples in reverse as standard. This is no longer a limitation. Passing samples through effects routines is



▲ Many different sample formats are included, with plenty of support for 16-bit and stereo sounds.

now possible, and although at the moment this is limited to delays and echoes, in future this may be expanded to include phase and chorus effects. We may even see synthesiser options such as resonant filtering (as already featured in Museline Editor).

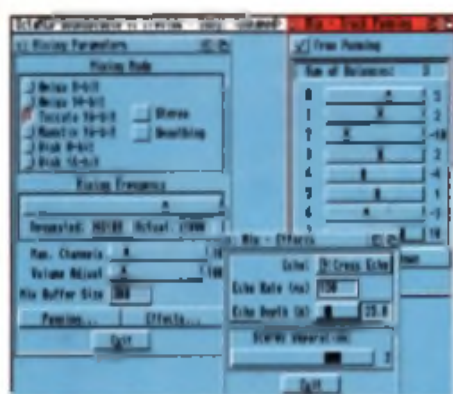
Output quality will depend on the speed of your Amiga. Faster processors can mix the tracks at a higher rate, thus including more of the original sample information and introduce less noise. The system comes into its own on a fast Amiga (50MHz 030 or better) with a 16-bit output device, such as a Toccata card. A stock A1200 will struggle to achieve good reproduction of the higher frequencies which start to sound scratchy as if low sample rates are being used. Good news: the notation editor is back! It vanished when OctaMED

when OctaMED morphed from its custom GUI of version 4 to the windows and menus of version 5. A notation display isn't very well suited to a tracker editor (much of the tracker information is impossible to display using traditional staff notation) but some still find it reassuring to be able to view their melodies in this way. It also gives you the chance to output your modules as hard copy via a printer.

So good, so far

We had hoped to bring you a full review in this issue but it's still in development, so we'll have to wait a little longer for a full analysis. It's looking good so far and if author Tejo Kinnunen can pull it off, it could be the best reason yet to keep your Amiga at the heart of your sequencing set-up for years to come. ■

Tony Horgan



▲ These are the most impressive new controls - SoundStudio's unique retargetable audio features that break away from previous limitations.

It's on the CD, it is



The CD edition of this month's CU Amiga Magazine includes a non-save demo of OctaMED SoundStudio. You can run it straight from the CD (you'll find it in the Sound drawer). A generous selection of multi-channel ScreamerTracker (3SM) modules have also been included, which can be loaded into SoundStudio. This is an early preview version, so everything won't be fully working at this stage. Have fun!

Aural Synthetica

■ Price: £35.50 ■ Developer: Blachford Technology ■ Supplier: Seasoft Computing ☎ 01903 850378

Turn your Amiga into a sprawling modular synthesiser with this new sample generation system.

If you make modules with your Amiga, you're bound

to have longed for a synthesiser at one time or another. Maybe you've even given it and bought one. The trouble with working solely with samples is that if you can't have the required sample, there's nothing much you can do about it; you'll just have to make do with what you've got. This is where Aural Synthetica comes into the picture. It's like a software version of a module synthesiser but rather than working in real-time, it renders its sounds as samples, which you can then use in your chosen tracker or sequencer.

Twiddly bits

Sample synthesis programs have been around for quite a few years, but none has gone to the same lengths as Aural Synthetica. It gives you a massive range of buttons and sliders to push and pull. However you see fit. Once you think you've got a recipe for an earthshaking sound, you hit the render button and wait for the sound wave to word its way through the sequence of oscillators, modulators, filters and other components. Once it's all finished

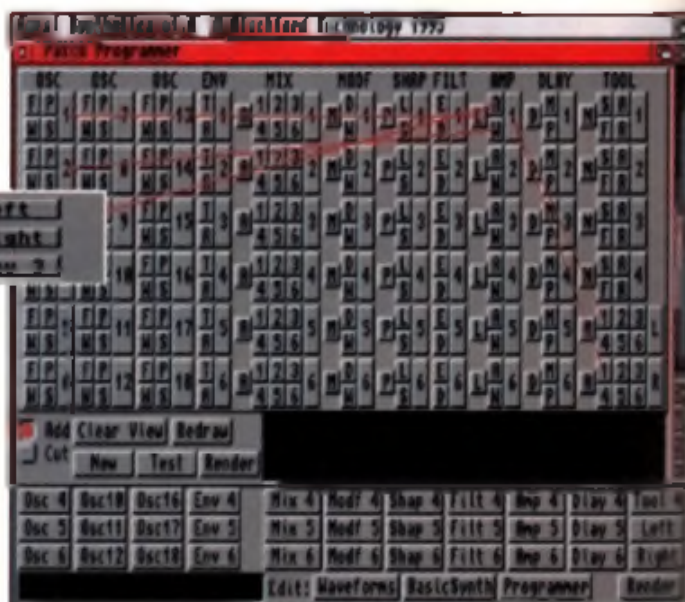
you end up with a 16-bit 44kHz sound sample which you can play, or save out to disk as an SAFF, AFE, WAV, MAUD or IFF sample.

There's an impressive amount of operators to tinker with. You can use up to 16 oscillators along with stacks of other twiddly bits. The patch programmer section offers almost limitless possibilities if you want to explore them. If the synthesis was carried out in real time it would be quite fun to experiment with all the different settings, but the time it takes the rendered sounds can be off-putting. If you're not sure what you're doing you can spend a day generating useless sounds. Having to wait for your charges to be rendered before hearing them, can make learning the ropes a slow process.

On the other hand if you do know all about modular synthesis, you could generate some excellent sounds without too much bother.

The sounds

On the disk there are 54 patches for use as examples. These are a big help in understanding the workings of the program, as you can modify them and compare the originals with your versions. Most of these are weird sound effects,



▲ See it's quite simple really. Aural Synthetica allows you to create your own patches as if you were using one of those old analogue modular synthesisers.

although there are a few that could be used as instruments. On the whole the examples are very impressive, especially if you like abrasive abstract techno sounds.

Conclusion

There are a number of improvements and bug fixes I'd like to see in the program. 'Error in patch' messages are common after loading and hitting render when a read error proves there was clearly nothing wrong. If you try to save a sample to a disk that's full, the program gives no indication it hasn't saved the file, or that the disk is full. A low grade quick-render option is also required, due to the long rendering times, even on fast Amigas.

Even with these faults and oversights, Aural Synthetica is a very

interesting and potentially useful program. It can create some decent noises and if you know what you're doing there's plenty of scope for building your own completely original sample sets. Unless you're very patient you'll need a fast Amiga though. To give you some idea, with a 50MHz 030 you can expect to wait around 30 seconds to render a typical two second sample. Rendering times vary depending on the settings. Hours of fun for serious synth fans. ■

Tony Horgan



▲ The top window is the rendered sample. The buttons below give access to the multitude of operators and options.

Understanding synths

Modular synthesis is a fascinating but baffling subject. Understanding the concepts of oscillators, frequency modulators and the like can be an uphill struggle and you really need a good analogue synth with plenty of knobs and sliders to get a feel for what each part does and how it affects the others. The Aural Synthetica manual takes you through the stages of making your first sound, while the AmigaGuide document goes into more depth on the subject.

AURAL SYNTHETICA

SYSTEM REQUIREMENTS:
OS 2 or above, 2Mb RAM. Acceleration recommended.

ease of use 75%
All accessed through a GUI but contains a synth section.

performance 80%
Rendering is slow, but the results can be very impressive.

value for money 80%
At the attractively low end of the price scale.

OVERALL

Potentially potent sound creation tool

78



TDR DISKS AT BULK PRICES

GREY-TRONICS LTD



LOWEST PRICES

BEST SERVICE

RAPID DELIVERY

SALES FREE CALL 0500 737 800

OTHER ENQUIRIES 0181 686 9973 / 0181 781 1551

3.5" DISKS

100% CERTIFIED ERROR FREE DISKS & LOCKABLE BOXES

10K/05/00

05 00

50 3.5" Disks	£18.99	£18.99	+ 100 cap lockable box	Add £4.00
100 3.5" Disks	£37.99	£38.99	+ 100 cap lockable box	Add £4.00
150 3.5" Disks	£50.99	£41.99	+ 2 x 100 lockable box	Add £8.00
200 3.5" Disks	£68.99	£51.99	+ 2 x 100 lockable box	Add £8.00
300 3.5" Disks	£73.99	£76.99	+ 2 x 100 lockable box	Add £12.00
400 3.5" Disks	£98.99	£101.99	+ 4 x 100 lockable box	Add £16.00
500 3.5" Disks	£132.99	£136.99	+ 5 x 100 lockable box	Add £17.50
1000 3.5" Disks	£239.99	£234.99	+ 10 x 100 lockable box	Add £30.00

FREE LABELS + FREE DELIVERY BY PARCEL FORCE

MAGIC PACK INCLUDES

- Amiga 41200 Computer - 2MB RAM
- 3.5" Floppy Disk Drive Built-in
- Microsoft Word 6.0 - Word Processor
- Digital Detective v1.1 - Database
- Digital Organizer v1.1 - Personal Organizer
- Talkie Calc v1.6 - Spreadsheet
- Personal Paint v1.4 - Paint Package
- Photographic v1.2 - Photo Editing
- White - 20 Platform Game
- Pinball Matrix - Pinball Arcade Game

STANDARD PACK
2Mb - NO HD

170MB HARD DRIVE
PACK

£369 Inc. VAT

£469 Inc. VAT

STARTER PACK The complete Amiga 41200 for £299.99. Includes 2MB RAM, 3.5" Floppy Disk Drive, Microsoft Word 6.0, Digital Detective v1.1, Digital Organizer v1.1, Talkie Calc v1.6, Personal Paint v1.4, Photographic v1.2, White - 20 Platform Game, Pinball Matrix - Pinball Arcade Game.
NEW AMIGA SUPER PACK The 288MB Hard Drive + 170MB for Windows Comes with Magic Pack software + 1000 3.5" disks for £545.00.

£545



Optional Extra... CHASE SOFTWARE PACK
Includes 4 EXCELLENT titles:
CHASE (1989) - £25.99
PROPERTY (1990) - £24.99
Amiga 4 (1989) - £24.99
THE HISTORY OF THE AMIGA (1989) - £24.99
£12
Offered with 20% discount on the purchase of the Amiga 41200.

RAM UPGRADES & ACCELERATORS

41200 2MB RAM	£100.00
41200 4MB RAM	£145.00
41200 8MB RAM	£242.00
33 MHz PLCC CPU	£42.00

APOLLO A1200 ACCELERATOR

Apollo 1200 20MHz Apollo 4002	£20.99
Apollon 1200 40MHz Apollo 4002	£199.99
Apollon 1200 40MHz Apollo 4002	£210.99
Apollon 1200 40MHz Apollo 4002	£210.99

A500/500+/600 UPGRADES (inc clocks)

A500 up to 1MB	£55.99
A500+ up to 2MB	£75.99
A600 up to 2MB	£79.99

AMIGA 4000 TOWER

4000T 001 15MHz	£309	£300
4000T 007 50MHz	£729	£690

SPECIFICATIONS: 4000 Tower, 640 Memory, 1.7MB Floppy Drive, 1.2 Gig SCSI Drive, SCSI 300 Printoutable

ACCESSORIES

Amiga to TV lead	£10.99
Amiga to Sony TV	£18.99
Amiga to Amiga (Rear) Wall mount	£18.99
Base Unit - Amiga and 132 131	£11.99
Joystick Spigot	£5.99
Joystick Mouse Joystick Lead	£7.99
Joystick Extension Lead 10ft	£5.99
Printer Lead	£4.00
DISK COVERS	
Amiga 1200/500/500+/600	£4.00
Commodore "M" Disk covers	£4.00
100 Amiga Floppy Disk Covers	£14.99
CD-ROM DRIVES	
Amiga 4000 132 131	£120.99
Commodore Hard Speed CD	£134.99
Amiga CD 21 - 1 second - 8M	£100.00
In contrast to £144	£100.00

HARD DRIVES

ATLANTIS INDEPENDENT HARD DISK	
Atlan 1200 20MHz Apollo 4002	£134.99
Atlan 1200 40MHz Apollo 4002	£134.99
Atlan 1200 40MHz Apollo 4002	£134.99
Atlan 1200 40MHz Apollo 4002	£134.99

CD-ROM DRIVES

Amiga 4000 132 131	£120.99
Commodore Hard Speed CD	£134.99
Amiga CD 21 - 1 second - 8M	£100.00
In contrast to £144	£100.00

GENLOCKS

FUSION VIDEO GENLOCK
It is a high specification video genlock that is ideal for both the live time use for adding titles, graphics & effects to home movies & the semi professional use for wedding videos, corporate presentations...
FREE Scale H/100 provides you to add special effects and overlay text onto your video. **£99**

AMIGA CD32

CD32 Machine	£174.99
7 games pack only	£197.99
SX1 Modular Expansion	£37.99
Keyboard for CD32	£27.99
Disk Drive for CD32	£42.99
CD32 to Amiga 1200 inc software	£29.99
CD32 to Scart	£11.99
Competition Pro Pad	£15.99

Add £3 p&p for accessories

FAX / MODEM

Tornado 14.4k ext	£80.99	£120.99
Tornado 14.4k ext	£104.99	£144.99
Tornado 28.8k ext	£189.99	£229.99
Tornado 28.8k ext	£189.99	£229.99

INKJET CARTRIDGES AND REFILLS

HP Deskjet Black Dual Capacity Cartridge	£22.99
HP Deskjet Colour Cartridge	£7.99
HP Deskjet 500 C 500 C Colour Cartridge	£22.99
HP Deskjet 500 C 500 C Colour Refill	£16.99
Canon L1 4000 Black Ink Cartridge	£19.99
Canon L1 4000 Colour Ink Cartridge	£19.99
Citizen Project 8C Colour	£24.00
Citizen Project 8C Mono	£20.50

TOP QUALITY RIBBONS

BLACK	
Aradisk DMP 2000/2000	£3.00
Aradisk DMP 6000	£3.66
Aradisk PDP1210/1210/1210	£3.00
Aradisk 9512	£3.30
Citizen 1200/1210/1210/1210	£2.85
Spam 1210	£1.10
Spam 1200/1210	£2.50
Spam 1200/1210/1210	£3.45
Spam 1210/1210/1210	£3.45
NEC Pin Writer P2000	£3.50
Sabaco SPT1200/1400/2000	£4.00
Periscope KDP122/122/122/122	£3.30
Periscope 2120	£3.25
Periscope KDP122/122/122/122	£4.00
Star 1210/1210	£2.99
Star 1210	£3.50
Star 1210/1210	£3.50
COLOUR	
Citizen 242 24	£12.99
Periscope 2120/2120/2120	£13.99
Star 1210/1210/1210	£7.00
Star 1210	£12.30
Star 1210/1210	£12.50
ADD £3 P&P	

NEW PRINTERS

PANASONIC 2135



£164.99

All printers free lead & delivery

DOT MATRIX 24 PIN COLOUR

PANASONIC 131 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99
1000 ink sheet printer	£164.99

MONITORS

Amiga M1435	£287.99
Microtek 1435+speakers	£264.99
Amitek 10045	£168.99
Hitachi or Panasonic Monitor/TV	£174.99

UK & INTERNATIONAL DELIVERY SERVICE
BY AIR OR BY SEA

LAND
AIR
SEA

GREY-TRONICS LTD, UNIT 1015 WHITGATE CENTRE, CROYDON, SURREY CR0 1UU

Mon-Sat: 9-6pm Thurs: 9-8pm Sun: 11-5pm

Limelight Tyro

■ Price: £65.80 ■ Developer: Future Software Systems ■ Supplier: Future Software Systems ☎ 01628 24318

As established software packages get increasingly powerful, complex and more expensive, the market for a low-end introductory alternative starts to open up. While Limelight Tyro doesn't aim to compete with the likes of Scala, MediaPoint or VideoStage Pro, it does have a few tricks of its own to help win the approval of the less ambitious videographer.

Like most video titlers, Limelight Tyro uses a two-tier screen layout, one for the screen you are putting together and another laid over the bottom which houses the control panel. This allows you to have an interlaced display screen with a more comfortable non-interlaced control panel both visible at the same time.

There are three modes in which the program can be used, from novice to advanced. In novice mode, the menus only reveal a few of the total available selections, with more on offer in intermediate mode and the whole lot available in advanced mode. It's a kind of 'blinking' system that is supposed to lead you gently into the program without confusing you with a mass of options from the start. You might expect this sort of approach with some kids' educational software, but I'm not sure of its worth in a 'grown up' product such as this.

There is also no direct way of jumping from one menu to any other. With around a dozen menus in Tyro this often means that you have to move through

A new entry level video titler which claims to offer some powerful features but can it deliver the goods?

several menus to get to where you want.

Features

Limelight Tyro is a fairly basic video titler. The first step is to enter some text. This can be done via the keyboard or by using the mouse to click on a graphical representation of the keyboard that appears on the control panel. Although this seems pointless, it may be useful in very unusual cases such as when the program is running on a CD32 system with no keyboard, or if your keyboard was faulty. There's also a disconcerting time lag between you typing the text and the letters appearing on the screen. They do appear instantly in the text box on the control panel but on the main screen, it takes a little longer to draw the characters, giving the impression that you've misspelled your words.

Style changes can be made to the text once it's on the screen. The usual selections of colour, bold, underline, italic, spacing and kerning are available, with a 3D drop shadow option and a further shadow which uses a dithered pattern to produce a semi-transparent shadow that is effective even when using a genlock. Bitmap and Compugraphic fonts can both be used at any selected size.

Colour IFF backdrops can be loaded into your pages. Tyro automatically alters the screen mode to match the imported image. You're free to use overscan modes on any Amiga and AGA modes are also supported.

Transitions

When it comes to transitions, Tyro provides line and screen effects. While there is a good selection of wipes and fly-ons to choose from, there is nothing outstanding and there are occasional glitches with the more processor-intensive



▲ Unlike other prog. would prefer to enter text or using the mouse rather than typing it in on the keyboard. You can cycle through various keyboards for lower case letters and symbols.

ones. I couldn't achieve the videographer's favourite vertical scroll without each page stopping for a split-second although the horizontal crawl works well.

If you are using a genlock to transfer your titles to video then there is one special feature. Connect an RGB monitor to your genlock and you can set in motion Tyro's On-line and Off-line feature. While in Off-line mode your video passes straight through the genlock without any graphics showing. This allows you to construct and preview your graphics on the RGB monitor without fear of them being recorded. When you are ready to introduce your titles into the video, just switch to On-line. And all this happens without the need for additional hardware or switching on your genlock. This feature would especially appeal to a studio using a live video feed with the need to create titles on the fly, but this isn't really the beginner's territory that Tyro is aimed at.

If you have a low end machine with no hard drive you will have missed out on last month's VideoStage Pro cover disk, in which case Limelight Tyro should fit the bill, but don't expect it to add too much pizzazz to your productions. ■
Norman Harris



▲ The range of options changes depending on the menu level you decide to run Tyro in. From the top one have: Novice, Basic and Advanced.

LIMELIGHT TYRO	
£500	system requirements: Any Amiga with Workbench 2.04 or later; 2MB RAM. Workbench with AGA Chip Set and 4MB RAM recommended.
£500	ease of use: 70% Not the easiest of programs to get on with. A more graphical manual might help.
£600	performance: 70% Adequate for the home video buff but don't expect it to add much pizz.
£1700	value for money: 50% Not a bad price but not an absolute bargain either.
£7000	OVERALL
£1000	Adequate entry level titling program.
£2000	70

17 BIT SOFTWARE

1st Floor Offices, 2/8 Market Street
Wakefield, West Yorkshire. WF1 1DH

● TEL: 01924 366982 FAX: 01924 200943
● EMAIL: sales@bit17.demon.co.uk
● WWW: <http://www.demon.co.uk/bit17>

Office Hours Mon - Sat 9:00 To 5:30
Answerphone At All Other Times

POSTAGE RATES

[UK] Disk Orders 50p CD's 75p Each.
[EU] Disk Orders 10% CD's £1.00 Ea.
[OE] Disk Orders 20% CD's £1.50 Ea.

MAX POSTAGE PAYABLE

[UK] Disk Orders 50p CD's £1.50
[EU] Disk Orders 10% CD's £4.00
[OE] Disk Orders 20% CD's £6.00

ALL ORDERS SENT 1ST CLASS POST / AIRMAIL

ALL OUR AMIGA 50
DISKS ARE ONLY

£1.00
EACH

WE WILL

PRICE MATCH
ANY STOCK CD FOUND
CHEAPER ELSEWHERE

17 Bit 5th Dimension



£19.99

Contains our most recent PD from
disc 3351 to 3870. Something
here for everyone!
"Up to 17 Bits high standards ...
Covers every aspect of Amiga PD ...
#10 Amiga Computing Issue 94
"The collector of software is delighted ...
highly recommended", "Top grade stuff"
88% CU Amiga DEC 95.

Encounters



£14.99

Everything you could possibly want
to know about UFO's, Coverups,
Top Secret Projects, Conspiracies
and MUCH, MUCH more!
"If you have a keen interest in ufology or
are looking for some convincing evidence,
look no further." "Cover every budding
ufologist's dreams."
91% Amiga Computing FEB 96

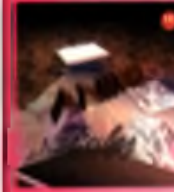
Nothing But GIFS AGA



£19.99
CD32 OK!

Fed up with CD's that promise super
quality pictures which turn out to be
poor 32 or even 16 colour scans?
This CD contains only the BEST, all
AGA only, 256 colour pictures which
cover many areas. Ideal for DTP &
clipart but simply amazing to look at!
EVERY image included was hand
selected for quality. Guaranteed!

Anime Babes



£19.99
CD32 OK!

The CD contains well over 5000
GIF images in the hand drawn
Japanese ANIME tradition.
All the images contained are of an
ADULT nature and therefore, this
lets cannot be supplied to anyone
under 18. All images can be
viewed direct from the CD via a
custom menu on PC, Amiga & CD32

ArtWork £29.99



Thousands of colour images
created by computer artists from
all over the world. A must for
anyone with a colour printer.
More than 1000 colour images!

F1 Licenceware CD £29.99



Contains the complete collection
of F1-001 to F1-100. This CD
is worth well over £500 if the
titles included were purchased
individually. Superb value!

**WE OFFER AN
UNCONDITIONAL 30 DAY
MONEY BACK GUARANTEE
ON EVERY CD WE STOCK!
IF YOU ARE NOT
ABSOLUTELY DELIGHTED
WITH YOUR PURCHASE
SIMPLY RETURN IT FOR A
FULL REFUND**

Official Octamed 6 £29.99

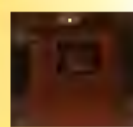


Includes the latest version of the
best music making program for
the Amiga along with 800MB of
musical sounds and samples.
Plus lots of useful software included.

**AMINET 10
IN STOCK
NOW!
£14.99**

- 4020 WORM MAPS Extra Maps For Team 17's Worms.
- 4028 VMM V3.3 Virtual Memory Manager
- 4038 SWAZBLANKER V2.40 AGA Only Screenblinker
- 4037 SUPERVIEW V5.32 Multi Format Picture Viewer
- 4026 TERM V4.5 Libs, Docs, Extras & Locale
- 4025 TERM V4.5 030 VERSION Ok on 020 / 030 / 040 / 060
- 4034 TERM V4.5 000 VERSION For A500+ & A600
- 4023 (AB) IMAGE STUDIO V2.3.0 Latest Image Processing
- 4032 MASTER BLASTER V2.21 5 Player Dynablaster Clone
- 4031 VIRUS WORKSHOP V5.6 Superb Virus Killer
- 4030 SHAPE SHIFTER V3.3 Mac Emulator
- 4029 ROBS HOT VIRUS KILLERS 3 More Superb Killers
- 4028 PATCHES DISK #2 Photogenica & Final Writer 4 Etc
- 4027 (AB) AMIGA FRONTIER #4 Amiga Diskmag
- 4026 SPECTRUM SOLUTIONS #1 Spacy game Solutions
- 4025 LSD LEGAL TOOLS TNG 008
- 4024 LSD LEGAL TOOLS TNG 008
- 4023 LSD LEGAL TOOLS TNG 007
- 4022 LSD LEGAL TOOLS TNG 006
- 4021 AMIGA GAME SOLUTIONS (Adventure & RPG)
- 4020 PEANUTS CLIPART Black & White
- 4019 ASTERIX CLIPART Black & White
- 4018 LSD LEGAL TOOLS TNG 005
- 4017 LSD LEGAL TOOLS TNG 004
- 4016 CRON UTIS Amicon, Crontask, Cybertron Etc.
- 4015 WILLIES WEIRDY NIGHTMARE F1 Licenceware Demo
- 4014 AQUAKON F1 Game Demo (2 Meg Chip)
- 4013 PUNTER V3.1 Horse Racing Game (F1 Demo)
- 4012 GRAC V2.0 F1 Licenceware Demo
- 4011 (ABCD) CHARLEY CAT ANIM Camera-Radars 2.5MB
- 4010 (ABCD) ULTIMATE LIBRARIES Collection Of Libraries
- 4008 THIRD DIMENSION #21 3D Construction Kit Mag
- 4008 TOTAL SPECIES Arcade Adventure game
- 4008 SHANGHAI COLLECTION Includes 5 Variations

Grollier Enc.



£26.99

Aminet Set 2



£24.99

LSD 3



£19.99

Adult Sens. 2



£19.99

SCI FI Sens.



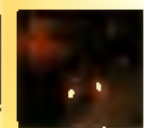
£19.99

Aminet Set 1



£24.99

Arcade Clacc



£14.99

Software 2000



£29.99

Phase 4



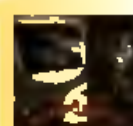
£9.99

EuroScene 2



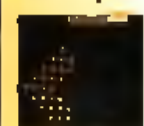
£14.99

Network CD 2



£14.99

Gateway CD



£9.99

MULTIMEDIA 2



£22.99

Assassins 2



£19.99

Amca Release 2



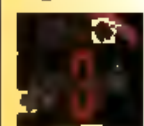
£19.99

GoldFish 3



£24.99

LightRom 3



£39.99

AGA Experience



£19.99

Meeting Paris 3



£9.99

Aminet 9



£12.99

Visit Our WEB For A COMPLETE CD List With FULL Descriptions Or Download A CAT Disk!

WWW: <http://www.demon.co.uk/bit17>

GET STARTED

Multimedia At Its Best!

- ✓ Simple and Easy-to-use
- ✓ Educating and Informative
- ✓ Entertaining and Exciting
- ✓ Powerful and Amazing!

Main Contents List:



The History of the Amiga

Who created it? The old Commodore vs. Amiga story. Just etc. The Fanon myth and much more.

Amiga Environment

What is your Amiga? Why is it so special? What is the scene? Who are Amiga Technologists and what do they do? **Amiga Hardware**

cards, outside ports, chips all explained

Workbench and DOS

What is it? Using a File and file management. Workbench - command line, the CLI, advanced WE and CLIFlicks

Programming

MCS, Blitz assembly, C, Amiga E and APOE exam run **Amiga on Artist Overnight**

stylizing, 3D animation, bitmap drawing, analysis

Amiga on Amiga Music Masters

Urmasen explained, MIDI discussion, musician interviewed

Getting Your Words into Print

Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway

Intro to the Internet, Surfing the Internet, WWW design, Amiga internet Providers, Amiga internet software, The Amiga Technologists internet pack (aker for a tall drive)

General Amiga

Emulation, Operating Systems, Storage Systems, Amiga r Database, Multimedia etc etc etc

The Amiga Future

Where is the Amiga going? Amiga Technologists plans, Amiga visions, possible industry comments, Amiga "Visions" - the companies that will bring us innovative products in 1996. We interview Internet Development, Future of Music and more

And Finally

Credits, thanks and anything we have forgotten!

The world's first truly AGA multimedia, interactive compact disc. Designed for beginners, new users through to intermediate (and higher!) levels, it helps an Amiga user understand more about the computer and what it is capable of. Covers many subjects from raytracing to the internet and from programming to music. Many well-known experts and Amiga-buffs are contributing to this CD. They offer help, answers, tips, tricks and more. Want to know how the experts create a WWW page? Global Internet show how! Stuck using internet software? John Kennedy explains all. Also contains forums, opinions and a look to the future with top Amiga developers. Comes with a FREE bonus beginners section with commercial programs, commercial demos and all the PD you need to Get Started, all ready-to-run, if you have an AGA Amiga with a CD player, then get this, PC multimedia CD's are here!

And Starring!

Ken and Gareth Craft
Steve Bye
Ed Wiles
Larry Holman
Peter and David Clark
Brodie & Co
Mark Thomas
Denny Amis
Joann Jwiltzke
Dale Hamersley
Dave Taylor
John Stannard
Jeremy Ford
Justin Joyce
Andrew Campbell
Robert Burrows
Sponsor: Jarvis

- Amiga MIDI
- AMOS Programming
- Desktop e-Flag
- DTP Printers, Clipart
- 3D Architecture
- 3D Architecture
- WWW Design
- The CD and German bits
- Bitmap Graphics
- Animation
- Storage Emulation
- Internet etc etc etc
- PD Section
- Amiga DTW
- AMOS Hands-on
- Music (SoundMaster)
- magnet, Herk-er

- MIDIcraft
- F1 Licencing
- Octopus Export
- LH Publishing
- The Room Layouts
- UBI
- Global Internet Lic
- Freelance Writer
- Freelance Artist
- Datasoft
- Freelance Writer
- Paragon (Freelance)
- Ground Zero Software
- Axon Video Services
- AMOS Programme
- MFD (Lead Group)
- magnet Users Group

Also!

- Full version of DOpus v4
- Full version of Octopus v8.04
- Other full programs (TBC)
- "Test Drive", exclusive version of Wordworth 3
- Limited Version of PPaint v6.4
- "Get Connected" to the Internet - all you need, all ready to go!
- Essential PD to Get Started
- Exclusive stuff from various user groups and companies!

ADVANCED AMIGAGUIDE - AAG

Full replacement of the old AmigaGuide. Includes a full version of the old AmigaGuide. Includes a full version of the old AmigaGuide. Includes a full version of the old AmigaGuide.

- It is a stand-alone "stand-alone" "Hypertext" Products (HTML Language etc)
- Allows Text, Picture and Gadget Links as Opposed to it's Pre-decessor
- Allows the use of Sub-Modules Moveable as Commands
- Mungie Fonts & Add Colour from 256 Colours Falls
- Super Bitmap Window
- Drawing Tools

Out March 1996 [AGA Machines] £29.99

Advanced AmigaGuide (or AAG) is the successor that sits behind the Get Started CD. It offers more than an end-user guide, it features more than the old AmigaGuide. Includes a full version of the old AmigaGuide. Includes a full version of the old AmigaGuide. Includes a full version of the old AmigaGuide.

AAG - GUI OS VERSION

Advanced AmigaGuide (AAG) is a direct replacement for the current AmigaGuide. In a native OS GUI version it looks very similar to the existing format, however it is very different. The language allows more flexibility such as the inclusion of an "assistant" gadget in up to 256 colours and can add more powerful features such as HTML, decoding of use of multiple fonts on a page. AAG can also read old AmigaGuide files. It also uses the same technique for writing "GUIDE" files (see second picture) @MODE, @LINK, @COMMAND etc are the same as the old format, but new commands have been added such as @IMAGE, @ITEM, @MODE, @SECTION, @PAGE, @COLOUR, @BOX, @SPAN, @LINE, @GOTO, @CENTRE etc etc. This allows the user to quickly understand the simplicity of writing the document pages.

'ALL YOU NEED' SECTION

The "all-you-need" section contains a carefully selected collection of ready-to-run material. This section encompasses full (or limited) commercial programs such as Octopus v8.04, Personal World v3, Directory Opus v3 and Wordworth Test Drive v3.0. Commercial names and logos published in this section are the property of their respective owners. There are also some collections from M.U.G. and magnet Users Group (MUG), AMOSware authors and artists. The PD programs are highlighted and examined within the Get Started CD. There is also a superb "Get Connected" section of ready-to-run material (all copyright of the Get Started CD) to get onto the internet. Global Internet will give the access an immediate real surfing. There are also some manuals to try. Get Started - 1.0 and 2.0 CD's in Multimedia CD, Internet Software CD, Commercial Software CD.

ZOOM

It's HERE! Zoom release 2 - now in ready-to-run CD-ROM format. It's here! Zoom release 2 - now in ready-to-run CD-ROM format. It's here! Zoom release 2 - now in ready-to-run CD-ROM format.



Superb value CD-Rom at only £19.99 NEW!

NEW - RELEASE VER.

- ✓ New Search Routine
- ✓ New 'Hot-Keys' Function
- ✓ Restyled, Remastered

NEW! READY TO RUN & DMS

NEW TO ZOOM release 2 is the easy-to-use, ready-to-run format as first demonstrated in NFA AGA Experience. Allows the direct use of PD straight from the CD-ROM!

F1 LICENCEWARE volume one - F1-01 to F1-100

Stick of the run-of-the-mill old PD CD releases naming collections from get 1985?? This CD contains the complete collection of F1 (licenseware) titles from F1-001 to F1-100. Over 100 titles of more than 200 titles! This CD is worth well over \$100. All the titles were bought separately. There is something for everyone on the CD - games, utilities, tools, professional client and music, beginner guides, educational programs and much more. Some superb material is contained within this CD Rom: Blastwave v3 (image manipulation), Ultimate Out 3 (general quiz), West Plus Pro (original value at \$150), Portopia (porting), Clari games, Reflex v3, Dalekways (best best PD game ever by Amiga Format), ERIC (voiced second best PD game ever), Powerbase (database program), GRAC (superb Monkey Island style adventure game) with 600's of copies and on floppy, introduction to WML (first selling F1 Title), Absolute Beginner's Guide to AMOS, Junior Artist (guide point package) in The Time zone of every kids educational program. Use some of the professional music within your games with no extra charge! What about the expert for your DTP documents? AMOS programs have a real clay with this CD - AMOSware guide in AMOS and AMOS 2.0 supplements. Something for everyone. It's very easy to use Amiga's VMEC interface with 80% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 (licenseware). All programs are yours to receive a royalty for every CD sold.

£32.99 COMMERCIAL SOFTWARE - NOT PD!

Hi-Q PowerStation

■ Price: £299.95 ■ Developer: HiQ Ltd ■ Supplier: HiQ Ltd ☎ 01525 211327 <http://www.hiq.co.uk>

Anyone wishing to expand their A600 or A1200 to have CD-ROM and SCSI capability should take a look at this effective device.

Two problems face the A600/1200 owner wanting to expand their machine: one concerns where to store the drives and the other concentrates on how much electrical power you'll need. These worries mainly affect external devices such as CD-ROMs and other SCSI devices. Hi-Q have partially come to the rescue with their PowerStation, which, although a simple device, can be highly useful for those intending to connect some real hardware to their A600/1200.

Squirrel driven

The PowerStation consists of a rather nice PC tower case, a SCSI extension cable and an internal SCSI ribbon which terminates in a connector for the extension cable. The theory is that

you use Hi-Soft's Squirrel PCMCIA SCSI interface fitted to your A1200 (or A600 for that matter) and attach the extension cable to the Squirrel's SCSI connector. Most SCSI devices can be fitted into the tower case, attached to the internal ribbon and driven by the Squirrel.

The PowerStation has a healthy 200W power supply in the case. This not only runs any SCSI peripherals connected, it has an Amiga cable too, so there's no need to buy a Goliath to power your accelerator and internal HD. Hi-Q want part of the stock power supply (AKA The Brick) back in exchange though, since Amiga Power leads are in short supply. You simply snip the connector end of the lead and send it to them. The transformer itself can then be used as door stop, a task it's more suited to than attempting to power an expanded Amiga.

Your monitor can also

be plugged into the pass-through power socket on the rear of the tower so that with a simple push of the button, Amiga, drives and monitor are all powered on or off. Darned handy.

Audio freaks

The most common configuration available from Hi-Q is the Tower, as reviewed here, fitted with a Sony 2.4 speed (breaking the tradition of drives being even multiples of single speed units). This mechanism featured in a pack from Hi-Soft reviewed previously. It's proved to have excellent access time and a healthy rate of transfer as well as facility to be able to send audio data down the SCSI bus. Audio freaks will love this feature as the highest possible quality samples can be obtained with no extra hardware. A very respectable and cost-effective mechanism to have built in, Hi-Q check well with this Sony mechanism. Also included with the CD-ROM are two sets of RCA/Phono jacks which allow the CD audio to be mixed into your Amiga audio through the loop.

Annoyingly, the tower has a panel which covers the drive bays. This would have to be left open to get regular access to the CD drive. If not concerned with appearance the user might prefer to remove it all together.

The tower, unfortunately, is a little too deep for my liking. It will use quite a lot of desk space but being equipped with 2 full 5.25" drive bays and two centred 2

3.5" drive bays, it does at least have the requisite storage. The innards of the tower generally have everything that's required. A healthy length of internal SCSI cable with 5 x 50 way SCSI connectors fitted will be more than enough for any drives internally. The connector at the rear of the tower also has a passthrough connector so that external devices could still be looped through such as

the Zip drive which is still not available in an internal form.

It all depends

Whether the PowerStation is a worthy purchase depends on how many SCSI devices you want to connect. If all you want is a beefier power supply and a CD-ROM with SCSI capability then a Goliath and Hi-Soft CD bundle is £235, which is more than £50 cheaper than the PowerStation. However, if you wanted to add a SCSI hard drive, it would be difficult and messy to do without the Tower. You'd need an external box and power supply, which would probably cost about the same as the PowerStation but wouldn't have as many future expansion options. In this case I'd recommend the PowerStation.

The PowerStation is an effective highly expandable system that's well constructed if a bit large. Although Amiga owners just wanting one or two SCSI devices in the foreseeable future might be better served by an external box, the PowerStation is a good option for anyone needing to add several internal SCSI devices. Such a set-up with a SCSI HD, CD-ROM, internal ZIP (when available) and perhaps coupled with the forthcoming Hi-Soft Surf Squirrel (extra SCSI speed and high speed serial) would be an admirable Amiga system indeed. Recommended. ■

Mat Betinson



Hi-Q PowerStation	
Price	£299.95
Model	PS100
System requirements	A1200 or A600 only
Ease of use	90%
Performance	86%
Value for money	82%
Overall	84%
Recommended beefy expansion solution	84%

CD-ROM

We've gone CD-ROM crazy this month. There's a special bumper edition of choice shiny discs for you to look at.



Round Up

F1 Licenceware Volume 1

Licenceware software is really cheap commercial mail order software. The 'ware' part of the name comes from the idea that it's like pre-registered shareware. The range of software covers games, education and utilities, along with a few music-related disks.

The games are generally sub-standard AMOS creations but there are a few highlights, such as Relics of Deldroneye and Giddy. The utilities section is made up of disk magazine creators, a video titler, a game map editor, a database, a picture converter and



Graphic Adventure Creator, which is the best of the bunch. Next there's the sound section which contains some modules and conversion tools, followed by the graphics department which is made up of kids art packages and graphics tools



Finally there's the miscellaneous drawer which is filled with disk magazines and quiz programs.

While there are some goodies on the CD, much of the software will not satisfy the demands of 'power' users. The need to unpack to floppies on many occasions and then be

presented with a non-DOS disk containing software that may have no quit option can be infuriating. This is an exceptional case and much of the software can be run straight from the CD, but system-friendliness seems not to have been a high priority in most cases.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493 580. Price: £29.99 plus 50p P+P.

60%

Danny Amor's Online Library Vol 1

If you haven't already checked out the World Wide Web pages on this month's cover CD, do so immediately! Right, now you've done that, you'll be familiar with the idea of using a web browser to view documents on a local drive. It works well and it's a lot cheaper than doing it over a phone line!

Danny Amor's Online Library is using the same system to present his 200 plus books on this CD. The selection takes in a range of public domain publications, including of course The Bible, along with lots of reference material from various sources, such as the CIA, which



supplies encyclopedic information on every country in the world with population figures, financial status and all that kind

of stuff. There's also some classic fiction from Charles Dickens, Robert Louis Stevenson, Tolstoy, Mark Twain, Jules Verne, HG Wells and Antonella D'Addeo. Some of the volumes are text-only but there's also quite a bit of illustration to keep your mince pies stimulated. (bit of cockney thrown in for the Londoners, I like it - Ed).

There's not enough room on the CD for it to be anything like

a fully featured library but there is a wide enough variety of topics. It doesn't seem to be aimed at anyone in particular. Maybe a more focused selection would help aim the CD at a particular audience. Even so, it's quite an impressive presentation all the same.

Remember you'll need a web browser in order to use this CD. **Available from: GTI, Zimmermuhlenweg 73, 61440 Oberursel, Germany (see adverts for UK suppliers). Price: TBA.**

80%

Nothing But GIFs

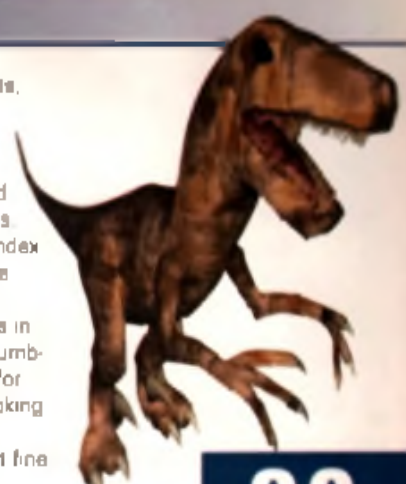
While some graphics collections are filled out with scraps from the bottom of the public domain barrel, Nothing But GIFs offers a wide range of high quality images. As you've already guessed, all the pictures are in 256 GIF format. The sizes vary but most are around 640x512 pixels, which is just right for high resolution interlaced screens. The pictures are separated into three main sections: drawn, digitised and rendered.



The first section is made up of pictures from demos and what look like DPaint doodles. The largest area of the disc is taken up by the digitised pictures, which are split into animals, buildings, glamour, landscape,

miscellaneous, people, plants, space and transport sections. Finally there's the rendered area, which holds all of the 3D ray-traced and fractal-generated images.

There's an AmigaGuide index included on the disc to make viewing as easy as possible. There are also index pictures in each drawer, made up of thumbnail versions of the images for quick reference. If you're looking for a good photo library CD, Nothing But GIFs will do just fine. **Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, West Yorkshire WF1 1DH. Price:**



£19.99 plus 75p P+P

89%

Texture Portfolio

One of the best features of this CD is the printed index booklet that comes with it. It's a collection of 24-bit texture and back-drop images, each of which is pictured in the booklet along with its filename. It's high time that CD-ROM producers started producing proper documentation for their discs, as it makes using them so much easier.



they're all very clean and you won't find any fillers.

Whether you want textures for 3D rendering or back-drops for general graphics and video work, Texture Portfolio has plenty to offer.

Available from: Ground Zero Software, 4

Chandos Road, Radland, Bristol BS6 8PE. Tel: 01179 741 482.

Price: £29.99 plus 75p P+P.

91%

Workbench Add-On

The theme here is productivity, or to be more precise, how to increase it. **Workbench Add-On** covers most of the areas you'll find on the Amiga and Fred Fish CDs (comms, mods, text, development tools, sound, games, fonts, utilities, disk tools, games etc) but in this case it's mostly ready to run rather than archived. Magic User Interface is included, and is required to make full use of the CD.



Sensible emphasis has been placed on registering the shareware software on the disc, to the extent that the accompanying booklet has a number of registration forms complete with

addresses and prices, in both English and German. It's good to see such a responsible attitude, as without shareware registrations, there

would be no shareware to put on the CD in the first place. One of the best aspects of

this CD is the generous amount of sound samples and music modules. The samples can be auditioned straight from the disc but unfortunately many of them replay at the wrong speed. Even so, the overall quality of this CD is exceptionally high and there are quite a few 'original' samples, rather than the same old ones that crop up on most CDs. Well worth a look.

Available from: GTI, Zimmermuhlenweg 73, 61440 Oberursel, Germany. Price: TBA.

84%

Hi Quality Version Available on AMIGALAND.COM

Aminet 10

File	Dir	Size	Age	Description
.../save_1_1.ha	node/tech	302K	32	save_1_1 - The New Chapter
.../Control_1.ha	node/tech	13K	42	Mad_XXXXX (demo)
.../mohito_1.ha	node/tech	179K	5	ProTrackerV3_12-Module
.../save_1_1.ha	node/tech	304K	32	save_1_1 - The New Chapter
.../save_1_1.ha	node/tech	142K	32	save_1_1 - The New Chapter
.../save_1_1.ha	node/tech	95K	19	save_1_1 - The New Chapter
.../save_1_1.ha	node/tech	422K	12	great_1_1 - The New Chapter
.../save_1_1.ha	node/tech	449K	34	great_1_1 - The New Chapter
.../save_1_1.ha	node/tech	44K	22	MOD by Jay's/BlackOut
.../save_1_1.ha	node/tech	111K	75	Techno mod by Mark in a hat
.../save_1_1.ha	node/tech	72K	8	ProTracker 2.3 module
.../save_1_1.ha	node/tech	292K	75	Techno mod by Urphess
.../save_1_1.ha	node/tech	94K	64	Techno mod by Zee
.../save_1_1.ha	node/tech	35K	73	Techno mod by Zee
.../save_1_1.ha	node/tech	151K	44	Techno mod
.../save_1_1.ha	node/tech	188K	27	ProTracker - new VSTK file
.../save_1_1.ha	node/tech	115K	75	Techno mod
.../save_1_1.ha	node/tech	127K	4	Techno mod
.../save_1_1.ha	node/tech	223K	6	Techno mod
.../save_1_1.ha	node/tech	179K	14	Home Track - The New Chapter
.../save_1_1.ha	node/tech	344K	43	Ambient module (Quadra.com)
.../save_1_1.ha	node/tech	149K	164	ProTracker Module - Ambient
.../save_1_1.ha	node/tech	91K	2	Don't anti-racist by x1000
.../save_1_1.ha	node/tech	144K	2	Techno mod by Noisy
.../save_1_1.ha	node/tech	222K	34	great_1_1 - The New Chapter
.../save_1_1.ha	node/tech	79K	23	ProTracker 2.3 module
.../save_1_1.ha	node/tech	159K	14	Acid - Techno mod by Piz
.../save_1_1.ha	node/tech	55K	7	save_1_1 - The New Chapter
.../save_1_1.ha	node/tech	33K	4	save_1_1 - The New Chapter

Here it is, the latest grab bag from the Amiga's definitive on-line shareware archive. It's all here: demos, utilities, software, pictures and a special focus on music modules. The format is just as before, with most of the files stored as LHA archives. Fortunately these can all be accessed from an intelligent AmigaGuide document, which automatically plays movies, displays pictures and unpacks archives as necessary. Not everything works straight from the guide, but it's a good system in general. Highly recommended as a way.

Available from: Exclusive



PD, First Floor Offices, Coltsfoot Drive, Waterlooville, Hants PO7 8DJ.
Price: £12.99 plus 75p P+P.

90%

The Epic Collection

Epic have their own unique approach to PD and shareware, often compiling their own themed packs of disks to complement the rest of their library. The Epic Collection is their PD library compressed into DMS files and put onto a CD-ROM.

The DMS files must be unpacked onto floppies before use. This is the only way to archive some demos, but it's a pain to have to go via floppies if all you want is to access some files or utilities. As there are very few demos or archives with alternative disk structures, it's shame you don't get the chance to unarchive to a specified drive.

However, the software included on the disc is varied, fun and



often quite useful. The front end is attractive but uses a system of dual selection windows, making

it easy to accidentally decompress the wrong disk. The lack of quit and screen cycle

gadgets is also irritating but if you're not used to using Workbench then this may not be so much of a problem. All in all, a bit of a mixed bag but there are plenty of gems to be found,

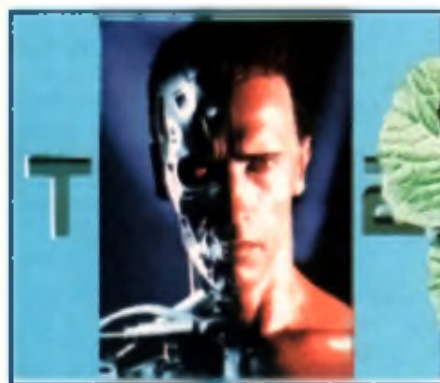
whatever your interests may be.

Available from: Epic Marketing, Victoria Centre, 138-139 Victoria Road, Swindon, Wiltshire SN1 3BU. Tel: 0500 131 486.

Price: £19.99 plus £1 P+P.

78%

Phase 2



The Phase series of clip art and font CDs has proven itself to be a most reliable source of graphics for video, DTP and general

graphics work. Phase 2 uses the same format as the others, dividing its clip art into mono IFF, colour IFF and EPS, while its

image bank has duplicates of all files rendered in 16 colours, 256 colours and HAM-6 mode. There are also Type 1, CG and ProDraw fonts. Subjects covered in the mono clip art are animals, fantasy, music, people and religion. The colour IFF clips include birds, cars, cats, dinosaurs, dogs, fish, horses, The Lion King, music, planes and reptiles. Then there's the EPS section with animals, buildings, computers, food, logos, office, people, transport, USA and the world.

As for the images, we get animals, balloons, Blake's 7, cars, Conan, Dragon Lance, fantasy,

horses, natural, planes, racing, renders, reptiles, snow scenes, space, Star Trek, trains and backdrops for video work. Added to that you also get some bonus bits, including all the PageStream 3 updates, the Opalvision 2.3b update and utilities, Typesmith 2.5a update and more.

Available from: EMC Computargraphic, 8 Edith Road, Clacton on Sea, Essex CO16 1JU. Tel: 01256 431 389.

Price: £24.99 plus £1 P+P.

89%

AMIGA CDROMS COMPACT disc

 <p>Contains thousands of Workbench icons and backgrounds. Workbench3 recommended.</p> <p>PRO ICONS 2 £10</p>	 <p>Compiled over the last 5 years this CD contains only the very best quality textures.</p> <p>TEXTURE PORT £26</p>	 <p>Allows you to virtually write to any CD ROM on any drive. Quite useful for some things but generally a waste of time.</p> <p>CD WRITE £40</p>	<h2>COMPLETE CD-ROM LIST</h2> <p>WEIRD SCIENCE CLIPART £8</p> <p>DISK CALORIF £10</p> <p>PRO PCX-IFF CLIPART VOL1 £8</p> <p>GOLD FISH DISKS 1-1000 £25</p> <p>ADULT SENSATION (18) £10</p> <p>MERTING AT PEARLS 2 £10</p> <p>CD SENSATIONS £10</p> <p>ZOOM!! £17</p> <p>BUSINESS BUREAU OF RECORDS £10</p> <p>PROFESSIONAL UTILITIES 1500 £9</p> <p>SOUND TERRIBLE (3CD) £10</p> <p>PRO IFF 2 PCX CLIPART 2 £10</p> <p>MEDIA CLIPS (10 CDROMS) £20</p> <p>AMINET 7 £10</p> <p>LSD COMPENDIUM VOL3 £10</p> <p>PRO BACKGROUNDS & ICONS 2 £10</p> <p>LIGHTROM VOL 1 £10</p> <p>AMIGA TOOLS ONE £10</p> <p>OFF SENSATION £10</p> <p>17 BIT COLLECTION (2 CDROMS) £10</p> <p>ADULT SENSATIONS 2 (18) £10</p> <p>UPD GOLD COMPENDIUM £10</p> <p>GOLD FISH 2 (2CDROMS) £10</p> <p>COVERED RL STRIP POKER (18) £10</p> <p>MIRROR SENSATIONS (OVER 1M) £10</p> <p>GROGIER ENCYCLOPEDIA V2 £26</p> <p>PRO FONTS AND CLIPART £8</p> <p>HOTTEST 2 £10</p> <p>WEIRD SCIENCE FONTS £8</p> <p>POWER GAMES £8</p> <p>17 BIT PHASE 4 £10</p> <p>LSD COMPENDIUM VOL1 £10</p> <p>17 BIT CONTINUATION £10</p> <p>CD32 NETWORK V2 (CDLEAD) £24</p> <p>SPACE AND ASTRONOMY £10</p> <p>AMINET SET ONE (1-4) £28</p> <p>ARCADE CLASSICS £10</p> <p>LIGHTWORKS BY T RICHTER £10</p> <p>CD WRITE (HD REQ) £10</p> <p>AMINET 8 (JULY 92) £10</p> <p>816 RENAISSANCE (2CD) £10</p> <p>THE COLOUR LIBRARY £10</p> <p>WORLD OF CLIPART (PCD) £10</p> <p>LSD COMPENDIUM VOL2 £10</p> <p>MULTIMEDIA TOOLKIT 2 £10</p> <p>SOURCE CODE CD £10</p> <p>SHUTTLE ENCYCLOPEDIA £10</p> <p>EMULATORS UNLIMITED £10</p> <p>OCI SENSATIONS £10</p> <p>LUCKY DIP VOLUME 2 £10</p> <p>SUPERDAB £10</p> <p>AMINET'S GAMES VOL 2 £10</p> <p>NETWORK CD V2 (CD ONLY) £10</p> <p>AGA EXPERIENCE £10</p> <p>BODY SENSATION (18) £10</p> <p>AMINET SET 2 (MAY 92) £10</p> <p>MAGIC WB ENHANCER £10</p> <p>17BIT 5TH DIMENSION £10</p> <p>AMINET 9 (DECEMBER 92) £10</p> <p>THE ERIC SCHWARTZ ARCHIVE £10</p> <p>ENCOUNTERS (1500) £10</p> <p>AMINET '0 £10</p> <p>SPECCY SENSATION PART 2 £10</p> <p>ILLUSIONS 3D £10</p> <p>HOTTEST 5 £10</p> <p>LIGHT ROM VOL2 £10</p> <p>SOUND LIBRARY (3CD) £10</p> <p>GIGA GRAPHICS (4CD) £10</p> <p>TOV-RAY £10</p> <p>WORLD IFF '98 £10</p> <p>MERTING PEARLS 3 £10</p> <p>DESKTOP VIDEO CD £10</p> <p>INTERNET INFO £10</p> <p>WS ANIMATION (2CD) £10</p> <p>3D ARENA £10</p> <p>ESSENTIAL UTILITIES £10</p> <p>AMINET 8 (OCTOBER) £10</p> <p>LOCK N LOAD 2 £10</p> <p>NOTHING BUT TETRIS CD £10</p>
 <p>Over 800Mb of new material all DVSec onto a superb CD compiled by Amiga PD.</p> <p>ZOOM £17</p>	 <p>Around 2000 high quality "Gry" pictures - includes views for Amiga. Adults only.</p> <p>SEXY SENSATION £18</p>	 <p>17000 CD set of colour images, this collection is very unique. Features 95000 CD You can't go wrong.</p> <p>MEDIA CLIPS £20</p>	
 <p>Contains hundreds of great AGA cards for use with Klondike AGA, suitable for any Amiga.</p> <p>KLONDIKE GOLD £10</p>	 <p>Features around 40,000 copyright images, virtually every imaginable image.</p> <p>WORLD OF CLIPART £18</p>	 <p>The Greatest Disc of Wave records is a superb multi-media Amiga presentation.</p> <p>DISC OF RECORDS £18</p>	
 <p>Completes with F1, ROM, floppy disk, and connecting CD32 lead on any Amiga. NEW super fast transfer version.</p> <p>CD32 NETWORK 2 £34</p>	 <p>Thousands of Amiga Bitmap and computer fonts. There's something for everyone.</p> <p>WS FONTS £8</p>	 <p>Contains around 1,000 ready to run games on one CD ROM. Excellent value for money.</p> <p>ASI GAMES 2 £18</p>	
 <p>The Great electronic encyclopedia. Based on the hugely popular PC version now available for the Amiga.</p> <p>GROGIER 2 £25</p>	 <p>A Durable CD ROM featuring Hundreds of great Amiga one's - viewable direct from the CD.</p> <p>WS ANIMATIONS £18</p>	 <p>Professional fonts & expert CD ROM. Possibly the best selection of fonts (Adobe/Computer) you've ever likely to find.</p> <p>PRO FONTS £8</p>	
 <p>Compiled by LSD Software this CD ROM has been created by most magazines for it's original and epic cars - recommended.</p> <p>LSD TOOLS 3 £10</p>	 <p>Science fiction, movies, music, games pictures, text files, and more all with the SC-FI theme.</p> <p>SCIENCE FICTION £18</p>	 <p>Contains hundreds of "action" encounters about UFOs, UFO sightings, the FBI etc.</p> <p>ENCOUNTERS £16</p>	
 <p>Amiga Spans includes Amiga, Commodore, O'Rand, Defender, Frogger, PacMan etc.</p> <p>ARCADE CLASSICS £12</p>	 <p>Includes video backgrounds, video fonts, Virus killing, and more.</p> <p>DESKTOP VIDEO £13</p>	 <p>Features over 2,000 all time classic software. All titles available on any Amiga.</p> <p>SPECTRUM CD 2.1 £18</p>	
 <p>Features a number of "MP" based disks, for short using the CD-ROM as hard.</p> <p>HOTTEST 4 £7</p>	 <p>A four CD set of around 10,000 colour images - all stored as IFF. You can save them straight into almost any AGA package.</p> <p>GIGA GRAPHICS £26</p>	 <p>Anything and everything in the AGA Amiga's. Very AGA theme based but still good.</p> <p>AGA EXPERIENCE £14</p>	
 <p>A durable CD featuring samples and thousands of music modules and music tools and players.</p> <p>SOUND LIBRARY £18</p>	 <p>Ampet 10 is the latest Amiga CD compiled from the Amiga. Very easy to use.</p> <p>AMINET 10 £13</p>	 <p>17000 Samples and contains over 4,000 pictures, sounds, animations, jokes etc. For adults only.</p> <p>ADULT 2 (92) £17</p>	
 <p>A durable CD ROM of around 10,000 colour copyright images suitable for any Amiga.</p> <p>GIF LIBRARY £18</p>	 <p>Four CD ROM collection of games, demos, utility patches etc. great value!!</p> <p>AMINET SETS £25</p>	 <p>Features over 1000 scary illustrations, sequences, pictures, sounds and stories from "Ghosts".</p> <p>HORROR CD (18) £10</p>	
 <p>Includes Amiga '00 variations of the Worlds best tower game - all runnable from CD.</p> <p>TETRIS CD £9</p>	 <p>Features over 4,000 high quality colour GIF images to use or almost any graphics package (WFR 1.8).</p> <p>ADULT SENSATION £18</p>		
 <p>Included emulators for Atari, MSX, Spectrum, Mac, Sinclair QL, Amstrad etc. etc.</p> <p>EMULATORS £18</p>	 <p>Contains all of the latest floppy disks from the 17bit software collection. Very easy to use.</p> <p>5TH DIMENSION £19</p>		
 <p>A four CD collection of DMS files, routines, AmigaDOS, File marks, Music Demos, Clippart etc.</p> <p>UPD GOLD (92) £20</p>	 <p>Contains Pictures, Animations, tools, demos, Real File, Rig!</p> <p>PEARLS 3 £10</p>		

Hi Quality Version Available on AMIGA AND.COM

PLEXUS MEDIA DISC SUPPLIES

TO ORDER BY POST SIMPLY SEND YOUR ORDER WITH PAYMENT EITHER BY CHEQUE, POSTAL ORDER OR CREDIT CARD. FOR ORDERS PLEASE ADD 1% DELIVERY FOR POST. OVERSEAS ORDERS PLEASE ADD 12 PER CENT. CD-ROMS ARE NOT SOLD ON A TAKE-BASE. SOME ITEMS MAY NOT YET BE RELEASED. ALL SALES ARE SUBJECT TO OUR NORMAL CONDITIONS.

LO-CALL Lines open 10am-4pm Monday-Friday
0345 66 00 15
 Plexus Media, PO BOX 637, SWINDON, WILTS, UK

PD Scene



A plethora of divine cheapness, in quality form, awaits you. Dave Cassidy takes a look at the holy world of new Public Domain software.



On the CD

Check out the CD edition of this month's issue of CU Amiga Magazine for the best of this month's Public Domain, including the amazing Dataworld.

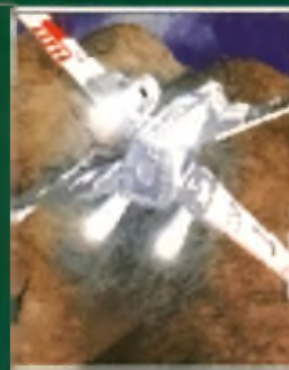
Dataworld AGA demo

A storming 80Mba of animation makes up this rather tasty demo. It was an entry in The Party 95 demo competition held in Denmark at the end of last year, where it won second prize in the Wild Demo section.

It's a series of expanded 3D animations with a techno soundtrack. Featuring abstract morphs, stomach-churning camera rolls and loads of lens flare it's quite a treat. As it's so big you won't find it listed in PD library catalogues and you're unlikely to want to spend all day downloading it from the net or a BBS. Here's the good news: it's on this month's cover CD! If you have the CD edition of this magazine you'll find it ready-to-run in the public domain section.

Once you've watched it through a few times you can try using the anim player (YP) from the shell to play the anims. Read the documents on the CD for details.

Available from: Our cover CD. Not available on floppy disk.



Demo of the Month

90%

Hit 2 game

Strategy games are rarely my favourites, but Hit 2 really enveloped me. It's simple enough to get

to grips with, you control up to six characters who must venture through various worlds in order to destroy the enemy. To do this you must solve puzzles and cunningly use your forces to outwit your computer opponent. Each move consists of any combination of possible actions, such as walking, using computers, firing weapons and so on.

The range of possibilities within the game seems to be endless, and there's plenty of depth, especially with the prospect of extra mission disks becoming available. This is an extremely well executed game - as the polished graphics and sound testify - and fully deserves your attention.

Available from: 5th Dimension Licenseware, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire S63 9BY. Tel/Fax: 01709 88612 7. Price: £3.95 including P+P

91%

Blobble game

Simple gameplay is the key here. All you have to do is guide a spherical chap around tiled areas, collecting tokens, points and letter bonuses. Tiles with cracks in them make life complicated, as do tiles which allow movement in only one direction. The graphics and sound are of a fair standard and the controls are sensitive enough to keep you busy.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1 plus 50p P+P.



84%

Contentious game

This is one of those split screen two-player games where you have to find and kill the other player. The playing areas are fairly large, but because the maze is so big, finding your opponent becomes as much a game of luck as tactics. You need some breadcrumbs to hand so you can leave a trail. Failing that it's pure luck.

Contentious is two player only, which limits its appeal, but with a cool theme tune (that for the life of me I can't name) and a built-in level construction kit, there's loads of longevity for those with fellow death-wishers they'd care to share the fun with.

Available from: 5th Dimension Licenseware, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire S63 9BY.
Tel/Fax: 01709 88612 7.
Price: £2.95 including P+P



75%

Voyage In A Storm AGA demo

With four disks you'd expect something fairly brilliant and that's just about what you get in this production from Impulse. It kicks off with a zooming, rotating texture-mapped polygon which is smooth even on a fairly basic O30 system. The music grabs your attention and syncs in perfectly with a superbly smooth run down an alleyway with curved walls - not so easy to achieve. Complex realtime Gouraud effects follow, with some simply gorgeous still graphics and another amazing module featuring a melodic vocal track. A landscape flyover finishes the whole deal, so you can sit back and watch the usual scroller, catching your breath.

The Party 1993, held at Christmas, seems to have produced a fair selection of demos, and this is certainly one of the better ones. If you've got the hardware, check it out.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985.
Price: £4 plus 50p P+P. Requires hard drive and 2Mb Fast RAM.



93%

Bomb Mania game

This is an interesting twist on Dynablast, in which you have to kill all the nasties on the level and collect the goodies by laying bombs over the playing area whilst avoiding blowing yourself up! One or two players can participate in the various worlds, with custom worlds also promised shortly.

Bomb Mania is well worth a look if you're into simple concept games that offer innovative twists on tried and tested concepts.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1 plus 50p P+P



85%

Galerie AGA demo

The atmospheric music contributes a lot to Stellar's entry to The Party '95, with light-sourced terrain spins, including light flares taking the first honours. Concentric rings spin in multiple planes and then we're taken into warping tunnels and spinning vectors. It's fairly short, but well constructed overall, although very noticeable glitches can be seen occasionally. Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1 plus 50p P+P. Requires hard drive and 2Mb Fast RAM.



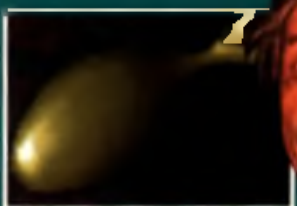
80%

Crazy Sexy Cool AGA demo

Einstein's tongue kicks off this Essence production and the superb quality of the graphics shown here is maintained throughout. A laid back acid jazz/trip hop concoction keeps the action shuffling along at a steady pace, as effects such as texture-mapped polygons, Gouraud-shaded torts with phong twists and light-sourced animated polygons sweep across the screen. It doesn't smack you between the eyes but takes you on a relaxing journey through some of the better code currently doing the rounds.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1 plus

50p P+P. Requires hard drive and 2Mb Fast RAM.



81%

Hi Quality Version Available on AMTGA.LAND.COM

PD Utilities



Tony Horgan rummages through his Public Domain mail bag and pulls out a selection of weird and wonderful utilities for you to take your pick from. Footy, cookery, music, it's all here.

DMC disk mag creator

Nothing to do with the Disco Mixing Club, this DMC stands for Disk Magazine Creator and is designed to help you build your own floppy publications. I was expecting DMC to consist of a main editor/construction program from which you would collate and combine the various pages but it's not really that kind of a system. All of your pages must be written in a text editor and coded by hand to indicate font colours and so. Similarly, the article lists for the index pages must be coded from within your text editor with directions to further text and IFF graphics files. For example, the colour palette is defined by a list of six three figure hex values that must be entered into one of the configuration text files, eg. 5A2, 0FB, 19E, CCA, B19, 234. Simple eh? Yeah, right!

You can also use your own graphics for the control panel. When you've arranged all of your files on the disk and named them correctly, DMC will load them automatically when it is launched. Files compressed with CrunchMania are automatically decompressed.

There's no place for confusing formatting codes in an authoring package. They are fine as an optional extra but this should be handled by an editor program with a graphical front end, complete with buttons and menus for defining links, text styles and so on. Across between Scala and a DTP package is what's required. However, DMC will find its takers, and some will no doubt put it to use and produce fully-fledged publications, but don't expect too much.



Available from:
F1 Licenceware,
31 Wellington
Road, Exeter,
Devon EX2 9DU.
Tel: 01392 493
560. Price: £5.99
plus 50p P+P

55%

World of Football Icons

AGA icon pack

Football crazy, football mad? If so, you'll probably jump at the chance to plaster your Workbench with this set of footy-themed icons.

Every team from the English League is included, from the Third Division up to the Premiership. There are pictures of the teams' shirts, complete with the sponsorship logos. You also get foreign club teams and the world's national teams. There's an extra section called Football By Another Name, which has similar icons for rugby and American football teams. The series, which includes icons based on Blair



Trak, sci-fi, sports, glamour and other subjects.

Available from: TMC,
22 Warrenier
Crecent, Dunbar, East
Lothian
EH42 1LU
Price: £1
including
P+P

Utility
of the
Month

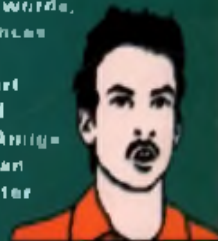
81%

Steve Headroom talking head

Here's a strange one. Steve Headroom isn't really a utility but it's quite interesting all the same. Steve is a character who bears a strong resemblance to Max Headroom, right down to the weird scrolling backdrops. He's been programmed with a vocabulary of digitised words, from which he constructs random sentences that still make some kind of sense.

What's the point? There isn't one, apart from to keep you entertained at times of boredom, or perhaps to comfort lonely Amiga users. I like it anyway, even if the deadpan intonation of the voice starts to grate after the first 30 seconds.

Available from: 17 Bit Software, 1st
Floor Offices, 2/8 Market Street,
Wakefield, West Yorkshire WF1 1DH.
Tel: 01924 368882. Requires 2Mb Chip
RAM. Price: £2.00 plus 50p P+P



80%

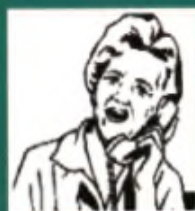
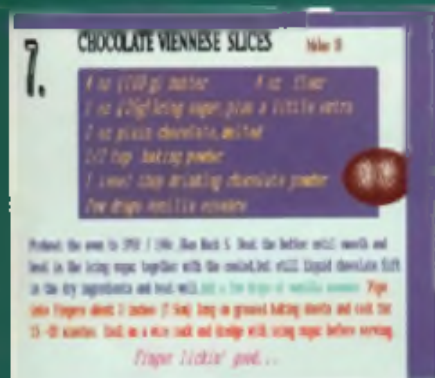
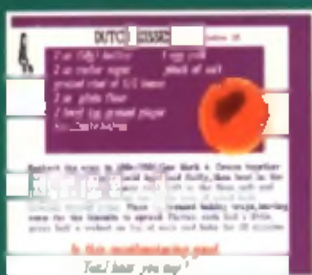
Granny's Cookbook 1 recipe book

If you happen to have your Amiga set up in the kitchen, a recipe book might come in handy, you never know.

Granny's Cookbook Volume 1 has suggestions for ten varieties of home-made biscuits, presented as a slideshow of IFF screens. Highlights include chocolate chip cookies, Dutch kisses and coconut cookies. Give it a shot if you're bored of those old-fashioned paper cookbooks.

Available from: Classic Amiga PD, 11 Dennsgate, Redcliffe, Manchester M26 9YJ. Tel: 0161 723 1638.

Price: £2.00 including P+P.



78%

The Hit Kit 2 sound tools

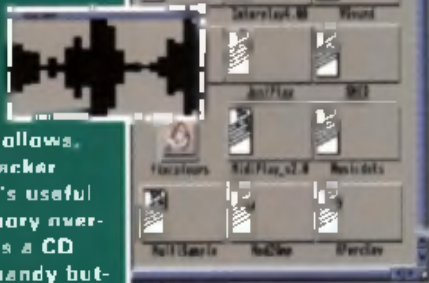
Maybe this should be renamed The Hit and Miss Kit (boom boom!). It's a collection of sound utilities, as follows. PlayMod is a ProTracker module player that's useful due to its low memory overheads. Interplay 4 is a CD player with a few handy buttons and functions. VSound is a crude oscilloscope that can run in a Workbench window or on its own screen. PWSInfo is a system information diagnostic tool.

JustPlay is another small module player. SNED allows you to edit the instrument names of a module. MIDIPlay refused to work from the disk, but I presume it plays MIDI files when it works. MusicDots is a little AMOS program which creates 'music' (random ping sounds) as little dots bounce around the screen. Multisample is a handy if limited sample conversion tool. Mod2Smp converts modules to samples (in theory, but it didn't work with any I tried, not helped by the lack of docs). APercKey is a potentially useful sample triggering device that desperately needs a graphic interface (at the moment it requires the user to enter a long-winded config file in order to get any sound at all).

So there you have it. If anything tickles your fancy you now know where to get it.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p P+P.

78%



Sauce and Code 3 AMOS tutorials

Presented in the format of a disk magazine, Sauce and Code is a collection of AMOS programming tutorials and examples. All of the examples are geared towards writing demos and games, many of which come with source code to be loaded into AMOS, text explanations and in a few

cases, executable files that can be run straight from the front end. The subjects covered in this issue include text scrollers, text effects, screen zooms and warps, and a sprinkling of other assorted visual tricks.

If you're into AMOS and have aspirations that exceed the limits of the manual, Sauce and Code is well worth a look.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p P+P.



80%

Revision Master education

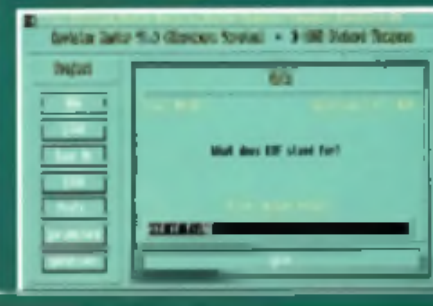
Unless you're some kind of specy swot, when it comes to



revising for exams, you need all the help you can get. Revision Master is a question and answer quiz designed to probe your cranium and test your knowledge of a specialised subject. Rather than attempt to cover everything from political history to home economics with a massive database of questions, it suggests that you (or a friend) build up your own bank of questions to suit your subject. I would imagine preparing the questions yourself would have limited value but if you could find someone to do it for you it could be quite useful.

As a bizarre form of bonus disk filler you also get a small animation of a galloping horse, scanned from photos taken by Eadweard Muybridge during the 19th century (try using it as an anim brush).

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p P+P.



76%

THE AMIGA GALLERY

Wanted: art gallery entries. Please send to usual address.



▲ Jane Gribbe from South Africa used ImageFX and Billboards to create some of these pictures.



▲ An Amiga 386B and a combination of DPaint and ImageFX did the trick for Tracy Skonow, Tucson, USA.



▲ Using an AT ad for inspiration Eric van Veltcheoven from the Netherlands, created this image with TVPaint Junior, LightWave and Photogenics.



▲ This 24-bit render, which started off as an entry for the Team 17 AB30 competition, was sent in by Nathéyl, Birmingham. Email: cm64780@compuserve.com. Quality stuff!

Hi Quality Version Available on AMIGALAND.COM

AMIGA

workshop

IMAGINE 3.0 92 ●

How do you add intricate detail in one easy step, in Imagine? With a brush map of course. It's easy when you know how.

VIDEOSTAGE PRO 96 ●

We kick off our March cover disk 128's tutorial with a look at what this excellent video titling package can do.

GRAPHICS MASTERCLASS 98 ●

Michelle Pfeiffer and Jeff Goldblum get it together in this month's graphics masterclass to produce some interesting results.

COMMS 100 ●

It's all about Mime this month. No, it's got nothing to do with wearing striped tops and black leggings, it's how you can add stuff such as animations to your Email.

NET GOD 102 ●

CU Amiga Magazine's undercover internet spy is on the case finding out what is happening out there in the wired world.

SOUND LAB 103 ●

It's a sound lab with a difference this month, Tony Horgen has decided to do a one-off frequently asked questions on Amiga sound. So it's an ASFAQ.

SUBSCRIPTIONS 106 ●

There are pounds to be saved worldwide now, we've introduced special offers across the board. And there's six month subscription offers as well.

POINTS OF VIEW 120 ●

The CU Amiga Magazine team mount their collective soapbox. Four opinions for the price of one, not bad eh?



VideoStage Pro 96



Points of View 120

Last month's four-man points of view generated a lot of interest so, this issue, by popular demand, it's three men and one

woman's point of view. There's also the usual helping of superb tutorials including Imagine and last month's VideoStage Pro cover disk. And check out our superb new worldwide cut price subscription offers and the all new six month option. Unbeatable value for all!

Regulars

FAQ 113

Man cannot survive alone but computers can. However, it can be fun if you link two or more Amigas together. Your common queries answered.

Q&A MASTERCLASS 114

Arexx is still here. Following on from last month's look at its internal workings, this month John Kennedy explores exactly what it does.

Q+A 116

Just to prove Q&A is a two way street we've got some reader solutions to other readers' problems.

BACKCHAT 118

Happy people, sad people, angry people; it takes all sorts to make up a universe and it looks like they've all written into our letters page.

Imagine 3.0

PART 2

Brush maps are a quick and very easy way of including intricate detail in an object. Learn how to incorporate them into yours.

Brush maps are the secret to creating realistic-looking objects. With brush maps you can swiftly add tiny details without causing a huge delay to your rendering times. For example, imagine the time it would take to create the objects necessary to model a computer board full of connecting circuit lines. However with one brush map you can create the entire object in moments.

Brush maps can be used to apply wallpaper to a room or chunky stone tiles to a swimming pool floor. Once you start creating brush maps you'll be addicted as they allow so much detail to be created in such little time.

Creating the right brush map takes a lot of time, but the end effects will be worth it. With lots of experimentation you will soon build up

your own library of special maps for every occasion. Let's begin ...

Here's how

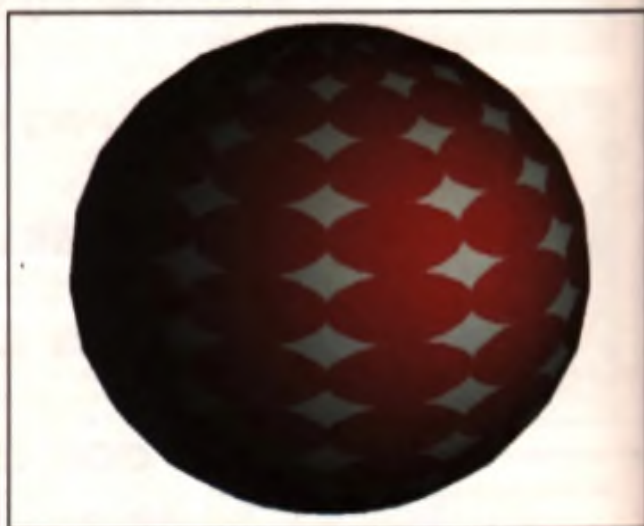
Using a paint program (here, Personal Paint) draw a simple pattern. Then cut it out as a brush and save it. Think of this image as a sheet of wrapping paper;

we are now going to create an object and wrap it up. Thankfully Imagine can wrap objects a lot better than I can wrap presents. **See figure 1.**

Open a new project and go to the Detail Editor. Create a Primitive Sphere. Select the Sphere (click in the centre or press F1) and increase the scale. Whilst it is still selected, pick ATTRIBUTES from the pull-down menu. Click on ADD BRUSH. **See figure 2.** Load in the brush that you created with the paint program. Copy the settings (apart from the name) and in particular check that the Wrap X and Wrap Z boxes are marked. **See figure 3.**

Perform a Quickrender of the object. Notice how the pattern is wrapped tightly around the sphere, not quite like wrapping paper (which would be bunched up at the top and bottom) but spaced out properly. This is what the Wrap X and Wrap Z options achieved. **See figure 4.**

It is essential to appreciate the three main ways of mapping a brushmap onto a shape.



▲ Figure 4: perform a quick render to wrap the pattern around the sphere.

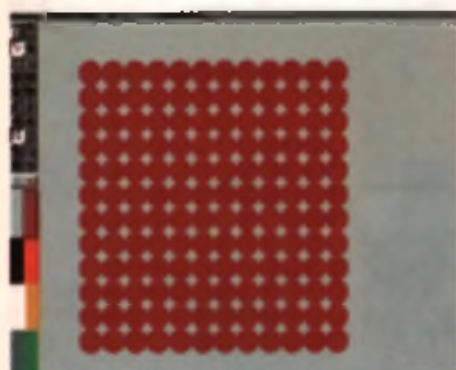
Imagine will normally do most of the work in wrapping but you need to give it a hint about the general shape of the object. You can of course ignore these settings for special effects but stick with them for the moment.

The three main shapes are a Cuboid, a Cylinder and a Sphere. You can see from the diagram which mappings need to be altered depending on the shape.

For example, if you wanted to create a planet you would draw the surface (or scan it in from a book) and wrap it around a sphere with Wrap X and Wrap Z switched on. **See figure 5.**

A bit tricky

Let's move on to something slightly trickier. Let's say, for example, you wish to place a mapping onto an object in a particular place, not entirely covering it. A good example would be placing an insignia on an aircraft



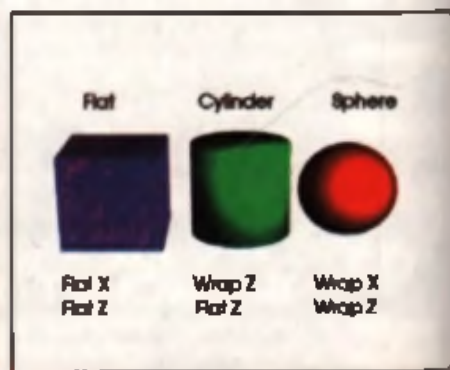
▲ Figure 1: cut out a simple object as a brush.



▲ Figure 2: in the detail editor click on 'Add Brush.'



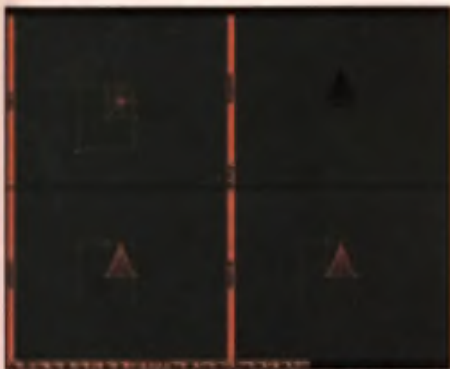
▲ Figure 3: loading in the brush that we created in our paint program.



▲ Figure 5: there are three main shapes - cuboid, cylinder and sphere.



▲ Figure 6: here's our 'bleddy' decal.



▲ Figure 7: by 'Edit Axis' the top right square is the map image.



▲ Figure 8: you can also rotate brush maps if you want.

wing. This time the Wrapping format isn't quite as important as the position and shape of the image.

Creating this effect is possible because Imagine treats the brushmaps in much the same way as objects: you can move, stretch and manipulate the map in many ways.

Paint a small image and imagine this to be the 'decal' which we will place on our model. Make it small but detailed so you can tell which way it should be. See figure 6.

Now return to Imagine's Detail editor and create a cone or any other primitive shape. This is our model to which will apply the decal. Get a saucer of warm water ready to make the decal slide off the paper backdrop and try not to cover the fuselage with polystyrene cement as this makes it go all cloudy (oops... only joking, remember those days all you air fix fanatics out there?). Open the attributes requester and add a Brush as before.

This time we'll be keeping it flat, so don't touch the Wrap buttons. Instead click on the 'Edit Axis' button. You'll see the window disappear and instead there will be a grid overlaid on the cone. See figure 7.



▲ Figure 9: our decal and object combined to make an unusual sight.

The top right quarter of the grid represents the map image. Use Scale and Move to alter the size and shape until it looks something like the image shown here. You can always click cancel if you get lost, and then start again. Alternatively you can click on the 'Transform Axis' button and enter the new size and position by hand. Don't forget that you can rotate brush maps too if you wish. See figure 8.

When you render it, you'll see that the decal has been changed to cover only a small part of the object. See figure 9.

Mapping techniques

So far the maps we have been dealing with have concentrated on controlling an object's colour. However, as you will have seen from the brush map attribute menu there are several other ways in which maps can be applied.

1. Colour Map

As we have seen, the colour map simply paints the object with the colour in the map. In this case, I have created a very fetching repeating square motif using different shades of gray (and some graduated tones too). OK, it's dull but you will see what a difference it makes when we apply the other mapping techniques. See figure 10.



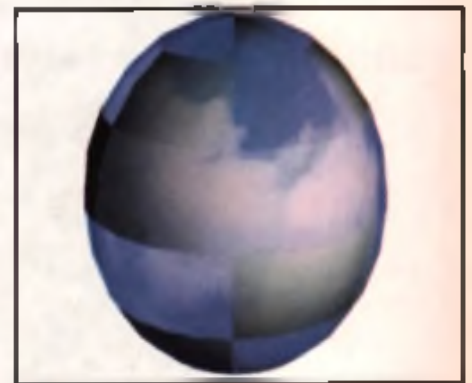
▲ Figure 10: here's the colour map in fetching shades of gray.

2. Reflectivity Map

The colours in the brush cause the object to selectively reflect its surroundings. In order to see anything happen you will need to include a Global Reflection image - do this from the Global settings in the Action editor. The white parts of the map cause the reflection to be strongest, the black parts don't reflect anything at all. See figure 11.

3. Filter Map

The colours in the brush make the object transparent. This can be applied to make



▲ Figure 11: the white parts of the reflectivity map are strongest.



▲ Figure 12: the filter map is ideal for a stained glass window effect.



▲ Figure 13a: you get your left bump on, right bump out... The altitude map is where you can add texture, such as bumps to an object.



▲ Figure 13b: to create bumps that bump in use the Inverse Video.

stained-glass windows for example or to control complicated graded transparency effects. Black areas in the image are opaque, whilst white areas are transparent. Notice how you can see the other side of the object – you are looking right through it in places. See figure 12.

4. (Altitude) Bump Map

The colour of the brush is used to alter the height of the object. This is an excellent way

to add texture to an object, although it takes experimentation to get it right – particularly in setting the height on the bumps (use Transform to set the Y value to about nine to start with) in this case the square pattern and some dots have been used. Placing the light source in the right place makes a big difference, as the bumps will show up with shading. Use the Inverse Video to provide bumps with bump in and bumps which bump out. See figures 13a and 13b.

Brush Map Hints

- Spend a great deal of time working on the brush maps as they will make all the difference to the final model.
- Use 24-bit images as brush maps if you can, as they will give best results.
- Use the smallest images you can as each brush map needs to be held in memory. If your finished render is 320 by 256 pixels, it makes no sense to create a 1024 by 1024 24 bit brush map. You'll run out of RAM!
- Remember that Imagine3 allows you to apply many maps to the same object. This means you can apply a texture, some decals and a bump map all to the same object.
- If you can't draw, remember that you can always scan or digitise brush maps instead. You can also buy disks full of suitable textures in IFF or JPEG format. (JPEGs will need to be converted to IFFs before use)
- When applying bump maps, try using the blur feature in many image processing packages to smear the details out. This can give better results.
- Imagine 3 can deal with multiple brushmaps. For each frame in an animation you can map a different image onto an object. If you can digitise some frames from video this is a great way to create a rendering television set.



▲ Figure 14: the reflectivity map adds varying reflections to an object.

5. Reflection

This is very similar to a Reflectivity Map, except the brush is treated as though it were in the space surrounding the object, where it will be reflected in it if the object is itself reflective. Go on, try it for yourself but remember to change the attributes of the object so that it is reflective or you won't see anything! This technique is potentially useful if you need to add different reflections to different objects in a scene; for example, if you are making a very flash company logo effect. See figure 14. John Kennedy



An exhibition sponsored by Amiga Technologies
Witness the dawn of a new age in computing

THE AMIGA IS BACK!

So on with the show

Be the first to see

- All the latest developments from Amiga Technologies
- The first major launches in two years

✧ Games Arcade ✧ Competitions Galore ✧ Retail Area
✧ Presentation Theatre ✧ ICPUG Free Advice Centre
✧ High End Applications ✧ Save £100s on special offers

Novotel Exhibition Centre, Hammersmith, London

Saturday, April 13th and Sunday, April 14th

Admission: Adults £7 Children £5.50

Avoid the queues by booking in advance

Credit Card Hotline 01369 706346

**Cheques and Postal Orders made payable to The World of Amiga at
PO BOX 9, Dunoon, Argyll. PA23 8QQ**

VideoStage Pro



PART
1

Continuing on from last month's feature we take a further look at what you can do with our cover disk 128 VideoStage Pro. Making your own video presentations has never been so easy.



Hi Quality Version Available on AMIGALAND.COM

▲ 'Hot' colours that would overload a composite video signal are automatically detected by VideoStage Pro.

Last month we covered the excellent visual presentation system for video work, VideoStage Pro. We also covered most of its main attributes in our walk through guide to creating presentations with it. This tutorial will look at some of other features that we haven't yet covered with this great program.

On-line help

On-line help is available at any time when using VideoStage Pro – press the Help key to call it up. The relevant page of the help document will be displayed, depending on which part of the program you are using at the time. To view the entire help document, click on the Help button at the top and then navigate your way around it using the AmigaGuide controls.

Hot colours

Some colours when displayed on video produce a blurred look that will detract from the appearance of your work. These are bright, rich colours such as pure red. They're called 'hot' colours because they seem to burn into the video screen and leave a brief after image. Technically they are colours which would require illegal voltage levels in order to be represented in NTSC or composite PAL video.

VideoStage Pro checks for occurrences of hot colours. For example, when you load in a picture file, after you click on the Add Text/Objects button, you will be in the Text Entry panel. If there are hot colours in the image the Hot Colour indicator in the Text Entry panel should display Red, indicating the presence of hot colours.

To see which colours are hot, click on the Backdrop button or press F8. Now click on the Palette button (near the right edge of the panel). You'll now be presented

with the Colour Adjustment window, from which you can highlight the hot colours by clicking on the Flash button. You can change any of the hot colours using the RGB sliders to reduce their intensity. Click on an area of the picture to select the required colour to be altered, or select it from the palette.

ARexx scripts

If you find that VideoStage doesn't do everything you'd like it to, you can use ARexx scripts to remotely control other programs or video devices from within VideoStage.

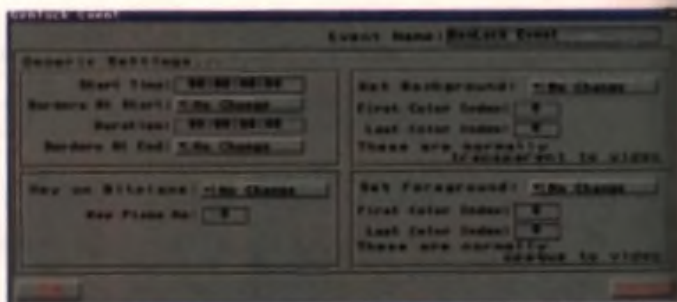
To call an ARexx script all you need to do is drag the ARexx Event icon onto the relevant part of the storyboard and then select the ARexx script that you want to execute. This means that you could, for example, replay OctaMED MIDI sequences by using an ARexx script to tell the OctaMED Player to start playing the current song. In this case you would of course need to have both ARexx (Rexx Mast) and the OctaMED Player running as well as VideoStage Pro. Check the documentation on your ARexx compatible software for specific details on how to control them using ARexx scripts.

Using genlocks

You can use any Amiga genlock with VideoStage Pro, but there's also specific built-in support for the GVP G-Lock and the SuperGen from Digital Creations. The program is normally set up for use with a generic (normal) genlock. This can be changed to either of the aforementioned genlocks from the Settings control panel.

To use the special genlock features, drag a Genlock Event icon onto the storyboard and click on it to bring up its options. The first option window will appear.

There are two times associated with a given genlock event, the start and end time. The end time is the start time plus a duration. This is due to the fact that some settings can be altered over a time interval, giving a sort of transition between the computer graphics and the live video coming into the genlock. The start and duration can be entered in this window and/or altered on the timeline. Bitplane keying (making certain areas transparent) is carried out at the start time only. You can also specify single colours or ranges of colours to be made transparent and/or opaque to the genlock. When more than one colour is involved, the range will be made transparent and/or opaque over



▲ If you have a genlock you can make use of the advanced palette control options for maximum control.



▲ Text can be imported with ready-made formatting codes which save you rekeying things from VideoStage.



▲ This is the original text file that was imported into VideoStage Pro to generate the screens at the top of the page. The lines starting with a '#' contain the formatting codes. See the manual for more details on the codes.

the time range. This allows you to have a picture gradually changing from opaque to transparent, or vice versa.

If you're using a G-Lock or SuperGen, you'll also see a second window, which will be different depending on which genlock you have selected.

The G-Lock window allows you to specify the video and audio source at both the start and end time. Remember that your G-Lock software must also be running for this to work.

For SuperGen users, the

second window gives options for specifying the cross fade options of the genlock. This is done by entering the transparency of the computer graphics as a percentage, both at the start and end time, with 0% indicating all computer graphics, 100% indicating all video, and 50% an equal mix of the two. Enter a value of -1 for no change. Remember that you can change which part of the Amiga graphics acts as the background colour from the previous window. ■

Tony Horgan



▲ There are specific options for both the G-Lock and SuperGen products.

Coding text files

You'll probably remember from last month that you can import text files straight into VideoStage pages. What's more, you can even include all of the text formatting information within the text file, so as soon as it's imported it arranges itself neatly on the screen.

Adding the formatting codes from within the your text editor can be a lot quicker when you're working with large lists of credits.

The codes you enter in the text document relate to all the text on the lines below. For example, if you wanted to change the text to italics, you would enter "#ITALIC 1" on the line above the part you want to italicise. In this case the '#' sign indicates that a code will follow, 'ITALIC' is the code, and '1' means 'on' ('0' would mean 'off'). Not all codes need to be followed by a number.

These are the available codes for justification (note the American spelling: center).

- #JUSTIFYLEFT
- #JUSTIFYRIGHT
- #JUSTIFYCENTER
- #JUSTIFYCC

The following codes set the X and/or Y location of the text. Note that the Y value is for the top of the text, not the bottom nor the baseline. Replace 'value' with the position given in pixels:

- #SETX value
- #SETY value

Before you make changes to the fonts, you can select which of the two fonts you are addressing using the following code, where a value of 0 (zero) refers to the left font and 1 refers to the right font.

#F value

Now you can define the style of the font. All of the following use a value of 0 to represent off, and 1 to represent on.

- #ITALIC value
- #BOLD value
- #UNDERLINE value
- #OUTLINE value

The shadow option can have one of three value settings: 0 (off); 1 (cast shadow); 2 (drop shadow).

#SHADOW value

Font size and name can be set with the following code. Size should be specified in 'point' units while the name should correspond to the font name in the fonts drawer (eg. #FONT # Topaz.font).

#FONT size name

The three colours of the text can also be specified. The values correspond to the colours of the palette, so if the third colour in the palette was red, a value of 3 would lead to red text.

The following codes relate to the main colour, outline colour and shadow colour respectively (remember to use the American spelling: color).

- #COLOR value
- #OCOLOR value
- #SCOLOR value

These codes can be used in any order and embedded throughout the text, so multiple font changes are possible.

That's all folks!

That concludes our look at VideoStage Pro. If you still need more information, remember that the on-line help is available at all times. Next month we continue our focus on desktop video with a look at Scala, the top presentation package currently bundled with all new Amigas.

Graphics Masterclass

What do you get when you cross Michelle Pfeiffer's eyes with Jeff Goldblum's face? Find out in this month's bit of graphical wizardry.

This month's graphics masterclass moves off in a new direction, on a mission to turn your Amiga into a state of the art graphics workstation. With a combination of hot software like Photogenics and Image FX linked to the Amiga's AGA chipset or even a 24-bit graphics board, you can do just about anything and that's just what we aim to prove.

UFO sightings

Fact or fantasy? In this case it's fantasy. Whether you believe in the possibility or not there's plenty of mileage to be had when it comes to mocking up pictures of UFOs and other phenomena.

I'm not suggesting that you use your Amiga to make up some pictures and sell them to a popular publication for pots of cash, but...

The picture we have here may not be the most convincing flying saucer shot you've ever seen but then again most of them are usually blurred and distorted more than this. Even so, if you were to take it seriously and spend some time

on it, I'm sure you could come up with a photo-realistic image using the same techniques.

There are two main components in the image: the spaceship and the background picture. The spaceship was rendered with Imagine, using an object that comes with a little spot-light already attached. You'll find this in the Imagine drawer if you have the CD-ROM edition of this magazine. This was rendered with no fancy textures, but you could add something like the DeathStar texture for a neat panelled metal



▲ Here a non-Stonhenge UFO getting ready to make its debut. It's all symmetry man.

surface. In order to make the saucer blend into the background as naturally as possible, the light source was carefully aligned to match the lighting of the background picture. It was then rendered in 24-bit colour on a

large screen and saved out to disk.

Next it was loaded into Image FX to be added to the Stonehenge backdrop. Using the automatic background detection mode, it was cut out, scaled and pasted down onto the backdrop. If you prefer to use Photogenics, the Compose function does the job just as well.

Finally it was touched up from within Photogenics with some motion blur, blending and a few dots were added for the lights. All that remains is to send it off to *Gullible Alien Theories Monthly* along with a story about how you were abducted just after you took this photo a pagan summer solstice ritual.

Hi Quality Version Available on AMIGALAND.COM

Sexy eyes

Who do you think this is? The eyes are those of Michelle Pfeiffer and rest is the face of Jeff Goldblum. This is a simple example of a subtle rub through effect. It was created with Photogenics, although the same result could be achieved with Image FX. The two source images are from the Nothing But GIFs CD-ROM and were chosen because both faces lined the frame of the picture in a similar way.

However a rub through alone still highlighted the different positions of the features (the eyes appearing above the others). To correct this, one of the pictures was cropped and scaled to match the other. This is simple to do with Photogenics, as you can see both pictures at once, each in its own window. Image FX requires you to switch buffers to compare them (use the J key to speed things up).

All that remains now is to select a subtle brush type, such as the default Airbrush from Photogenics, draw over the features and marvel as the second face appears like a spooky ghost!



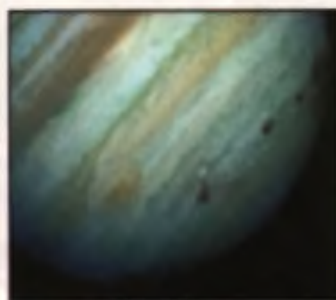
Hi Quality Version Available on AMIGALAND.COM

Spiritual harmony

There's no reason to become locked into the habit of producing rectangular 640 x 512 pixel pictures, just because that's the shape of your monitor. This picture, for example, could be reproduced as a poster or wall

hanging, or even used as a scrolling backdrop in an Amiga demo or video presentation.

Photogenics was the tool used to create it. The first Buddha image came from the Nothing But GIFs CD and originally had a blue sky backdrop. This was painted solid 100% blue with a number of Fill processes and then saved out.

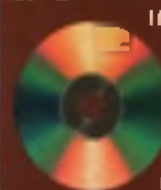


Next a blank page was created (solid 100% blue), the same width as the Buddha picture but a lot taller. The Buddha was pasted onto the bottom, and then the entire backdrop was filled using the Gradient Tint option. At this point you may encounter some problems. Filling the majority of a 640 x 1200 pixel 24-bit image requires quite a lot of RAM and even on a 10Mb machine a few tricks had to be employed to get it to work. With undo buffers turned off and other

software closed down, it performed the fill eventually. As you work, memory gets fragmented, so sometimes it's a good idea to save your image, turn the machine off for a few seconds, then power up again.

The finishing touch was the planet in the sky. This was added using the Compose function, with the Brightness Key switched on. A few pixels of the planet image seemed to be corrupt, but a quick smoothing over with the Blur function was enough to sort them out.

These pictures are on the CD



If you have the CD-ROM edition of this magazine, you'll find all these pictures along with the source

images and 'work in progress' snapshots in a drawer called Magazine/ GraphicsMasterclass.

Wired World

PART
9

A picture's worth a thousand words ... so why limit your Email to text? With Mime you can include graphics, sounds - even animations.



Of you been using electronic mail or lurking around in the Usenet newsgroups, you will probably have come across files which have been uuencoded. Uuencoding is a method of converting a standard binary file, for example a program or IFF image, into a mass of text. The text can then be sent via Email or included in a news posting.

Uuencoding is required because text systems only use 7 bits out of 8 to store the various letters and punctuation symbols. If you sent a program and missed out one bit in eight, whatever arrived at the other end would be totally useless.

Multipurpose Internet Mail Extensions (Mime) is an attempt at making this uuencoding process as simple as possible. It too encodes binary files into text format but this time uses a slightly different standard called Base64. However, the important thing is the way in which the Mime mailing program works.

The ultimate

Unlike the traditional uuencode way, the user does not need to play around with messy CLI only

utilities. Instead, they only need drag a file or two into a special window and it is converted automatically. Each file is converted into a Mime 'partial' and included in the mail message. Even more impressive is what happens when the message reaches its destination. If set up properly, an image will automatically be displayed and a MED tune automatically played, making it the ultimate way to exchange data by electronic mail.

A must have

To use Mime on the Amiga, you'll need a program called MetaTool. MetaTool was written by Ellis Pritchard and is available from the Aminet. I'm assuming that you already have an Email system operating on the Amiga and therefore have experience with either a Mailkick or AmiPOP program for sending and receiving mail. For example, if you are a Demon

customer you'll be using the SendMail program for handling the mail transfer.

Before you can start using MetaTool, you will need to make sure that you have set up some environmental variables. These sound horrendous but it only means that you need to include the settings for your user name, domain name and host name. The user name will be the name of your internet postbox and this will be the first name you picked when you signed up with your service provider. The domain name is the section you didn't pick yourself after the @ sign in your Email

address and the host name is the part you chose. For example, my Email address is 'johnk@infosys2.thegap.com' and so I set up the variables as in **figure 1**. If your address was 'brian@1088-track.demon.co.uk' then you would set the variables like **figure**



MetaTool organizes the mail into different mailboxes. The photo comes from the USEMAIL environment.

Figure 1

```
setenv USER Johnk
setenv DOMAINNAME the.gap.com
setenv HOST infosys-2
```

2. You can either type these directly into the Shell every time you re-boot your Amiga, or save yourself a lot of time and include



▲ When you uuencode a file it is converted into text. You can't read it, but you can uuencode it to bring back the original file.



▲ You can send copies of your mail message to others by including names in other fields. Here I'm letting some people know that I'm testing Mime.



▲ You can drag-and-drop files or create them from scratch and use a file requester.

Figure 2

```
setenv USER brian
setenv DOMAINNAME demon.co.uk
setenv HOST toastrack
```

ready to send a Mime message. Press Right Amiga-N to create a new message. You see the compose window appear and there will already be

to send the message over the internet.

You can also create parts of the message manually, without dragging and dropping. Click on the NEW button and you can select the type of the object you

Figure 3

```
text/x-agnida; MultiView %s; label="An AmigaGuide file"; edit="emacs %s"
```

want to send. You will then be given a file requester so you can select the file

When you receive a Mime message, you can view it in MetaTool simply by clicking on the constituent parts in the message list. But how does the Amiga know what to do with each type of file? This is the tricky section but it's the only way to really harness the power of the Mime system.

one element in the list on the left. This is the "header" and you should select it and press the EDIT button. Now you can enter the Email address of the recipient and any subject the message may have

Drag 'n' drop

The easiest way to create a message is to drag and drop icons into the window. Create a text file and save it. Then find the icon and drag it into the window. You can drag and drop IFF images, LHA files or just about anything you can imagine. MetaTool will package them all up and when you click on SEND or DISPATCH it will use the mailer program you have running

world of the files called 'mailcap' and 'mime types'. Both are in the MetaTool drawer and you should edit both with a standard text editor. Before you start message about with them, it might be a good idea to make a copy.

The first file, mime types, is to help MetaTool work out what sort of file you have just dropped on top of it. By default it will recognise many graphics formats, as well the Amiga specific Amiga-Guide format. Here is how the AmigaGuide format is included:

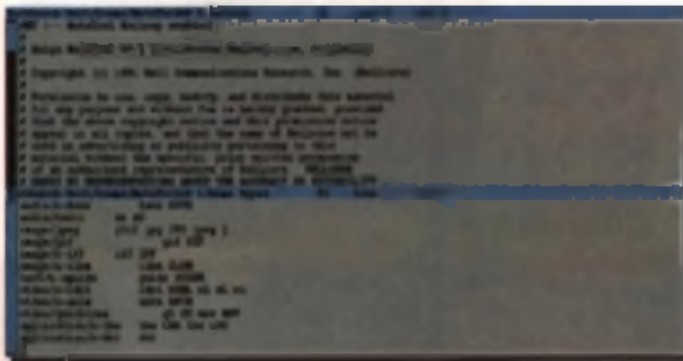
text/x-agnida guide AGIDE
It's nothing too amazing; the file is obviously text based, so the definition begins with 'text/'. It's not a standard extension so there is an 'x' added to make this clear. Then we have the possible file extension names in upper and lower case.

The mailcap file tells MetaTool what to do when a Mime file is received. Figure 3 shows how it mentions AmigaGuide files. The matching line in the mailcap file tells MetaTool that when a x-agnida file is shown, the Amiga must use MultiView. That's what the section 'MultiView %s' means, as the '%s' will be replaced with the filename.

The last part of the line tells MetaTool what to do when the file is edited. In this case, the emacs program is spawned. You may not have emacs on your Amiga and you may want to edit this line to reflect your own choice, such as CygnusEd or GoldEd.

You can extend this system yourself to both control what application is triggered to take care of an incoming partial and to add support for many other file types. As long as both your system and the system of whoever you are sending the message to have suitable entries in mime_types and mailcap you should be able to send anything by Email. ■

John Kennedy



▲ Mailcap and mime.types are the two magic files for determining what happens when you send and receive Mime mail.



▲ Cool but fuzzy - Mime can be used to send pictures as easily as text. I don't think I'll be forgiven for a while when my subject claps eyes on this image of her.

Hi Quality Version Available on AMIGALAND.COM



Net God speaks

AT's Surf Amiga Pack is currently only on sale in Berlin as a marketing exercise before it is released to the rest of the world. Soon to be released to the rest of us via the normal Amiga distribution channels, it's caused quite a debate.

The main cause for concern is because it consists of a stock 2Mb A1200 bundled with software largely reliant on MUI. Anti MUI types moan about the fact that MindWalker (formerly the Voyager browser), AmiRC and AmFTP are all reliant on MUI. Whilst MUI advocates criticise the decision to supply a machine with only 2Mb specification. Although I can see valid points on both sides I fall into the latter group (because IMHO MUI is a good thing).

However, getting on the internet on a 2Mb machine was going to be hard enough but with MUI ... Let's just say that I'm eagerly awaiting the software suite so that I can witness AS225, MUI and Mind Walker actually running in 2Mb of memory. It seems to me that AT can't have it both ways. They can't argue that the Amiga is so efficient that it'll function with 2Mb of RAM whilst simultaneously bundling next generation resource hungry software. The sooner we have a 4Mb base specification the better.

Surf's up!

Big, big, big news this month: the Amiga Technologies Surf Pack is on sale. In Berlin. Don't worry it'll be with us soon. However, it's already whipping up a storm of controversy on the net ...

Aminet goes down

The chief Aminet site at Washington University in St. Louis USA has crashed spectacularly due to a hard drive failure in the middle of February, at the time of writing of this article. Ordinarily, a simple fault that could be repaired quickly, it's a different matter when you're talking about 64 Gigabytes of hard drives going down. The system was still down at time of going to press. Only when we at CU Amiga are without our regular Aminet feed do we appreciate exactly how wonderful a thing the Aminet is. Blank lines are piling up on the recent lists and Amiga PD/shareware junkies the world over are wishing Wuarchive a speedy recovery at the earliest opportunity. Wuarchive, please come back to us!

New network provider

IMM Studios have announced a move into Internet providing. An internet 'Cybermall' is to be launched soon selling a range of Amiga hardware and software including the A4000T thereby allowing customers to view before they buy. After sales technical support will also be on offer. The Amiga network consists of many Amigas from the A1200 to an A4000/080 specially used for CD32 Scala presentations which are implemented and then pressed onto CDs for interactive touch screen kiosks. IMM say many more projects are due to come on-line in the next month. At the moment no dial in access is available although users are able to hire web space for personal design or contract IMM to design WWW pages for them. You can contact them on <http://www.immstudios.com/amilon>

Non MUI WWW wins favour

As the rant on the far left explains MUI has a lot of fans and a lot of enemies. The current crop of WWW browsers on the Amiga, both on general release and in Beta, use MUI to formulate the complex GUIs needed for such features as Forms etc. Lately, however, a new Dutch browser by the name of AWeb has been in Beta testing. It's simple non-MUI interface and its stable nature (unlike much of the crash prone competition) has found favour among many users. An official AWeb demo can be found on CU Amiga's CD complete with documentation in HTML format. There's also quite a bit of other WWW pages present so check it out in the Comms drawer if you have the CD issue. AWeb's author, Yvon Rozijn, is continuing development on AWeb and hopes to make a general HTML-2 release in March (the CD version is limited to local access). For further information contact: <http://www.zen.dns.nl/~aweb/>

Termite TCP at WOA London

Oregon Research, the company responsible for the Termite terminal package, has announced plans to show a new TCP/IP package at the World of Amiga show in London on April 13th-14th. Oregon say the package was written from scratch to provide a TCP/IP package which requires no knowledge of networking or communications and features completely automatic installation and connection to Internet services. The ensemble of provided clients and utilities is not yet determined nor has a retail price been set. Oregon say they originally planned to release the

package at WOA but this has been delayed due to illness.

Hi-Soft distribute IBrowse

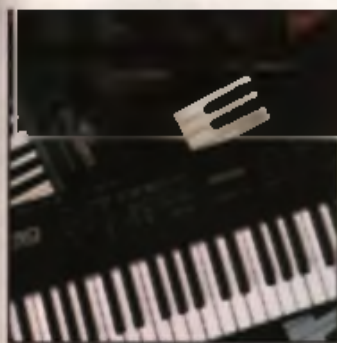
The MUI based WWW Browser, IBrowse, is probably the most fully featured browser currently available on the net. The authors have always aimed to release it commercially but only recently have announced that Softwood will distribute it in the US and Hi-Soft in the UK. A demo beta of IBrowse is available at <http://www.omnipresence.com/ibrowse/>



▲ The new Amiga surfer pack: the cause of much on-line controversy.

Sound Lab

FAQ Special



We get asked all kinds of questions about Amiga sound. Here are some of the most common.

Q. Why can't I use stereo samples in Amiga trackers like OctaMED and ProTracker?

A. A stereo sample is two mono samples and trackers work on the basis of four mono channels. The Amiga has only two stereo channels and you can't play a stereo sound through a mono channel. However, if different samples are played on each side of these two stereo channels, then four different sounds can be produced simultaneously.

Q. My Amiga 1200 uses 32-bit technology, so why can I only play 8-bit samples?

A. Most of your Amiga uses 32-bit components, but the Paula chip, which handles the sound among other things, has 8-bit architecture. Unfortunately this was not upgraded when the rest of the Amiga architecture jumped to 32-bits.

Q. Why doesn't my Amiga appear to slow down, even when it's playing a high quality music module?

A. The audio hardware gets on with the business of playing samples without having to trouble the CPU while it does so, leaving the CPU free to handle all of its other tasks, hence there's no noticeable slow down.

Q. Some module players claim to play modules in 14-bit resolution. How come?

A. The Amiga's sound channels have 8-

bit resolution with an extra four bits per channel for the volume information. These bits are combined resulting in a total of 14-bit output.

Q. Why do none of the Amiga music programs allow you to play samples in reverse?

A. They use the Amiga's built-in sample replay functions, which do not include reverse sample replay. However, OctaMED SoundStudio will allow this when it is released.

Q. I want to play very large sound samples straight from my hard drive. Is this possible?

A. Yes. Technosound Turbo II Pro will record and replay samples as large as your spare hard drive space. There are also PD tools that do the same thing, such as HD Frequency. OctaMED SoundStudio also promises this

Q. I want to load modules from demos into my tracker to find out how they were made. Can I do this with single file executable demos or demos that use a strange disk format?

A. Yes. You need a 'ripper'. There are many rippers available in the public domain. You load the demo, then quit or reset and run the ripper program. This searches the memory for modules and saves them out to disk if it finds any.

Q. When I sample sounds from my hi-fi I

always get some interference. Where does this come from and what can I do about it?

A. This could be generated by a number of things: your monitor or TV, extra peripherals you may have plugged into your Amiga, or even an internal hard drive. Disconnect everything and try sampling with the absolute minimum set-up, then add more to the system until you find what is making the noise.

Q. What's the best sampler to use?

A. Most 8-bit samplers are very similar in design and there's little to choose between them. CU Amiga Magazine's preference is Megalosound from HiSoft. DSSA Plus, available from Power Computing, is another good one.

Q. What's the best 16-bit sampler?

A. The best value 16-bit sampler is Aura from HiSoft. Toccata (see review this issue) from MacroSystem is preferred by many and has good support from OctaMED SoundStudio. The Sunrise ADS16 is the best you can buy and is used by many professionals for digital audio-visual work.

Q. Will 16-bit samplers replace my Amiga's four 8-bit channels with four 16-bit channels?

A. Aura adds a stereo 12-bit channel, Toccata adds a stereo 16-bit channel, and Sunrise ADS16 adds two stereo 16 bit channels. This is in addition to

the original Amiga audio channels which remain available exactly as they always were.

Q. What is the difference between a tracker and a sequencer?

A. A tracker works primarily with Amiga samples. Notes are entered onto a scrolling numeric display, with optional commands entered to alter the way samples are played. They normally have an integrated sampler and sample editor section. Some, such as OctaMED, can also play and record MIDI instruments. A sequencer is geared towards recording and playing MIDI instruments, normally with limited facilities for replaying Amiga samples. Many 'traditional' musicians find the style of a sequencer much easier to use than a tracker. To generalise, notes are programmed into a tracker, but played into a sequencer.

Q. What is the best tracker available?

A. There are two main contenders: ProTracker and OctaMED. There are also many other similar trackers, all of which are PD or shareware, each with its own particular strengths.

Q. What is the best sequencer around?

A. This is another two horse race. In this case the horses are Bars and Pipes Pro and Music X 2.0. Bars and Pipes offers a lot more power and flexibility, thanks to its modular system that allows plug-ins to be written for linking in a variety of hardware and software, such as ADS16, Triple Play Plus (48-way MIDI interface), One Stop Music Shop (Prosum synch on a Zorro card), Toccata and more. Music X scores with its relative simplicity, some unique working methods and because it has been around long enough to build up a large following. ■ Tony Horgan.

POSTAGE & PACKING INCLUDED
 UK £2.00
 EUROPE £2.50
 REST OF WORLD £3.50

Premier Mail Order

TEL: 01268 271172

FAX: 01268 271173

Please Send Cheques/POs Made out to Premier Mail Order or
 Visa/Mastercard/(Switch + Issue No) & Expiry Date to:
 Dept: CU04 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ
 Mon-Fri 9am-7pm Sat&Sun 10am-4pm. Please note: Some titles may not be released at the time of going to press.
 Most titles are despatched same day, but can take up to 28 days. VAT is INCLUDED on all titles. E&OE

ISS 1298 CD	ISS 1298 CD	ISS 1298 CD	ISS 1298 CD
1000 Kick Sub	10.99	Heart of China	12.99
1001 Tank Killer	12.99	Help Completion - Sensible Soccer	12.99
1002 Approach Trainer	26.99	Champs/Push Over/Road Rash/Cover Spot/The	17.99
1003 Attack Operations	19.99	Humans, Desert Strike	12.99
1004 BLITZ COMPILER	26.99	History Line 1914-18	12.99
1005 Williams Family	8.99	Hook	8.99
1006 Head 3D	22.99	Hudson Hawk	10.99
1007 Head 3D 9-Killing Grounds	22.99	Immortal	12.99
1008		Indy Jones - Atlantis Adv.	12.99
1009		Indiana 500	10.99
1010		Intact Dinosaurs	14.99
1011		Intelligent Strategy Games Chess/Bridges/Gol	12.99
1012		Backgammon/Checkers/Ranjo/Gomoku/4 in A	12.99
1013		Lite Chinese Chess	19.99
1014		International One Day Cricket	9.99
1015		MSOB - AMOS	18.99
1016		ITS Cricket	18.99
1017		James Pond 3	8.99
1018		Jimmy White's Snooker	12.99
1019		John Madden Football	10.99
1020		Jungle Strike	21.99/21.99
1021		K&E	12.99
1022		Kick Off 3	8.99
1023		Kick 3 European Champs	19.99/19.99/21.99
1024		Kick 3 Europe	19.99/19.99/21.99
1025		Kingpin	10.99/12.99/12.99
1026		King Quest 1, 2, 3, 4 or 5	12.99
1027		King Quest 6	22.99
1028		Leaf Ninja 3	9.99
1029		Leading Lap	19.99/19.99
1030		Legends of Valour	12.99
1031		Leisure Suit Larry 1 or 2 or 3	12.99
1032		LEGO	19.99
1033		Lisa: The Challenge	12.99
1034		Lion King	19.99
1035		Lombard Rally	8.99
1036		Luke Trilogy - Luke 1,2,3	9.99
1037		Lure of The Temples	12.99
1038		Mr. Tank Plan	12.99
1039		Mr. Tank Plan	12.99
1040		Mr. Tank Plan	12.99
1041		Mr. Tank Plan	12.99
1042		Mr. Tank Plan	12.99
1043		Mr. Tank Plan	12.99
1044		Mr. Tank Plan	12.99
1045		Mr. Tank Plan	12.99
1046		Mr. Tank Plan	12.99
1047		Mr. Tank Plan	12.99
1048		Mr. Tank Plan	12.99
1049		Mr. Tank Plan	12.99
1050		Mr. Tank Plan	12.99
1051		Mr. Tank Plan	12.99
1052		Mr. Tank Plan	12.99
1053		Mr. Tank Plan	12.99
1054		Mr. Tank Plan	12.99
1055		Mr. Tank Plan	12.99
1056		Mr. Tank Plan	12.99
1057		Mr. Tank Plan	12.99
1058		Mr. Tank Plan	12.99
1059		Mr. Tank Plan	12.99
1060		Mr. Tank Plan	12.99
1061		Mr. Tank Plan	12.99
1062		Mr. Tank Plan	12.99
1063		Mr. Tank Plan	12.99
1064		Mr. Tank Plan	12.99
1065		Mr. Tank Plan	12.99
1066		Mr. Tank Plan	12.99
1067		Mr. Tank Plan	12.99
1068		Mr. Tank Plan	12.99
1069		Mr. Tank Plan	12.99
1070		Mr. Tank Plan	12.99
1071		Mr. Tank Plan	12.99
1072		Mr. Tank Plan	12.99
1073		Mr. Tank Plan	12.99
1074		Mr. Tank Plan	12.99
1075		Mr. Tank Plan	12.99
1076		Mr. Tank Plan	12.99
1077		Mr. Tank Plan	12.99
1078		Mr. Tank Plan	12.99
1079		Mr. Tank Plan	12.99
1080		Mr. Tank Plan	12.99
1081		Mr. Tank Plan	12.99
1082		Mr. Tank Plan	12.99
1083		Mr. Tank Plan	12.99
1084		Mr. Tank Plan	12.99
1085		Mr. Tank Plan	12.99
1086		Mr. Tank Plan	12.99
1087		Mr. Tank Plan	12.99
1088		Mr. Tank Plan	12.99
1089		Mr. Tank Plan	12.99
1090		Mr. Tank Plan	12.99
1091		Mr. Tank Plan	12.99
1092		Mr. Tank Plan	12.99
1093		Mr. Tank Plan	12.99
1094		Mr. Tank Plan	12.99
1095		Mr. Tank Plan	12.99
1096		Mr. Tank Plan	12.99
1097		Mr. Tank Plan	12.99
1098		Mr. Tank Plan	12.99
1099		Mr. Tank Plan	12.99
1100		Mr. Tank Plan	12.99

Hi Quality Version Available on AMIGALAND.COM



QUIDS IN!

Save pounds! Avail of our special offers and subscribe today to make sure that you don't miss out on what we've got lined up this year!



CU Amiga Magazine is the ultimate Amiga package, bringing you:

The best tutorials

Our in-depth features and step-by-step tutorials cover all the latest Amiga developments and programs. Plus there's the added bonus of new promotions including covermounted manuals with some of our hottest cover disk programs.



The best cover disks

Only CU Amiga brings you exclusive and complete versions of Amiga's most desirable utilities. Imagine 3.0, PageStream 2.2, Amiga E and VideoStage Pro are just some of the great programs we've covermounted in the past six months.



The best previews and reviews

CU Amiga Magazine is the choice of the world's top Amiga developers. That means we get exclusive previews and reviews of the latest and most exciting Amiga products. We were the first to bring you news on the Escom takeover, Team 17's top selling game Worms and much, much more.



Special offer now open to readers worldwide

HOW TO ORDER

Tick which box applies to you on the form opposite, then fill in the rest of the form and send it along with payment to:
CU AMIGA MAGAZINE, SUBSCRIPTIONS DEPARTMENT, EMAP CONSUMER MAGAZINES, LEICESTER LE97 4AB, UK.
 Free postage is available in the UK. UK subscriptions should send the completed form with payment to: CU Amiga Magazine, subscriptions department, EMAP Consumer Magazines, FREEPOST (LE5901) Leicester LE97 4AB.

Or call the subscriptions Hotline on

01858 468888 (9.00am to 5.00pm)

Hi Quality Version Available on AMIGALAND.COM

CU Amiga Magazine

As a special offer we've slashed the prices of our year's subscription rates worldwide and introduced a six month subscription option. What a bargain!

Six month subscriptions now available



CU Amiga subscription priority order form

Please enter my subscription to CU Amiga Magazine.

Please tick/delete as required.

Rates - 12 issues including postage

- £28.00 UK 12 ISSUES FOR PRICE OF EIGHT (*UK only, offer code: A1p)
- £58 (was £64) REST OF WORLD SURFACE MAIL
- £80 (was £74.00) EUROPE/EIRE AIR MAIL
- £78 (was 118.00) REST OF WORLD AIR MAIL ZONE 1
- £78 (was 116.00) REST OF WORLD AIR MAIL ZONE 2

Rates - 6 issues including postage (offer code: A1q)

- £27.00 UK
- £43.50 REST OF WORLD SURFACE MAIL
- £46 EUROPE/EIRE AIR MAIL
- £58.50 REST OF WORLD AIR MAIL ZONE 1
- £58.50 REST OF WORLD AIR MAIL ZONE 2

Method of payment

- Cheque/Postal Order/International Money Order payable to EMAP Images Ltd.

Access/Visa number Express

Signature Date

Title Initials Surname

Address:
.....
.....

Postcode.....

Day time telephone no.

IMPORTANT: 12 issues for the price of 8 offer available to UK residents only. Please allow 28 days for fulfilment from receipt of order.

Tick this box if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you. Offer closes 30th April 1986. Source code IA1u

Note: Zone 1: Middle East, Africa, USA, South America, Hong Kong, Singapore, Pakistan, Indonesia. Zone 2: Australia, China, Japan, Pacific.

Hi Quality Version Available on AMIGALAND.COM

Amiga Classifieds

PD AMIGA
TOP QUALITY PD PROGRAMS AT LOW PRICES



FULL BRANDED DISKS
LOTS OF SPECIAL OFFERS
CALL FOR CAT. DISK
(01698) 265 634

PENGUIN PUBLIC DOMAIN

ALL AMIGA SOFTWARE
 PAYABLE PROGRAMS - SPORTS
 GAMES - UTILITIES
 CURRENT - ABANDONED
 RECYCLED - DISKS
 DESIGN - AMIGA - UTILITIES
 DISKTOPS - FORMATS - 1.44
 5.25 - 1.2 MB - 5.25 MB
 UTILITIES - AMIGA - HARD
 NUMBERS JAN 1992

50P EACH

POST AND PACKING FREE
 87% OFF BULKY PGM & FREE DELIVERY

CALL 722802

AMIGA

PO BOX 179
 BEALING
 BISHOPSCOTE
 RUSHOOD
 ENGLAND

CLASSIC AMIGA
P.D Software

Phone for a
FREE catalogue disk
0161 723 1638
9-5pm OPEN
12-9pm DAILY
CD ROMS NOW AVAILABLE

11, DEANSGATE RADCLIFFE Manchester

ONLINE PD
FREE 3 DISK CATALOGUE LISTING 10,000+ PD TITLES
TEL: 01704 834335



FRED FISH 1-1000
 ASSASSIN GAME DISKS 1-255

OR SEND SAE

Every 10 disks ordered choose 1 **FREE**

Online Pd, Dept CU4,
 1 The Cloisters, Halsall Lane,
 Formby, Liverpool L37 3PX

KEW = II SOFTWARE

THE BEST IN QUALITY PD & SHAREWARE
 SUPPLYING 50+ BRANDED DISKS ONLY

OUR LEADER:

- STOCKS CAN ONLY FOLLOW
- FREE PROMPT HELP BY POST or PHONE ANYTIME
- FREE CLUB MEMBERSHIP
- USE YOUR OWN PROGRAMS!
- BY NAME, NUMBER AND SIZE!
- IT'S EASY!
- 50% OFF on 1 branded disk!
- 80% OFF on 1 non-branded disk!

CATALOGUE WITH FULL DESCRIPTIONS & BIRTH DATE! IT

Phone for the LATEST PROGRAMS! 1-8 disks £1.00
 1-8 disks 0800 22 22

PERCY 672
 South Crofton
 SURREY GU 9 5S
 TEL: 01181 647 1617

FREE P&P

STORK PD
Tel: 01302 830 720

fast - friendly - efficient

We are here for you, and what we haven't got we will soon get for you!

With disks from as little as 50p why pay more?

Just send 2 first class stamps for our catalogue disk

STORK PD
 Dept. CU, 15 Bands Lane,
 Armthorpe, Doncaster,
 South Yorkshire DN3 3DZ

ARNOLD COMPUTER SUPPLIES

Blank Disks £15.00 per 50 inc. labels
 DSHD Disks £22.50 per 50
 (Pre-formatted)

PD LIBRARY NOW OPEN!
 Please send 4 1st class stamps for catalogue.

Free local delivery and installation (10 mile radius)

Many more items stocked.

Please phone or fax for latest prices

Barry Voe 0115 926 4973
Fax 0115 956 1663
 11 Congham Street
 Arnold, Nottingham, NG3 8GN

What's plastic, 3.5 inches and costs just 45p?
A. A public domain disk from NO MERCY SOFTWARE

That's right, 45p per disk from 1-400

Over 100 titles from 1-400 - need we say more?
 Choose any PD title -

NO MERCY SOFTWARE
 3 MILL STONE, ST THURLEBY, THURSK
 NORTH YORKSHIRE YO7 2AS
 Please 01845 526442 (between 8-9pm only)
 0421 493918 (mobile)

DELTRAX PD(CU)
 34 BODELWYDDAN AVE,
 OLD COLWYN, COLWYN BAY,
 CLWYD LL29 9NP
 TEL/FAX 01492 515901

AMIGA & IBM PC
 HARDWARE
 PERIPHERALS
 CD ROMS
 COMMERCIAL SOFTWARE
 VERY COMPETITIVE PRICES
 PUBLIC DOMAIN / SHAREWARE

ONLY **95p** PER DISK

PLUS 60p P&P PER ORDER
 STATE WHICH **FREE** PRINTED CATALOGUE YOU REQUIRE

AMIGAHOOLICS PD

The 100% AMIGA PD COMPANY AND STORE. DEMOS, LABELS, MANUALS, UTILITIES, GAMES, LIBRARY, LEGAL TOOLS, UTILITIES, ASSASSIN GAME DISKS, PD & IBM, PD & IBM, PD & IBM, PD & IBM

SEND 2 x 1ST CLASS STAMPS OR SAE FOR CAT DISK, WHICH INCLUDES GAMES AND MUSIC - 75 DISKS FROM 50p

PD POWER
WE STOCK OVER 10,000 DISKS

PD FROM ONLY 25p

For **FREE** CATALOGUE DISK + **FREE** GAME + **FREE** COPIER AND MORE

Please SAE to:
PD POWER (DEPT CU)
18 LOVETOT AVENUE ASTON SHEFFIELD S31 0BQ

SOFTSELL AMIGA CLUB
FULL PRICE GAMES FOR HIRE
RETURN POSTAGE PAID

Send a stamped SAE for a catalogue

Softsell (CU),
16 Church Street,
Trowbridge, Wilts,
BA14 8DW

BUILD MUSCLES FAST!



NEW! Fastest way to build muscles and strength without weights - EVER! Just 35 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new body building system based on principles developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

Noticeable results in 28 days guaranteed.

Send for FREE Information Pack.

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH.
Tel: 0624 801023 (24 hrs)

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH
You'll want to build muscles fast. Please rush me a FREE information pack!

Name: BLOCK
Address: CAPITALS
Postcode: PLEASE
(A stamp for reply appreciated)

FREE FREE P FREE FREE

AMIGA 1200

- | |
|---|
| <p>PLATFORM GAMES</p> <ul style="list-style-type: none"> Q 108 A10 MEGALOCK Q 108 HARRY HADDOCK Q 108 CAEMAN NOT 1.3 Q 108 MOOY 2 NOT 1.3 Q 108 AIR TAXI NO 1.3 Q 108 CAPTAIN BONUS Q 108 ROACH HOTEL Q 108 GUESS NOT 1.3 Q 108 BOUNCER NOT 1.3 Q 108 TRAP-EM NOT 1.3 Q 108 DUCK DODGERS Q 108 A10 ORANGE MAN Q 108 THE TIME LORD <p>SPACE BLASTERS</p> <ul style="list-style-type: none"> Q 811 BOLD ABBAULT Q 888 ALTOBULATOR Q 488 THE LAST REFUGE Q 118 TRACER NOT 1.3 Q 118 A10 D.N.S. 2 DISK <p>ARCADE GAMES</p> <ul style="list-style-type: none"> Q 108 PISSET A108 Q 108 A108 APPLEJACK Q 108 PEPIS NOT 1.3 Q 108 A10 ROCKETZ V2 Q 108 A108 FUN HOUSE Q 108 GEEK Q 888 HUGO V2.5 DISK Q 878 BEAVIS & BUTTHEAD Q 278 KELLOWS EXPRESS Q 687 SHOOT BADGERS Q 118 S TANGS V1.8 Q 687 ARTILLUS NO 1.3 Q 180 PUNCA Q 108 ALFING FR Q 108 THE STIMPONS Q 108 A10 MARATHON Q 108 STRIKE COMMAND <p>A10 VERSIONS</p> <ul style="list-style-type: none"> Q 888 HUNTER PLUS Q 888 GDS-TMACHINE Q 888 FRODOOP-TRECALL Q 818 LEMMING PACK Q 888 RICK DANGEROUS <p>COMBAT GAMES</p> <ul style="list-style-type: none"> Q 811 FATAL BLOWS Q 888 WARTAL SPIRIT Q 888 FIGHT WARRIORS Q 108 GOLF CYBORGAME Q 108 WEAPON MASTERS <p>CLASSIC GAMES</p> <ul style="list-style-type: none"> Q 811 ASTEROIDS Q 888 MISSILE COMMAND Q 878 OVERLANDER Q 811 COLOSSUS DESERT Q 888 DONKEY KONG <p>SHOOT GAMES</p> <ul style="list-style-type: none"> Q 108 A10 AUTOS 2 DISKS Q 874 F1 EDITOR 845 Q 881 PLANNING ENGINES Q 888 THE ROAD TO HELL Q 108 MARSHALL NOT 1.3 Q 108 GOLF HYPERACE A10 <p>EMULATORS</p> <ul style="list-style-type: none"> Q 108 A10 TANGS 2 DISKS Q 108 BASEBALL GAMES Q 888 HELICOPTER Q 888 SEALANCE-BUS Q 888 BATTLE CARS V2 Q 108 A10 TRAM DRIVER <p>SPORT GAMES</p> <ul style="list-style-type: none"> Q 108 ADULT GOLF Q 888 SOUL WTR 2 DISK Q 888 CRICKET AMOS V2 Q 888 TEN PIN BOWLING Q 108 FUTURE FOOTBALL Q 108 ICE HOCKEY Q 108 A10 GOLF FISHING Q 108 PLAY TENNIS <p>WETS & CHEATS</p> <ul style="list-style-type: none"> Q 418 1080 CHEATS Q 881 BACKDOOR V5 Q 881 PASSWORD WANA Q 810 GAME THER V4.5 Q 888 MEGA CHEATS Q 881 SERVA SOLUTIONS Q 118 UP TO DATE V1 Q 108 GAME SOLUTIONS <p>OVER 10 GAMES</p> <ul style="list-style-type: none"> Q 108 ADULT JAGARS Q 108 A10 9-FEST 2 DISKS Q 108 TERRORFLER V5 Q 887 2 DISK ADVENT V1 Q 108 TERROR LNER V1 Q 108 TERROR LNER V2 Q 108 ADULT TETRIS Q 118 A10 NUMBERS V2 Q 108 STRIP POKER Q 118 A10 NUMBERS V1 Q 108 ADULT CROCK <p>TETRIS - COL GAMES</p> <ul style="list-style-type: none"> Q 284 KLUCK-TRE COLMS Q 108 TRIN-TRE TETRIS Q 888 DIZZY DIAMONDS Q 288 DR. MARIO COLMS Q 817 NUMBER-TRE Q 888 MEGA-BLOCK TETRIS Q 815 TET-TREN TETRIS Q 887 TETRIS PRO Q 811 HOT-BLOCK TETRIS Q 887 ZYX COLUMNS Q 108 ROCK - BLEDER Q 108 A10 1080 BLITZ Q 108 THE AGE OF ROCK Q 108 A10 STEP FIVE <p>PAC-MAN GAMES</p> <ul style="list-style-type: none"> Q 230 SUPER PAC MAN Q 888 ORIGINAL PAC MAN Q 888 PAC MAN RETURNIS Q 232 YUM YUM PAC MAN Q 887 DELUXE PAC MAN Q 108 PUC MAN Q 118 A10 CYBER MAN Q 108 WABES PAC MAN <p>BREAK-OUT & PONG</p> <ul style="list-style-type: none"> Q 108 ORBUS NOT 1.3 Q 888 MEGABALL V1 Q 888 MEGABALL V2 Q 888 MEGABALL VS NOAH Q 887 BATTLE PONG Q 421 REBOUNDER PONS <p>WORLDWIDE GAMES</p> <ul style="list-style-type: none"> Q 791 HAUNTED MINES Q 284 EMERALD MINES Q 108 MARATHON MILES Q 881 ROYAL MINES Q 881 DIZZY LIZZY MINES Q 488 BLUE DIAMONDS <p>PUB-CLUB GAMES</p> <ul style="list-style-type: none"> Q 888 DARTS NOT 1.3 Q 108 CHECKERS V2 Q 888 PIN BALL NOT 1.3 Q 232 FRUIT MACHINE Q 810 POKER ARCADE Q 375 CARDS SOLITAIRE Q 1073 CARDS POK Q 108 AMGA CRIBbage Q 118 2 DISK HOT HANDS Q 108 PUB DARTS TOUR <p>BOARD GAMES</p> <ul style="list-style-type: none"> Q 810 NEW MONOPOLY STAT Q 881 SCRABBLE Q 478 CHESS GAMES Q 810 THE 3000 Q 888 2 DISK MONOPOLY Q 108 2 DISK BLACK DAWN 8 Q 118 STAR TRIP 2 DISK Q 878 NEIGHBOURS 2 DISK Q 118 A10 PEARLS V2 Q 108 2 DISK PINK SIDE Q 108 LOST PRINCE Q 118 A10 1080 GENA 4 DISK Q 108 A10 ALLEN SPACE <p>STRATEGY GAMES</p> <ul style="list-style-type: none"> Q 888 KINGDOMS AT WAR Q 810 TASK FORCE Q 878 GLOBAL NINE WAR Q 888 IN-ESPIONAGE Q 118 A10 NIGHTMARE Q 118 CRIT-HIT NO 1.3 Q 108 F-FORCES NO 1.3 Q 118 A10 LORIS 2 DISK Q 108 BATTLE AT SEA <p>PUZZLER GAMES</p> <ul style="list-style-type: none"> Q 888 CHANGOLE 2 DISK Q 814 JUNK A108 2 DISK Q 874 EKO-CASTLE KUMGAT Q 118 SPRING TIME Q 121 AMGA GEMZ Q 888 10 PUZZLERS <p>MANAGER GAMES</p> <ul style="list-style-type: none"> Q 878 SCOTTISH LEAGUE Q 884 METROS MANAGER Q 881 AIRPORT Q 888 MICRO MARKET Q 440 SLAM BALL Q 817 BLOOD BALL <p>QUIZ GAMES</p> <ul style="list-style-type: none"> Q 1088 TAZ QUIZ NOT 1.3 Q 1081 TREK TRIV 8 DISK Q 718 POP MUSIC QUIZ Q 388 THE QUIZ MASTER Q 488 WHEEL OF FORTUNE <p>LOGIC GAMES</p> <ul style="list-style-type: none"> Q 1087 MARBLE GAME Q 1088 ATOMIC GAME Q 888 EXIT 10 Q 440 RIVERS V2 Q 118 DRAGONS TITLES Q 118 DRAGONS CAVE Q 1088 BOOMIN ECHO <p>AMGA 1200</p> <ul style="list-style-type: none"> Q 288 AMGA PLAYER Q 238 PERM CHECKER Q 888 LEAGUE EDITOR Q 1210 LOTTO LYNETIC Q 1082 LOTTERY PROF <p>A108 MEGA GAMES</p> <ul style="list-style-type: none"> Q 1088 AGA DANGERS Q 1087 SHARKA LARVA Q 118 ROOTS 10 V2 Q 1074 CONTROL 2 DISK Q 1088 JAZ WHIRE 2 DISK Q 1188 NOSTROMOR 10 Q 1270 DOOM RAVE Q 1084 TAZ INTROS Q 1184 BORNAS METAL Q 1088 AMGA JAMMIN Q 1188 VENTILATOR <p>AMGA 800/8000</p> <ul style="list-style-type: none"> Q 488 TONDO RAVE Q 1018 ZODIAC TAZ QUEEN Q 1128 ZODIAC TAZ QUEEN 2 Q 1184 ZODIAC OXYGENE Q 1088 ARCK NOT 1.3 <p>A108 SLIDE SHOWS</p> <ul style="list-style-type: none"> Q 1087 PACTJETS NO 1.3 Q 740 4 DISK MANGA Q 887 5 DISK WERDSCI Q 780 2 DISK KING TUT Q 1271 PIXEL STORMS Q 1213 SCOOPEX ARTOOPE Q 1188 LEMMINGTONS <p>AMGA 800/8000</p> <ul style="list-style-type: none"> Q 704 REVELATIONS Q 881 PPT NAGELS GIRLS Q 818 ERIC'S GIRLS 2 DISK Q 888 AVIATION HISTORY Q 1111 SOOK BOLDY GO Q 1088 SOOK LOON KING Q 1088 SOOK AGA GLAMOUR <p>ARTWORK PACKAGES</p> <ul style="list-style-type: none"> Q 488 KIDS PAINT Q 884 FUSION PAINT Q 888 ULTRAPANT Q 888 SPECTRACOLOUR Q 748 ILLUSION PAINT <p>ARTWORK PROGRAMS</p> <ul style="list-style-type: none"> Q 1088 A10 MASHIN-CAD Q 1088 JIFFS GP VIEWTEX Q 871 GRAPHICS CON KIT Q 878 GRAPHIC UTLS Q 118 FRAC LAND BUILD <p>AMBITIOUS</p> <ul style="list-style-type: none"> Q 888 VIRTUAL WORLDS Q 888 A1088 CONWAR Q 888 A1088 CONWAR 2 Q 888 CONWAR 3 Q 888 CONWAR 4 Q 888 CONWAR 5 Q 888 CONWAR 6 Q 888 CONWAR 7 Q 888 CONWAR 8 Q 888 CONWAR 9 Q 888 CONWAR 10 Q 888 CONWAR 11 Q 888 CONWAR 12 Q 888 CONWAR 13 Q 888 CONWAR 14 Q 888 CONWAR 15 Q 888 CONWAR 16 Q 888 CONWAR 17 Q 888 CONWAR 18 Q 888 CONWAR 19 Q 888 CONWAR 20 Q 888 CONWAR 21 Q 888 CONWAR 22 Q 888 CONWAR 23 Q 888 CONWAR 24 Q 888 CONWAR 25 Q 888 CONWAR 26 Q 888 CONWAR 27 Q 888 CONWAR 28 Q 888 CONWAR 29 Q 888 CONWAR 30 Q 888 CONWAR 31 Q 888 CONWAR 32 Q 888 CONWAR 33 Q 888 CONWAR 34 Q 888 CONWAR 35 Q 888 CONWAR 36 Q 888 CONWAR 37 Q 888 CONWAR 38 Q 888 CONWAR 39 Q 888 CONWAR 40 Q 888 CONWAR 41 Q 888 CONWAR 42 Q 888 CONWAR 43 Q 888 CONWAR 44 Q 888 CONWAR 45 Q 888 CONWAR 46 Q 888 CONWAR 47 Q 888 CONWAR 48 Q 888 CONWAR 49 Q 888 CONWAR 50 Q 888 CONWAR 51 Q 888 CONWAR 52 Q 888 CONWAR 53 Q 888 CONWAR 54 Q 888 CONWAR 55 Q 888 CONWAR 56 Q 888 CONWAR 57 Q 888 CONWAR 58 Q 888 CONWAR 59 Q 888 CONWAR 60 Q 888 CONWAR 61 Q 888 CONWAR 62 Q 888 CONWAR 63 Q 888 CONWAR 64 Q 888 CONWAR 65 Q 888 CONWAR 66 Q 888 CONWAR 67 Q 888 CONWAR 68 Q 888 CONWAR 69 Q 888 CONWAR 70 Q 888 CONWAR 71 Q 888 CONWAR 72 Q 888 CONWAR 73 Q 888 CONWAR 74 Q 888 CONWAR 75 Q 888 CONWAR 76 Q 888 CONWAR 77 Q 888 CONWAR 78 Q 888 CONWAR 79 Q 888 CONWAR 80 Q 888 CONWAR 81 Q 888 CONWAR 82 Q 888 CONWAR 83 Q 888 CONWAR 84 Q 888 CONWAR 85 Q 888 CONWAR 86 Q 888 CONWAR 87 Q 888 CONWAR 88 Q 888 CONWAR 89 Q 888 CONWAR 90 Q 888 CONWAR 91 Q 888 CONWAR 92 Q 888 CONWAR 93 Q 888 CONWAR 94 Q 888 CONWAR 95 Q 888 CONWAR 96 Q 888 CONWAR 97 Q 888 CONWAR 98 Q 888 CONWAR 99 Q 888 CONWAR 100 |
|---|

Hi Quality Version Available on AMIGALAND.COM

KORRAHSOFT QUALITY PD

As fast as you want it to be... we have a 24-hour service available, or we'll send you something to interest you! We pride ourselves on our speed of delivery - we try and send out every order on the same day it is received - so waiting for the BAYS. We accept payment by cheque, VISA and Access and Visa. To give you an idea of what we do:

UTILITIES

- MEGAPLAY - plays music modules
- MOBY V1.36 - Test Viewer
- INPUT LOCK V1.1 - Security Lock
- CHARACTER GENERATOR
- D.M.S. V1.01 - Data transfer
- MEGAPOLICE V1.2 - Disk Utility
- CD PLAYER V1.1 - Plays your CD's
- A BACK UP V4.01 - Back up utility
- ADAM V1.0 - Calculator
- VIRUS CHECKER - Detects viruses
- CALENDAR - Super Calendar Prog
- POWERCALC V1.3 - Maths graphs
- TURB V4.0 - Letter format program
- POWERLATER V4.0 - Music file
- RECALL V1.3 - Diary program
- SCHEDULE V1.2 - Organizer

GAMES

- MISSILES OVER XERION
- HERBY 2
- MUTANT PENGUIN
- MULTI TETRIS
- TIME BUNNIES 17
- BUNNEMENS 8
- MICKTON STRIKES BACK
- SPIDERMAN 2
- DEADLOCK 4
- SPACEBALLS
- DONKEY KONG
- FLIGHT OF THE INTRUDER
- MEGABALL
- STERNWIDE ENQUIRY
- GALAGA 10
- DEFENDER

We have hundreds more games and utilities and also: DATABASES, GRAPHICS, ANIMATIONS, SLIDES, MUSIC AND SOUND DEMOS, EDUCATIONAL PROGRAMS, FONTS, CLIPART, BUSINESS PROGRAMS. We also have a wide range of Services and Scan Utility.

Prices: Digiart 89p, 1000 99p, 2000 129p, 3000 159p, 4000 189p, 5000 219p, 6000 249p, 7000 279p, 8000 309p, 9000 339p, 10000 369p, 11000 399p, 12000 429p, 13000 459p, 14000 489p, 15000 519p, 16000 549p, 17000 579p, 18000 609p, 19000 639p, 20000 669p, 21000 699p, 22000 729p, 23000 759p, 24000 789p, 25000 819p, 26000 849p, 27000 879p, 28000 909p, 29000 939p, 30000 969p, 31000 999p, 32000 1029p, 33000 1059p, 34000 1089p, 35000 1119p, 36000 1149p, 37000 1179p, 38000 1209p, 39000 1239p, 40000 1269p, 41000 1299p, 42000 1329p, 43000 1359p, 44000 1389p, 45000 1419p, 46000 1449p, 47000 1479p, 48000 1509p, 49000 1539p, 50000 1569p, 51000 1599p, 52000 1629p, 53000 1659p, 54000 1689p, 55000 1719p, 56000 1749p, 57000 1779p, 58000 1809p, 59000 1839p, 60000 1869p, 61000 1899p, 62000 1929p, 63000 1959p, 64000 1989p, 65000 2019p, 66000 2049p, 67000 2079p, 68000 2109p, 69000 2139p, 70000 2169p, 71000 2199p, 72000 2229p, 73000 2259p, 74000 2289p, 75000 2319p, 76000 2349p, 77000 2379p, 78000 2409p, 79000 2439p, 80000 2469p, 81000 2499p, 82000 2529p, 83000 2559p, 84000 2589p, 85000 2619p, 86000 2649p, 87000 2679p, 88000 2709p, 89000 2739p, 90000 2769p, 91000 2799p, 92000 2829p, 93000 2859p, 94000 2889p, 95000 2919p, 96000 2949p, 97000 2979p, 98000 3009p, 99000 3039p, 100000 3069p.

HORNESOFT PD

TEL/FAX 0114 296 7825 1990 MON - SAT 8 30am - 7pm
DEPT (CU) 23 STANWELL CLOSE, WINDCOBANK, SHEFFIELD S11 1PZ

PD PRICES OVER 16000 DISKS AVAILABLE

- 1 - 5 88p
 - 6 - 9 80p
 - 10 + DISKS 60p
- or send your own disks and pay just 30p per disk
- for our catalogue disk send 2x10 disks straight
WE STOCK F1 & 50 LICENCEWARE
or ask for a trial set disk when ordering game below
- BLACKDROWN II - £2 98 (50 LICENCEWARE)**
Great Dungeon style game.
Complete version now on 80 Licenceware
Price includes postage and a FREE catalogue disk

CREDIT CARD HOTLINE: 0114 296 7825

DISK COST £1.25 EACH, NO MINIMUM ORDER, ALL VIRUS FREE AND USER FRIENDLY.
All games are on 1 disk and run on all Amiga's/Intros
PICK AN EXTRA DISK FOR FREE WITH EVERY EIGHT DISKS YOU PURCHASE

UNDERGROUND PD, 54 CARMANIA CLOSE, SHOEBURYNESSE, ESSEX S83 9YZ. TEL: 01702 295687
Name: Amiga Model:
Address:
Postcode:

... providing the building blocks for your DTP

PageStream Enhancer Pack

£9.95 3 disks of fonts
3 disks of clip art

Step-By-Step tutorials on installing fonts and clip art written by Larry Hickmott, author of the CU Amiga PageStream Tutorials

Em Magazine (Amiga DTP) 6 issues £12.96

Help with Wordworth, Final Writer, PageStream 2/3, ProPage, ImageStudio, ProDraw plus tutorials, letters pages, Amiga DTP Contact Group, latest news and more on Amiga DTP.

Subscribe for 12 months (£24.50 UK) and get 30 disks of fonts & Clip Art free!

Professional Page 4.1 £49.95

2 manuals, 3 issues of Em, 3 disks of fonts, 87% Amiga Shopper. Features: 256 colours on-screen, User friendly Amiga games, Standalone/integral Word processor, Hotlink to ProDraw 3!!! 200 page tutorial book + 200 page manual

ProDraw Upgrade Pack £16
Includes 1200 Upgrade, HD Install & manual

Step-by-Step with ProPage £19.99
200 page tutorial book on ProPage by Larry Hickmott

Phase 1 CD £24.99

Phase 2 CD £24.99

"the best CDs for fonts & Clip Art for the Amiga"

Image Studio £15

CU Amiga 90% / Full program + Manual
Convert between graphic formats and lots more



lh publishing. 13 Gairloch Ave. Bletchley MK2 3DH P&P £1.60 UK / £3 Europe / £6 Rest of World (£12 for ProPage)
Tel (0)1908 370 230 / Fax (0)1908 840 371

CREDIT CARD HOTLINE +44 (0)1908 370230



Hi Quality Version Available on AMIGALAND.COM

OR FREE WITH EVERY ORDER

FREESTYLE PD
TEL: 01922 710985
TWO FREE DISKS WITH EVERY 10 ORDERS

1-29 £1 EACH
21+ 75p EACH
P&P 50p PER ORDER

MAILING LIST
For Amiga 1200/4000
Complete with over 200 CD4 games
only £8.00

CD4 game disks available separately See Cat disk for more info

NEW DISKS	NEW CD ROMS	NEW CD ROMS	NEW CD ROMS	NEW CD ROMS
<p>NEW DISKS</p> <p>1-29 £1 EACH 21+ 75p EACH P&P 50p PER ORDER</p>	<p>NEW CD ROMS</p> <p>1-29 £1 EACH 21+ 75p EACH P&P 50p PER ORDER</p>	<p>NEW CD ROMS</p> <p>1-29 £1 EACH 21+ 75p EACH P&P 50p PER ORDER</p>	<p>NEW CD ROMS</p> <p>1-29 £1 EACH 21+ 75p EACH P&P 50p PER ORDER</p>	<p>NEW CD ROMS</p> <p>1-29 £1 EACH 21+ 75p EACH P&P 50p PER ORDER</p>

FOR A RAPID REPLY PLEASE NAME CHRISTOPHER TAL ORDERS PAYABLE TO: FREESTYLE PD, DEPT CU, 108 WOODSIDE WAY, SHORTH HEATH, WILLENHALL, WEST MIDLANDS WV12 5NH

KTS
LATEST PD TITLES

CD ROM SOFTWARE

CD ROM SPECIALS

ORDER ANY 3 CDS FROM THIS ADVERT AND RECEIVE A CD UNDER US \$5.00 FREE.

ANY 20 DISKS FOR £15 +p+p

ALL FLOPPYS 80P EACH

WE STOCK REIMS FISH 1-1000, C&R Entertainment, Business Software, AMIGALAND, Callers pay up to 25%, when stocks and L&C legal fees.

ISSUE 4 HAS ARRIVED

MAXIMUM

Hi Quality Version Available on AMIGALAND.COM





Frequently asked questions

Everything you ever wanted to know about networking ...

Q. What's the easiest way to connect two Amigas?

A. The simplest way is to use a Null modem cable to link up their serial ports. You can then run a comms program on each Amiga (for example, Term or NComm) and use the X, Y or Z Modem protocol to transmit files.

Q. Is this how networked games work?

A. Yes, nearly all networked games on the Amiga work using a Null modem cable connected between the two machines.

Q. Games aside, is there a better way?

A. Yes. The serial port isn't amazingly fast. OK, if you connect two Amiga 1200s fitted with HiSoft's new Surf Squirrel PCMCIA device, things will be a lot faster but there is still a better way of linking the machines: the parallel ports for example.

Q. What software do I need for linking Amigas with the serial ports?

A. You can use ordinary terminal emulation software such as NComm or Termite on the Amiga, and Terminate on the PC. Then set the baud rates and other settings to be the same and use Zmodem to copy the files across. You could also use the program 'TwinExpress' which is available from the Aminet and PD libraries. It makes sending files a lot simpler by running a custom utility on each machine.

Q. Can I link two Amigas via their Parallel

ports and use the comms software as before?

A. No, you can't. Parallel ports are not designed with communications in mind and so you will need special software. The best known system is ParNet and the best distribution is called ParBench. Setting up ParNet can be very hard and the ParBench system includes an official Commodore Installer system to make it a lot easier. Ask your PD library for ParBench or get it yourself from Aminet.

Q. Apart from speed, why is ParNet better than a serial link?

A. ParNet provides true networking features (although not terribly advanced ones). This means when the Amigas are linked there is a new device on each machine called NET; and this is a link into the remote hardware. It means that one Amiga could use the hard drive or CD-ROM drive of a second Amiga.

Q. What sort of cable do I need for this?

A. You need a special cable and instructions for constructing it are given in the ParNet archive. You must not connect a standard parallel port to parallel port cable, as this will damage the Amigas. You must make (or buy) a cable designed for use on the Amiga.

Q. Can I network a CD32 in this way?

A. Yes, although there are various reasons why this is tricky. It's best to buy a CD-ROM and lead kit already made up,

from a dealer such as Brian Fowler Computers.

Q. Is there another way of linking Amigas via parallel ports?

A. Yes, you can use a commercial system called Liana. Liana comes with a special parallel cable but the software support is offered through 'Envoy'. Blittersoft sell Liana in the UK.

Q. I've heard of Envoy, what is it?

A. Envoy is the standard Amiga networking package, written by an ex-Commodore employee. It is a commercial product, currently at version 2. It is more advanced than ParNET and offers a lot of features, such as the ability to share printers, full security and inter-network routing. It also is 'hardware independent' in that it doesn't mind which hardware the network uses, as long as there is a suitable driver.

Q. Is Envoy available for other hardware?

A. Yes, as long as there is a suitable driver, called a SANA2 driver. This is an Amiga standard for networking support. For example, the AmiTriX networking system uses the floppy disk port and it can run Envoy as well. Envoy will also run over Ethernet.

Q. What is Ethernet and can I use it?

A. Ethernet is a fast networking standard used on PCs and other computers. It allows transfer speeds of up to 10Mbit/second over various types of cable. Many machines can be linked together over Ethernet. It is possible to buy Amiga specific network cards for Amigas with Zorro slots

(Blittersoft sell the Anadne card) it's also possible to buy a GoldenGate 2 card and fit a PC Ethernet card (EyeTech sell the GG2 in various bundles)

Q. Can I use Ethernet on an Amiga without Zorro slots?

A. There are no A1200 Ethernet cards currently advertised in the UK, although there are rumours of some available in the US. Sadly, although PCMCIA and Parallel port Ethernet adapters are available for the PC, no one has created a version for the Amiga.

Q. Can I link my Amiga to a PC network?

A. If you have an Ethernet card, yes, you can set up both the Amiga and the PC to use the TCP/IP transmission protocol and link the machines in that way. This makes it possible to run Telnet, FTP and even X Windows systems. If you don't have an Ethernet card, there are still ways to link up the Amiga at least in theory. One approach would be to use a SLIP or PPP connection into an Amiga running Windows95 or a version of Unix such as Linux.

Q. How advanced is a TCP/IP network?

A. In terms of filesystem support, not very. You can copy files using FTP but if you have used this you'll appreciate that it is basic to say the least. One possible solution is to use a Novel style network system, but details of Novel support on the Amiga is sketchy to say the least. More promising is the version of a program called SAMBA which has appeared on Aminet. This aims to mount PC Windows Workgroups on the Amiga and vice versa, which would be a very flexible method of working. **John Kennedy**

Hi Quality Version Available on AMIGALAND.COM

Masterclass AREXX

PART 2 We've looked at what Arexx is all about, now we're onto to bigger things such as how it works.

For those of you unfortunate enough to have missed last month's issue let me recap: ARExx is a very useful programming language. What can you do with it? Write programs is the obvious answer, and by golly that's what we'll do. ARExx looks a little like the well-known programming language BASIC, but it is considerably more flexible. Not only does it include many powerful commands but it can control other programs and be expanded to include support for as an example standard Windows and Menus.

What makes her tick?

Last month we saw how to install ARExx and run a simple program. Now we'll look at some more programming examples to get an idea as to the way in which ARExx works. First, let's examine the SAY command as it can be slightly trickier than you might expect. The best way to discover its secrets is to enter the following program and execute it. To do this, create a text file which contains the listing, save it and then use 'RX' followed by the filename. Do not simply type this into a Shell, as it won't work (see example 1).

Example listing 1

```
/* Say examples */
SAY Hello world
SAY "Hello World"
SAY 'Hello World'
SAY "Hello" "World"
SAY "Hello"|"World"
SAY ``Hello World``
```

When you run the program with RX you'll see something like figure 1 (top left):

The first thing to note is that the program, like all ARExx programs, starts with a comment. If you leave the comment out the program



▲ Figure 1: The best way to get to grips with the SAY command is to run the above program and RX

won't run. Now we come to six different ways of putting text on the screen. The first method uses no form or quotes – dry text. You can see that ARExx displays it as upper case.

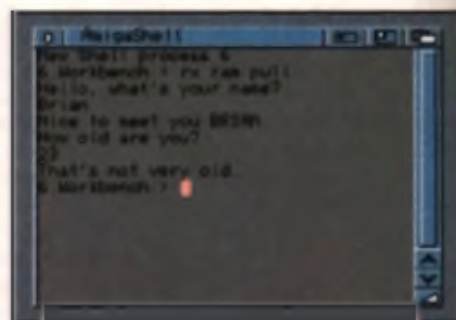
The subsequent examples use quote makes. You can use either single or double, as long as you are consistent; the first two quoted examples will produce identical results. You can also see that splitting the words into two and adding quotes to each automatically adds a space. If you don't want a space, use the concatenate command (|) which joins the two text strings together without introducing any extra characters. Finally, if you want to include quotation marks, use a different sort – imagine the outermost pair being removed.

With output mastered, we can now learn how to make programs more interactive by getting input from the user. The simplest way

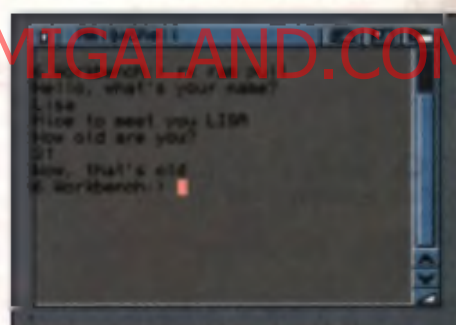
Example listing 2

```
/* Pull examples */
SAY "Hello, what's your name?"
PULL name
SAY "Nice to meet you" name
SAY "How old are you?"
PULL age
IF age > 26 THEN SAY "Wow, that's old..."
ELSE SAY "That's not very old."

EXIT
```



▲ Figure 2: here we can see that the first pull takes in the name while the second pull takes in the numeric value which in this case is age.



▲ Figure 2a: (if - Lisa) I am not 51 do you know I'm a slightly 23 years old and don't you forget it

to do this is with the PULL command, which waits at the Shell for something to be entered, (see example 2, figure 2 and 2a)

The first PULL takes in a text string and converts it into upper case (we don't ask for this to happen, it just does). The second PULL takes in a numeric value. There is no distinction between the text and number PULLs as far as we are concerned, it's up to ARExx to keep track of which is text and which is a number. The IF-THEN-ELSE statements do a little processing and that is all there is to it.

Variables

We can't go much further without touching on the concept of variables. Variables are locations in the Amiga's memory which store specific values and are referenced by a special name.

For example, when we asked for your age using PULL, ARExx creat-

ed a variable and stored a number in it. ARexx deals with variables in a very flexible way: when it comes across some text which doesn't mean anything to it, it assumes it's a variable. If the variable hasn't been used before (that is, it hasn't been initialised) then it has a value its own name in upper case.

This is why our very first example, SAY Hello world, did what it did. ARexx thought "Hello" and "World" were two variables and so printed them. As the default contents of a variable is its own name in upper case, the program display "HELLO WORLD".

Now here is an example of how you can make variables which store more than one value. Lets say we need to store the names of five different types of fish, for the start of an excellent Fish Database program. We could use five separate variables and get the names like this:

```
.. PULL first-fish
FULL second-fish
FULL third-fish
FULL fourth-fish
FULL five-fish ..
```

and so on. However, this would make the

Example listing 3

```
/* Variable examples */
SAY "Five fish please"
DO i = 1 TO 5
  PULL fish.i
  SAY "Here is the list..."
  DO j=1 TO 5
    SAY fish.j
  IF fish.i = "HADDOCK" THEN SAY "Bah! I
  knew you would say Haddock"
END
EXIT
```

Example listing 4

```
/* More Variable examples */
age = "Unknown"
age.john = 28
age.brian = 15
age.mary = 25
age.anna = 34
SAY "Enter a name, please:"
PULL name
IF age.name = 'Unknown' THEN SAY "Sorry, I don't know " name
ELSE SAY "That person is" age.name "years old"
EXIT
```

program rather lengthy. It would also be very hard to expand the program at a later date to include more than five fish.

A better way is to use a compound variable – a variable which has a single base name but stores different values depending on the associated name appended with a full-stop. Erm... here, look at **example 3**.

When it is run, you should enter five fishy types. The program automatically creates and assigns variables called "fish.1", "fish.2", "fish.3" and so on because the "i" is actually the loop counter which counts from 1 to 50. Notice the second part of the program goes through the list names (see I, looking for a match. Imagine how hard this would be if there were fifty fish to process... (see figure 3).

Don't think that you have to use numbers to reference the values which a compound variable can store all the time though.

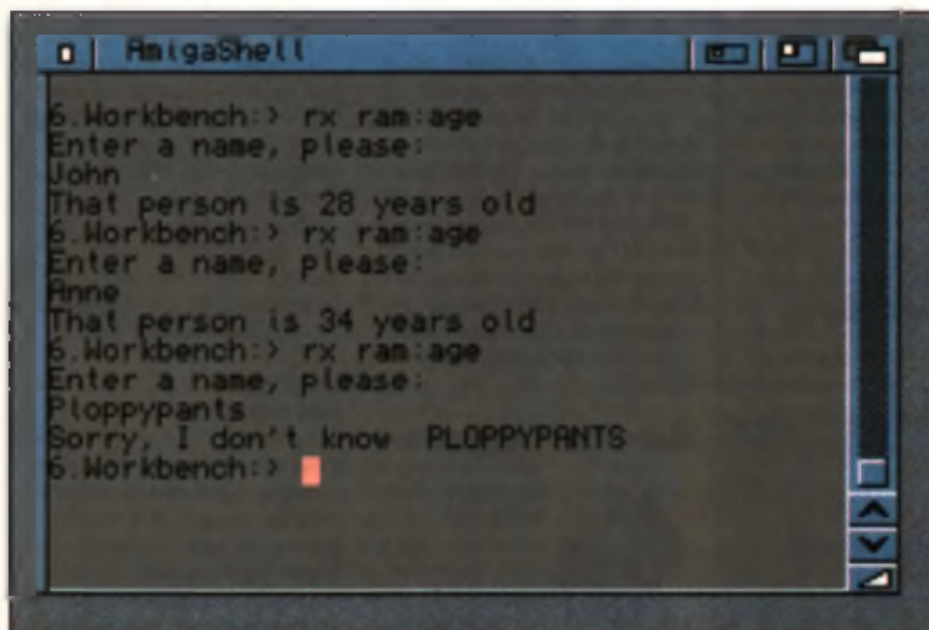


▲ Figure 3: compound variables are handy when it comes to dealing with lists of items which you want to store and maybe add to later.

Example four is an interesting little listing. It creates a miniature database of ages for four people and then asks you to pick a name (see **example 4**).

Of particular interest is the fact that when no extra reference is given, there is an automatic default value present (which we call "Unknown") and this can be tested for (see figure 4).

Next month, we'll be concentrating on making use of ARexx with existing programs: creating your own user-defined Macros to do exactly what you want with minimal effort. ■
John Kennedy



▲ Figure 4: Here in our database of four people, there is an automatic default value 'unknown' which comes into play when it doesn't recognise a reference.

It's all there on the CD

If you've got this month's CD-ROM in addition you should be delighted with all the top stuff we've managed to cram on there: games, utilities, pictures, demos and lots more. We've also tried our best to include most items relevant to this month's workshop section.

And the ARexx Masterclass is no exception. You will find these listings included on the CD-ROM on the cover of this month's CD-ROM edition. Go to the drawer called Magazine ARexx Masterclass and you should find the tutorial stuff there. You will also find some programs from previous ARexx Masterclass features; please read the text file before running them!

Logos, meanings and mysteries:

-  CD32 queries, ParNet and various other CD-ROM-related problems.
-  All about upgrading RAM, operating systems and processors.
-  Plug-in hardware of any kind: scanners, disk drives etc.
-  Answers to queries on particular pieces of software.
-  Music, sampling, MIDI and anything that makes a loud noise.
-  Miscellaneous tools to keep your Amiga running smoothly.
-  Form-feeds, page-breaks, preferences and lots, lots more!
-  Monitors, TVs, modulators, screen-modes and all that stuff!
-  Pixels, sprites, animation, pictures. In one small word: graphics.
-  Spreadsheets, databases, organisers, accounts ...
-  Everything you need answering about the internet
-  Not everything fits into a pigeonhole, but anything you like fits in here.



They're back, and they're ready for action. CU Amiga's moderately handsome yet still intelligent dynamic duo are ready to battle with your hardest technical problems and dilemmas.



Lisa, tired of chasing Tony around the office for Q&A, let him have it. Poor, poor lad ...



On seeing Tony's fate, Mat quickly scribbled down the answers before taking the first plane back to Aussie.

Good on ya


 I have an A800 with a 40Mb hard drive, a Citizen ABC printer and a Power Computing quad speed CD-ROM drive. I've now decided to take the plunge and upgrade to an Amiga Technologies A1200. I am going to buy one from a friend who wants to sell his so he can buy an A4000. What do I need to get to enable my current A800 peripherals to work with the A1200.

Richard Jones
Perth

Congratulations on deciding to upgrade, you'll have a great time with the A1200. Your hard drive, assuming it's an internal one, will work fine on the A1200 - just follow the fitting instructions in our May '95 issue. Likewise your Citizen printer just needs to be plugged in and you'll be pumping out colour pictures to your heart's content.

The CD-ROM drive will also work happily on the A1200 without modification, just slide the Squirrel interface into the PCMCIA slot as you do on the A600 and it'll work fine.

Adorage aggravation

 Many thanks for your answer to my Adorage SSA demo query. 'Adorage blues' in CU Amiga.

February issue. Unfortunately, I am still unable to use the program and shall therefore put it on ice until you are able to assist me further.

Using Opus5, I set about transferring IconX from my

Workbench C directory to the C directory on my Adorage working disc. I was presented with the error message 'As Error Occurred Copying IconX DOS Error: Disk is full.'

When I checked the available space on the Adorage working disk it was 967b. The IconX file however, says it needs 1452b. My 1200 has 240Mb hard disc and 4Mb expansion board. Please help. What do I do now?

Roy Firth
No address supplied


My, you are demanding aren't you. Firstly let's clear up a slight misunderstanding you seem to have.

The problem you're having is that there isn't enough space on the floppy disk that Adorage is on, the amount of hard drive space or RAM in your computer will have no bearing on this.

As to your current problem, trying to fit a 1452b file into a disk that only has 967b left won't work, your only solution will be delete some of your files off the Adorage disk.

To do this use DOpus and try removing the Logo, IFF file from the Images drawer. This will however leave you without a foreground file to load into the program when creating animations (unless you already have some others) so it's probably worth copying the file to somewhere on your hard drive first. Again, you can use DOpus to do this.

Auntie Agnus

 I read with great interest your reply in February issue to a letter from Derek Bailey asking about upgrading an old A2000 from 512k of chip ram to 1Mb of chip ram. You

asked if a reader could help with the various modifications needed to increase the Chip memory for Amiga motherboards. I carried out a similar modification on my B2000 (rev 4.4) last month, here's how I did it ...

Having installed the 1Mb agnus you need to alter two jumpers on the motherboard, so open the A2000 and take off the PSA and drive mount once again. You should find two solder pads labelled J500 under where the PSU would be if you hadn't just removed it. There's a trace of solder joining the two pads and you have to pull it so that the jumper is open. Shame Commodore didn't put some pins and a jumper block there. I used a scalpel.

Next find jumper J101 which is near the power connector and a load of upright cylinder things. J101 has three pins two of which are covered by a jumper block. You need to move the jumper block from pins 1 and 2 to pins 2 and 3.

Put your Amiga back together and, assuming everything went well and you manage to boot up, open a shell and type 'avail'. You'll now see that the maximum chip ram is now 1047652 bytes (I don't know what happened to the other kilobytes but there you go). Time for that Hi-Res Interlaced Overscanned Magic Workbench you couldn't have before ...

Martin Bahn
East Yorkshire

Thanks for that handy tip Martin, it's much appreciated. We should point out, however, that we don't recommend readers follow this course of action unless they're familiar with the insides of the Amiga and are very careful doing it - getting it wrong will clobber your Amiga good and proper! We do not

Hi Quality Version Available on AMIGALAND.COM

want to be held responsible if you damage your system, so get a pro to do it.

CIA shock



I recently fitted a new Canon BJC bubble jet to my A500 and since doing so the mouse has

stopped working. It moves left and right but no longer goes up or down. It's really annoying. Can you give me any hints as to what's gone wrong.

Patrick Divan
Bristol

It's very simple, there are two chips inside your Amiga, collectively known as CIA chips and it looks like they're dead, no more, kaput! This can happen by plugging in the printer while the Amiga is on. These two chips control the mouse port, joystick, disk drive, serial interface and printer and by attaching the printer without turning the Amiga off you've damaged them.

There are two solutions, one buy a new chip: try calling one of the Amiga repair centres such as Silbea: when we last checked they cost about £20.

Alternatively, by swapping the two CIA chips around. To do this open the Amiga, remove the metal shielding and locate them - they're labelled CIA ODD and CIA EVEN. Gently lift them out and swap them over, if you're lucky the mouse will work. You may lose some other functions though, the disk drive for instance, but as you have a hard drive this might not be a major problem until you get a replacement set of chips.

The future's so bright ...



I've just returned to the Amiga after several years away from it. Previously I had an A500 Plus,

now I've just bought an A1200 from my local Escom store, and having had a quick glimpse through the pages of CU Amiga Magazine I have only one thing to say - the Amiga is far from being on its last legs as some people seem to think.

The power of the peripherals now available (SCSI CD-ROM drives, 040 accelerators) and the amazing applications around (FinalWriter 4, WordWorth

5, FinalCalc etc) make the products that used to be out when I had my A500 look really sad by comparison.

However, this is getting away from my real reason for writing, namely, will the Lexmark 1050 colour printer work on the A1200? A friend is selling his PC system when he moves to the USA shortly and I can buy the printer off him cheap.

Paul Winters
Glasgow

We're in total agreement with your comments about the current Amiga. Although Commodore are no more, and we're still waiting on hardware news from Amiga Technologies, the software now coming out is certainly the highest quality it's ever been.

Unfortunately the Lexmark printer needs Microsoft Windows to work properly and as a result won't work with the Amiga. However, if you look around you'll find many other printers of equally good quality available that will, look out for anything that's Epson compatible as a good starting block for Amiga compatibility.

Which CD-ROM drive is best?

A friend of mine has told me that computer CD-ROM drives are simply normal HiFi compact disc

players that have been modified. Is this true and if it is how can I adapt the compact disc player on my stereo to work with my A1200.

Does the 'digital out' socket on the back the unit have something to do with this? If I can adapt it, which CD drive do you recommend I buy?

Adrian Poole
Staffordshire

Unfortunately you can't adapt your HiFi CD player to work on the Amiga. The digital out port on your CD is intended for use with amplifiers that support Digital input - producing better quality amplification and sound reproduction. It's also possible that VideoCD boxes will be released that take this Digital output and convert it into sound and pictures for displaying on a TV, although this is becoming less likely as time goes by.

As for the best dedicated Amiga CD drive checkout Power Computing or HiSoft. Squirrel based systems, both of which are very impressive units.

The great CD32 FMV debate

I would like to thank you for supporting our favourite computer over the last couple of very turbulent years. I am pleased to say that CU Amiga Magazine is currently my favourite magazine.

However, I feel that I must put Tony Horgan right on a Q&A letter in your February issue. A Mr K Walsh wrote in to say that he had a CD32 FMV card without its adaptor.

On close inspection of the whole module you will find that it actually consists of a shielded circuit board (the metal bit) and a loopback section with the CD32 coloured plastic around it. These can be separated and hence the loopback is lost. Just to help, the loopback has two stickers on the inside of it (only really visible with the actual card removed). The first has REV A and a barcode on it while the other has CDGS LOOPBACK and a barcode with the following number below it; 8515293365480001000586. I have written to AT about this.

My advice to Mr Walsh is to contact them at their new address and see if they can source a loopback connector for him.

Sven Harvey, West Midlands.

Thanks Sven, it's always good when readers come up trumps with a bit of handy information. If any other readers out there feel that they can help out on any of the other problems that they read in these pages please write in.

I'll be back, for sure

I am writing in response to my phone call to you about my letter printed (Q+A February edition 'CD32 FMV cart') and your reply which you printed and repeated back to me on the phone. I have the FMV card, I rang Amiga Technologies as you said and they said I was right, it is a real one.

However, it's just that mine does not have the 150-way female connector. Anyway they could not help me. I'm now waiting for a fresh batch of SX1s from the USA. I'm now logging my card, someone out there with an SX1 will do.

My only options are to either get a 12" laserdisk player or wait for DVD due out soon! It's a shame I cannot utilise my CD32 to its potential, what a waste of a good machine.

K. A. Walsh
London

Okay, fair enough, you seem to have been right all along. Obviously what has happened is that the unit you have was retro-fitted with an gender adaptor which has since parted company with the main cartridge. Had you bought this from a shop, we would suggest that you return it and demand a refund, but we understand this was bought second hand from a private seller, so you probably won't have much luck on that score.

It is a shame that the CD32 FMV module never really took off in a big way, but with AT's plans for using CD32 technology in '1st-top' home video boxes, maybe something will emerge in future.

As for laserdisks you could buy one, but it's possible that DVD might kill them off in the long run making your investment worthless and, unfortunately, although DVD is definitely a very good option official units either computerised or in a standard TV/HiFi format won't be released until this autumn, and even then they'd be well above the price you can get FMV units for but HiSoft's MPEG is on the way too.

Send your Q&A problems to...

You can send your technical problems (or answers - Ed) to CU Amiga by the following means:
By letter to: CU Amiga, c/o Amiga, Priory Court, 39-42 Farringdon Lane, London, EC1R 3AU.
Email: Q+A@cu.amiga.demon.co.uk
Sadly we can't personally answer Q&A problems, so please don't send SAEs or phone us.

Hi Quality Version Available on AMIGALAND.COM



Backchat

Forget the cold weather, people are getting hot under the collar in this month's reader's debate. Want to turn up the heat? Join in and write in.

Put your money where your mouth is

How am I and other members of the Amiga using public supposed to believe that the Amiga is still going strong and will survive the competition from Mega Drives, SNESes, Saturns, Play Stations and PCs? It's very disheartening when you walk into any high street computer shop and find that the Amiga software display has been relegated to the darkest corner at the rear of the shop. And if that is not a big enough insult these shelves are only stocked with old releases. How can the Amiga be expected to survive without the support from the retailers?

Andrew Radd, Essex.

A good point. The only way around this seems to be to keep going into these shops and asking for Amiga hardware and software products. Then maybe retailers might wake up and realise that there is a huge market out there for Amiga products. It's not just Amiga users who are annoyed with this situation, software companies are also finding it increasingly irritating. Peter Calver from Audiogenic whose excellent game Super Tennis Champs is hardly

anywhere to be seen in the shops is incredibly frustrated by the situation. He urges people to "vote with their wallets" which means that if we show that we mean business and we actually want to spend money in their shops this might get them moving. Or failing that contact the software companies direct for their products.

You've raised a valid point in your letter and we are hoping to look at this matter and clear it up in depth next issue. In the meantime turn to our points of view pages where Lisa Collins has asked around to find out what some retailers' policies are concerning the Amiga.

The price is right

I'd like to add some more points to a reply I read in your magazine concerning the price of the Amiga. Although you agreed with the letter's author that the price was high you said it was justified. I agree. Here, in Germany, the Amiga only costs 650DM which is outstanding value for money compared to other current computers. Also, the software that is being shipped with stock A1200s is brilliant. I mean: look at PCs. Do they have anything like Scala or WorkBench? Can they

immediately generate titles for their home-videos without any additional hard or software? No, not at all. So why complain about the price?

I think that people are complaining now about the current price of the Amiga because for some time, due to Commodore's closure and other difficulties, A1200s (and CD32s) were sold for a lot less than their normal retail price. The price for A1200 (with a HD and 4Mb RAM all in one) at 980DM is brilliant and it is a very affordable price for a computer. The A4000's price however ...

Marc, Germany.

Cobblers

Call me a miserable old git, boring old fart or whatever else but I think the net wedding feature (February 96 CU Amiga Magazine) was the most crap, infantile, pathetic piece of journalism I have ever read. I'll never forget Met Bettinson's world wide "super highway" quote: "You may not take it seriously but you should appreciate it's real." Cobblers!

I realise that you have to cater for younger purely games playing readers but I am sure you do not want every other type of Amiga user to desert to other publications. They will with too much of this type of article, it was the pits.

Unfortunately I have no doubt that this letter will be ignored or published with some smart alec reply. Be warned though, you are surely aware of the media perceptions that for every person that bothers to phone or write about something then hundreds or thousands think the same but I never get around to doing anything about it. On the plus side ProCalc was the best cover disk I've ever found on any magazine.

RD Armour-Chalm, Kent.

Why do you assume that the piece was aimed at younger readers? It was a topical article which was informing us about something which is really happening. It was the first wedding to take place on the net and we were there to report it, what's infantile about that? As for your warning that every letter represents thousands of unwritten ones - we've received tons of phonecalls and letters congratulating us on this article and only one criticising it - yours. Since our article similar reports have appeared in national newspapers and on television.

The dog's ...

I enjoyed your net wedding article (Feb 96). It's nice to see some romance on the net. I'm tired of hearing all these stories about the net being a cesspit of paedophiles and porno freaks.

Barry MacDonald, Bracknell.

THE FAR SIDE

By GARY LARSON



"We're screaming, Marge. Big Al was our only attraction, the king of the show ... And now he's gone."

THE FAR SIDE

By GARY LARSON



Carlton tells for the old rubber-scalpel gag.

Letter of the month

The way forward

This letter is aimed at users who have been reluctant about upgrading and who complain about the lack of interest of software developers. I bought one of the early A1200s after owning an A500 for a few years. Then I bought a hard drive a while later. The point is, that one single peripheral completely transformed my Amiga into a genuinely productive and useful machine.

I used to think that a hard drive would just make file access faster and prevent me from stacking up floppy disks, but it is so much more useful. For instance I simply couldn't run programs like Real 3D, Imagine or play games like Worms, Alien Breed 3D etc. without one. Amiga Technologies should really not be selling Amigas without hard drives, although the Amiga philosophy has always been one of affordable entry models which grow gradually with users' needs.

Hard drives are essential, if you intend to use your Amiga for any serious application and quite a few games rely on hard drives to make them playable. I would seriously avoid any games which I knew were not HD installable. Piracy is not an excuse against games not being installable. If Amiga floppy users want more games like Alien Breed they should give a hard drive serious consideration. After all, a 3.5" IDE will squeeze into an A1200.

There is no longer any reason for not buying a HD. HD prices have fallen by a ridiculous amount in the last year. Looking through your mag: 850Mb costs less than £200, even 420Mb is only £125 - this is the same price as only three or four Amiga games (two or three console games).

To anyone who complains that the A1200, with its 020 processor is now behind the times, the answer is simple, save up some

money and buy an accelerator - which are also dropping in price these days. There are bound to be some affordable second-hand 030s for sale, with a lot of serious users looking for 040/060s. Even buy 4Mb of Fast RAM. It may sound a little harsh, but when you consider people spend probably £1000s on PCs, to upgrade a basic A1200 to a very useable Amiga set-up costs around £450 (or much less when buying second-hand), i.e. a 50MHz 030 + 4Mb fast RAM + 420Mb 3.5" HD. Even a small second hand HD, which would cost little more than the average game, would make a world of a difference, although as is often said repeatedly - upgrade to the largest you can afford, or at least three or four times as much HD space as you think you need now. You'll regret it otherwise. I know, I out-grew my 120Mb HD very quickly a few years ago.

Now that games producers have started to develop for accelerators, there seems to be a new lease of life in the Amiga as a games machine. The CU demo of XTreme Racing really flies along on my 040 and it's great to play AB3D in all its glory. I don't think this kind of software will continue to be produced for long, unless a lot of people upgrade and buy the new software. The 'RAMming it home' article (CU Feb 96) makes a lot of sense. Let's hope that both users and the industry are listening.

Forces combined

I noticed the interesting Breathless/Power Computing offer in your magazine. I think it's time software, hardware manufacturers, the magazines and AT themselves all pulled together more to stress the upgrade issue. It would be worth including details of games which benefit from memory and accelerators with the hardware and details of the hardware available with the games. This sort of co-operation

makes sense. I mean, where better to advertise your accelerator than inside the box of a game which would benefit from one?

Maybe all the magazines and Amiga Technologies should start a major survey of Amiga users. Discover how many have expanded systems, and what their configuration is. Things have changed a lot for the Amiga both hardware and software-wise since Commodore went under, not to mention the radical changes in the console and PC markets. In addition, the survey would pool the ideas of everyone who supports the Amiga and show to software houses that the Amiga is still worth investing in. A carefully designed survey organised by AT, in co-operation with the magazines - or wider press might benefit the Amiga immensely - it can't do any harm! I can't remember the last time I saw an Amiga survey, but things have changed so much lately, surely another one is due.

Bad attitude

Recent stories about the attitude of some Escrom salespersons concerning the Amiga are quite worrying. I hope AT will take steps to ensure Amigas are promoted properly, especially since every other platform is on display. Shop displays, are what catches the consumer's eye. How many more people are likely to discover the Amiga if it is not on display?

Finally, if software houses make a hard drive an extra 'memo' or professor obligatory for every release from now on (assuming the software was of a high quality, like the 'Doom-clones' rating 90%+) and there was a kind of hardware/software co-operation, how many people could honestly refuse to upgrade their system?

Gerard Callaghan, Missouri, USA.

Rammed home

I'd just like to mention a few things about your Points of View article in the Feb 96 issue of CU.

Alan Dykes was going on about the min spec of miggys, pcs and macs. He stated that the min. spec on the miggys was 2Mb RAM and no hard disk (or thereabouts). However, in my experience, I've found that the majority of Amiga users (in comme anyway) have around 6Mb RAM and at least 1/2 Gig HD. It's pretty rare to find someone that has a base level machine or at least a base level w/hd.

I totally agree with everything Alan said in that article. But why don't developers just auto config their software a bit like expansion boards. XTR does it with no apparent speed loss... a friend and I ran it on both our A1200s at the same time and hardly noticed any difference. He has 2Mb chip no fast and 214Mb HD. I have 2Mb chip, 4Mb fast and 1/2 Gig HD.

Peter Kirby, Barnet.

A pat on the back

I would just like to thank you for your magazine CU Amiga. I have found it to be useful as well as fun. The magazines here in the USA all

seem to think everyone reading them already knows all there is about the Amiga. Your projects have gone a long way to help me understanding the Amiga and computers. Now that the machine is once again in production, I hope to see more good things from you. Keep up the good work.

Tom Gower, Texas, USA.

Double pat

Since my son had his A600 a couple of Christmases ago we have regularly bought and read various Amiga mags. These are all kept in a box under his computer desk. Looking back through the mags it was interesting to note that the one we have purchased most is CU Amiga Magazine. I think this is probably due to the consistently good balance and content of articles, reviews, technical help etc and the quality and usefulness of the cover disk. It is also a change for a magazine to invite personal contact with its readers rather than just taking the £4 or so with a don't call us and we won't call you attitude.

Recently I had cause to contact your advertising department for help with a problem regarding one of your previous advertisers. I

had returned a faulty drive and was having difficulty getting either a replacement or a refund. Finally, and only after your intervention I received a refund slip. This was only after they had been phoned by your Marianna Masters. I don't know what she said to them but it did the trick. Thanks.

Ken Dryden, Camba.

Firm sale? We say NO!

As I am on a tight budget, I have been forced to stop reading CU Amiga Magazine as it has now gone firm sale. I cannot commit to paying out the monthly sum of £4.50 just in case I'm broke. Why oh why is it now firm sale?

K Simmons, Bristol.

Firm Sale means that a newsagent has to buy a magazine and bear the cost if it doesn't sell. The opposite, SOR (sale or return) means newsagents return unsold copies of magazines to the distributor. CU Amiga Magazine is distributed by a company called Frontline, the country's premier magazine distributor. They definitely handle CU Amiga Magazine on an SOR basis. If you have problems getting the mag write to Mark Cowie, CUA, Frontline, Park House, 117 Park Road, Peterborough PE1 2TS.

Hi Quality Version Available on AMIGALAND.COM

Points of view

CD-ROM - saviour of the Amiga scene

by Tony Horgan

Many people both inside and outside of the Amiga scene are surprised at the way the market has stood up over the past couple of years. Amiga users have always been a discerning bunch; they know what they want from their computer and won't be taken in by media hype and advertising alone, which explains why they bought Amigas in the first place, and is part of the reason they have not abandoned the platform.

Every so often, the state of the art moves on, leaving a wake of washed up and redundant technology.

Even so, every so often the state of the art moves on, leaving a wake of washed up and redundant technology, which is where many think the Amiga should be floundering. It's managed to stay on the boat partly due to its very

loyal user base, but also thanks to the fairly recent introduction of affordable CD-ROM technology which has revolutionised the Amiga scene.

CD-ROM is the perfect medium for mass distribution of the Amiga's unique shareware scene. CD is the international standard medium for both computer data and music, which has led to very low duplication costs that mean CDs can be sold for as little as a fiver, or even less. With third independent organisations such as the Aminet playing a pivotal role in the compilation, management and distribution of the best Amiga-specific shareware, backed up by hundreds of themed CD compilations from other producers, the Amiga is free to exist, in some form, with or without support from the established commercial software producers.

However, while this has kept the Amiga scene going through what could have been very lean times, we still need to continue development of the core commercial applications - the likes of Wordworth, PageStream,



Photogenics, Personal Paint and the merry band of 3D rendering systems. If the financial backers of these packages pull out of the market, all will not be lost, for then it will be the turn of the shareware developers to pick up the gauntlet and keep on keeping on, running the show on their own terms.

■ Tony Horgan is CD Amiga Magazine's technical Editor

Have money, will travel. But where to?

by Lisa Collins

I am sick and tired of the amount of letters we are starting to receive which end with those three little words: "disgusted and disillusioned". What is causing this heightened level of unhappiness? The apparent lack of availability of Amiga hardware and software.

I found tales of incompetent shop assistants advising Amiga enthusiasts

if Escom took him up on this generous offer. Also, recent rumours that Escom shops had received a memo telling them to remove all their Amigas from their premises were a little more than disconcerting.

Judging from sackloads of mail we receive, there's a huge army of frustrated Amiga users out there armed with cash to spend on upgrades, new machine and software but don't know where to get the goods.

In next month's issue Alan and I will trail the country to find out what is going on, who is stocking what and where. In the meantime let me try to clear this confusion up.

Despite rumours to the contrary, Escom have confirmed that they are going to continue to stock Amigas and are committed to promoting them in their shops. Also, although reported to be stocking Amigas, Dixons and Currys, however, "do not stock Amiga products and have not done so for at least two years", according to Helen Sargent, Corporate Affairs Manager



HMV's Oxford Street branch according to Trish Saunders "will stock all Amiga software and, whereas other smaller branches will have a limited amount of Amiga products, you will be able to order a particular game through us (HMV) if not available." I hope that helps, until next month ...

Despite rumours to the contrary Escom are going to continue to stock Amigas.

to buy a rival piece of hardware and little or no shelf space for Amiga games very worrying. One man in Bury St Edmunds even went as far as to offer his services, for free, to help his local Escom shop display the Amiga's talent. We've yet to find out

■ Lisa Collins is CD Amiga Magazine's Deputy Editor

Cover disks are saving the market not killing it



by Alan Dykes

Before Jonathon Anderson left Amiga Technologies at Christmas he stated his belief that magazines cover mounting full commercial software harms the Amiga. His point of view is shared by many in the software industry and, indeed, by many readers too: Every piece of software we cover mount is supposedly putting a nail in the Amiga's coffin - apparently no-one is buying new software because they already have all they need from our front cover. Oh yes. But does anyone remember whether there was some software in the Magic Pack by Amiga Technologies? Obviously not, it could have destroyed the market!

Let's straighten this matter out. There is still a healthy market for word

processors, databases, spreadsheets, rendering software etc. and why? Because we've been promoting them all through the ups and downs of the last two years. My theory is that if people hadn't got this software from magazines, if they hadn't been offered cheap upgrades from cover mounted software, the market would be in a worse state than it is in at the moment. Buying commercial software on the front cover of CU Amiga Magazine (or any of our competitors, or in the Amiga Magic pack with its superb utility suite), makes you realise just what's available and just how good it is. Programs like PageStream 2.2, Image FX and Imagine have encouraged many, who previously may not have considered investing in this sort of software to upgrade, to continue to use their Amigas for serious applications.

What about games? We have not cover mounted a commercial release yet. You have never seen a 'worth twenty five quid' badge on a games disk, on any Amiga magazine I believe. That's because we (and the other magazine publishers) have an agreement with the games publishers not to do so. This agreement dates back years and no-one has yet broken it. But consider this, where has it got us? This 'NO COMMERCIAL GAMES!' crusade has not succeeded in saving the games market from a situation where a title like *Leading Lap* was not going to be released - despite good

scores in all the magazines it was reviewed in.

My indignation is tempered by the fact that the two markets (games and technical) are admittedly different. The technical market is upgrade led. People with version 1 of a program inevitably upgrade to version 2 and so

Name me more than a handful of games where the sequel was better than the original and I'll eat my Doctor Martens!

on. They want the improvements and they want them now! But name me more than a handful of games where the sequel was better than the original and I'll eat my Doctor Martens. The games market is not upgrade led, so the argument above holds more water in this climate.

As a magazine we cannot afford to pay the full development costs of a piece of software, not at £4.50 an issue. But we do showcase the best new software, either by putting an older full version of a utility or a demo of some software on the front cover. Don't forget though, these programmers, publishers and developers still have to make money from you going out and buying these products and upgrades!

■ Alan Dykes is
CU Amiga Magazine's Editor

Workbench 4 - just begging for it!



by Mat Bettinson

The commonest problems we hear of are anonymous crashes, guru and such forth. AmigaDOS will help out under some conditions to indicate which program is failing but conversely there are plenty of errors which can't be tracked down with any method

other than an exhausting process of elimination. I have found it difficult to create a reliable complex automatic Internet system on an Amiga that doesn't crash at some stage in the night.

Of course the problem isn't the Amiga's fault as such and Commodore provided tools to help programmers find illegal memory accesses. These tools, known as Enforcer and MungWall, require a Memory Management Unit or MMU to trap and document errant memory accesses (crashes are usually caused by programs writing to parts of memory that are otherwise engaged).

The trouble is the Amiga doesn't come with an MMU as stock, least of all something like Enforcer built-in. Currently, the most reliable operating systems are Unix variants and for this reason they are responsible for running most of the Internet. The feature of Unix that makes this reliability possible is known as Memory Protection, something that the new Workbench 4 is begging for. This means that tasks are

controlled by an MMU so that they can not access memory outside the areas they have allocated. The net theory as a task might crash itself but it can't crash the machine. Interestingly, this is why some Unix ports to the Amiga aren't nearly as reliable as their Unix counterparts. In short, Unix can handle the buggy code but AmigaOS can not (AMCsaic

Currently the most reliable operating systems are Unix variants and for this reason they are responsible for running most of the Internet.

for example). If the future Workbench 4 has the strong features of previous incarnations coupled with memory protection and other modern OS features, it would truly be a force to be reckoned with.

■ Mat Bettinson is CU Amiga Magazine's technical staff writer

Next Month

In **AMIGA** Magazine.

Don those virtual

wetsuits ...

the surfpack is here!



Hi Quality Version Available on AMIGALAND.COM

To reserve CU Amiga Magazine hand this form to your newsagent

Dear Newsagent,

Please reserve me a copy of the May issue of CU Amiga Magazine.

Please reserve CU Amiga Magazine for me until further notice.

Thank you.

My name is

My address is

Postcode

CU AMIGA Magazine is distributed by Frontline

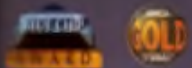
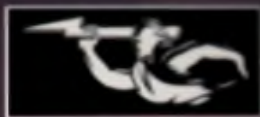


PLUS:

- The Amiga Technologies Q-Drive
- A4000 Tower System
- Chaos Engine 2
- Worms AGA
- Alien Breed 3DII

May Issue on sale 14th April 1996

CD-ROM



POWER CD-ROM

The Power CD-ROM for the Amiga 500/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

AMIGA 600/1200

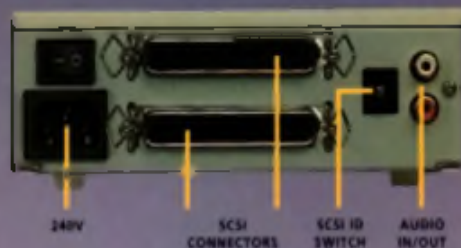
- X2 SPEED CD-ROM INC. SQUIRREL . . . £179
- X4 SPEED CD-ROM INC. SQUIRREL . . . £249

AMIGA 4000

- DUAL SPEED CD-ROM EXT. £139
- QUAD SPEED CD-ROM EXT. £199
- AMIGA 4000 SCSI-INTERFACE . . . £129
- SCSI CABLE £10

FREE CD'S
Diggers/Oscar
Chaos Engine

REAR OF CD-ROM



£54

DUAL-SPEED
£179*

QUAD-SPEED
£249

CD-ROMS

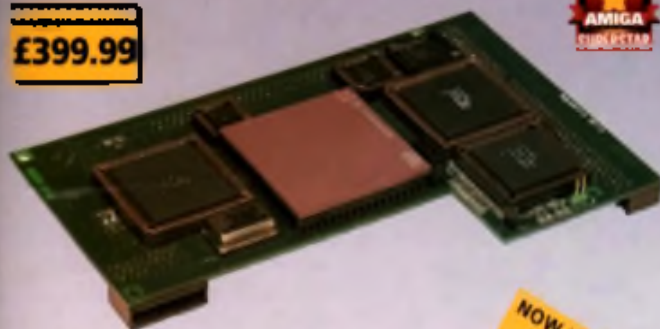
AMINET SET 1 (4 CD'S)	£25
AMINETSET 2	£25
AMINET 6	£12
AMINET 7	£12
AMINET 8	£12
AMINET 9	£12
MEETING PEARLS 2	£10
MEETING PEARLS 3	£10
AMIGA TOOLS 3	£25
XIPAIN 3.2	£35
CD-WRITE	£39
CD-BOOT 1.0	£29

FOR ANY CD-ROMS NOT LISTED
PLEASE CALL 01234-273000

*Dual Speed CD-ROM CD-ROM
DUAL FROM OUR SHOW
SCSI INTERFACE REQUIRED FOR 6000

FALCON

£399.99



1.5 Times more powerful than the Amiga 4000/040
RAM Access 3.5 times quicker than the Amiga 4000/040
Easily upgradable to the 68060 Processor

FALCON 68040RC 25MHZ	£399.95
FALCON 68060RC 50MHZ	£649.95
4MB SIMM	£89.95
8MB SIMM	£189.95
16MB SIMM	£399.95
FALCON NO CPU	£389.95
SCSI ADAPTOR	£29.95

All Falcon's come complete with a cooling fan

VIPER 28MHZ

The Viper 28 can have up to 128MB RAM installed, full Kickstart remapping, optional SCSI-II adaptor, on-board battery backed clock, 68882 co-processor optional, instruction and data burst modes

VIPER 28 MKII BARE	£119.95
VIPER 28 MKII 2MB	£179.95
VIPER 28 MKII 4MB	£199.95
VIPER 28 MKII 8MB	£299.95
VIPER 28 MKII 16MB	£489.95
VIPER MKII SCSI ADAPTOR	£69.95

VIPER 50MHZ

The Viper 50 can have up to 128MB RAM installed, and the same features as the Viper 28

VIPER 50 BARE	£199.95
VIPER 50 2MB	£269.95
VIPER 50 4MB	£289.95
VIPER 50 8MB	£389.95
VIPER 50 16MB	£599.95

CO-PROCESSOR

FPU's complete with crystal. Please state for Blizzard compatibility

20MHZ FPU PLCC	£20.95
33MHZ FPU PLCC	£39.95
40MHZ FPU PLCC	£60.95
50MHZ FPU PGA	£89.95
VIPER MKI SCSI-ADAPTOR	£79.95
4MB SIMM	£89.95
8MB SIMM	£189.95

PC1208

AT200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.

PC1208 BARE	£55.95
PC1208 1MB	£85.95
PC1208 2MB	£119.95
PC1208 4MB	£145.95
PC1208 8MB	£249.95



NOW IN STOCK
VIPER MK1
SCSI-ADAPTOR
£79.95

£119.95

FOR ORDER FORM SEE OPS ADVERT

TEL: 01234 273000 FAX: 01234 352207
POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW

POWER.

ALL PRICES INCLUDE VAT. SPECIFICATIONS ARE SUBJECT TO CHANGE WITHOUT NOTICE. ALL TRADEMARKS ARE AS REGISTERED. ALL RIGHTS RESERVED. ALL PRICES INCLUDE DELIVERY TO THE UK AND INCLUDES 1 YEAR WARRANTY. ALL PRICES INCLUDE DELIVERY TO THE UK AND INCLUDES 1 YEAR WARRANTY.



BREATHLESS

CATCH YOUR BREATH. IT MAY BE YOUR LAST...



FREE DELIVERY
£29.99

"Breathless has boldly taken the Amiga where no Amiga has gone before." AMIGA FORMAT MAGAZINE

"At the moment there's nothing like it. This game plays as well as it looks." 92% CU AMIGA MAGAZINE

Hi Quality Version Available on AMIGALAND.COM



ORDER HOTLINE
01234 273000



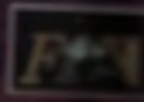
256 AGA COLOURS • 3D RAYTRACED GRAPHICS • 360° FIRST PERSON PERSPECTIVE
2D AWESOME LEVELS • MULTIPLE WEAPONS SYSTEMS • REALISTIC LIGHTING EFFECTS
ATMOSPHERIC SOUND & MUSIC • HD INSTALLABLE • AVAILABLE FOR THE A1200/4000

POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW

PLEASE RUSH ME A COPY OF 'BREATHLESS'

NAME _____ POSTCARD
ADDRESS _____
TEL NO. _____
I ENCLOSE A CHEQUE/PO FOR £ _____
PLEASE MAIL CHEQUES PAYABLE TO POWER COMPUTING LTD

BREATHLESS



CATCH YOUR BREATH. IT MAY BE YOUR LAST.



FREE DELIVERY
£29.99

"Breathless has boldly taken the Amiga where no Amiga has gone before." **4/5** AMIGA FORMAT MAGAZINE

"At the moment there's nothing like it. This game plays as well as it looks." **92%** CD AMIGA MAGAZINE

Hi Quality Version Available on AMIGALAND.COM

AMIGA



M A
OU

PROTECT YOUR
THE NEW THREAT

MADE IN GERMANY. PROTECT YOUR
SUPER CD-ROM
FOR AMIGA

STOP THAT VIRUS ■ SUPER CD-ROM II

On CD-ROM:
Exclusive game – L
Fast paced racing game

Plus!!!
1000s of utilities, demos, new
graphics, games and more...

ORDER HOTLINE
01234 273000



HYPERTRACED GRAPHICS • 360° FIRST PERSON PERSPECTIVE
MULTIPLE WEAPONS SYSTEMS • REALISTIC LIGHTING EFFECTS
3D SOUND • HD INSTALLABLE • AVAILABLE FOR THE A1200/4000

44A/B STANLEY ST. BEDFORD MK41 7RW

PLEASE PUSH ME A COPY OF BREATHLESS

NAME _____
ADDRESS _____
TEL NO _____
I enclose a cheque/£ _____

APRIL 1995

On CD-ROM 7 Ask your dealer