

### [arSoft Updates Web Site](#)

arsoft's next generation flight sim, "Fighter Squadron: The Screamin' Demons Over Europe" is expected to offer incredible realism of W.W.II air combat. They have just released new screenshots of the game and have updated their Web site overall.

In Screamin' Demons, players fly combat missions as American, British or German pilots in conflicts raging over the English Channel, the German Rhineland, and the deserts of North Africa. Features of the new graphics engine include high-resolution texture mapping and Gouraud shading. Screamin' Demons directly supports a wide range of 3D cards to deliver tremendous visual detail but the game's 3D look and feel is also emulated in software for unparalleled performance on unaccelerated systems. Visit Parsoft's Screamin' Demons Web page for more info and screenshots.

Parsoft is also hosting MESA's (MacOS Entertainment Software Alliance) Web page which offers a mission statement and the latest press release (which indicates what MESA is doing and will be doing in the future). MESA is comprised of several leading Mac game publishers...all working together to bring more Mac products into retail stores.

<http://www.parsoft.com/>

[http://www.parsoft.com/games/sd\\_shots.html](http://www.parsoft.com/games/sd_shots.html)

feature page: [http://www.parsoft.com/games/sd\\_main.html](http://www.parsoft.com/games/sd_main.html)

mesa: <http://www.parsoft.com/mesa/home.html>

mesa press release: [http://www.parsoft.com/mesa/mesa\\_press.html](http://www.parsoft.com/mesa/mesa_press.html)

### [New Mac Software Shop Forms with Some Familiar Names](#)

Great minds think alike. They also get together and form cool game companies. Officially born this past weekend, Westlake Technologies will produce both original games (for Mac

and unnamed "other platforms") and high quality ports. Westlake claims to have major projects "in negotiation" and its members are currently working on both "Shadow Warrior" and "Unreal" for the Mac.

Skreech!!! By now you should have realized that one of the founders of Westlake is Mark Adams whose Maverick Software has been working on these ports since the death of Lion Software (Maverick, by the way, will continue as Mark's vehicle for developing and distributing shareware titles). Also on the list of founding parents of this young but promising company are former Lion denizens Ken Cobb and Philip H. Sulak and business coordinator Suellen Adams.

"We feel the Mac OS entertainment market is very strong, and plan on pursuing the very best games to develop for the Mac OS," said Mark Adams. We have no doubt.

Presumably, a Web page is coming soon, but for now Westlake can be reached at their new e mail address.

In related news, Maverick Software has further updated information on both Shadow Warrior and Unreal. In an e-mail to IMG News correspondent, Jim McQuillan, Mark said:

"Shadow Warrior is going very well in testing, with very few bugs reported. We should go final on it within a couple weeks, and it will show up in the store soon after that (around Oct. 15).

"Unreal is also coming along smoothly, we actually have the engine up and running so you can run around a level and see the different lighting effects, and also have the script engine running which moves the monsters around. We are waiting for new code from Epic though, they are still working to finish the PC version, so any slips they might have in shipping will push the Mac version back accordingly. No matter what, we still plan on releasing Unreal Mac within a month or two of the PC version."

mailto: WestlakeTN@aol.com

### [Quake World Petition](#)

According to Tikkabik, a petition has recently been posted calling on MacSoft and PC programmers of QuakeWorld (a network-only version of Quake that runs much faster than Internet play through commercial Quake) to port or arrange to have ported a Mac version of this fantastically useful software.

By signing the petition you are telling these parties that you want to see a copy of this application and that are willing to support it as shareware (the PC version is freeware). Offering the product as shareware will probably be the only way to get anyone to invest the substantial amount of work that will be required to bring QuakeWorld to the Mac.

Sign the petition today. Also, for you developers out there, there is a buck to be made and a hungry and potentially very grateful Mac community to be served by anyone with the requisite talent and drive to make this happen. So far, no one has come forward, but we hope it's only a matter of time. This petition is one way to get this done, another is for someone to step into the void and take the lead. We know you're out there.

<http://www.tikkabik.com>

petition: <http://www.brutality.com/macquake/qwform.html>

<http://www.wizworks.com/macsoft>  
<http://www.quakeworld.net>

### [Sierra Reported to Release Mac Demo of Quest for Glory 5](#)

Tikkabik reports that Sierra is, in fact, planning to release a Macintosh compatible demo of it's upcoming title, "Quest for Glory 5." Sierra had announced earlier this week that a demo of the PC version is about to release, but was silent on the Mac version.

Because the majority of the game's 3D engine is PowerMac-native, it is certainly within the realm of possibility that such a demo may arrive. We are in the process of checking for confirmation with our contacts at Sierra and will have more information for you hopefully tomorrow.

<http://www.tikkabik.com>  
<http://www.sierra.com>

### [Quest for Glory V is a Mac Child](#)

At this point, it's no secret that the bulk of Sierra's "Quest for Glory V" has been created on the Macintosh. We recently spoke to Frank Kane, one of the Mac gurus over at Sierra who informed us that a good portion of the code for QFG5 has now been completed, although he doesn't know the exact release date yet. He did tell us that Sierra is reportedly shooting for an end-of-October release for the demo.

<http://www.sierra.com>

### [SwordDream 3D Homepage Now Mirrored](#)

Due to popular demand...or rather lag, the "SwordDream 3D" homepage has just been mirrored. Follow the new link to <http://www.macgate.torget.se/Mirror/sworddream3d/> in the future if you're having trouble connecting to the original site of this popular Mac-only shareware RPG.

### [New Duality Screenshots Posted!](#)

Head on over to Killer 3D Mac Games for some new screen shots of "Duality," Double Aught Software's upcoming game.

<http://www.grayphics.com/3dmacgames/>  
<http://www.duality.net/>

### [Graphic Simulations Releases F/A-18 Hornet 3.0 Updater](#)

Version 3.0.1 of GSC's flight simulator, F/A-18 Hornet has been released for downloading. There are many fixes including support for the CH rudder pedal toe-brake, addition of physical effects on missile impact, and improvement of the view system.

Download Hornet 3.01 updater (4.5 MB, binhexed file).

[http://www.graphsim.com/ftp/H301\\_Update\\_Mac.sea.hqx](http://www.graphsim.com/ftp/H301_Update_Mac.sea.hqx)

### [Quick word on Diablo and Diablo II](#)

Diablo for Mac is in final testing stage. As soon as a few bugs are eliminated, the release procedure will begin. There is no word on an actual release date, but we'll keep you posted! Our CUC Software rep also confirmed that they intend to develop a Mac version of Diablo II.

### [MacSPORT's at it Again...](#)

MacSPORT's has announced that they will be holding an international bowling tournament (via StarPlay Productions' "Alley 19," with registration open until October 10. Says MacSPORT's Marc Vose, "It's simple: sign up by October 10th and we'll randomly seed you in a competition tree. Each week, all the participants will have to meet up with their opponents and bowl three strings. Whoever wins two of them advances to the next round (in the event of a tie, the highest pin total wins)."

To top it off, MacSPORT has convinced StarPlay, makers of Alley 19 Bowling, to donate their latest classic game bundle, "9 BIG ONES", as grand prize for the winner.

The requirements for the tournament are as follows:

You'll need a few things to play:

- a Power Mac or clone
- Alley 19 Bowling" version 1.5
- Open Transport
- an Internet connection

To sign up, send an e-mail to [bowling@suzerain.com](mailto:bowling@suzerain.com) with the subject "Bowling".

<http://www.suzerain.com/macsport/>

<http://www.suzerain.com/macsport/leagues/bowling/>

<http://www.starplay.com>

### [Duality on Rhapsody?](#)

According to David Bisset of Mac Requests, Double Aught is considering a Rhapsody version of their upcoming game, "Duality." These are the same folks who also worked in the development of Marathon Infinity. Double Aught said that they are "going to get Duality working on Rhapsody as soon as it makes sense to do so, and as soon as we can." So, you can add another software developer who has committed to Rhapsody (id Software being another one).

<http://macrequests.pair.com/>

<http://www.doubleaught.com/>

### [SCI On 3Dfx Carmageddon-Mac](#)

According to sources who have contacted SCI about a Mac 3Dfx version of Carmageddon, SCI responded, "...we are looking into a 3Dfx version." We'll keep you posted.

Just in case you missed it, Mac Gamer's Ledge is offering an exclusive deal to our readers on Carmageddon for Mac. See the Ledge's exclusives page for info and ordering.

<http://www.sci.co.uk/>  
<http://www.macledge.com/exclusives.html>

### [As Diablo For Mac Approaches, It's Time To Prepare...](#)

Special thanks goes to William Gurley for compiling the following info on Diablo-Mac Web related guilds and clans. Many of these sites (and others) can be accessed at the Allied Mac Guilds site. These sites are in no particular order:

<http://users.intertex.net/tmart/alliance/index2.html>  
mailto:tonymart@intertex.net  
<http://www.aecp.uvic.ca/~emberdragon/>  
mailto:gurleycomm@worldnet.att.net  
<http://members.aol.com/DethKing/bone.html>  
mailto:Dethking@aol.com:  
<http://close.combat.org/Borg/Diablo.html>  
mailto:seanamck@worldnet.att.net  
<http://members.tripod.com/~vividdreams/>  
mailto:sparky2000@hotmail.com  
<http://www.geocities.com/TimesSquare/2457>  
mailto:ltdiggity@hotmail.com

### [Arena To Rise from the Ashes](#)

If you've downloaded the latest version of "Visage," a tool for manipulating graphic images in "Quake," you may have noticed that it is missing one of its major features: the ability to generate random Quake maps.

According to the author, Mark Enlow, on his Visage News page:

"Due to overwhelming request (2 people) I have decided to keep the random MAP generator. It will rise from the ashes as a new application called 'Arena.' Don't look for it any time soon, I'm not going to make it available until I address all the complaints people had. I'm beginning to see the benefits of the 'don't release it until it's done' strategy."

Visit Mark's Web page for more information on Visage and his utilities QBSP, LIGHT, and VIS for compiling Quake maps. Be sure to check back again for future news on Arena.

Visage: <http://www-personal.ksu.edu/~menlow/visage.html>  
Mark Enlow: <mailto:menlow@ksu.edu>

### [Postal Already Disgruntled](#)

According the Tikkabik, a recent message from the mailing list of "Postal," the new ultraviolent game from Running with Scissors and Ripcord Games, asks for your help. It seems some stores are refusing to carry the game due to it's over-the-top gore. Running with Scissors wants you to speak up. If a store does not carry it, the best way to get them to do so is to ask for it. If enough people do, chances are it will make it to the shelves.

Why is that, you ask? Pardon the editorializing, but morality and profit are squirmy bedfellows. Any store refusing to carry Postal probably has plenty of copies of Quake, Duke Nukem 3D, and Carmageddon because they sell. It's as simple as that. Once most retailers can be assured there is a buck to be made (by enough people pleading for Postal),

they will weigh that against the fallout of stocking a "morally repugnant" game. You may be surprised how much effect money has on one's concept of moral repugnance.

There may be some retailers who have genuine and unshakable moral standards on this score. In the end, that is their right, although I believe that it is bad and pandering business. Stores should stock what people want to buy and let them choose for themselves. This, however, requires them to actually make an effort to comply with game ratings and not sell games like Postal to minors. Perhaps that is too much to ask. So endeth the editorial; he opinions expressed are mine and mine alone.

If you want Postal at your local retailer and don't see it, ask for it.

<http://www.tikkabik.com>  
<http://www.runningwithscissors.com>  
<http://www.gopostal.com>

### [Starcraft Possibly Not Simultaneous Release](#)

Contrary to previous reports, it is beginning to look like Blizzard's "Starcraft" will not be a simultaneous Windows 95/Mac release.

According to the Starcraft FAQ on Blizzard's gaming site, Battle.net:

"We have a separate Mac development team that is working closely with the main Starcraft team. Our plan is to release the Mac version of Starcraft as close to the Win95 version as we can. "

In the coming weeks, we will endeavor to find out what "as close as we can" means in real time.

In related news, MacCentral reports that the releases for Blizzard's slate of games is becoming clearer. Starcraft will be released (for the PC at least) sometime before the US Thanksgiving. Diablo for the Mac is in final beta testing and should be available next month. Finally, "Warcraft Adventures" will be released in the first half of 1998, not the planned Christmas 1997.

<http://www.blizzard.com>  
<http://www.battle.net>  
faq: <http://battle.net/faqs/starcraft/index.htm>  
<http://www.maccentral.com>

### [Pax Imperia 2 Demo Coming Soon; Game's Release Set For October](#)

According to its developers, Pax Imperia 2 is running quite well, especially during network play. A demo of this game should be out in a few weeks, with the full game hitting store shelves in October.

### [Temujin May Be Macintosh Bound, If..](#)

Southpeak Interactive is a multimedia entertainment company that creates PC CD-ROM titles, puzzles, and on-line games. Mac Game Planet first informed us of this company and its newest adventure game entitled, "Temujin: The Capricorn Collection." It supposedly mixes the best elements of 360-degree movement with live video. Southpeak calls the

technique "Video Reality."

A director for the game indicated to MGP that there is no current plan for a Mac version, but if enough users show their interest, they will consider porting it to other platforms. Guess what? You've got another homework assignment... Visit Southpeak's beautiful Temujin Web site and check out the screen shots and details of their game. If you like what you see, let them know! We will be posting an e-mail address of their choosing to allow those interested in this game to have their voices heard.

<http://www.southpeak.com/>  
<http://macplanet.homez.net/>  
<http://www.southpeak.com/temujin>

### Updates from Maverick

Maverick Software has updated their news page with information on the current status of "Shadow Warrior" and "Unreal" for the Mac:

"Shadow Warrior golden master 1 was sent off to MacSoft on Tuesday for final test. If it looks OK and 3DRealms signs off on it, that version will be sent to the duplicators. Date for it to be on the shelves is currently Oct 15."

"Work is going very well, we just got a new code update from Epic, and are nearing our first milestone on the Mac. We've received our TechWorks Power3D 3Dfx cards, and hope to start on the native 3dfx render soon. For more Unreal info and screenshots, check out [unreal.org](http://unreal.org)."

According to Mark Adams, the official party responsible for porting Shadow Warrior (as shown in the credits) is "Mark Adams of Westlake Technologies"

Maverick Software: <http://members.aol.com/mavsftwre/>  
news page: <http://members.aol.com/mavsftwre/news.html>  
Shadow Warrior: <http://www.3drealms.com/catalog/sw/>  
unreal.org: <http://www.unreal.org/>

### Connectix Updates VirtualPC to 1.0.1

Connectix has just released a semi-major update to their widely-used "VirtualPC." The update addresses many problems and concerns of PowerMac users, and seems to be targeted at boosting the gameplay experience (perhaps to better compete with Insignia's RealPC).

Items addressed include smoother (and more) Joystick support and speed optimization options for slower PPCs.

The list of bugs that have been addressed is very large and should please quite a few gamers. Here are a few major bug-related issues that were addressed:

- The CDROM.SYS file has been updated. Copy the new file to your CNTX directory, replacing the old one. (This is performed for you automatically when you use the INSTALL.W95 disk image to update your copy of Windows 95) (The new CD-ROM driver fixes a problem which prevented Mortal Kombat III, among others, from installing properly.)

- Playback of videos, particularly in Encarta, works properly now.
- Windows NT now recognizes the emulated SoundBlaster card.
- Virtual PC now supports video modes that are 360 pixels wide.
- Virtual PC works better now with certain modems; in particular, sometimes the baud rate was being incorrectly set.
- Audio works better in LucasArts' X-Wing/Tie-Fighter
- Myst, NBA Jam, Diablo, Vista Budgeting, Need for Speed and Need for Speed Special Edition all now work.

Indeed, Insignia seems to really be paying attention to gamers, working on specific issues to get certain games to work.

For the full list of issues addressed, head to Connectix's VPC update page and give the file a download.

<http://www.connectix.com>  
[http://www.connectix.com/html/cvp\\_updates.html](http://www.connectix.com/html/cvp_updates.html)

#### [Beta 3.5 Version Of X-Plane Available For Downloading](#)

Those who visit the X-Plane web site will find a beta of X-Plane 3.5, an ultra- realistic flight simulator/training software package. This demo includes lots of new features including a World Maker for making your own scenery, autopilot failure feature, "Weather Briefer" and new planes like the B-52, B-70 Valkyrie, V-22 Osprey, and the Concorde. There is even a Plane Maker that allows you to create your own aircraft!

The full version of X-Plane is still on special for \$199 (pre-order price for version 3.5). Version 3.5 will be available late September/early October...version 3.4 is now sold out. The sales deadline for version 3.5 is late October due to high sales volume and the major improvements available in version 3.5. Version 4.0 (due in mid-1998) will start its pre orders after that.

<http://www.x-plane.com/>

#### [Pippin Success, Somewhat](#)

Pippin is selling strong in the face of dire predictions. Derived from the Macintosh system as a low-cost productivity and information system, Katz Media and Bandai have been enjoying success selling units for a variety of purposes.

In contrast, Oracle's and Sun's NC and Intel/Microsoft NetPC have been floundering. A survey by ZONA Research says that barely 15% of companies plan to install either, with only "several hundred" installed after 8 months of NC's on the market. Even Andy Grove of Intel was quoted as saying "I would be surprised to see that (NetPC would be a major market phenomenon)". Even after Microsoft's purchase, WebTV has made little progress. Meanwhile, Pippin is well on its way to selling half a million units by the end of this year in nearly 30 countries.



See the Pippin News page for the complete story.

<http://www.katzmedia.com/>  
<http://www.bdec.com/>  
<http://ogrady.com/pippin.html>

#### [Visit Our Nation's Capitol With Duke Nukem](#)

Maverick Software reports that its port of "Duke it Out in DC," the critically acclaimed add-on pack for Duke Nukem 3D has been released by MacSoft and is in stores now. According to Mark Adams of Maverick, it is selling for about US\$20.

<http://members.aol.com/mavsftwre/news.html>  
<http://www.wizworks.com/macsoft>

#### [More Info Concerning Pax Imperia 2 Emerge](#)

For quite some time, "Pax Imperia 2" has been in some stage of development. Perhaps one of the finest examples of "vaporware," Pax Imperia 2 is the sequel to one of the most popular games ever created for the Macintosh. Recently, according to Mac Gamer's Ledge, chat sessions on IRC have shed some new info on the fabled game that looks, for the first time in a long while, to be nearing a completion.

Two main questions have been answered.

- The game, which will be available for W95 and Mac, will appear first on the former, and Pax Imperia 2 programmers are telling Mac users to not expect their version to be available until mid-November at the earliest.
- Concerning a demo, one seems to be in the works, but a date of release is unknown as of now.

In any case, Mac users are undoubtedly waiting impatiently for the sequel to Pax Imperia.

<http://www.macledge.com>

#### [BrBo Software has released Super Mac Freecell 1.5](#)

Super Mac Freecell 1.5 is an interesting variation on standard solitaire card games. Nearly every game is winnable, but it takes talent to master them.

Features of Super Mac Freecell

- Save game features, which include the undo history
- Gameplay statistics
- Multiple playing fields
- Multiple card faces
- Multi-Column Moves
- Sound
- Warnings to tell you if you're about to play into a corner

- Resizeable windows to take the utmost advantage of your monitor
- Unlimited Undo
- Instructions are available on the Help menu, as is Balloon Help
- 2 Billion Game combinations
- Fat Binary Executable

<http://www.BrBoSoftware.com/>

[http://www.brbosoftware.com/super\\_mac\\_freecell](http://www.brbosoftware.com/super_mac_freecell)

### [MDK Status Report](#)

Rob Hafernik of Shokwave Software has reported that their port of Playmate Interactive's "MDK" has hit first beta and should be out in a month or so.

According to Rob in comp.sys.mac.games.action, "Everything is working (more or less) and we just have some bugs and the usual performance tuneups to go through."

MDK: <http://www.playmatestoys.com/pages/pie/mdk/main.htm>

Playmates Interactive Entertainment: <http://www.playmatestoys.com/piehome.htm>

### [Connectix Announces Virtual PC- PC DOS Version](#)

Following on the success of its Virtual PC-Windows 95 Version, Connectix has fired a shot across the bow of Insignia Solution's "Real PC" with the release of "Virtual PC-PC DOS Version."

What's the difference between the existing version and this new product? In short, it's cheaper and it does not come with Windows 95 or Windows 3.x installed. According to Connectix:

"Like the Virtual PC - Windows 95 and Windows 3.11 versions, the PC DOS version emulates standards-based components, such as Intel's Pentium MMX , Sound Blaster Pro and VESA video drivers. Users can install and run other PC operating systems including Windows (NT, 95, 3.x), IBM OS/2, and even NeXT OPENSTEP. The product includes enhanced joystick support. The Connectix Virtual PC product line combines compatibility with business applications and playable performance for games at the lowest price on the market."

System requirements are advertised to be:

Power Mac, 100Mhz (180 MHz for games)

20 MB RAM (24 MB for games)

MacOS System 7.5.5

This new product will retail for about US\$69 and will come bundled with EA Sports' "Madden NFL Football," "PGA Tour 96," and "Need for Speed."

We will bring you a review of this product in a coming issue of Inside Mac Games.

<http://www.connectix.com>

### [Warbirds Links Changed At I-Magic](#)

I-Magic has redesigned their Web site and moved some files around. You can now obtain information about their on-line WWII flight simulator, "WarBirds," at their new WarBirds Web page. The Mac download page for WarBirds has changed too. Wade Williams (who furnished this info to the MacWay digest) has written a page of tips to help you get flying quickly and to overcome the initial learning curve. WarBirds is an on-line WWII flight simulator which allows one to compete with hundreds of pilots from around the world in real-time, choosing from over 30 WWII planes.

<http://www.icigames.com/>  
<http://www.icigames.com/warbirds>  
<http://www.mindspring.com/~jrwolf/warbirds.html>  
<http://www.employees.org/~wwilliam/newbie.html>

### [Bungie Lowers Marathon Trilogy Price](#)

As mentioned late last week, the Marathon Trilogy Box Set, for a limited time only, is on sale for \$29.00. Bungie is offering this pricing to draw attention to their upcoming title, MYTH: The Fallen Lords, which is due before Christmas.

The Trilogy Box Set includes all three complete Marathon games, Pathways into darkness, dozens of cheats, editors, utilities, etc., 1200+ bonus maps, saved game films from the Marathon Vidmaster's Challenge, some stickers, a scrapbook and some weird old betas from Marathon's MacWorld Expo debut... plus much, much more. Over 1.3 GB on 2 CDs. Visit Bungie's Web site or go straight to their secure Web-store to order. You can also order by calling their sales-only line at 1-800-563-6200 (extension 222).

<http://www.bungie.com>  
<https://www.bungie.com/store/store.html>

### [MDK Update, Fingerprints of Mark Adams](#)

Rob Hafernik of Shokwave Software has reported more information about their Macintosh port of "MDK" in [comp.sys.mac.games.action](http://comp.sys.mac.games.action). The Mac version should be nearly indistinguishable from the PC version except for a slightly improved Mac interface.

Mark Adams of Westlake Technologies served as a consultant on the conversion. He, according to Hafernik, let Shokwave in on "Mark's Special Secrets" to help optimize the game. MDK will require a PowerPC Mac (100MHz or better recommended). 3D hardware acceleration is under consideration, but nothing is definite.

There will be a demo available in a few weeks. Keep your eye on the IMG news page for more information.

### [New Carmageddon blood patch for Mac demo released](#)

Again, with special thanks from the dedicated folks at [Carmageddon.com](http://Carmageddon.com), a new Carmageddon Blood patch (2069 K) has been released for the Mac demo of this game. Note that this is still not an official patch from SCI so be aware. However, the flaw in the original patch application has been fixed. The new patch was developed as a joint effort between metalhed (creator of the original patch) and James.

<http://www.carmageddon.com/>  
<http://bork.billERICA.mec.edu/~jonboy/carma/Hacks/newpatch.sit>

metalhead: <mailto:metalhed@nwlinc.com>  
james: <mailto:bones@inwave.com>

#### [Postal Offers No 68040 Mac Support, Regardless Of What Packaging Says](#)

According to what Running With Scissors is telling those inquiring about the 68K Mac support of Postal, RWS has said, "...unfortunately, as it turned out, the game did not run well at all on a 68040 but the boxes had already been printed. The 68040 ran so slowly, that when we did the installer, we made it PowerPC only." --RWS rep.

If you have already purchased it thinking that it offered 68k support, you can return it to your retailer and ask for your money back, or contact Ripcord (developer).

#### [MAD Software Focuses On Shareware For Multiple Platforms](#)

Those of you who are new at shareware game development might want to check out MAD Software. They have just opened up recently and are seeking developers and any other person willing to contribute to the developmental process. Platforms supported are Mac and W95, and future development is planned for the BeOS and Rhapsody. Much of the site is still under construction but you can visit and inquire further about their requests for help. (Note that the English page is a translation of the French page.)

<http://www.chez.com/madsoft/>