AIO

Chris Seward

		COLLABORATORS	
	TITLE : AIO		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Chris Seward	October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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AIO

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Issue 9 - January 1998

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NEWS - Latest News

Articles - Various articles

Adverts - Adverts place

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DON'T forget to fill in 'Form.txt' that came with this archive

Aio Web Page : Http://www.dcandy.demon.co.uk/aio/

1.2   Welcome to Amiga Information Online

Welcome

Welcome back to another month of fun filled AIO, it's also the first

issue to kick off 1998 and I hope you all had a very happy new year!

You'll have probably noticed by now that the main menu has changed

slightly and next month there'll be a bit more of a change, but i'm

not saying anything on that subject so you'll have to wait and see,

nothing changed in a major way so don't worry to much ;)

We recived The Final Odyssey from vulcan and it's one hell of a game

make sure you buy it after checking out the review in the games section.

We also have a packed utils section and articles section with another

outstanding interview, this time with Weird Science.

Last month we made an error with the competition details, if you've

already entered it ok though, the only mistake was it is not the 10

first people to email it's going to be picked randomly 'out of a hat'

so now is your chance to win Aga Experience 3, just check out the

article section.

The comercial amiga games market seems to be picking up very nicly

and when I phoned up to order my copy of the egarly awaited Myst

I found it was sold out almost everywhere so unfortunally we couldn't

bring you a review of Myst this month but next issue we'll definatly

have it in for review.

Well thats enough of me, get on with reading the mag!!! See you all

again next month!

Chris Seward - Editor

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Falconer - Falconer Icon Pack Vol 1

ClvrWIN - CleverWIN

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ADSGE - Doom save editor

Passcode - Protect your screen

Scoring - Utils scoring system

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Articles

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Future - Amigas Future

Hardware - Amiga Hardware FAQ

CoGo - Solve geometric problems

related to surveying and Civil Engineering

Main Menu

1.8   Adverts

Adverts

DCandy - Digital Candy BBS (UK)

TD3D - Total Destruction 3D

TKG - The Killing Ground BBS (UK)

Advertise - You want to advertise

Main Menu

1.9   Who does what and how to contact them

The Production Team

Below are the people that make AIO work, drop any of them an email

of thanks, it makes our job so much nicer :)

Editor : Chris Seward

Cool@Dcandy.demon.co.uk

Deputy Editor : SPACE OPEN TO OFFERS?

Games Editor : Lee Hesselden

95LHSC@Saltash.Cornwall.Sch.Uk

Utils Editor : Adrian Hendy

Ade@Dcandy.demon.co.uk

Australian Reporter : Daniel Kitingan

Gloves@senet.com.au

Thanks to the following people who also did something or provided

something which brought you this issue :-

Adrian Hendy - For the GREAT music

Lee Hesselden - Utils reviews

Christian A. Weber - For the brilliant ShowIFF program

Steve Hines - For Quickgrab V1.1

Banjo - For the EXCELLENT AIO render

Thomas Krehbiel - For the Viewtek program

And thanks to everyone who has registered as an AIO reader!!!

1.10   Where to get AIO from

Distribution

To get the latest issue of Amiga Information Online please try

one of the following official distributors/places below.

England:

Digital Candy BBS : (+44) 01785 607207 OFFICIAL WORLD Hq

The Funky Frog BBS : (+44) 01543 258263 OFFICIAL UK Hq

On the Oche BBS : (+44) 01705 648791

Amiga Nutter BBS : (+44) 01707 395414 OFFICIAL UK Hq

Scotland:

Backwoods BBS : (+44) 01463 870022 OFFICIAL Scot Hq

(6pm til Midnight Weekdays and 2pm til Midnight Weekends)

Wales:

The Killing Ground : (+44) 01978 751393 OFFICIAL Wel Hq

(Opening times : 22:00 - 08:00)

Sweden:

Jipebo BBS : (0)8 58355020 OFFICIAL SWEHq

Australia:

Lend_A_Hand BBS : +61 3 62 739645 OFFICIAL AusHq

Aminet:

Aminet : Docs/Mags/AIOV?.lha - ? = Issue number

Email Orders:

Send an email to the following for the latest issue

BGonzalo@cvtci.com.ar

Or

Cool@Dcandy.demon.co.uk

Web page:

Http://www.dcandy.demon.co.uk/aio/

or

Http://www.homeusers.prestel.co.uk/backwoods/aio.html

Writen Orders:

To recive orders by post please enclose a stamped address envolope

with a blank disk and send it to :

Lee Hesselden (AIO),

8 Plough Green,

Saltash,

Cornwall,

PL12 4JZ.

ENGLAND.

DISTRIBUTION NOTES : AMIGA INFORMATION ONLINE CAN BE COPYED AROUND

PD LIBRARYS, UPLOADED TO BBSES OR GIVEN TO ANYONE. IF AMIGA INFORMATION

ONLINE IS TO BE INCLUEDED ON A COMPILATION CD OR ON A MAGAZINE

COVERDISK/CD I MUST RECIVE A COPY OF WHATEVER IT APPEARS ON TO REVIEW.

THE ONLY EXCEPTION IS THE GREAT AMINET CD'S. IF YOU DO WANT TO PUT

'AIO' ON A COMPILATION CD OR MAGAZINE THEN PLEASE EMAIL ME IN ADVANCE.

If you run a BBS or can distribute AIO by post in your country please

get in touch with Cool@Dcandy.demon.co.uk and let me know!

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1.11   Why not contact us

Contact

If you would like to get in touch with AIO for any reason at all

please email the address at the bottom. Any emails are welcome,

if not stated letters will be publicly shown in the latest issue

from the date of when the letter was recived.

Cool@DCandy.demon.co.uk

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1.12   Vulcan NEWS

GENETIC SPECIES UPDATE

Vulcan Softwares Genetic Species CDRom is finally nearing completion!

3 years of pure sweat and creativity is now coming to a close and the

title is all set for a February 98 release, can you honestly wait!

To mark the occasion Vulcan in co-operation with Amiga Advis have

initiated a competition for 10 lucky Amiga users to win a free copy of

Genetic Species CDRom on launch day.

To enter the competition please visit the newly updated and frames

capable `Genetic Species Developers` website at (www.marble-eyes.dk)

where you can also find `up to the minute` information and screenshots,

or simply visit the Vulcan website (www.vulcan.co.uk) and follow the

links.

Demo Version 3 is now available from both sites and Aminet.

Live Long & Prosper!

Vulcan America move

VULCAN AMERICA has changed operators!

Steve Ocepeck the former operator of Vulcan America in Ohio is

transferring the business to Terry Fike in Texas.

Terry the owner of `Turtle Lightening Software` will now be responsible

for supplying all Vulcans titles to American and Canadian Amiga users.

Terry offers top quality `mail order` services throughout the region and

will also be Vulcans main trade outlet in North America.

Visit the Vulcan website for more information, ordering details and

current price lists. (www.vulcan.co.uk)

NEW ADDRESS:

Vulcan Software America, P.O. Box 30499, Midland, TX 79712, U.S.A.

Contact Name: Terry Fike

Telephone: 915-563-4925

Fax: 915-563-4315

Email: TurtleGuy@Apex2000.net

All at Vulcan UK wish Steve the best of luck in his new business

ventures!

1.13   ClickBOOM

ClickBOOM news (Quake)

Hello and happy new year from clickBOOM!

This edition of clickBOOM news is a bit longer, as there are

quite a few interesting things happening.

We will cover the following:

QUAKE:

1. Announcement

2. Pricing and preordering

3. Quake TNT pack

4. An offer you can't refuse

5. Help us translate Quake into many languages

6. Quake in Germany

QUAKE:

1. ANNOUNCEMENT

On January 5, 1998 PXL computers and clickBOOM revolutionize

the Amiga games market yet one more time - Quake Amiga is announced.

Original Quake was written for PC by id software.

"Quake is the biggest, baddest bloodiest and most atmospheric 3D

action game ever conceived" - PC Gamer

"The most important PC game ever" - PC Zone

"Quake looks like no other game and perfectly displays id's trademark

fusion of nightmarish art and advanced technology" - Wired

"The new, radically different graphics engine delivers mesmerizing 3D

effects" - Time

Quake contains the most advanced 3D engine in the world. Moreover,

players can connect to any one of several hundred Internet servers

from around the world and join fast and furious battles against other

users. Not only does Quake give the unbelievable amount of gameplay

with its built-in options, it also features the most flexible core

ever seen in a video game. This allows Quake users to create Quake

"add-ons" (also known as "packs"). Quake add-ons can range from simple

new levels and weapons to Quake movies and demos, to "total

conversions" that change the way Quake is being played.

Total conversions allow Quake players to take control of James Bond in

the MGM's official Tomorrow Never Dies; embark on a dangerous snake

expedition in Sony's Anaconda; drive popular race cars in QuakeRally;

control fighter bombers, tanks, helicopters, hovercrafts and other

military vehicles in AirQuake; and much, much more.

All of the above options and more are now available on the Amiga.

Quake is the first game to allow Amiga users to join the Internet

gaming community. Connect to any Quake site and play against any

combination of Amiga, PC or Mac users! Plus, Quake Amiga will use ANY

Quake add-on, from freeware to commercial ones! And for those who like

one-on-one deathmatches, connect to any Amiga, PC or Mac (modem, cable

or network) and gib!

No sacrifices - your copy of Quake is identical in options and

expandability to PC or Mac.

Naturally, in order to make it more Amiga-like, Quake also contains

full locale support, Amiga-style menus, AREXX, option to play it in a

window on any public screen, and much more. The complete list and

explanation of each option is impressive, and can be accessed from

clickBOOM web site (http://clickboom.com).

Various tournaments, competitions, and clans will be organized in the

near future for Amiga Quakers by clickBOOM and various Amiga

magazines. ANY Amiga player will be able to join as long as he is a

REGISTERED user of Quake. A registered user is a person who buys Amiga

Quake, fills out the registration card, and mails it back to

clickBOOM.

At the moment Quake has entered its final beta testing stage.

After it is fully tested by clickBOOM it will be sent to Id software

for their approval, and then to CD duplication and packaging. If all

goes according to plan, Quake should be ready on Feb. 1.

Minimum Amiga required to play Quake is 68020 with FPU, 8Mb of RAM,

CD-ROM and 30Mb hard drive.

Recommended configuration is 68060 , 16Mb RAM , Internet connection.

For more information about Quake please visit http://clickboom.com .

Quake is a trademark of Id software. (C)1996,1997 Id software, inc.

All rights reserved. Amiga conversion (C)1998 PXL computers and

clickBOOM.

2. PRICING AND PREORDERING

Suggested retail prices for Quake are:

seventy Canadian Dollars ($70CDN)

ninety German Marks (90DEM)

thirty British Pounds (30GBP)

forty seven American Dollars ($47US)

You can preorder Quake directly from clickBOOM for $60CDN before Feb.

1st. You will save $10CDN, get an additional free Quake poster, and

ensure delivery to your home.

Ordering is available online or via fax. You can use Visa,

Mastercard, money order, or bank wire transfer.

3. QUAKE TNT PACK

PXL computers and clickBOOM are also working on a brand new

Amiga-oriented CD called "Quake TNT pack". It is a 600Mb compilation

of the latest Quake related files - total conversions, partial

conversions, movies, demos, levels, and more. This CD is a must for

every serious Quake player.

Registered Quake users will receive 50% off the regular price.

Quake TNT pack should be available in February. At the moment exact

contents are not yet finalized, so visit http://clickboom.com for more

info soon.

4. AN OFFER YOU CAN'T REFUSE

Piracy on the Amiga is like a cancer. It's a serious issue

threatening to kill the gaming industry. It is obviously impossible to

track down on each and every instance of piracy, so PXL / clickBOOM

opted for another option. We are giving the following incentive to

users to buy Quake instead of pirating it.

* Enter Quake tournaments, clans and competitions. These will be

organized by clickBOOM and various Amiga magazines and companies

around the globe. If you are not a registered user you will NOT be

able to participate.

* Play Quake over Internet on Amiga servers. If you are not a

registered user you will NOT be allowed to join Amiga-oriented

servers.

* Each copy of Quake will have a unique serial number, and only by

presenting this number can you receive customer support from clickBOOM.

* Do you want to see more conversions on the Amiga? Every registration card found in Quake and Myst packaging contains the following question: "Name 1 game from another platform you think we should convert to the Amiga". Possibility of doing another hit conversion and decision on which one it will be, will largely be influenced by the answers we receive from these cards.

* Around 50% discount on Quake TNT pack (exact prices yet to be determined).

* Direct, free access to various Quake upgrades which we have planned for the near future.

* Priority for various promotions (such as translation, see below) and discounts.

Registering your copy of Quake is a simple process. Once you buy the game fill out the registration card found inside its packaging, and mail it back to PXL / clickBOOM.

5. HELP US TRANSLATE QUAKE INTO MANY LANGUAGES

Quake Amiga has full locale support, so help us translate it into as many languages as possible, and have your name in Quake credits! All languages (except for English, built in already) are welcome!

On Jan. 17 we will draw three lucky Amiga users per language.

As always registered users (in this case users who preordered Quake from clickBOOM) will have priority. Only if there is not enough registered users for a particular language a lucky non-Quake owner will be added to the list.

To apply for the Quake translation please visit our web site located at: http://clickboom.com and fill out the appropriate form we have made available.

6. QUAKE IN GERMANY

Due to its extremely violent contents PC and Mac Quake are "indexed" in Germany, and so will be the Amiga version. This means that Quake should not be publicly displayed and promoted, nor should it be sold to persons under the age of 18.

This will also make it difficult for mail order companies to sell it.

At the moment we do not have a solution to this problem other than ordering online from PXL / clickBOOM.

Best regards,

clickBOOM

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1.14   Doom

Doom for the Amiga

Doom finally becomes a reality on the amiga. After many people dreaming

of running the excellent game Doom on the amiga it has finally happend.

The way this happend was someone found out that ID software had released

the source code to Doom on there FTP site so he quickly downloaded this

source code and compiled it using the amiga C compiler, although most of

the commands where the same some where different. After a few days hard

work Doom was finally ported to the Amiga. You will need the file

adoom.lha or similar from the aminet and you will also need to download

the doom .WAD file which can be taken from the PC or downloaded anywhere

as this file is free.

It is an EXACT port of doom and nothing has changed. It will run on Any

amiga with 8mb, it's probably best to have an 020 minimum and maybe

better to have an A1200. I have tested Doom on an Amiga 1200/020/8mb and

it ran smoothly in the 3 smallest screens. Upgrade a bit to an A1200/030,

50Mhz/8mb and you can run doom in full screen smoothly.

Main Menu News Menu

1.15   Coming up Next Month...

Next Months Issue

Well be back next month ready as ever, here to offer you the down

to earth reviews of the latest PD/Aminet utils/games and a handful

of the comercial games worth checking out. Myst is a game we will

definatly be reviewing next month and if everything goes accourding

to plan we should hopefully have Genetic Species in for review.

Another game that we will DEFINATLY be reviewing is the excellent

'The Strangers' game that we just recived today, the day issue 9

was published, don't worry though a full review of it next month.

Well once again I say goodbye, until next month!!!

Chris Seward - Editor

Main Menu News Menu

1.16   Lambda Preview

Lambda Preview

Lambda is a new basic shell of a game that hopefully the author

will complete. It is based around those Tiefighter games you

see on many other platforms like Playstaton and PC but we have

yet to have a good conversion of one of these games on our lovely

Amiga.

At the moment you cannot do very much but the small demo that

you can play around with gives you an idea that if the author

could finish this game it would boost the Amiga comunity. While

flying around you see other ships which have been 3d rendered

and have a nice shiney touch to them. There are also various

asteriods floating around the screen and the stars and sun

give off good effects when you fly past them.

If you have downloaded this game or even if you havn't please

fill in this form that AIO has decided to run and email it to

the author as alot of people would like to see this finished.

----*CUT*----

Dear Author,

I am returning the form that was recently featured in an

issue of Amiga Info Online which can be downloaded from the

Aminet in Docs/Mags under the name AIOV9.lha

I WOULD LOVE TO SEE YOUR LAMBDA GAME FINISHED SO PLEASE

COMPLETE THIS GAME AS IT IS EXCELLENT!

Name :

Email :

----*CUT*----

Send your form to :- mkalline@cc.hut.fi

Available from: Aminet & BBSes

Archived name : ???

Reviewed by : Chris Seward

Main Menu Games Menu

1.17   The Final Odyssey

Vulcan's The Final Odyssey

The Final Odyssey is the 3rd in the Mega series of Vulcans

CD games, first was Strangers, second was Uropa 2 reviewed

two issues ago and now this. There are two different versions
of the final odyssey, one for 68000 and one for 68020 which
is faster and more detailed, the intro is also better. You
can either load stright into the game or load via the intro,
as it seems with all Vulcans cd games so far you get a 3D
rendered intro. The intro tells the story of your mission and
gives a bit of background information on whats going on, in
my opinion the intro is not as good as the Uropa one but
it is still very nice and worth a look for first time playing.
The first thing that strikes you once the game is loaded is
the graphics and how well animated they are, the screen scrolls
nice and smooth and the graphics are very carefully detailed
and have alot of colour in them. The background sound fx and
music are also very nice and you can tell the time and effort
that has been put into them has been enourmous.
The idea of the game is to get through the 5 massive worlds
to end up reaching the 5 girls that you are supposed to rescue
and then kill the Minotaur. Along the way you find various
objects like money, food, extra energy, extra lives and extra
weapons to collect. There are also puzzles that need to be
solved before you can proceed, it is best to save the game
before you continue to try at a puzzle because sometimes if
you mess the puzzle up there is no way to re-try at it
without starting again. Aswell as puzzles there will be
pads/switches on the floor that will open and active other
parts in the level like open doors or remove force fields,
some of the more smaller floor pads that are not as easy to spot
can trigger enemys from the floor to shoot at you, others
can spring big boulders which come rolling towards you, luckly
there are usually little dips in the wall which you can dodge
into to save getting hit. After wondering around the first
level you will be quite pleased about acheiving all the puzzles
that have been thrown at you, but it is when you start getting
into that game that you are puzzled on what to do next, so you
just keep on trudging around hoping to find something that
you have missed, then it will occour to you that you have missed
something, forgottend to pick something up or just not done something
right and then you will be off again exploring further depts of
the game.

The levels are very big in total so the game is like all Vulcans

games, going to last you a long time and for the price of £29.99

is will be a very good investment. The 3D isometric angle also

works very well and gives the game a bit of a twist that hasn't

been seen in Amiga games that many times before. The Final

Odyssey will also apeal to anyone who hasn't seen a good game since

early amiga days as this will take you right back with good

old gameplay but with more up-to-date graphics and sounds.

The game supports the following languages :- English, German,

Italian, Spanish, Norwegian, Finnish & Danish. It also doesn't

require that much computer power for such a nice polished game.

The basic requirements are :- Any Amiga, Hard Drive, 68000cpu,

2mb Memory (1mb Chip, 1mb Any), 2 x CD-Rom. The game will

utilise any other power that you throw at it, so the better

the computer, the better that game is going to be.

The only problems I occured where that there seemed to be a few

bugs that are one offs and sometimes happen but do not always.

They do not course major havok with the gameplay but very rarely

they can leave puzzles unfinishable which is alright if you

have just saved close by, but if you havn't you'll have to do

everything over again to get back to that part of the game.

Overall another nice game by Vulcan, the graphics are very

detailed and you can obviously see the amount of work that

Vulcan and Peter Spinaze has put in. A top notch game that

is well worth buying, it will last you ages and although

it is not going to amaze your PC owning chumbs with its push

the amiga to the limit hardware requirements it will definatly

keep you playing for ages and with hours of excitment.

Available from: Weird Science

Archived name : The Final Odyssey

Graphics : 93%

Sound : 89%

Playability : 90%

Lastability : 92%

Overall : 92% *** AIO GOLD ***

Reviewed by : Chris Seward

Main Menu Games Menu

1.18   ThinkCool

ThinkCool

ThinkCool is another game of guess the number between 0 and

100, which has been done a gazillion times before and some

of you may know that I have myself wrote a version of this

game but AHEM we won't go into that any more...

The parameters on ThinkCool cannot be changed so you can

only guess between 0 and 100. TC is run on a shell window

and is very basic. It is a nice game to play while your

bored or waiting for something to copy but otherwise don't

bother. One of the main problems is the author expects

you to get answers like 60.5 so if you type 60 and it says

higher then you type 61 and it says lower you've got to

start guessing between 60.1 and 60.9 which makes the game

bloody imposible sometime and the fact that you only have

10 trys before the game quits makes it a bit anoying.

The game is nice to play in the background, it is small and

doesn't take up hardly any memory. On the other hand if

your impatiant or want thousands of options avoid this like

the plague!

Available from: Aminet game/???

Archived name : Thinkcool.lha

Graphics : --%

Sound : --%

Playability : 30%

Lastability : 10%

Overall : 20%

Previewed by : Chris Seward

Main Menu Games Menu

1.19   SuperTron 97

Supertron '97

Tron has always been one of my favourite games, and tron the film is

also one of my favourite films, so when someone writes a new tron game

I jump at the chance to download it. Although the name suggests that

SuperTron '97 is a year old it was actually finished in '98 which

seems a bit strange... but anyway.

Supertron is a nice looking tron game with up to four players either

all computer, all human or a mixture, say one human and three computers.

Playing against the computer players is nothing like playing two player

as with the computer controlled aponents you can tell they are to

unreal the way they move. The excitment starts when you play two player

with loads of obsticals and exits. You can choice how many obsticals

you want and also how many exits up to four.

There isn't alot to say, nice menu and around screen graphics but

tron is tron really and with no real new ideas added into this version

it is not worth bothering over if you already have a version you

are satisfied with. Overall a nice polished game, but onces you've

seen one tron you've seen them all.

Available from: Aminet game/2play

Archived name : supert.lha

Graphics : 91%

Sound : 86%

Playability : 81%

Lastability : 73%

Overall : 83%

Reviewed by : Chris Seward

1.20   Cheats and tips

Sorry, no cheats this month

1.21   Top Ten AIO games

The Top Ten

Again this month we see only one game getting into the top

ten AIO games of all time. Over the 9 issues we've been

running (9 months) Alien Formula One is still hanging in

there from the very first issue!

TOP TEN

1. TFX 94% Issue 6

2. Uropa 2 93% Issue 7

3. Evils Doom 93% Issue 2

4. The Final Odyssey 92% Issue 9

5. Worldcup V1.02 91% Issue 8

6. Alien Formula One 91% Issue 1

7. Amitamagotchi V0.53 90% Issue 7

8. Aerial Racers 90% Issue 4

9. Rez & Sparky 90% Issue 4

10. Amipet V1.10b 89% Issue 7

Main Menu Games Menu

1.22   Game Scores

Games reviews and what there score means

Games are reviewed mostly on playability and how long they will last

you, although some big games with fancy graphics might be expected to

get good reviews it is not always the case. A small 10k game might

get a better overall score than a 1Mb game. It is not that the 1Mb

game isn't any good it's just that the playablility might be non

exsistant and there is no point in downloading a huge file if it

will last a couple of minutes and you will only run it to show off

to friends.

90%+ - AIO GOLD (amazing)

70-89% - Nice but some let downs

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

Main Menu Games Menu

1.23   FVKV1.14

Fast Virus Killer V1.14

Last month A.I.O reviewed Fast Virus Killer V1.12 and a repeat of last

month the author D Jones, is again, back with a new version to kill and

rid your HD and disks of those things computer boffins call viruses.

[ED- OI who are you calling computer boffins ;)]

Well, whats new? Here is what the author says:

- My ZIB removal code was breaking most files, as it wasn't repairing all

the branches to the virus code, only the last one in the file.

Sorry for any damaged files.

- Fixed BioMechanic6 Recognition, sorry to anyone who deleted any files

due to this mistake, but I had only one executable to work from :-(

- All file check routines overhauled to handle large code hunks.

A bug fix, yes, thats what this version is, but, again the Virus Checker

reaches a high standard, its fast, it knows alot of virii, bootblock and

file, even more than what I can list here, but its funny that there

are some bootblock virus' because you can only check files for virii.

Luckly there was no Happy New Year `98 virus, will it be in the next

version of is there not going to be one this year?? Maybe the next version

Mr. Jones?

I don`t think there are as many virus' supported as the VirusZ program,

also available from the aminet, but hey, VirusZ is not small and fast, but

at least VirusZ can check other things than files.

[V1.16 has been released now, due to the rapid updating of FVK we will

not be featuring it for a while until a major update is released]

Available from: Aminet & BBSes

Archived name : fastk114.lha

Overall 87% out of 100%

Reviewed by : Lee Hesselden

Main Menu Utils Menu

1.24   FalconerIcons

Falconer Icon Package Volume 1

Well, what can I say about his one?? You`ve seen loads of icon packages

doing their rounds, and now it comes to this one, look at the screen shot,

and you will see all the icons in this package!! Amazing isn`t it! A whole

10 icons!!

On the other hand, these icons are very good, in loads of different

colours, not very good with people with A500 with 4 colour Workbench`s, but

if you have still got an A500 your a bit behind mate!

There are some documents included, but they are not in English, so I can`t

read them, uggghhh! Oh well, you don`t really need Docs in an Icon Package,

do you?

And here follows a message to the author: Although this is just Volume 1,

how about a few more icons, and documents in English?

Screenshot - Screenshot of the util [Click once]

Available from: Aminet & BBSes

Archived name : ???.lha

Overall 30% out of 100%

Reviewed by : Lee Hesselden

Main Menu Utils Menu

1.25 CleverWIN

CleverWIN

The AmigaOS knows two methods of refreshing the contents of a window.

The first one (simple refresh) is slow but only requires a small amount of

memory, whereas the second one (smart refresh) is much faster, but

requires a larger amount of memory.

CleverWIN is small patch which forces all programs to open their windows

in smartrefresh mode. Unfortunatly, there are some programs which do not

work correctly when smartrefresh is used, for this purpose CleverWIN

allows you exclude certain tasks and pubscreens from getting patched. This

is especially useful for the shell which only feature cut'n'paste in

simplerefresh mode.

So, thats what it is, but is it any good? Well, I did not notice any speed

changes, but then maybe my system is already slow enough! (A1200 2mb RAM)

Its a nice idea and you can specify many different tooltypes all explained

in the docs. The program is also easy to install, just click on its icon or

copy it to your WBStartup drawer, to remove it, just click on the icon

again, easy??

Available from: Aminet & BBSes

Archived name : clvrwin.lha

Overall 73% out of 100%

Reviewed by : Lee Hesselden

1.26 FastAssignPlus

Fast Assign Plus V3.05

Fast Assign Plus, renamed from a previous version called Fast Assign, is

a short assembly program which assign's most WB assigns in one command.

The Source is also included so you can add your own assigns which makes

this program a good buy, it will replace the following commands:

makedir ram:T

makedir ram:env

Assign >NIL: ENV: ram:ENV

Assign >NIL: T: RAM:T

Assign >NIL: CLIPS: ram:T

Assign >NIL: PRINTERS: DEVS:Printers

Assign >NIL: KEYMAPS: DEVS:Keymaps

Assign >NIL: LOCALE: SYS:Locale

Assign >NIL: HELP: dh0:Help DEFER

This is a good program for all you disk compilers or software writers out

there, this is going in my Workbench S:Startup-Sequence, so it must be

good! Its quite fast as well.

The only down side is that you get a message come up in the AmigaDOS CLI

when you use it, and if you are loading Workbench you get an annoying

little message telling you to close the CLI!

Available from: Aminet & BBSes

Archived name : ???.lha

Overall 85% out of 100%

Reviewed by : Lee Hesselden

1.27 M.R.Q

MUI Requester V0.9b

MRQ is a MUI-based system patch that tries to do everything the well-known

requester improver "ARQ" by Martin J. Laubach does - and a lot more.

Here are just a few of the features:-

- Configurable like every MUI program (fonts, frames, group layout, ...)

- Complete keyboard control just like ARQ - the leftmost button reacts on

"Return", rightmost on "Esc", and all buttons can be operated via the

function keys (F1-F10 from left to right).

- Can decorate the left- and rightmost button with a green checkmark and a

red X for "OK" and "Cancel" respectively

- Every image can be combined with an ARexx command, both command and port

are configurable so you can send messages to any program when a

particular requester pops up, even start programs or shellscripts

through ARexx's system interface.

As I don`t have M.U.I on my system I could not try it out, but what I

found in the archive, a load of quality images, all about the size of a

standard WB icon, these images, I assume are for the buttons on the MRQ

requesters, but they are good, this package is well worth downloading just

for the images!

Looking through the documentation it looks like it is quite difficult to

install, not for the beginner, it is a shame that there is no installer to

go with the massive Amiga Guide docs.

Available from: Aminet & BBSes

Archived name : ???.lha

Overall 92% out of 100% *** AIO GOLD ***

Reviewed by : Lee Hesselden

95LHSC@Saltash.Cornwall.Sch.Uk

Main Menu Utils Menu

1.28   ADSGE

Amiga Doom Save Game Editor

ADSGE or in proper words Amiga Doom Save Game Editor does

exactly what the name suggests. Now that Doom has been released

on the Amiga you can probably expect to see a few utils which

will do something or other to doom.

This is the very first util i have seen to do anything to doom

so far. It lets you select the amount of Bullets, Shells,

Rockets, Cells & Health. It also allows you to have all the

three colour keys and every single weapon available. The main

good thing about ADSGE is that you can alter the maximum amount

of bullets or rockets or whatever to be 999 insted of the usual

set 200.

Thats all there is really to it but this is an excellent util

and well worth a download. Now you wouldn't get that on the

PC would you! Nice work Mr.Tickle!!!

Available from: Aminet & BBSes

Archived name : dnt-adsg.lha

Overall 87% out of 100%

Reviewed by : Chris Seward

Main Menu Utils Menu

1.29   Passcode

Passcode V1.0

Passcode is one of those password protection programs for your

HD or any disk you want but this is quite good and it unlike any

other program i have seen so far. It is only a small program but

that is why it makes this one better, it is around 35k so won't

use up much space on small HDs or disks with a small space limit.

The idea of passcode is once you've run it you can enter your

'Username' then your 'Password' and click on go, the screen will

now be blacked and a little requestor at the top of the screen

will ask you for your 'Username' and 'Password' you can click

anywhere on the screen but it will tell you that you haven't

entered the correct information so there is no way to brake out

of this program or quit it without resetting or entering the

correct 'Username' and 'Password' Once you have entered your

username and password the program will shut down and let you continue

with whatever you are doing. Passcode V1.0 is VERY useful as if

your writting and important document or sorting out an important

interview or competition for AIO ;) You can go and answer the

door or make a cup of tea without having to switch the computer off

or worry about anyone seeing what your doing while your not

there.

Overall this is a great program and i can't wait to see later

version which will hopefully enclude things like time and date

logs of when a password was wrong and what the FAKE user tryed

to brake in with, also someway to store a password so you could

use this from bootup. If the author was VERY adventures he could

even add things like if one user enters there password and

user name they can only get into there own partition on the HD and

if say there brother enters there own username and password he

could only get into his own partition so thus locking out the otherones

partition to keep it safe.

Available from: Aminet ???

Archived name : ???.lha

Overall 89% out of 100%

Reviewed by : Chris Seward

1.30   Utils Scores

Utils reviews and what there score means

Utils are not marked on how good they are compared to other utils,

they are marked by usefulness and what purpose they serve. As there

are so many different utils that do so many different things it is

hard to review something like MUI and then when reviewing a program

like a WB clock say it wasn't up to the standard of MUI. This is why

it is not possible to have a Top Ten list for utils.

90%+ - AIO GOLD (amazing)

70-89% - Great but lacking some features

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

1.31 Interview

Weird Science Interview

This month were back with another outstanding interview, this time

with Weird Science, well enough of this dribble on with reading the

interview!!!

CS : How long has Weird Science been running and how did it

first start up?

Weird Science was established about 5 years ago to produce Amiga CD-ROMS.

Our first CD-ROM was Multimedia Toolkit CD.

CS : Do you solely sell Amiga products or do you also support

other platforms?

We have a limited PC range, mostly default as a lot of the Amiga titles are

also PC compatible. Lightrom 5 for instance.

CS : What would Weird Science like to see in a new Amiga?

060 Processor with upgrade path to PPC.

Zorro 3 slots with ISA and PCI active slots.

This means that the PCI and ISA should be able to talk to the Amiga opening

the doors for PC add-on cards, like sound and video cards.

4 x 72 pin Simm Slots.

Scan doubler built in so that all Amiga modes work on standard SVGA

monitors.

CS : What does Weird Science think of the Amiga buyout by

Gateway2000?

We are pleased that the Amiga has found such a powerful ally in the computer

world. We would hope that they use their influence to persuade companies to

support the Amiga further, similar to Epson supplying drivers. We would

need a lot of other companies to supply drivers for their equipment or at

least to supply help.

CS : Could you tell us a little bit about the Vulcan distributation?

The deal is quite simply in that we are better geared up for both Worldwide

distribution and Retail of Amiga products and Vulcan are best suited to

publishing top Amiga games so it is an obvious partnership. We will be

offering the entire Vulcan range and Vulcan are free to devote more time to
development.

CS : Are you planning to release your own games like other companys
have started doing?

We are working with other companies on distribution of their games. We are
for instance now the world wide distributors of OnEscapee and Foundation
with a lot more to follow. We feel that this is the way forward for us at
the present time. We would only publish a top game.

CS : Can we count on your support for the Amiga?

About 90% of our business is Amiga and we are keen to see the Amiga grow
again. We have great confidence in the Amiga and thus will continue to
support the platform with new releases during 1998.

CS : Can you tell us about any of your new products you have planned?

We have several new products for 1998, unfortunately the only one I can
freely discuss is Assassins 4 CD. The prvious 3 Assassins CDs all scored
95% in Amiga Format with Amiga Format Gold awards along with CU Amiga Super
Star awards and CD of the month for Assassins 3. Number 4 will even better
still.

CS : Do you have any special offers for the New year?

We are continuing our free CDs with orders over 25.00 and we are extending
this to a free game with orders over 25.00 of games.

CS : What do you think needs to be done for the Amiga to survive?

More power, better graphics and more titles. Most of this is available now
but people do not upgrade so developers are reticent to develop high spec
games. Then people buy a PC, doesn't figure.

CS : Thanks for your time!

Main Menu Articles Menu

1.32   Tatung CM14UHR

Tatung CM14UHR Monitor Review

PRODUCT NAME

Using your Amiga with a Tatung CM14UHR

BRIEF DESCRIPTION

A 14" Ultra VGA Colour Monitor.

LIST PRICE

R 1024.00 (£7.52 = R1.00)

MACHINE USED FOR TESTING

Amiga A1200 (PAL)

2M chip ram

Connor 210M ide hard drive

Commodore 23->15pin VGA Adaptor

INSTALLATION

Just plug the 15pin Cable in the VGA adaptor and steal a PC power

cable to plug the monitor directly into a power socket.

Add VGAonly and a suitable screenmode driver (DoublePAL, Multiscan etc.)

to your Startup-sequence. Then configure the new mode in the Screenmode

Prefs to your desired Resolution.

All that is needed now is to resize the Picture with the Horizontal &

Vertical adjuster knobs to fill the Blank spaces.

And voila! a new Crisp High Resolution Non-Flickering Workbench.

FIRST IMPRESSIONS

The monitor was of a good quality and very sturdy. After Installation

I was impressed with my Workbench : Crisp 640 x 512 No-Flicker .

At last the Magic Workbench Icons looked good. DTP has a new meaning and

in DeluxePaint IV I could see each pixel even in 640 x 512.

REVIEW

I was in 7th Heaven the first couple of hours while I was busy

reconfiguring all my Workbench Apps. Personal Paint didn't like my new

Monitor and opened in 15khz (PAL) everytime. As I had a small B&W TV still

attached it wasn't anything but a hassle to change the Screenmode to DblPAL.

I later solved the problem by downloading "PPrefs" from AMINET. This

ScreenPromotion Utility is better than Commodore's and is very easy to use.

All my Apps worked except:

- Image FX ver.1.5

- OctaMED 5 : The Channel BARS disappeared!

A intersting note on DblPAL is that it halves your already small AGA band-

width because it uses a very stupid scandoubling routine. Therefore your

graphics performance under DblPAL is going to suffer.

Then came a major shock when I tried to access the Startup Menu on

rebooting. It was ALSO in 15khz!! Well, once again AMINET proved useful and

I downloaded "AAStarter" which solved that little problem.

Offcourse this NO-15khz can be directly transated into NO-Games even with

a ScreenPromoter because most games hit the hardware directly. So I had to

resort to my B&W TV for playing games.

After a few weeks I decide to read the manual and saw that my Monitor

have a horizontal Sync Rate of 30khz -> 50khz and a vertical Scan Rate of

50hz-100hz. I then used MonED (On the AMINET) to optimise my Screenmode

Driver. It worked (It's an Amiga, what do you expect.)

Overall I like my new Monitor and I will never switch back to a TV again.

Pity about the OS-illegal games. (I will always have the B&W TV)

Interesting note: Grand Prix's Menus work but the game doesn't ?

DOCUMENTATION

A Standard Monitor manual with Specifications, TroubleShooting,

Pin Connections and Timing Charts.

LIKES

High Resolution Applications and Workbench. No more sore eyes!

DISLIKES

No 15khz Support therefore : NO GAMES !

SUGGESTIONS

Tatung will probably not make the monitor 15khz compatible as it is aimed

at the PC- Market. A VGA Adaptor with the necessary hardware to ScanDouble

15khz to 31khz can't be too diffucult.

(Check AMINET: hard/hack/scandoubler.lha)

[Do anyone know if a Software memory patch can do scandoubling on Hardware

System level ?]

CONCLUSIONS

A Cheap and essential upgrade for all serious Amiga users. Ban the TV!

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Feel free to email me at eugene-viljoen@pixie.co.za

1.33   PulsarNET

NEW amiga IRC network

WHAT IS PULSARNET?

PulsarNet is an IRC network much like IRCnet, EFnet, Undernet, etc. It is

composed of IRC Servers around the world for the purpose of connecting

people in a relay based network for chatting, sending files, or whatever

you like.

OK, SO WHY PULSARNET?

You may be asking yourself, why do we need PulsarNet when there already

are lot of other irc-nets. Well, there are many reasons that we could

list to show why PulsarNet is the best choice, but here are a few things

which we are better on than other nets:

§ LESS LAG!

§ LESS NETSPLITS!

§ No channel takeovers![1]

§ No one else can use YOUR nick![2]

§ Most server administrators are friendly! :)

§ Longer Nicknames

[1] Channel takeovers are as good as not possible because we run ChanServ.

[2] By registering your nick at the NickServ, so no one can use your nick

while you aren't connected to PulsarNet.

HOW DO I REGISTER MY NICK?

You have first to be connected to PulsarNet, and you have to choose a

nick you want to use and a password and there after you have to write

following two lines:

/msg nickserv addnick [your nick] [password]

/msg nickserv auth [your nick] [password]

Now you have registered your nickname, for more help just type:

/msg nickserv showcommands

HOW DO I REGISTER MY OWN CHANNEL?

Just join the channel you want to register, e.g. "/join #f1" and then

type the following line:

/msg chanserv register

You can add users who will be automatically oped and lot more too, to

get more information about the other commands to use, just type this:

/msg chanserv showcommands

If you happen to be moving a larger channel from another irc-net, then we

can offer you webspace for the channels homepage.

IS IT ALLOWED TO RUN BOTS AT PULSARNET?

Yes most servers allows people to run 1 bot, but before you let your bot to

connect, do always ask the channels owner if it's ok for him/her that you

bring your bot to that channel.

CAN I CONNECT MY OWN SERVER TO PULSARNET?

We are always happy to get a new server to our net, and even more happy

if you already have users. There are a few rules which must be satisfied

§ The servers internet connection should be at least 128kb/s

§ The server shall be run 24h

Do always try to take contact with lEATHERFACE if you want to join us.

WHAT DO I DO IF I GET PROBLEMS?

Join the #opers channel, here you will find all the administrators and

co-administrators for the servers. We will always try to help you as much

as possible.

The number of PulsarNet server is growing and we will try to update the

serverlist as fast as possible. When you connect to PulsarNet, surf to

http://www.tpcom.technolink.com to see the latest serverlist. Try to

remember to connect to the closest server to you, so that you will not

slow down the net.

IP-Name IP-Number Port Admin

pitea.se.eu.pulsarnet.net DynamicIP 6667 Leatherface

hofors.se.eu.pulsarnet.net 193.45.137.25 5278 Mestis

orebro.se.eu.pulsarnet.net DynamicIP 6667 Shelter

goteborg.se.eu.pulsarnet.net 194.18.36.33 6667 Deluxe

boden.se.eu.pulsarnet.net 193.45.246.235 6667 Azazel

steinkjer.no.eu.pulsarnet.net 158.38.25.21 6667 AmiKing

trondheim.no.eu.pulsarnet.net 195.1.220.126 6667 AmiKing

oslo.no.eu.pulsarnet.net 195.159.62.20 6667 Reka

helsinki.fi.eu.pulsarnet.net 194.136.192.150 6667 Artisti

tampere.fi.eu.pulsarnet.net 195.10.139.40 6667 Cygnus

tallinn.ee.eu.pulsarnet.net 194.204.0.26 6667 Kns

nuernberg.de.eu.pulsarnet.net 141.75.164.5 6667 Seeksta

karlsruhe.de.eu.pulsarnet.net 129.13.13.43 6667 Zza

bordeaux.fr.eu.pulsarnet.net 194.51.215.8 6667 AG

london.uk.eu.pulsarnet.net 194.8.235.83 5278 Marky

geneva.ch.eu.pulsarnet.net 194.38.160.170 6667 Zapek

novomesto.si.eu.pulsarnet.net 193.2.146.200 6667 Fluke

southington.ct.us.pulsarnet.net 209.54.46.19 6667 Caenus

sudbury.ma.us.pulsarnet.net 208.28.152.2 6667 Meow

marietta.ga.us.pulsarnet.net 206.165.79.8 6667 Area51

ypsilanti.mi.us.pulsarnet.net 164.76.200.78 6667 Tetu

cherryhill.nj.us.pulsarnet.net 208.9.149.2 6667 YoungDrow

oldbridge.nj.us.pulsarnet.net 205.216.244.14 6667 Flair

berkeley.ca.us.pulsarnet.net 206.100.28.215 6667 YungBlood

schenectady.ny.us.pulsarnet.net 204.97.161.111 6667 Viper_1

alexandria.va.us.pulsarnet.net 207.226.182.69 6667 Loogie

moseslake.wa.us.pulsarnet.net 208.8.134.3 6667 SwedChef

vancouver.wa.us.pulsarnet.net 204.245.200.46 6667 Tazor

montreal.qu.ca.pulsarnet.net 205.151.117.20 6667 Delrin

kitchener.on.ca.pulsarnet.net 205.150.207.16 6667 Tyrion

brisbane.au.pulsarnet.net 203.55.140.5 6667 Db

melbourne.au.pulsarnet.net 203.32.4.1 6667 Zero

osaka.jp.pulsarnet.net 210.145.208.131 6667 Outside

For contact & further information write to: leatherface@tpcom.technolink.com

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Main Menu Articles Menu

1.34 CD-Rom

4x IDE CD-rom Review

Now that it is common for quite alot of todays amiga owners

to have a Cd-rom i though it was time that i finally bought

one, so i whipped out my christmas money and took advantage

of the BRILLIANT offer from Eyetech. For £99.99 & £10 p&p

you got the 4 way IDE buffer, 4x cd-rom (in case), the power

pack and the required cables to connect the cd-rom and the

interface, all this is something that would normally cost around

£160 at the cheapest maybe even more. Eyetech where absolutly

excellent by getting the Cd-rom to me on Christmas Eve the

last day of posting so full marks for that. The only problem

is that they forgot to send one of the required cables

which twisted from the HD to the IDE buffer, luckly I had

the same type of cable but not twisty and just about managed

to make the cable reach (something i would NOT recommend)

Anyway onto the actual Cd-rom itself.

The cd-rom worked fine with no problems, it works pretty

fast for a 4x cd-rom and most amiga CD games that are out

only seem to require a 4x cd-rom anyway. You can do all the

usual things like use Amiga Cds, Play CD^{32} games and also

listen to music cds with crystal clear sound.

Overall this is a great package and also a great offer

from Eyetech, one that MUST be taken up!

Main Menu Articles Menu

1.35   Amigs Future

Amigas Future by Utils Ed

Where does the Amiga go from here? What is it's future? who knows?
Well these are the questions on every Amiga loving persons minds at the
moment. These are STILL uncertain times for our beloved machines, but I
believe there IS a chance that the Amiga star can shine brightly again.
Gateway 2000 have been slow to announce the future to us, slow to
decide which CPU to use to power it's heart, but I think this is a wise
move, and can only be regarded as proof that they only have the
machines best interests at heart. The Amiga's OS has always been one of
it's greatest assets, and this needs to make the jump to the new CPU
easily and efficiently. This is why there has been a delay in choosing
which road to go down. Motorola's PowerPC still seems to be the best
choice, as it maintains a close working relationship between Amiga's
and Motorola, but other chips are also very capable of giving huge
MIPS and other such figures. Whichever CPU platform is chosen, then
Gateway will need to port the OS quickly, and also make accelerators
etc. avalable for older A1200's and A4000's quickly, so people can port
software over. For example, no ported version of MUI, would waste the
potential of so many programs, that a new go faster Amiga wouldn't be
worth jack s**t! May'be Gateway should bite the bullet and go down the
PowerPC path, as accelerators already exist with these processors!
Anyway, whichever path is chosen, I believe that Gateway will make a
decent decision, and make a new quantum leap forward for Amiga's
everywhere. However, they must make PCI and/or AGP slots part of the
equation. If they can include working slots like these into the
motherboard, and get some drivers out quickly for GFX cards like the
S3 ViRGE chipset, Matrox Mystique and a few others, then Amiga's will
be able to hold their own against PC's etc. They will need to keep the
original chipset, so people can still use the excellent TV output, and
genlock facilities it provides, but enable people to have a choice. I
mean an S3 ViRGE GFX card is about 25-30 UK pounds to buy, and whilst
being squarely at the bottom of the PC 3D GFX card market, it is vastly
superior to most (if not ALL) Amiga cards available. Also plugin sound
cards are fairly cheap that use PCI slots, and I'm sure that an Amiga
whizz could bang up a driver fairly quickly!
I'm a die-hard Amiga fanatic, but even I've got hold of a fairly high
spec PC recently, as my Amiga get's left behind in it's wake. I

wouldn't dream of deserting the platform completely, but I'm spending

as much time on my PC, as I do on my Amiga - something I wouldn't dream

I'd be doing this time last year...

So, to those people who doubt the Amiga's future - remember this. Not

many platforms would have survived recent problems to still be around

today, and not many platforms have such a loyal user base. The Amiga

is STILL thriving in the German market, and looks certain to continue

to do so for a few more years to come. So come on Gateway 2000! Let's

get this "new" Amiga out and start the ball rolling again. Let's not

let Bill Gates get ALL the glory!

Adrian Hendy

1.36   A1200 Hardware Frequently Asked Questions

A1200 Hardware Frequently Asked Questions

Version 2.1 - Copyright (C) 1997 by Warren Block

Distribution

This document is freeware. It has been copyrighted to assure its

availability to everyone. Fred Fish and the Aminet are explicitly

allowed to include this document in CD-ROM or floppy compilations;

others should ask first. Please do not modify this file without

permission.

Disclaimer

The information contained herein is a crock. It's full of dangerous

errors, omissions, and outright lies, and is not guaranteed to do

anything other than take up disk space. Not for internal use. Keep out

of reach of demo coders.

Introduction

After putting together a much fancier document for the A4000 (the Amiga

4000 Hardware Guide), it was suggested that something similar was needed

for the A1200. Additionally, I kept seeing the same questions asked over

and over in comp.sys.amiga.hardware, and it seemed like a FAQ might help

both those asking and answering the questions. Maybe it'll just change

all the answers to say "Read the FAQ, you moron." Nah. Amiga people are

more polite than that. They'd say "PLEASE read the FAQ, you moron."

Introductory Questions

Q. I have a problem with my A1200. Can I email or call you for help?

A. I'd rather you ask any questions that aren't answered here in a
public forum in one of the comp.sys.amiga.* newsgroups. That way, you
can draw on more experience than just my own (which is admittedly
somewhat limited with the A1200), and the answers can benefit others
with similar problems.

Q. Hey! You left out many details on some of these topics.

A. That was intentional; some of these answers have been simplified,
both to keep this document relatively short, and to avoid confusing the
issues. Please remember that this is an introductory document, and not a
technical reference guide, and is intended merely to answer the most
common questions. So there. Nyah.

Q. Hey, FAQ boy, you screwed up, and some of this information is wrong,
or you just didn't include something that was completely obvious! Can I
send you email with the correct information?

A. Yes, please do. Email me at wblock@rapidnet.com.

Thank you for your interest, and good luck with your A1200!

Power Supply

Q. Is the stock A1200 power supply adequate for an accelerator, extra
RAM, and bigger hard disks?

A. Probably not. The stock supply is only rated at 23 watts. While you
may be able to get the computer to boot with expansion hardware, it may
not operate reliably.

Q. I want to build a "super power supply" for my A1200. What are the
pinouts of the power supply connector?

A. Look on the power supply itself, where the pinouts are usually (but
not always) specified. If they aren't there, check the hard/hack or
hard/misc directories of Aminet.

Q. Can I use an Amiga 500 or Amiga 600 power supply with my A1200?

A. Yes. The connectors and voltages match perfectly.

Q. What about the higher watt rating of the A500 supply? Won't all that
extra power melt and/or blow up my A1200?

A. No. The watt rating of a power supply only describes the absolute
maximum amount of power it can supply. The A1200 will only draw as much
of this as it needs to operate.

Floppy Drives

Q. Can I use an IBM high density drive on an A1200?

A. Not easily, simply, or reliably. There are some hacks that allow
this, but, as of this writing, they all still have problems, and can be
considered experimental. If you're determined to try, there are several
plans in the hard/hack section on Aminet. An easier solution is to
purchase one of the commercially-available high-density drives from an
Amiga dealer.

Q. Can I read and write Amiga diskettes on a PC clone?

A. No. The floppy controller hardware on most clones is incapable of
reading or writing the Amiga disk format. To transfer files on disk
between a PC clone and an A1200, use 3.5-inch double-density floppies
formatted in the 720K MS-DOS format. The A1200 can read and write these
using CrossDOS (included with AmigaDOS 3.0).

Q. Can I use high-density floppies with the A1200's normal disk drive?

A. Not reliably! The high-density disks need a stronger magnetic field
from the disk heads to reliably write to them. A high-density drive does
this automatically, but the A1200's double-density drive can't. Writing
high-density disks with a double-density drive will result in erratic
operation of those disks. They may work fine for hours, days, or weeks,
only to fail when you need them most. Use double-density disks with
Amiga double-density (880K) drives, like the one built into the A1200,
or get an external or internal high-density Amiga drive.

Hard Drives

Q. Why doesn't my A1200 boot off the hard drive when I first turn it on?

A. Many hard drives don't spin up fast enough to be ready when the A1200
is ready to boot. If you can reset the A1200 after it comes up with the
purple "insert floppy" screen and it will then boot from the hard drive,
this is the case. The easiest solution is to just live with it and reset
the machine when you first turn it on. If this really bothers you, you
could replace the drive with one that spins up faster. Alternatively,
AmigaOS 3.1 (if your A1200 doesn't already have it) has a longer IDE
drive delay.

Q. When I first power-up my A1200, the hard drive works fine, but after
a reset the hard drive is no longer recognized. What's wrong?

A. This is a problem with the way the drive handles the IDE reset
signal. The easy fix is to cut pin 1 on the IDE cable (usually the one
with the stripe), peel back the wires a little, and tape them off,
disconnecting the reset signal. This problem is commonly reported on

Conner hard drives (although I don't feel it's a significant flaw).

Q. How hard is it to install a hard drive inside my A1200?

A. It's not hard. You need a few things: a 2.5-inch IDE hard drive

(commonly used for notebook computers), a short section of special

44-pin ribbon cable to fit the drive (this cable is spaced more tightly

than normal ribbon), and, preferably, the Commodore Install disk. First,

you install the drive, then use the Install disk to partition it and

place the system software on it. That's it. The toughest part is

obtaining the Install disk and the special cable.

Q. Should I low-level format the hard drive?

A. No. On both IDE and SCSI drives, an initial low-level format has been

performed at the factory. You should never need to low-level format them

again. After partitioning, you *do* need to "high-level" format a hard

drive with the AmigaDOS Format command; when used with hard drives, you

can specify the QUICK keyword with the Format command to speed up this

high-level formatting immensely.

(Example: Format drive dh2: name "Sample" quick noicons.)

Q. Can I use a 3.5-inch hard drive inside my A1200?

A. Yes, but be warned. Physically, it can be made to fit; but problems

can arise from the extra power consumption of the 3.5-inch drives,

coupled with the anemic stock power supply of the A1200. Obtaining a

cable to adapt the 44-pin high-density IDE cable to the 40-pin

normal-density IDE connector can be difficult, and finding jumper

documentation for 2.5-inch drives is often impossible. Electronically,

though, they are compatible. See the hard/hack directory of Aminet for

projects.

Q. Can I use an "EIDE" or "Fast ATA" hard drive with the A1200?

A. Yes. These drives are merely refined IDE drives.

Q. Will large-capacity (500M and up) drives work with the A1200?

A. Yes. The 500M capacity "limitation" originates from the PC clones,

and is only a problem with them. For the Amiga, you can safely go up to

a 4G (~4000M) hard drive.

Q. What is MaxTransfer?

A. MaxTransfer is a value (set in HDToolBox) that limits how much data

can be transferred to or from the hard drive at one time.

Q. Why is MaxTransfer needed? Shouldn't the drive move as much data at

one time as possible?

A. Yes, it should, but some hard drives have arbitrary limits on how

much data they can move at one time. On the Amiga, if you have problems

transferring files of 128K or larger to or from the hard drive, this is

a likely cause of the problem.

Q. I have have no idea what the MaxTransfer value should be for my

drive. What value should I use?

A. For unknown drives, the maximum "safe" value is 0x0001FE00. Other

(older) drives may require 0x0000FFFF or even 0x0000FE00. The sure test

is to copy files larger than the MaxTransfer value to and from the

drive, checking for corruption afterwards. Pictures work well for this,

as corruption is easy to detect.

Q. Will this low MaxTransfer value slow down disk transfers?

A. Very little or not at all. Most disk transfers are smaller than 128K,

and so this setting will not affect them. But don't take my word for it;

use DiskSpeed and test it yourself.

Q. What is Mask?

A. Mask is a value (set in HDToolBox) that determines what area of

memory can be used to buffer data transfers to or from the hard drive.

Unless you have a good reason to change it, leave it at the default

setting in HDToolBox.

Q. What 2.5-inch IDE hard drives are known to work with the A1200?

A. Most do, although you may have to adjust the MaxTransfer value (see

above). I personally dislike the Seagate drives included with many

A1200s (which seem to be of low quality), but they work fine for many

people. My own Toshiba worked fine, although, like many drives, it had

the slow spin-up problem.

CD-ROM Drives

Q. What SCSI CD-ROM drives work with the A1200?

A. First you need a SCSI interface, like the SCSI interface built into

certain accelerators, or a PCMCIA SCSI card like the Squirrel. Some SCSI

controllers have been reported to have trouble with certain drives, but

in general, the Toshiba, Sony, and NEC drives have been reported to work

well with the Amiga. Personally, I can verify that the NEC 3Xe works

fine with the Dataflyer SCSI+ interface.

Q. Can an EIDE CD-ROM drive be used with the built-in IDE of the A1200?

A. Yes, provided the drive is a true EIDE drive. Most non-SCSI CD-ROM

drives are not IDE, but a "sort-of" IDE. Newer drives are EIDE, and

these can be made to work on the A1200. It requires an ATAPI driver (a

demo version of one is available on Aminet) and the 44-to-40-pin adapter

cable. My opinion: SCSI gives you much more for your money, because you

can use the SCSI bus for other things in addition to CD-ROM drives. Some
accelerator boards have SCSI ports, offering an all-in-one solution.

Q. What software do I need to access a CD-ROM drive?

A. Frank Munkert's excellent AmiCDROM filesystem, or the one that comes
with AmigaDOS 3.1. AmiCDROM works extremely well on both ISO 9660 and
HFS (Macintosh) CD-ROM discs, and it's free. Look for it on Aminet:
disk/cdrom/AmiCDROM-1.15.lha.

Q. I need more information on CD-ROM disks, drives, and interfaces,
especially as they relate to the Amiga. Where can I look?

A. There is an excellent overview of the subject by Joachim E. Deu en on
Aminet. Look at the file docs/help/CDROM20.lha.

Processors

Q. What is the 68EC020 processor that comes inside the A1200?

A. It is an inexpensive version of the 68020, in a Plastic Leaded Chip
Carrier (PLCC) package. The only electronic difference between this
processor and the 68020 is that the EC version only brings out signals
for 24-bit addressing. Internally, it is fully 32-bit.

Q. What's the difference between the 68EC030 and 68030 processors that
come with accelerator boards?

A. The two are physically the same, with the difference being that a
68030 has a functional Memory Management Unit built into it, which the
EC ("Embedded Controller") version lacks. The MMU is useful for
programmers (for debugging purposes), allows running Unix systems like
NetBSD, and also can be used to remap Kickstart code, allowing the
system to run faster (in some cases--this depends on the individual
system, accelerator board, and memory).

Q. Are there any 68040 or 68060 accelerators for the A1200?

A. Yes, there are several. A 68060 is desirable, since it'll generate
much less heat inside the A1200 case. Other features to look for are
SCSI interfaces and more than one SIMM socket.

Q. Can I replace the 68EC020 that comes with the A1200 with a full
68020?

A. Not directly, no. The 68EC020 is soldered onto the A1200 motherboard,
and even if it weren't, the 68020 differs physically from it. The best
way to perform this upgrade is with one of the many inexpensive
accelerator boards.

Q. Can I replace a 68EC030 with a 68030 with an MMU?

A. Yes, as long as they're physically the same. Some 68030s are Pin Grid

Array (PGA) packages, and some are Plastic Leaded Chip Carrier (PLCC).
With the PGA type, you can carefully and gently pry the old chip out of
the socket and then replace it with the new one. Some PLCC chips may be
soldered down, some may be in sockets. If it's in a socket, yes, you can
replace it, but you should get the proper removal tool to avoid breaking
the socket.

Memory

Q. What do I need to expand the memory of my A1200?

A. You'll need either a RAM board or an accelerator board, either of
which will fit into the trap-door expansion port on the bottom of the
A1200, and will have sockets for memory expansion. Some expansion boards
made by GVP use custom SIMM modules, which are hard to find and much
more expensive than standard 72-pin SIMMs.

Q. My accelerator or RAM board has one or more 72-pin sockets for memory
SIMMs. Can I use 72-pin SIMMs meant for PC clones?

A. Yes. Read on for more details.

Q. Some 72-pin SIMMs are 36-bit and some are 32-bit. Is this related to
"parity," and which do I need to use with the A1200?

A. PC clones use extra "parity" bits for double-checking memory. On the
A1200, these extra bits will simply be ignored, causing no problems. The
extra four bits on the 36-bit wide SIMMs are these parity bits. Most
current systems don't use parity, so 32-bit SIMMs are adequate. Summing
up: 36- or 32-bit wide SIMMs--which is just another way of saying "with
or without parity bits"--will work for accelerators or RAM expansion
boards with 72-pin SIMM sockets.

Q. I've seen SIMMs with speed ratings of 60, 70, and 80 ns. What does
this mean, and which do I need?

A. These numbers rate the speed at which the SIMM can be reliably
operated. A 60 ns SIMM is the fastest currently available at reasonable
prices. To keep a processor running at its fastest rate, the memory
needs to be able to keep up with it; the speed of your processor
determines the minimum memory speed needed. For an A1200 with just a RAM
expansion board, 80 ns SIMMs are fast enough. With an accelerator, it
depends on how fast the processor is going, so you'll need to check the
manual. (Note: many boards let you use slower SIMMs with them by
enabling a "wait state," which forces the processor to slow down to the
SIMM's speed, and allows you to use cheaper, slower SIMMs. For instance,
an accelator may say that it requires 70 ns SIMMs to run at "zero wait

states," but will operate with an 80 ns SIMM (slower) if you set a
jumper to enable a wait state.)

Q. If I get faster SIMMs than I need, will it make the computer run
faster?

A. No. The processor determines how fast the memory needs to be, and
will not run any faster even if the memory is capable of it. For
instance, if your accelerator needs a 70 ns SIMM, and you use a 60 ns
SIMM, it will not run any faster than it would with a 70 ns SIMM. (It
may be a good idea to buy faster RAM than you need, though, since you
could then use it with a faster processor in the future.)

Monitors

Q. I have a VGA or SVGA monitor from a PC clone. Can I use it with the
A1200?

A. Maybe. The "double" video modes of the A1200's AGA chipset provide
video frequencies of 23 kHz and up, and will work with many VGA
monitors. However, true PC clone-type VGA operates at a frequency of
31.5 kHz, and some monitors won't operate at frequencies much lower than
that. The "VGAOnly" monitor driver may be used to raise the A1200 output
frequencies, making them high enough to be recognized by some monitors.
You should certainly try any VGA monitor before you buy it, though, just
to be sure. (Note: many games and some system software operate only at
15.75 kHz. For instance, the configuration screen you get by holding
down the mouse buttons during a reset only displays at 15.75 kHz, and
will not be visible with a VGA-type monitor. However, there is some
software that addresses this; look at the Aminet file
gfx/aga/AAStarter12.lha.)

Q. What specifications does a multisync monitor need to work with the
A1200?

A. Ideally, you need it to have a sync range from 15 kHz to 31.5 kHz or
higher. Digital presets are very helpful because they allow you to set
screen size and centering for all the different screen modes.

Q. Where can I get an adapter to go from the A1200's DB23 video port to
the goofy high-density HDD15 standard VGA connector that looks like a
DB9?

A. The adaptor that comes with an A4000 can be used, or see Connecting
VGA Monitors from the A4000 Hardware Guide. Alternatively, you could
have Redmond Cable build one for you (call them at 206-882-2009).

Q. Can I use a CGA monitor with an A1200?

A. Yes, but it won't work particularly well. CGA is digital RGB, so it can only generate 16 predefined colors. If it's the only monitor you have, you can probably live with it, but I would personally recommend even a composite video monitor instead (the old 1702 would work well for this).

Q. What Commodore monitor should I buy for use with the A1200?

A. My opinion: Don't buy any Commodore monitor. There are several monitors like the Microvitec 1438 and 1440 that are marketed specifically use with the Amiga (these are also resold under the Amiga Technologies label), and there are general-purpose VGA-type monitors that also work well. In most cases, these monitors are less expensive, better made, and more reliable than those that were sold by Commodore (which were OEMed from monitor manufacturers anyway). If you're looking for something inexpensive that will work with all the frequencies and output modes of the A1200, see if you can locate a used Mitsubishi DiamonScan (AUM 1381A) or NEC 3D. These monitors are quite cheap now, and will handle all the RGB output of the A1200 (the Mitsubishi also has a composite video input). If you're buying something new, I strongly advise a monitor with digital presets, which makes screen adjustments much easier and eliminates the need to fiddle with knobs every time you change screen modes (the Microvitec 1440 mentioned above is reported to have digital presets).

Other Questions

Q. I don't like to shut off the A1200 to connect and disconnect joysticks, modems, video and sound samplers, and printers. Can I damage the A1200 by changing these connections with the power on?

A. Yes. Remember that the A1200 design uses chips that are almost all surface-mount, soldered directly to the circuit board. This makes it very reliable, but when you expose it to dangerous behavior (changing connections with power applied), you risk damaging chips that are very difficult to replace and extremely difficult to obtain. Before you switch cables, make sure that power is off to the entire system, including the peripheral you are connecting or disconnecting.

Q. Is there a way to get a battery-backed clock into the A1200 without buying an expensive expansion board?

A. Yes. There is a header on the A1200 motherboard specifically for adding one of these inexpensive clock boards, which usually cost less than $30 US. However, a RAM expansion board with a clock like the DKB

1202 is usually only about double that, and gives you the ability to add 32-bit expansion memory later, which will approximately double the operating speed of the A1200.

Q. Can I modify the A1200 to have a remote keyboard?

A. Yes, if you're really motivated. There is a file on doing this in the hard/hack section of Aminet. It is non-trivial.

Q. Can I remount my A1200 in a PC tower case?

A. Yes, although it'll be a lot of work, and no warranties. See the hard/hack section of Aminet.

Q. Can the A1200 be upgraded to AmigaOS 3.1?

A. Yes. The operating system ROMs are socketed, and several places are now selling versions of 3.1 that are specifically made for the A1200. In fact, the new A1200s being sold by Amiga Technologies come with 3.1.

Q. Is there an adapter box that lets me use Zorro boards on the A1200?

A. There are supposed to be several, although details are scarce, mainly because these hings are quite expensive and therefore rare. Don't count on being able to use any given card with them; the A1200 was not designed for this type of expansion and bus noise and other problems are bound to make using some boards problematic.

Q. Can I use a Video Toaster with the A1200?

A. Normally, no. Some expansion boxes claim to add a video slot, although whether this will work with the Toaster is unclear at best. There are video digitizers and genlocks available specifically for the A1200, though.

Q. Is there a Mac emulator for the A1200?

A. There are two at present: ShapeShifter and Fusion. ShapeShifter is a shareware package that can be downloaded from the misc/emu directory of Aminet, while Fusion is a commercial software package.

Either emulator will require a legal Mac ROM, although which versions they support or require may vary with the release version. You'll also need the Macintosh operating system. Version 7.5 can be purchased from Macintosh dealers, or you can download an earlier release from Apple's web site.

Q. Is there an internal jumper on the A1200 to set it to default to PAL or NTSC video?

A. No, but if you're really motivated, you can rig this up. My thanks to Tetsuo Oda and Byron Montgomerie, who provided the information that connecting pin 41 of the Alice custom chip to ground causes the A1200 to default to NTSC, while pulling this pin high (disconnecting it from the

motherboard and connecting it to +5V through a 4.7k resistor) will make the default power-up state PAL. I would point out that making a modification like this on a surface-mount chip is difficult at best, and you may end up needing an expensive motherboard replacement, or, at worst, a dead A1200 that needs an expensive replacement motherboard available. In most cases, using the boot menu (obtained by pressing both mouse buttons on power-up or reset) to switch to PAL is sufficient. However, with some games, the hardware patch will be necessary to insure proper timing (changing to PAL via the boot menu might make a 50 Hz game run at 60 Hz timing, or vice versa).

Conclusion

Will Paula meet the blitter of her dreams? Will Akiko ever get together with Fat Agnus? And what is the mysterious PCMCIA Corporation planning in their corporate headquarters at 68030 DMA Drive? Tune in next week...

Main Menu Articles Menu

1.37   CoGo

The ONLY known surveying package for the Amiga

General Description of Program CoGo for the Amiga

CoGo is a mnemonic name of problem-oriented computer systems that enable the user to solve geometric problems related to surveying and civil engineering. This coordinate geometry, or CoGo, can be used to solve problems related to highway design, to surveying, to subdivision layouts and to construction. CoGo may be applied to other problems, similar in nature to those described above.

CoGo is based on a rectilinear coordinate system where points are located as being so many units North and East of a fixed point with the coordinates of 0.0' N, 0.0' E. Units are either metric or feet. Those points may be used to define locations of control points of rights-of-way, highway alignment, or other points of known reference. A supplementary system for vertical profiles is also available. Output is to the monitor, printer, or plotter, while input is from keyboard or file.

NOTE: In the DEMO Version the printer and plotter output are disabled.

Author: D. R. Benson

E-mail: d.l.benson@internetMCI.com

Main Menu Articles Menu

1.38 Digital Candy

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The uks funkiest Scene BBS, kicking ass on a big A4ooo / o4o

Main Menu Adverts Menu

1.39 Total Destruction 3D

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E N T E R T A I N M E N T

presents

* TOTAL DESTRUCTION 3D *

The first 3D beat'em up on Amiga!

Do you like Tekken or Toshinden?

You will love Total Destruction 3D!

http://members.tripod.com/~deepcore

AMIGA FOREVER!

Main Menu Adverts Menu

1.40   The Killing Ground

...the sky used to be the limit...

...but now you can reach the Heavens...

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The Supreme God of BBS software

Main Menu Adverts Menu

1.41   Your own advert

How to advertise in AIO

Are you trying to find something, a game that you lost years ago and

now want it back, are you trying to sell some of your games or do

you run a user group/BBS and want new members? If you are trying to

sell anything or want to buy something or anything at all wants

advertising then email us below.

So all you have to do is send your advert to the email address below

and we'll sort out the rest :-

Cool@Dcandy.demon.co.uk

Main Menu Adverts Menu

1.42   Letters

Letters Corner

From : Deaf Base hahaha! what a joke he is! pah!

Hey there m8..

Well firstly, I really hope you put this letter in your next issue

of AIO (and no doubt you will, as to be honest, 2 of the letters in AIO 8

have been pulled straight off the scene and made to subtley look like they

were sent to you ;)

There is only one reason I'm taking the time out to write this down, and

thats because by the time I'm finished, I may possibly have stopped

laughing :)

I'm writing about your -fantastic- review of the infamous Ascii Brick

Simulator v1.3, or to give it it's proper name, "aSCII bRICK sIMULATOR pRO

tURBO eDITION v1.3". When Cryton told me you had included a review of this

in your 'zine, I thought you were having a joke. But obviously you seem to

have missed the complete point of ABS 1.3. Which is pretty amazing,

considering it's an Ascii Brick Maker? (Didn't a part of you just go, "Eh

wot?" :)

Now, I can understand that if you just launched the program and quit

immediately, you may indeed think that ABS was a serious program for

serious users. But, being a reviewer, I would have expected you to play

around with it, and indeed read the documentation to enable you to give a

fair and impartial review, just like Amiga Format. Ha. :)

But obviously not. Let me read your review once more. You came out with the

gem:

"Anyway ABS V.13 draws bricks in ascii. It can do all kinds of sizes of

bricks, which is nice".

It is nice, very nice indeed, until you suddenly realise that who in the

world would -want- to draw a brick, let alone in ascii! You then went on to

suggest some ideas, and say

"This would make the program much better and make it of some use"

Well, er, see my point above. The development team is currently working

round the clock to implement the save option, but we're experiencing some

problems with writing the difficult and complex format to disk ;).

I think what amazed me the most is that you seemed to have no CLUE that it

was in fact a p***take! And well, even if you were blind, illiterate and

stupid, I think the "Credits" section would have given it away:

Ed-*DEAF BASE GOES ONTO WAFFLE NEARLY THE WHOLE OF HIS DOCUMENTATION*

What more can I say? AIO editors, go out, get a life, and occasionally,

just occasionally, think before putting ascii to .guide :)

Expect ABS 1.4 to be out soon, with MUI and PPC support, and no doubt AIO

will carry a review of that too ;)

-dEF bASE!-

ED:

Right your first point is totally incorrect, If you want to ask

the people in question whether those articles where given to me

you will be supprised to find that the actually where so first

of all get your facts right before you go and make stupid remarks

that you have no way of backing up.

If you didn't intend Ascii brick sim to be a proper program

why bother uploading it? Doesn't this seem a bit pointless and

waste peoples time downloading it, hmm yes i think so! If you read

the article you will notice that it says if you took my ideas on

board it would make Ascii Brick Sim "of some use" so in other

words it has no use so far, or are you not clever enough to

realise this and have to have it spelt out to you? As for go out

and get a life, that is your silly little immature comment which

is not wanted round here! Goodnight, goodbye and goodrid!

MUI and PPC support, hmm could you handle more that 5k coding? ;)

nope i don't think so actually!

From : Robert Aldis (bob@bobaldis.demon.co.uk)

Sorry to bother you but I have some Amiga stuff to sell including some

ZIPP chips that I bought to populate a CBM Bridge board, I have been

informed that these are compatible with the 3000. I was wondering if

you could point me a resource where I could sell these.

Thanks in advance.

BTW I'm based in the UK.

Bob Aldis

bob@bobaldis.demon.co.uk

bob.aldis@pershing.co.uk

ED:

You've come to the right place, if you send us an advert we'll enclude

it in next months issue for you, otherwise if anyone is reading who

would like to purchase these items please get in touch with Bob or

get in touch with AIO and we'll pass the message on for you.

Main Menu

1.43 Competition

WIN AGA Experience 3 CD

Last month we printed wrongly that it was the 10 first answers to

be sent in when we actaully meant it was going to be drawn out

of a hat. So you still have a chance to win!!!

Send you name and answer for the following question to

Cool@DCandy.demon.co.uk

'What month is Christmas in?'

The draw will be taking place on the 7th February at 10pm GMT (Uk)

or 11pm CET on the irc channel #aio (IRCNet) so if your interested and

want to find out if you've won stright away get down there, otherwise

you will be notified via email.

Main Menu