

The

COLLABORATORS

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REVISION HISTORY

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Chapter 1

The

1.1 Australia.Guide

G'day and welcome to Australia!

Read this first!

What is the Australia EP?

What's in it?

Who dunnit?

A little geography!

Thanks and respect to...

Note to PD Distributors and everyone else!

1.2 Australia.Guide:First

Read this first!

Dear user,

This EP is the result of 5 months of unpaid hard-labour, piles of bugles and was finished in spite of constant nagging parents, neighbours, police-officers and the german lederhosen music from nextdoor.

We used up 10 pencils, 3 mousemats and 2 mice (one mechanical and a live one. (The poor animal died because of the stress)) 1 Samsung stereo set is nearly gone (man, they wear off quickly!). 15 disks were also killed in the creational process. Two members left and one is still missing (but alive). 97 litres of coke, 300 cups of coffee and 80 bags of Bugles. One member was mutilated beyond recognision because he fell of his bike while going over the latest changes in the EP. The doctor went on a holiday to the Bahama's...We spent 351 guilders on overhead costs. (Like stamps, disks, mice, mats, phonebills etc.). We wasted 30 MB of perfectly good harddisk space. The install-script was run (for testing purposes) for about 50 times. (So you can trust it!) We tested at least 20 programs for use in creating and (dis-)playing the EP. (Like modplayers, paintpackages, packers, shells etc.) Some of us had to spend time at the psychiatrist.

All the above is actually true. We put a lot of time and money in this effort and it is brought to you free of charge.

If you like this EP, please:

-fill in the Opinion Poll!!!

-send us any amount of money you think is appropriate

You are not obliged to send us anything, but we are just poor students who are very curious to know what you think about their handiwork. The Problem is not and never will be a commercial institution, but we spent a lot of money on this release and therefore we'd appreciate that when you use this EP you send us some money to cover our expenses. Perhaps there will even be a small surprise for you if you do.

1.3 Australia.Guide:What

What in the world is this thing?

Well, let's just assume that you don't know. If that is true, then why did you download or buy it? It's an awfully big "thing" and therefore quite expensive. OK, we'll give explaining a go anyway!

The Australia EP is basically an attempt by The Problem to get better known

in the Amiga community. By using it you participate in a baleful advertising scheme and....

Hey! Isn't this the SM EP all over again?

Mmmm, we hadn't thought about it in that way yet! Let's just check....
NO! No! no! Well, eeuh a bit...

Really, what we hope to bring to you with this release is 2.8 megabytes of digital interactive (who ever thought came up with that term should be first against the wall when the revolution comes!) entertainment to last for quite some while. Perhaps it would be best if you saved the EP for those long winter evening when normal people sit arond the fireplace with a cup of hot choco...

(Bad timing you guys! -Ed.)

1.4 Australia.Guide:Contents

Oh goodie, goodie!

Yes good people, goodies! And lots of 'm. And Hi-quality aswell! (And the best thing is, it's better than anything I've seen like this on the PC).

We the:

ASCII-Editor

A fully featured editor for ASCII, Scripts and AmigaGuides, that comes complete with several

Example Files

The music department is well catered for with:

Outback
Spring '95
The Mellow Influence

and:

The Mayor - TP's Eurodance Mix

To keep the graphics guys happy, we have these pictures:

The Problem Collective Logo
The Australia EP Logo

Ofcourse the EP is not complete with the magnificent
(I though it was 'the wonderful'... -Ed.)

The Problem Files Guide

Read all of it, it's worth it... (At least, we think so...)
And when you've thoroughly examined this EP, fill in the

Opinion Poll

....please?

Also we make use of the magnificent

Fastview

program by John Hendrikx and the equally great

Smartplay

utility by Peter Hjelt!

1.5 Australia.Guide:Contents/Examples

No info here, the examples speak for themselves!

(No they don't! -Ed.)

(Yes they do! -AlcoRhythm)

(No they bloody well don't! -Ed.)

(Yes they really *#\$%^@* do! -AlcoRhythm)

(Damn it! They don't and that's period!)

(They do. Just use 'SAY'!)

(OK! OK! You're the boss! -Ed.)

(No I'm not! -AlcoRhythm)

1.6 Australia.Guide:Who Dunit

Who did it?

"Alright you smart-assed wisecracks, come out! Show yourselves! We know it was you... I've got a list right here:

MUSIC:
AlcoRhythm / Solution

ASCII EDITOR:
AlcoRhythm

TEXT/GUIDES:

Solution

QUOTES FOR GUIDE:

Hellraiser	AlcoRhythm
Grinder	Wanda
CSilla	Solution

ASCII GRAPHICS:

AlcoRhythm

GRAPHICS:

Ronald Frey

RETOUCHING:

Solution / AlcoRhythm

Now, come out, or I will shoot! OK, OK! That's it..Hands up in the air!
Drop that keyboard...DROP IT! Now we have all of you! You're the guys that
made up this mess you call the Australia EP! Good thing those people from
Broken Hill Australia filed a legal suit against you guys. I know your
kind, you're nothing but trouble!"

(And I always thought the butler did it! Sjeees...I never suspect this
kind of thing from them...How wrong you can be about some people! -Ed.)

1.7 Australia.Guide:Geo

The geography of Australia

Area	:	7 700 000 km ²
Population	:	14 000 000 inh.
Government	:	Independ state within the Brittish Commonwealth
Capital	:	Canberra (125 000 inh.)
Other cities	:	Sydney (2 900 000 inh.) Melbourne (2 500 000 inh.) Brisbane (1 000 000 inh.) Adelaide (900 000 inh.) Perth (700 000 inh.) Newcastle (400 000 inh.)
Language	:	English
Monetary Unit	:	Australian Dollar

History

The continent of Australia was the discovered by the Dutchman Abel Tasman in 1606. A long time after that the englishman James Cook took possession of the southeast coast for Great Brittain. It was used in those days as a colony for criminals. Prisoners were sent to Australia until 1868. During that time large part of Australia had become the terrain of free colonisation. These colonists, often ex-convicts, colonized for themselves instead of for Queen and country. They lived by herding sheep and growing corn. It wasn't until 1901 that all those seperate "colonies" became one under the Commonwealth of Australia. Because of it's remote position, it

could not count on English troops for protection, so it had to protect itself. Large amounts of troops were sent into WW II, with heavy losses. Even though a Japanese invasion of Australia was expected, this never happened. After the war, Australia became the place to immigrate to and that caused the population to grow explosively. All this time Australia remained loyal to the British Commonwealth. One black page out of Australia's history is the way they treated the aborigines, the original inhabitants. (They came in from Asia about 20,000 years ago) The colonists accused them of all sorts of crimes, like murdering children (this can be explained because many nomadic tribes do this when there is a lack of food. The survival of the tribe comes first) and were therefore persecuted and driven from the fertile land into the desert (like the bushmen in South Africa). From the original 300,000, there are nowadays less than 75,000 aborigines left. Many died because of the harsh climate in the desert. Now they live in the cities and in reservations.

Landscape

In the east there are mountains, called the Great Dividing Range, that descend to a coast of changing width. Lots of rivers flow through them to the ocean. The highest peak is Mount Kosciuszko (2230 m) in the Snowy Mountains. The rest of the country is mainly lowland with three main basins. There is the Carpentaria Basin, Murray-Darling Basin and of course Eyre Basin, with its famous Lake Eyre. It is one of the driest spots on earth and is mostly taken up by sand deserts like the Simpson Desert. An equally famous place is Ayers Rock, which is a holy place to the original inhabitants of Australia, the aborigines. In the southeast the climate is less harsh and is therefore a place where almost all major cities can be found. There isn't much flora and fauna and it lacks almost all higher species of animal. Notable though are of course the Kangaroo, the Koala and the platypus. Because of its isolated place, flora and fauna are very distinct from other countries.

Economy

The main part of Australia's export is taken up by agricultural products and cattle. 58% of the land is used for either agriculture or cattle-growing. The main crop is grain which is grown on 50% of the usable land which is mostly in West and South Australia, Victoria, New South Wales and Queensland. Sheep (of course) are the main source of income for the cattlefarmers. Australia has the largest sheepstock in the world. Mining is also a very profitable industry: gold, copper, lead, iron and uranium are just some of the materials that are mined. Also oil and gas are being won out of several fields. This is not only used for local needs but it also exported to Japan for example.

(Do people actually read all this? -Ed.) (You have no culture Ed.! -Wanda)

1.8 Australia: Guide: Respect

Respect and thanks to:

*All TPC members who have beta tested parts of this EP

*Alco's mum for bringing us coffee, coke and bugles all the time

*Cloak for joining

- *Peter Hjelt for coding Smartplay
- *John Hendrikx for creating Fastview. (It's shareware! It's shareware! -Ed.)
- *The Cryptoburners for making Protracker 3.15 (We have yet to find anything better!)
- *Acid for creating Blitz Basic II! (come you guys, where is V2.0?)
- *Electronic Arts for D- and Cloanto for P-Paint
- *The guy from the library even though he still owes me 25 guilders
- *The woman that stands like a hat
- *And several people we forgot to forget to mention, so we won't mention them here...

1.9 Australia.Guide:PD

Note to PD distributors and everyone else

The contents of this EP are freeware. Nobody is obliged to pay any kind of shareware fee. Donation to The Problem are always welcome! Just send some kind of eurocheque or international money order to us and we'll be very happy indeed.

This EP and everything in it is copyright © 1995 by The Problem Collective, except for:

Fastview 1.51 copyright © 1995 by John Hendrikx

and

Smartplay 3.1 copyright © 1993 by Peter Hjelt

Because of the above, PD distributors may put this EP in their collection when:

- *No more than a nominal fee for the disks\$^1\$ and the copying of them is asked.
- *The original archive is used, with nothing added and/or removed.

*We have been contacted beforehand.

(In principle we will always agree, but we just like to know which companies have this EP in their collection)

PD distributors can also contact us for direct "licensing". (Or something) This means that we will send each new release (what ever it is) to you directly...

To everyone:

If you want to spread this EP, use the original archive and not an archived version of the installed EP. Due to the delicate nature of this release that would make large parts of the EP inaccessible and that would be a pity, wouldn't it?

\$^1\$ We are planning a disk version of this EP.

1.10 FastView: Introduction

FastView is a program which shows IFF, GIF, BMP, PCX and JPEG pictures on your screen. Of course many programs exist for this task, but this one is special because it is very fast and was designed with both OCS/ECS and AGA users in mind. For example: FastView can show HAM8 and IFF24Bit pictures on OCS/ECS machines in HAM which was one of the things I missed in all the other viewing-programs I've seen.

JPEG pictures are shown using the Tower JPEG Codec Class by Christoph Feck.

COPYRIGHT NOTICE

FastView software and documentation are Copyright (C) 1995 by John Hendrikx. All rights reserved.

The JPEG codec is Copyright (C) 1994 Christoph Feck, TowerSystems. All Rights Reserved. It is based in part on the work of the Independent JPEG Group.

DISCLAIMER

FastView has proven to be stable in everyday use. The author is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program. The author reserves the right to make changes to the software or documentation without notice.

The JPEG codec is provided "AS-IS" and subject to change without prior notice; no warranties are made. All use is at your own risk. No liability or responsibility is assumed.

PREFACE

This program is shareware, it is *not* public domain. This means that if you use this program longer than a period of two weeks you'll have to send the author 20 DM, 20 Guilders, 10 UK Pounds or 15 US Dollars to become a registered user.

None of the files of the FastView package may be modified or left out without permission of the author. Crunching or archiving is allowed only if none of the FastView files get modified by it.

FastView may be distributed freely in Public-Domain collections such as Fred Fish's Amiga Library. You may charge a fee to recover distribution costs. The fee for diskette distribution may not be more than the cost to obtain a public domain diskette from Fred Fish.

WHERE CAN I GET IT?

Aminet: ftp.luth.se/pub/aminet/gfx/show/fviewXXX.lha

Grafix Attack (Kees Huizer, Vlaardingen)

Tel. +31104745816 (MT 14K4)
+31104741062 (ZyXEL 19K2)
+31104744682 (Tron 28K8)

Magic filename: FVIEW

Fido Node 2:286/407
AmyNet 39:153/201
NLA Node 14:101/200
