

EuroScene2

THP

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Contents

1 EuroScene2	1
1.1 EuroScene 2 - the guide	1
1.2 events	2
1.3 weird filenames?	3
1.4 demogroup choppednames	4
1.5 diskmag choppednames	5
1.6 graphician choppednames	5
1.7 musician choppednames	5
1.8 the party 4 - winter '94, denmark	7
1.9 the gathering '95 - easter, norway	13
1.10 the assembly '95 - summer, finland	15
1.11 remedy - autumn '95, sweden	21
1.12 somewhere in holland - summer '95, holland	22
1.13 symposium uk - october, england	27
1.14 scene gets wired	28
1.15 why use archives?	35
1.16 the compatibility libraries	35
1.17 the custom archive tools	36
1.18 a word on archiving formats, for the unaware	36
1.19 why euroscene 2?	36
1.20 notes on compatibility	37
1.21 credits	40

Chapter 1

EuroScene2

1.1 EuroScene 2 - the guide

Welcome to the Amigaguide frontend for EuroScene 2 - a compendium
of the
year's best Amiga demo releases from the grassroots computer 'scene.
Sourced direct from the key Internet sites and direct from the big events,
the CD-ROM dedicated to the artform of the future finally makes its return.

What is a demo? If you've an AGA machine, try clicking on the
AGA-EuroScene2Intro! icon, for an example put together by a couple of the
in-house guys. <Thanks to Supernao for the audio track>

If you're new to demos, intros, diskmags and the like, see what
Wired magazine
had to say on the subject, and for more specific details of what's
good,
there's the alt.sys.amiga.demos FAQ in the USEFUL drawer. Good pointers on
groups and people to watch out for are the
party results
from all
the big competitions, of course. If you're new, you've probably not got your
system ready for dealing with Amiga
archives
, so that's the first thing
to do. do so now. The bulk of the data on this CD is in a compressed format
for mounting on bulletin board systems, so that folks may download it easily
and cheaply. Archives are a common part of the Amiga's life, so you may as
well learn to use them. <It's easy with my
custom tools
>

<Unfortunately, we didn't have time to do a complete item-by-item
Amigaguide archive front-end for the entire disk, but they're slow to use
anyway, and

'thing, ish'
is far quicker, as is a good directory
tool like DirWork, which is on the CD. Hopefully I'll have time to do a

fuller index later on. However, because of EuroScene's logical structure, if you know a groupname, a musician, artist, item of work, or a release event, you can get through the directory tree quickly>

If you're interested in trying the ready-to-run productions, you'd be well advised to check out the compatibility section of this guide. Some releases require extra software libraries to be installed, some require a little setting up, and some just won't work on certain hardware configurations. (There's not much we can do about that)

Should you want to check out some of the music and still images available on the CD, you'll need to get a feel for the USEFUL drawer, and in particular, Viewtek for images and Delitracker or Hippoplayer for audio. The USEFUL drawer also covers programming areas for AGA graphics, audio replay and and in-depth Motorola code, the Amiga Demo List, a near-definitive reference for the older releases on EuroScene 1 and earlier, and a few extra tools archived up.

For those of us who know what and who to look for, the most important thing is the human-readable index file, CATALOG. Watch for the limitations on PC directory names, though - some authors and groups have been truncated for PC compatibility - but this is good news for the sysops, who'll be wanting the plain INDEX flat text list of archives.

And finally, the credits for this disk.

1.2 events

The major demo party releases, as well as the tug-of-war, ←
bodycrash, most
zits... ;->

The Party 4 - Winter, Denmark

The Gathering '95 - Easter, Norway

Somewhere In Holland - Summer, erm... Holland ;->

The Assembly '95 - Summer, Finland

Remedy - Autumn, Sweden

Digital's Symposium - October, England

1.3 weird filenames?

It's to keep things PC compatible. Okay, okay ;->

Directories:

Directory names are limited to 8+3 characters under MS-DOS - some group, artist and musician names had to be changed to keep everything accessible. These changes are linked in below.

DEMOGROUP name chops

DISKMAG name chops

GRAPHICIAN name chops

MUSICIAN name chops

To ease clarity for sensible, ISO level 2 friendly operating systems, all ↔

filenames have been left at their full length. MS-DOS compatibility <Conflicts within the 8+3 ranges> have been cured in the following way:

Example problem filename: <in demos/v_dreams>

New Filename	Under MS-DOS	Meaning
1_BREATHTAKER.LHA	1_BREATH.LHA	"Breathtaker archive 1"
2_BREATHTAKER.LHA	2_BREATH.LHA	"Breathtaker archive 2"
Old filenames	Under MS-DOS	Meaning
BREATHTAKER_1.LHA	BREATHTA.LHA	"Breathtaker archive 1"
BREATHTAKER_2.LHA	BREATHTA.LHA	"Breathtaker archive 2"

You see the problem. Thank you the world's most popular operating system. Short of crunching the filenames, this is the easiest way of making filenames unique over the 8+3 range. Luckily there's only a few directories in which multiple filename rethinks are needed, and in those, all the pairs of files are at the head of the flist if you order alphabetically. <The ISO image for this disc is set up to alphabetically do filenames, with optimization for directory lists to speed things up>

1.4 demogroup choppednames

On the CD Correct

```
accesion  accession
andrmeda  andromeda
animatrs  animators
avntgrde  avanta garde
banal.prj banal projects
batman.grp batman group
biosynth.des biosynthetic designs
birra.brs birra brothers
blackjck  blackjack
bmb squad bombsquad
bonzai.brs bonzai brothers
brdhouse.prj birdhouse projects
cdebstrs  codebusters
chryslis  chrysalis
cncd_prx  cncd & parallax
cnfusion  confusion
csmcprts  cosmic pirates
ddealers  dreamdealers
ddreams   digital dreams
devious.des devious designs
dffusion  diffusion
dlicious  delicious
domnation domination
d_access  digital access
eknights  electronic knights
emtdesgn  emt design
fci       flying cows inc
focus.des focus design
f_prince  fresh prince
gel.des   gel design
gigaproduct giga productions
grooving.brs the grooving brothers
gunnarsf  gunnarsfarvebio
infesttn  infestation
intracve  interactive
i_camels  independant camels
juliet.cse juliet & case
ladybird.des ladybird design
lkp       lizardking's pussy
lustrnes  lustrones
mainzel.prd mainzelmaennchen productions
megawtts  megawatts
melon.dez melon. design
necrplis  necropolis
neoplasa  neoplasia
nrveaxis  nerve axis
obsesion  obsession
oznefree  ozone free
polka.brs polka brothers
prgresve.des progressive design
prncipls  principles
pwerline  powerline
```

pygmy.prj pygmy projects
ravenatn rave nation
rZR_1911 razor 1911
shrimps.des shrimps design
smellon.des smellon design
spcebls spaceballs
suburban.bse suburban base
suspect.adr suspect & adrenaline
s_brains silicon brains
tbl the black lotus
tbrthrhd the brotherhood
tchnlogy technology
t_wanted the wanted
virtual.des virtual design
v_dreams virtual dreams
v_tronik vegatronik
waverdrs waveriders
wunderbm wunderbaum

1.5 diskmag choppednames

On the CD Correct

abnrmlia abnormalia
dnstktopn dansktoppen
eurochrt eurochart
gblnews globalnews
grpevine grapevine
senpoint seenpoint
thechrts the charts

1.6 graphician choppednames

On the CD Correct

arctngnt arctangent
boogey.man boogeyman
brdgeclw bridgeclaw
drkemule drakemule
dvlstar devilstar
d_design d-design
mtnltion motion lotion
rstnslnd r stensland
trebeard treaboard
tyshdlmo tyshdomolo
vizulize visualise
wntrmute wintermute

1.7 musician choppednames

On the CD Correct

alcohole	alc'o'hole
alienthj	alien & thj
andy_esc	andy / essence
aquafrsh	aquafresh
a_mnster	audiomonster
beathovn	beethoven
beehuntr	bee hunter
bldevacm	blade vacuum
bluadnis	blue adonis
blueslnc	blue silence
cartoon.jel	cartoon & jelace
chorus.sid	chorus & sid
ctrpoint	counterpoint
densdsgn	dens design
devsttor	devastator
djrberto	dj roberto
drmfish	dreamfish
exectinr	executioner
filipeto	filippetto
flsbrain	fleshbrain
gluemstr	gluemaster
heindsgn	hein design
hithnsen	hithansen
hillywood	hollywood
intrphce	interphace
jsperkyd	jesper kyd
kalestrp	kallestrup
lzrdking	lizardking
mntronix	mantronix
moonlght	moonlight
nghtlght	nightlight
nghtshde	nightshade
nurodnrcr	neurodancer
papasmrf	papa smurf
pnochio	pinocchio
p_motion	purple motion
rdr_crst	radar & contrast
reverse.cwz	reverse & clawz
rhesus.min	rhesus minus
r_knight	romeo knight
splif.prd	splif prod.
spoon.jam	jam & spoon
stargzer	stargazer
s_winder	sidewinder
tip_ffox	tip & firefox
tip_mtrx	tip & mantronix
tricktrx	tricktrax
u_artist	unknown artist
witchntr	witchhunter
yga_spyt	yoga & spyrit
zulu.gry	zulu & grey

1.8 the party 4 - winter '94, denmark

OFFICIAL COMPETITION RESULTS THE PARTY 1994

This is the official and complete (except PC Demo, which Red Scorpion will release) list of results from all the competition at The Party 1994.

Multimus & SauberSound
Organizers
The Party 1994

AMIGA DEMO

Rank	Points	Entry	Title	Name
1	1443	16	Nexus 7	Dr. Jekyll / Andromeda
2	710	22	Psychedelic	Skull / Virtual
3	501	17	Motion	Bomb
4	236	9	Soulkitchen	Silents DK
5	231	8	Whammer Slammer	Zalu / Rebels
6	207	15	The Prey	Merge / Polka B.
7	193	7	Ninja	Melon
8	191	21	Roots	Sanity
9	162	2	Beyond The Furure	Musashi / Union
10	129	20	Killing Time	Oxyron
11	126	12	Zootje	Claw / Tragedy
12	125	19	Much Ado About Nothing	Confidence / Puplo
13	120	5	In a World of ASCII	Impact DK
14	110	18	Syndrome	Scope / Balance
15	103	10	Indigo	Oxbab / Oxygene
16	100	11	Dove	Bartman / Abyss
17	91	3	Olympe	Gods
18	80	4	T.S.I.A.	Lamon
19	62	14	Alien Dream	Passion
20	55	6	Buggy Balls	Mentasm
21	42	1	Toothbrush 3	PIB / DRD
22	22	13	Dotsy	Codac / Apex

C64 DEMO

Rank	Points	Entry	Title	Name
1	734	9	Access Denied	Access Denied
2	532	8	Brutal Comeback	Light
3	433	4	Courtesy of Sovjet	Wrath
4	354	5	Dein Zycrex	Antic
5	345	2	The Final Torture	Padua
6	317	1	F.A.K.E.	T.O.M
7	180	3	No Parts	Dinasours
8	131	10	Bla Bla	Censor
9	118	6	Party Scroll	Trsi
10	78	7	Unnamed	Silicon
11	35	11	Dances With Bytes	House

WILD DEMO

Rank	Points	Entry	Title
1	1144	1	Wild Demo
2	683	4	Twisted
3	480	2	Da'Ride
4	382	7	Maximum Overflow
5	243	14	Realtime Animation Concept
6	197	13	Planetarium
7	155	3	Technical Input
8	83	5	Christmas Leftovers
9	71	12	Thunder
10	61	11	The Big Bug
11	41	6	X-mas Intro
12	27	8	Crazy World 3
13	19	9	Ear of the Ankh
14	12	15	Gettin' tired of... ?
15	2	10	Stepdemo

MUSIC

Rank	Points	Entry	Title	Name
1	323	7	Electric Church	Hithansen/Rednex
2	297	8	Folx-vagen	Dreamer/TRSI
3	264	3	A Kind of Love	Zulu&Grey/Rebels
4	260	6	CyberFuck	M.C.MP/Remedy
5	238	20	Outer Funk	Zouf/Access
6	223	5	Bridge	Tricktrax/Tribe
7	189	2	Hans Wurst Drehmt Auf	Mr. Looping/Interpool
8	144	9	Illusions	Andy/Essence
9	129	16	Nadir	FBY/Sotrone
10	123	1	Conspirito	Nation/Dragnet
11	94	10	Island of Sadness	Klorathy/Freezers
12	88	13	Mental Motion	Amadeus/Meka Design
13	88	14	Peace and Chaos	Smooth
14	82	22	Mystical Mouse	Mystical/Purple
15	82	4	Beyond Cyberspace	dada/abnormal
16	75	18	Emphutured	C-Quence of Gods
17	72	15	S.O.S.	DPL/Platin
18	65	11	Legend	Unix/Chryseis
19	56	17	Bouncing	The Fox II/Reality
20	36	12	Mayday 2	Mr. Mister & Ravage
21	36	19	Jazzy Byld	Releif/TLL
22	19	21	Unbored Fantasies	Kallestrup

SS&A MULTICHANNEL

Rank	Points	Entry	Title	Name
1	388	15	Reflector	Zodiak/Cascada
2	373	1	BUD	Moby and RA/ Noon
3	265	20	World of dragons	LizardKing/Triton
4	232	18	The Banana incident	Trap/Bonzai
5	214	17	Starlight Symphony	Emax/TRSI
6	191	8	Escape from PORI	Purple Motion/Future Crew
7	180	2	Kukby	Gandbox/Eden

8	142	7	In the mist	Edge/EMF
9	142	3	Xero Gravity	DevilLock/TAL
10	120	5	Charella	MiG/Weird Magic
11	118	14	The 6th Dimension	Jazz/Diffusion
12	116	9	Lenni goes groovy	Breeze/Capacala
13	112	19	On the moon	Blue Adonis/Traxx
14	100	4	Aldea	Azure/Prime
15	99	12	Modern Tune	Contagion
16	82	11	Trip to Pluto	Cygnus/Fidion
17	57	6	Fantasm	Marvel/Future Crew
18	53	10	Grave Disgrace	Soundwave/Virtula Visions
19	33	13	Broken Promises	Kaiowa/Sorrox
20	30	16	Something	DJ Psusic

GRAPHICS

Rank	Points	Entry	Title	Name
1	239	9	Helge Schneider	Peacky/Masque
2	202	24	AH.Self D.	Ra/Sanity
3	187	94	Vampire	Mirage/Bonzai
4	161	30	Selfportrait	Dize/Silents DK
5	144	5	Digital Modelling	Luma/Ps-crew
6	139	75	Daddy Dearest	Devilstar/VD-Polka
7	133	1	Fire Emblem	Pris/Edge
8	122	3	Divers Dream	Merlin/IPS Crew
9	112	57	Fishfood	Fiver/Trsi
10	111	54	UnderGrove	Zoon/Silicon
11	111	26	Rapid	Tyghdomos/Abyss
12	104	6	Jellyfish & Seaweed	Electron/Citrone
13	90	14	Attaq	Jmj
14	86	55	Nude-girls	Facet/Space balls
15	86	2	Dean	Louie/Insane
16	81	25	Life ?	Flow Inpact
17	76	45	Chaos Warrior	ZeeLoyd/Triangle
18	73	19	Shaman	Endor Dragnet
19	73	44	Fearless	Teevaan/Rebels
20	72	32	Breakfast	Reward/Complex
21	72	42	Smokin'	Absurd/Stonearts
22	71	4	Tzeeneth	Mr. Bean/Dragnet
23	70	59	History	Agony/Duplo
24	68	49	Retina	Spiral/Oxygene
25	61	29	Silicon Life	Motion/Balance
26	59	82	Why?	Pixie/Polka
27	57	17	Wo is das schiff?	Wintermote/Interactive
28	53	15	Nocopy FaceOfNature	Cougar/Sanity
29	52	34	Crowbar	Lobo/Scum of the earth
30	48	20	A place to be	Prowler/Passion
31	47	96	Fish	Joe/S!p
32	46	97	No title	Exess/Rebels
33	45	67	You fuck my wife	Kyle/Mentasm
34	44	13	Ocean Dreams	Kama/X-trade & Wrath
35	44	7	Shortcut to heaven	Picasso/Depth
36	43	31	Sandra	Unique/Balance
37	41	27	La tete a toko	Slaine/Eden
38	40	33	Mr.Hyde	Titan
39	35	21	House Of Pain	LoveLace/Node' sign

40	35	39	Zailorpower	R.W.O./Balance
41	35	10	Generotica	Lar/Sqh
42	32	90	Mandroid	Mitch/Success
43	31	77	Demoniac	Bifrost/Iris
44	30	35	Trouble	Dr.zulu/Giga prod.
45	30	8	Divergence	Neuron/Glp
46	30	12	Light	Wolf/X-trade
47	30	48	Levelling the land	Bridgeclaw/Gods
48	30	62	Fuckface	Von Broom
49	29	58	Monster	Mrk/Squash
50	29	78	Lony Men 2	Aos
51	28	64	Rewarding	Destop/cncd
52	27	16	The toad	Skutt/Movement 22
53	27	93	Swamp Thing	Ricochet/Acme
54	25	47	Heaven & Earth	Lbj/X-trade
55	25	66	Justice	Marlon
56	25	28	Conners' self portrait	Balance
57	23	52	Cammy and Chonli	Greg/Arkway
58	23	43	McChicken	Nazgul/Sabotage
59	23	91	Fdream	Jugi/Complex
60	22	69	9 Tongues And 1 Tear	TOB/W+B
61	21	23	Tittie Tante	Cyclone/Ind.
62	21	76	Snoop Kwiwa	Magic/Mirage
63	19	46	Midsummer Cetury	Xtc/sod
64	19	83	Last Hope	Lpn/Depth
65	18	11	Onyx-Out of Imagination	Onyx/Meka Design
66	18	18	Legomania	Tony Wiren
67	18	92	Power	Tee Ace/Megabusters
68	18	38	Devil John Painting	Deckard/Disaster
69	17	80	Twisted Head	Mount/Polka Brothers
70	13	61	Psycho John	Tactica/Vanity
71	13	37	Irish Impressions	Jcs/Sector 7
72	12	50	PigPic	Talon/Subacid
73	11	99	Lucky Hunter	Contrast/Hypnosis
74	11	41	Octo-domination	Tukan/Parallax
75	11	22	Temptation	Ninja/Dual Crew Shining
76	11	79	Human race	Steffen Skov/Humanoid
77	10	95	Bubble Dreams	Marvel/Fc
78	10	85	Jojo	Zac/Spasm
79	10	84	Blackbox on ice	Gandalf/Fear
80	9	81	Slaine	Sigh/Legend
81	9	68	Zieuh	Biro/Dnt
82	9	51	Busi n' fly	Replay/Mentasm
83	9	73	Island of terror	Geist/Ngc
84	7	74	Vision Malefique	Floppy
85	6	60	Read dreams	Black Droid/Wd
86	6	56	Deen.aua.swe	Deen/Aurora
87	5	98	Party animal	Dice/Amber
88	5	53	Bondage cream	Codac/Apex
89	5	40	SoccerTime	Xanth/Darkness
90	2	63	The Bitch	Grandma'
91	2	65	Nexus	Enzo/Mentazm
92	1	36	Lizard	DJ Stohe/Turtle Manix
93	1	89	Freedom	Alchemist/prime
94	0	70	No title	Noogman/Complex
95	0	87	Squindcans	Martin Linde
96	0	72	Avoid.nocopy	Drakemule/Exceed

97	0	71	Lipstick.Nocopy	Motion Lotion/Exceed
98	0	86	Canyon	Q/Tnt
99	0	88	no title	Earthquaker/Cosmic style

AMIGA INTRO

Rank	Points	Entry	Title	Name
1	563	8	4k0	Crash/Polka Brothers
2	535	24	McIntro	Fresh Prince
3	301	4	Nitte!	Passion
4	298	17	Doodle-Doo	Devilstar-VD
5	270	14	The Killing Of An Egg	Slim/Slim Prod.
6	215	21	Hollywood Mood	TPDL
7	186	18	Peeverly Hills	Dalmak/Stellar
8	169	7	Unsatisfied	Monty/US
9	160	1	Pyrox	Dice B./Bizarre arts
10	144	3	Anni Mator	Marvin/Dragnet
11	130	19	A500 Homage	Crazy Crack/Complex
12	99	10	At the Party	Origo/C-Lous
13	93	22	Blur	Bigmana/Focus Des.
14	86	2	Craptors Crap	Per Bloksgrd/Craptors
15	76	5	Time Warp	Endor Dragnet
16	71	16	Falu II beta	Razor 1911
17	66	23	"s"	Skarla
18	43	6	Wat een gore kop	Quartex
19	38	9	40K Partyintro	Facet's Pussy
20	38	20	I shot Kurt Cobain	Colorbird/Razor
21	35	13	"p"	Seahawk/Fake
22	34	12	Laufertro	Codac/Apex
23	27	15	Firstro	Ray/TMY
24	27	11	Salvation Mind	Firelite/Moment 22
25	20	25	Spni-001	Shayera/Spoon

PC INTRO

Rank	Points	Entry	Title	Name
1	1355	4	Cyboman 2	Complex
2	331	9	Peripheral Vision	xTOTO / Valhalla
3	307	2	Finkel	Rubber / Jamm
4	179	1	Abraham	Project Plant
5	150	7	The Rising	Blank
6	150	3	Dragon	Primarch / Core Image
7	97	12	Vomit	Toz / Cryonics
8	70	8	Soap	Windy City / Proxima
9	68	10	Revenge	Realtime
10	68	5	Live	Alfred / S2
11	46	6	Grey	Ervin / Abaddon
12	45	11	Zetor	Dr. DJ Of Destruction / H
13	22	13	Shadow	Surprise!
14	20	14	Anorexia	Brainsaw / Hazard
15	7	15	i	Helga / Information

PC FAST INTRO

Rank	Points	Entry	Title	Name
------	--------	-------	-------	------

1	305	3	Weener	P-Nut/Darkzone
2	278	1	Banana Split	Hitech
3	236	2	Darkzone	Rune
4	171	4	Fast Intro	PalUdo's Brozers
5	18	5	Fast Intro	Turtle Lotion/Dritt! Prod

AMIGA FAST INTRO

Rank	Points	Entry	Title	Name
1	494	1	rtesuppe	Subsonic/Disaster
2	207	2	Fast intro	Claw/Tradegy

MOST UGLY FREAK

Rank	Points	Entry	Title
1	256	1	Wizard
2	169	2	Lord Cyrix
3	155	3	Syntax

MOST BEAUTIFUL COMPUTER

Rank	Points	Entry	Name
1	271	1	Twin / Digital
2	225	2	Duffe / Sardonyx
3	143	3	AEG / Smash Designs
4	88	4	Cruel / Inzone
5	54	5	Fresh p / Nature
6	39	6	Minera

COCA COLA

Rank	Points	Name
1	47 seconds	Pinochio

DISKOS

Rank	Points	Name
1	Hall length	Benson
1	Hall length	Sneaker
1	Hall length	Mem'o Ree

SOCCER

Rank	Points	Entry	Name
1	8:2		Henrik

TUG-OF-WAR

Rank	Points	Entry	Name
------	--------	-------	------

1

IRIS

1.9 the gathering '95 - easter, norway

Results from the Gathering 95 competitions:

----- Amiga Demo -----

1.	Parallax+CNCD	11	136
2.	Avalon	2	133
3.	The Black Lotus	10	110
4.	VIP/Equinox	3	94
5.	X	1	70
6.	Gifair	7	54
7.	EMX/TCM	4	45
8.	Gods	9	34
9.	RATS	5	30
10.	Vodka/Saturne	6	25
	Drifters	12	25
12.	Dangerous Darky	8	21

----- Amiga 64kb -----

1.	Jobbo/Spaceballs	2	179
2.	Major Asshole/Spaceballs	4	160
3.	Complex	1	133
4.	Joika of Birra Bros	3	73
5.	Darkman/Triumph	7	63
6.	Skjeggspir/Contras	8	38
7.	Lizardking's Puzzy	5	35
8.	Progressive Design	6	31

----- Amiga 4kb -----

1.	Lone Starr/Spaceballs	8	156
2.	Skurk/Hoaxers	3	119
3.	Zelow+Brekke/Contras	4	93
	Alta/Dangerous Darky	7	93
5.	Rats	2	87
6.	Progressive D.	1	80
7.	Ulven/Maak	5	50
8.	Neurotic/Cyberstate	6	32

----- PC DEMO -----

1.	Jmagic/Complex	4	299
2.	Adept/Scoop	9	169
3.	Sorrox/Steff	2	159
4.	Twaddler/Proxima	1	107
5.	Nod/Lovedoorfoxor8	7	98
6.	Jaws/Yeti	3	63
7.	Bit Killers	8	42
8.	Tic/Maxwel	5	26
9.	Gigazone	6	21

10. Morbid CRU 10 3

----- PC 64kb -----

1. Sandman/Valhalla	1	269
2. XToto/Valhalla	4	158
3. Darkzone	9	129
4. Uzul/Scoop	3	128
5. Zmart/Xenogenesis	5	101
6. Burger/Tango Sisters	2	92
7. Morten+Nils/Scoop	6	74
8. Dr.Unknown/Mercurite	7	39
9. Phaser	8	17

----- PC 4kb -----

1. The Plastic Priest/Scoop	4	219
2. Calvin/Proxima	2	155
3. Majakovskij/XNG	8	143
4. Neon/Proxima	3	124
5. Uzul/Scoop	1	82
6. Cassiopea/Sect	5	59
7. Christ/KVS	7	58
8. Ivar Mestad	6	43

----- Graphic -----

1. Bridge Claws/Gods	28	164
2. Nirvana/Cadaver	23	121
3. Decker/Andromeda	25	99
4. Biarco/Gollum	5	92
5. Electrolux/Darkzone	14	90
6. Cobra/Gollum	15	68
7. Rainbow Painter/Scoop	24	61
Dechard/Disaster	7	61
9. Daniel	34	53
10. Hole/Grotesticle	26	45
11. Shadowfox	33	39
12. Sideshow/Lisence	6	34
13. TMK/Inf.	36	29
14. Magz/Grotesticle+Parasite	9	26
15. Snuffly/Scoopex	2	23

----- Music : 4 Channel -----

1. Syntex/Stone Arts	7	119
Superted/Grotesticle	10	119
3. Typhoon/Avalon	9	109
4. Tecon/Surprise Prod.	2	104
5. Zany/Iris	4	97
6. BC	1	96
7. Chris Mæland+tim/Spb	14	89
8. Interphace/Andromeda	6	85
9. Jogeir Liljedahl/VD+Scoop	11	79
10. Shorty+Tim/Spaceballs	8	71
11. Pinocchio/Damage Inc.	3	66
12. Fuzz/Trsi	12	65

13.	Vegard/Scoopex	5	39
14.	Lizardking/Razor	1911	15 32
15.	Vinnie/Spaceballs	13	23

----- Music : Multi/MIDI -----

1.	Jogeir Liljedahl/VD+Scoop	1	135
2.	Domini/Twilight Zone	17	82
3.	Geir Tjelta/Scoop	18	75
4.	Big Jim/Valhalla	3	69
5.	\$volkraq/Gollum	6	64
6.	Paradigma/Sublevel	3 2	62
7.	Bart/Sorrox	8	58
8.	Darkzone	7	54
9.	Hawk/Future Tech	14	42
10.	Kaiowa/Sorrox	16	41
	Byte Prisoner/Scoop	11	41
	Found/Orchie	4	41
13.	Wam/Scoop	5	39
14.	King Pleasure	15	28
15.	Sticky/Proxima	10	25

 Animation+Wild Demostration:

The prize will be summed and shared between all
 partisipants!

1.10 the assembly '95 - summer, finland

ASSEMBLY '95 RESULTS

The results of Assembly '95, held 10-13 August 1995 in Finland.

- * Amiga Demo
 - * Amiga Intro
 - * PC-Demo
 - * PC 64Kb Intro
 - * PC 4Kb Intro
 - * Graphics
 - * Raytrace
 - * Animation
 - * 4 Channel Music
 - * 32 Channel Music
 - * C64 Demo
 - * C64 Music
 - * C64 Graphics
-

AMIGA DEMO

1	11	(2917 points)	Parallax "ZIF"
2	9	(1950 points)	Pygmy Projects "Logic"
3	12	(1366 points)	Stellar "Miracles"
4	10	(1224 points)	Silents "Fruit Kitchen"
5	2	(980 points)	Juliet and Case "C42"
6	7	(902 points)	Complex "Dive"
7	8	(457 points)	Fanatic "Hate 2"
8	6	(356 points)	Balance "Embryo"
9	4	(317 points)	Zymosis "Wc goes to wc"
10	3	(281 points)	Embassy "Thrilled"
11	1	(235 points)	Abyss "High Anxiety"
12	13	(217 points)	Black Lotus " "
13	5	(115 points)	Domination "Domination's Dentro"
14	15	(27 points)	" "
15	14	(26 points)	" "

AMIGA INTRO

1	2	(2312 points)	Sonik "FAD"
2	3	(1933 points)	Hirmu "Hauki"
3	5	(1354 points)	Sonik "Blur"
4	1	(869 points)	Banal Projects "Seasick"
5	4	(772 points)	C-Lous "Assembly 95 40k Intro"
6	11	(714 points)	Extend "Sections"
7	9	(648 points)	Yodel "Oberon"
8	10	(427 points)	RRR "Cinderhatch"
9	13	(340 points)	Bomb Squad "Ultimate Stress"
10	6	(311 points)	Heretic "Delirium"
11	8	(272 points)	Royal "Sauna!"
12	15	(209 points)	Cirion "Hope"
13	14	(206 points)	Kinky "Sumu"
14	7	(188 points)	Amacon "Mission Impossible"15

12 (108 points)

Diffusion "Kintro"

PC DEMO

1	10	(3646 points)	Noon "Stars : Wonders of the world"
2	7	(1482 points)	Juice "Psychic link"
3	12	(1204 points)	RealTech "DX Project"
4	1	(1039 points)	Capacala "Zweilight Zone"
5	2	(916 points)	Epical "Rebel Mind"
6	3	(896 points)	Miracle "Higher Desire"
7	15	(799 points)	Orange "Television"
8	5	(587 points)	Dubius "Optimal Torque"
9	8	(541 points)	Kosmic "Little Green Men"
10	13	(372 points)	Japotek "Figthing for something"
11	4	(224 points)	Masque "Mystery"
12	6	(175 points)	tArzAn tuotanto "Syllabization"
13	11	(153 points)	Black Rain "Overflow"
14	9	(143 points)	Deus ex Machina "Fever"
15	14	(33 points)	Simplicity "Elegant"

PC 64K INTRO

1	4	(2750 points)	Wild Light "Drift"
2	10	(1899 points)	Coma "Stickman's World"
3	15	(1364 points)	Complex "Bill G Force"
4	14	(1219 points)	Jamm "Nation Zero"
5	2	(1112 points)	Halcyon "Detour"
6	13	(1041 points)	Valhalla "Believe"
7	1	(527 points)	Mist "Alchymid"
8	6	(506 points)	Halo "Reality Impact"
9	3	(471 points)	Symptom "Camera"
10	11	(364 points)	Abaddon "Pied"
11	9	(358 points)	Epsilon "Dream"
12	7	(271 points)	Hazard "Cocaholic"
13	12	(225 points)	Anarchy "Tam"
14	8	(194 points)	Woodpeckers from Mars "No Class"
15	5	(185 points)	@ "Byte me"

PC 4K INTRO

1	8	(2100 points)	Animate
2	9	(1729 points)	Heaven
3	2	(1008 points)	Crashtest
4	13	(948 points)	Chrome
5	12	(836 points)	Havoc
6	5	(801 points)	Speed
7	10	(696 points)	Compexity
8	15	(608 points)	Dragon

9	4	(559 points)	Bit
10	11	(430 points)	Loop01
11	14	(366 points)	Ahrum
12	3	(340 points)	Only for few bytes
13	1	(337 points)	Redrum
14	6	(326 points)	Strictly 4kb
15	7	(324 points)	Shine

GRAPHICS

1	13	(1769 points)	Visualize/Jamm "Fiction"
2	6	(1457 points)	Artifec/Complex "Mystery"
3	7	(1285 points)	Jogi/Mellow Chips "Agony"
4	1	(1177 points)	Visigoth/Pure Resistance "Valkyria"
5	5	(948 points)	Kube/CNCD "Mustafa"
6	2	(880 points)	Kal/Astroidea "Morphosis"
7	12	(802 points)	Yoga/United Artists "An axe"
8	11	(702 points)	IronMan "Phobic"
9	4	(664 points)	Mazor/Paragon "Pain 2"
10	8	(639 points)	Facet&Super Nao/Lemon. "Baby"
11	10	(616 points)	Wolf/X-Trade "NO"
12	15	(428 points)	Tyshdomolo/Abyss "Grandma"
13	3	(372 points)	Zeb/Orange "Nut Fish"
14	14	(254 points)	Neutesten/Zirkonium "Blend"
15	9	(201 points)	Destop/CNCD "Wicked"

RAYTRACE

1	14	(2375 points)	Diffusion "The Desktop"
2	11	(1487 points)	Andy "Church Windows"
3	2	(1039 points)	Tapsah/Absolute Xtacy "Flower"
4	15	(981 points)	Dark Juha/Hirmu "Da End"
5	13	(976 points)	Toalnkor/Realtech "Sunset in Vectorcity"
6	10	(866 points)	Fish/Damane "Candle"
7	5	(737 points)	Marek Gibney "Jesu"
8	1	(466 points)	Spiff/Obsession Development "On"
9	4	(396 points)	Daemon/Dawn "Interface"
10	3	(392 points)	Minx/Fascination "Planscape"
11	6	(313 points)	Willysoft "Room of runes"
12	12	(263 points)	Serge "The Twilights"
13	7	(214 points)	- "World"
14	8	(191 points)	Havenlock/DKS "Grimreaper"
15	9	(147 points)	Turo/Fascination "Kielo"

ANIMATION

1	5	(2247 points)	Flow by Jaco
2	8	(2247 points)	Pulp by RRRR & Bang
3	11	(2156 points)	Space 01 by Cubic Team
4	10	(1346 points)	Chestmaster 2001 by Slimy Devil
5	2	(604 points)	Fastline in vector city by Toalnkor
6	6	(603 points)	Space Mountain by Execom
7	4	(384 points)	Dawn by Artifex
8	3	(307 points)	Bomb Ride by Vertex Twister
9	9	(175 points)	Insel by Marek Gibner
10	1	(147 points)	Cityscape by Zinx
11	13	(134 points)	The Choice by Jan-Erik Tervo
12	7	(118 points)	AAA-Animation by Shaq
13	12	(93 points)	NIH by Frank
14	14	(11 points)	Atlantis by Price and Tennessee
15	15	(6 points)	

4 CHANNEL

1	11	(1420 points)	Theseus/Anathema "Funkyeeh"
2	9	(1280 points)	Cube/Dee "Illumination"
3	2	(1193 points)	Lizardking/Razor 1911 "Crayfish Party"
4	7	(1080 points)	Breeze/Capacala "Aroma of northwest"
5	8	(1056 points)	Oxide/Sonik "Topless"
6	15	(921 points)	Ukulele/Banal Projects "Jormuan Lava"
7	6	(824 points)	Radix/Limited Edition "Rymdfunk"
8	12	(797 points)	Dizzy/CNCD "Suuntaviivat"
9	1	(742 points)	Brem/Bomb Squad "Get it"
10	4	(707 points)	Groo/CNCD "Pop Huora"
11	3	(579 points)	Andy/Banal Projects "Balthazar"
12	13	(462 points)	Boheme/Bomb Squad "The Robot Kingdom"
13	10	(458 points)	Sphinx/Fanatic "Holocaust"
14	5	(369 points)	Yoga/United Artists "Chuynia"
15	14	(330 points)	Dj. Roberto "Blowing House"

32 CHANNEL

1	7	(2999 points)	Skaven "Catch that Goblin"
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2	5	(1017 points)	Rage "Guild of sounds"
3	11	(988 points)	Lizardking "World of unicorns"
4	2	(968 points)	Stargazer "Garage"
5	8	(886 points)	Prism "Can you feel it"
6	6	(811 points)	Beathawk "Breaking the sky"
7	4	(724 points)	Yolk "Temple of sun"
8	10	(699 points)	Purple Motion "Astraying Voyages"
9	9	(648 points)	Zake "Kaapu-Pete Matkustaa"
10	3	(528 points)	Pauli Rm "Music for the forest"
11	1	(504 points)	Yzi "Spinning"
12	13	(380 points)	Turtle "Power Boogie"
13	12	(228 points)	RSE "So.if.fix.x."
14	14	(201 points)	Pete "Sy-Stems"
15	15	(200 points)	Edge "Farewell to Lyrics"

C64 DEMO

1	5	(3874 points)	Byterapers Inc. "Extremes"
2	4	(2227 points)	Panic "Break Through II"
3	6	(2212 points)	Beyond Force "7 Years"
4	3	(1132 points)	Crest "It's comming"
5	2	(1012 points)	Symptom C64 Section "Bizarre"
6	1	(647 points)	Chaos C64 Division "Tribute to Albert Hofmann"
7	7	(107 points)	-
8	8	(25 points)	-
9	12	(23 points)	-
10	14	(18 points)	-
11	9	(14 points)	-
12	11	(6 points)	-
13	15	(5 points)	-
14	13	(3 points)	-
15	10	(2 points)	-

C64 MUSIC

1	1	(2224 points)	Zardax/Origo Dreamline "Martinism"
2	3	(2016 points)	Thor/Extend "Kirta"
3	2	(1983 points)	Dr.Voice/Panic "Compomusic"
4	6	(1479 points)	AMJ/Side B "Sys 4096"
5	5	(996 points)	Warlock/Panic "Compotune"
6	4	(790 points)	Barracuda/Extend "BrainscanalooP"
7	7	(40 points)	-
8	12	(15 points)	-
9	8	(12 points)	-
10	9	(11 points)	-

11	10	(11 points)	-
12	15	(10 points)	-
13	11	(9 points)	-
14	13	(9 points)	-
15	14	(2 points)	-

C64 GFX

1	3	(2631 points)	Dr. Dick /Byterapers inc. "Dragon"
2	1	(2628 points)	Debris/Panic/Extacy "Compopicture"
3	2	(1636 points)	Votka/Pullo "Animaali"
4	6	(491 points)	
5	4	(335 points)	
6	5	(260 points)	
7	7	(37 points)	
8	10	(26 points)	
9	8	(24 points)	
10	12	(9 points)	
11	11	(5 points)	
12	9	(4 points)	
13	13	(3 points)	

1.11 remedy - autumn '95, sweden

<From the RAW Homepage>

Remedy Results

The results of Remedy, held Sweden. Date and exact place eluded me :D.

AMIGA DEMO:

1.	268	Falukorv	Razor 1911
2.	198	Que	TBL
3.	99	ISO	Scoopex

AMIGA INTRO:

1.	137	Frenzy	Insane
2.	127	Mind The Riot	TBL
3.	112	King Kong Experience	Gigatron

PC DEMO:

1.	150	Dogson	Elektroflux
2.	135	Drool & Corrosion	Catch Willy

PC INTRO:

1.	126	Polly	Candela
2.	82	Odin	Proxima
3.	66	Sonic	Rigor Mortis

C64 DEMO:

1.	243	(???)
2.	210	(???)
3.	148	(???)

GRAPHICS:

1.	81	(???)	Louie / Insane
2.	72	(???)	D-Design / Razor 1911
3.	60	(???)	Eracore / Rebels

4 CHANNEL MUSIC:

1.	74	Tilbury Fair	Radix / Limited Edition
2.	51	Truancy	Parch / Limited Edition
3.	40	Underworld Dreams	Lizardking / Razor 1911

MULTICHANNEL:

1.	39	(???)	Balrog / Omen
2.	36	(???)	Tito / Candela
3.	32	(???)	Radix / Limited Edition

WILD COMPO:

1.	174	Lizardking, Orgasmatron and ???
2.	105	(???)
3.	63	(???)

1.12 somewhere in holland - summer '95, holland

SOMEWHERE IN HOLLAND '95 RESULTS

The results of SIH '95, held somewhere in July in Roosendaal/Holland.

- * Amiga Demo
 - * Amiga Intro
 - * Graphics
 - * 4-Channel Module
 - * PC-Demo
 - * PC Intro
 - * Multi-channel Module
-

AMIGA DEMO COMPETITION RESULTS

Place	Name of the demo	Name of the group
01	Planet M.	Melon Design
02	Baygon	Melon Design (2 disks)
03	Picture Book	Axis (4 disks)
04	[DEMONAME UNKNOWN]	Biosynthetic Design
05	[DEMONAME UNKNOWN]	Effect
06	Abstract	Interactive (2 disks)

AMIGA INTRO COMPETITION RESULTS

Place	Name of the intro	Name of the group
01	Rose	Chryseis
02	Siesta	Stellios & Hollywood
03	Malta Intro	Essence
04	Excess	Riot
05	Models Inc.	Mirage
06	Shitwave	??????
07	Tranquilizer	Smellow Design
08	???????	Mirage
09	pfffffff	Mellow
10	???????	Cocaine

GRAPHICS COMPETITION RESULTS

Place	Name of the graphic	Name of the artist
01	[GRAPHIC NAME UNKNOWN]	JCS
02	Keukenstoel	Facet
03	[GRAPHIC NAME UNKNOWN]	Lazur & Dreamer
04	That's me	Mirage
05	Bunch of Keys	LowLife
06	Sackpain	Contrast
07	Slash	T0F
08	[GRAPHIC NAME UNKNOWN]	PL

09		[GRAPHIC NAME UNKNOWN]		Zani Bird
10		[GRAPHIC NAME UNKNOWN]		Mr. M
11		[GRAPHIC NAME UNKNOWN]		Seyda
12		[GRAPHIC NAME UNKNOWN]		Wave
13		[GRAPHIC NAME UNKNOWN]		Herr Cichlid
14		[GRAPHIC NAME UNKNOWN]		Conik
15		[GRAPHIC NAME UNKNOWN]		Geeko
16		[GRAPHIC NAME UNKNOWN]		One
17		Quetzalcoat1		Braindead
18		[GRAPHIC NAME UNKNOWN]		MSW
19		Stone Bith		Mitch
20		[GRAPHIC NAME UNKNOWN]		Spiff
21		[GRAPHIC NAME UNKNOWN]		Tetsuo
22		[GRAPHIC NAME UNKNOWN]		Gigi
23		[GRAPHIC NAME UNKNOWN]		Arctangent & Jam
24		[GRAPHIC NAME UNKNOWN]		Pozor
25		[GRAPHIC NAME UNKNOWN]		Bug
26		[GRAPHIC NAME UNKNOWN]		Vabl
27		[GRAPHIC NAME UNKNOWN]		Vuique
28		[GRAPHIC NAME UNKNOWN]		Warlord
29		[GRAPHIC NAME UNKNOWN]		Mutz
30		[GRAPHIC NAME UNKNOWN]		Seven Eleven

4-CHANNEL MODULE COMPETITION RESULTS

Place	Name of the module	Name of the artist		
01		DziaDowa Piesn		Dreamer
02		LondonCairoFuji		Hollywood
03		Climax		Jam & Spoon
04		Seduction		Prodigy
05		Pure Funky Madness		Aquafresh
06		J'ai Pollette D'arnu		The Rew
07		Snake		Unix
08		The Great Cornholio		Thorne
09		When Dreams become Reality		Herectic
10		Natural Spirit		Marc
11		Rush		Lone
12		Lazy in Holland		Axiom
13		Sockdologer by		Cygnés
14		Cyberlove		S.Q.D.
15		Groovy Alien Acid		Mayhemic Huib
16		Munky		Iso
17		New Found Sensation		Sonic
18		Swing the Mood		Ferdinand
19		Deep Down		I-GO
20		Somewhere Out		Dr.Cubase
21		Transmatic		KTN
22		Thunderdon 95		Otis
23		Space War		CDK

24		Source-of-Life		BigDaddy
25		Shematid		Jake
26		Songs of Earth		Photon
27		You're SO fine (not)		Bier
28		Dutch Treat		Pyxis
29		Yeah!!		Lord Semtex
30		Lawny Burps Surrounda		Lawnmower Man
31		2 Modules		Wacko D. and an0
32		One		MSW
33		B&B's Outer Limits		Jaw
34		Acid-Trip		Orlingo
35		N1L-001		Jaques Kieft
36		SchlumpfSong		Skylord & NoName
37		Ql's Madness		Juke
38		Midi-Medley v3.02		Pozor
39		Koot & Bie MegaMix		LaserDance
40		Sanne		Acid Brain

PC DEMO COMPETITION RESULTS

Place		Name of the demo		Name of the group
01		Goldorak		Realtime
02		Model-0		Analogue
03		The Easy Way Out		The KIP Brigade
04		Black		Isch Crew
05		Wij Poepen maar wat raak		Majestic & Genuine
06		Fastro		Majestic
07		PreemptTV		Surrelex
08		Spoon		Image!
09		KIP		Crapware
10		Cornetto		Cornetto Productions
11		No Demo		Sinex Illusion
12		One Week		Lame Coders
13		Xorcist		Army Boots

PC INTRO COMPETITION RESULTS

Place		Name of the intro		Name of the group
01		Smoke Yellow Weed		Acme
02		Little Slimy Dildo		Pure
03		Nameless		Laserdance

04		Morbid		Bunghole Productions
05		Jewelry		Massive
06		Blow Your Nose		Acme
07		Kaboom		Sentinel
08		Crush		Dash Productions

MULTI-CHANNEL MODULE COMPETITION RESULTS

Place		Name of the module		Name of the artist
01		Rivendell		The Rew
02		Love is Fading away		Paranoid Man
03		Inferno		Lizardking
04		Prophecies of the Dragon		Jenkins
05		Another Partytime		Thunderbass
06		Century Travel		Blue Adonis
07		Simon's Thing		Supernao
08		M-Gwise Progression		M-G
09		Phoenix (in vinegar)		Anarky
10		Dance 2 da House		RedCap
11		Hawaii		Vic
12		Stellar		Sqd
13		Hidden Reality		Wonderboy
14		Hyperlogix		Lard
15		Lost in Cyberia		Mad Max
16		Hate!		Harlequin
17		Along the Way		Michiel van den Bos
18		Love Machine		Blaze Runner
19		Bizarre		MSW
20		Nothing Seems Real		Diablo
21		The Rain of Tears		Calimero
22		United		Splinter
23		Mind - Body - Soul		DynaMike
24		Mellowhoei		The Wicked Jungler
25		Don't B Mellow		Bier
26		Brilliance		The Peric
27		In Your Brown Eyes		Pozor
28		Neptunes Revenge		Feroc
29		Falling Feather		Shark
30		World of Wizards		Argonex
31		Roberto		Remco Varkevisser
32		The End		Otis
33		Paradize		Hydran
34		A New Beginning		Mhoram
35		Critical Point		Access
36		Western Grill		Magic Fred & Type One
37		The Mission		Contagion
38		Dance Overdose		Axelel
39		Raising Gabbah		Da Raiser

1.13 symposium uk - october, england

Digital Symposium '95 Results

Amiga Demo Competition

=====

Ha ha ha

PC Demo Competition

=====

- | | | | |
|----|---------|---|----------|
| 1) | Relapse | - | Valhalla |
| 2) | Respect | - | Aurora |

Amiga Intro Competition

=====

- | | | | |
|----|--------------------|---|----------|
| 1) | Mind The Co-Op | - | TBL/Axis |
| 2) | Raggi | - | Eltech |
| 3) | Smellon Design | | |
| 4) | Grasshopper Design | | |
| 5) | Free Spirit | - | Maniacs |

PC Intro Competition

=====

NO ENTRIES

Graphics Competition

=====

- | | |
|----|--------------------|
| 1) | Fish/LSD |
| 2) | Wade/Eltech |
| 3) | Babbage/Nerve Axis |
| 4) | Dark/DCS |
| 5) | Cyanide/Maniacs |
| 6) | Maffia/Nerve Axis |
| 7) | Bliss/Nerve Axis |

Music Competition

=====

- | | | | |
|----|--------------------|---|--------------------|
| 1) | Big Jim/Valhalla | - | Autumn Dreams |
| 2) | Babbage/Nerve Axis | - | Pugwash |
| 3) | Hollywood/Axis | - | DJango |
| | Baby/Mad Elks | - | Guitar Time |
| 4) | Screech/Eltech | - | Suburbia |
| | Elfman/ETC | - | Remembrance |
| | Dreamfish | - | Harmonic Disorder |
| 5) | Aquafresh | - | Rusty Junk Box |
| 6) | Paul Galbraith | - | Take What You Want |
| | Style/Anathema | - | Funky Trousers |
| | Dooba | - | Kick Back |
| | Witchunter/Debris | - | Speed-Up |

7)	Inferon/Eltech	-	Recollapse
	Stuart Collier	-	Data City
	Reflex/GHD	-	Grasshoppers are green

The rest recieved no votes....

silk@dcs.warwick.ac.uk | Silk / Independant
esuiz@warwick.ac.uk |
Homepage: [HTTP://www.csv.warwick.ac.uk/~esuiz/index.html](http://www.csv.warwick.ac.uk/~esuiz/index.html)

1.14 scene gets wired

Wired magazine? Y'kidding, right?

Nope. Some time in February this year ('95), we had a call to the office that a couple of guys from Wired UK wanted to come in and talk about the demo scene with a couple of us, as they'd heard that we'd done a couple of CD-ROMs featuring demos, and we knew the area. My boss Jolyon and myself sat in a room for a few hours and kicked back with Dave Green <features editor>, his companion and a dictaphone, resulting in a tape of barely repeatable conversation. Jolyon used to be in the Scene until around 1990-ish, and I started following it around '92, so there was an old-school vs new-school contrast to the words. I'd also managed to fly over to The Party 4 with A12k on back, so I'd at least experienced some of the atmosphere. <Okay, I'm still new to the Scene, gimme a break ;->

Wired seemed to be happy with what we'd said, and were planning to run an article around the time of the
Gathering '95

I didn't think much more of this, apart from fielding a few questions from Dave over e-mail. What really snowballed it into the 5-page spread in WiredUK 1.03 <June '95> was a phone call from their graphics department, as they needed some stills. Their girl in the art'n'crayons department had grasped at my quote of "the Scene is the rock 'n roll of computers" and seemed to think that sceners went about looking like U2. Okay, Moby could probably front a grunge/guitar band fairly well, and Supernao's got the spliff situation covered, but you wouldn't see your typical d00d in a MTV vid. I mean, go figure. And did I know where in London they hung out, so they could get a photo-shoot of sceners in rock gear? Tsk.

Severe danger of Wired making asses of themselves in front of the demo-scene in an article with media-bytes from me in it, I thought. Dave had also mailed a preview of the article - 11k or so. Over a couple of late-night keyboard sessions, I threw together another 13k of text <the guts of the second half of the article, basically> covering the demo-scene, some of the links between the demo-scene and the crack-scene, and hung out on IRC's #amigascne bouncing the text off Stelios, Reward, Dweezil and others. It was around this time that the Saturne party got pulled.

Reaction was WOW!, and Wired US ended up running the article as well. More phonecall-fielding, this time from one of their US editors, who needed some strong convincing that the demo-scene did NOT kick off on the Apple II and

had NO following on the Mac. Well, apart from derisive laughter from us Amiga users, perhaps ;->

Dave Green was still after some stillshots of sceners. The Gathering was the next big event, so I threw him the invite-text and he got a cameraman over to Norway. <If you were there, you could have ended up with your face in the mag, zits 'n all ;-> JMagic/Complex assisted with the exclusive Cyboman 2 stillshots, which was a great help when our VLab card refused to work unless you constantly jumped up and down next to my A3000.

Anyway, enough words. Here it is, anyway. Comments welcome at the usual email address - hopefully it's a fair reflection of the Scene today - if not, I screwed it up big-time in public again ;->

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---[wired uk 1.03 : june'95 : d i g i t a l g r a f f i t i]

Jonny looks around, confused, his train of thought disrupted. He collects himself, and stares at the teacher with a steady eye. "I want to code demos," he says, his words becoming stronger and more confident as he speaks. "I want to write something that will change peoples' perception of reality. I want them to walk away from the computer dazed, unsure of their footing and eyesight. I want to write something that will reach out of the screen and grab them, making heartbeats and breathing slow to almost a halt. I want to write something that, when it is finished, they are reluctant to leave, knowing that nothing they experience that day will be quite as real, as insightful, as good. I want to write demos." Silence. The class and the teacher stare at Jonny, stunned. It is the teacher's turn to be confused. Jonny blushes, feeling that something more is required. "Either that or I want to be a fireman."

- Grant Smith, PC Demos Explained

(<http://www.mcs.net/~trixter/html/demos.html>)

If you're young, like computers, and have plenty of free time, there are three main ways that you can impress your peers. You can hack into other people's systems, you can crack the copy protection on games software, or you can code demos.

Ten years ago, young people used the term "demo" as shorthand for a political march or rally. Now, to thousands of computer-obsessed kids across the world, it's more likely to mean a short, self-contained graphics-and-sound demonstration program.

But these aren't demonstrations of games or business applications. They haven't been commissioned for any commercial purpose. The only thing a "demo" demonstrates is the skill of its programmer - or, more often, the skills of a group of coders, graphic artists and musicians. Demos are written for just one reason: to show off.

Demos are the last bastion of the world of passionate, crazed, enthusiast-only programming. Crafted purely for the hell of it by teenage

enthusiasts working entirely in their spare time, they create jaw-dropping audiovisual effects beyond the dreams of most professional multimedia designers. Constantly striving to better their rivals, devotees of the "demo scene" cram spectacular three or four-minute presentations onto a single 800K floppy disc, shoehorning the code into tiny amounts of memory. freely spread by disk-swapping, bulletin boards and the Internet, then replayed on home computers across the planet, each demo becomes a piece of digital graffiti, proclaiming the superiority of the gang that created it. Like indie music, pop videos and computer games, demos are usually created by groups. Demos are the rock-and-roll of code.

The demo scene is driven by competition, visible at its most extreme in huge five-day "demo parties" held during the school holidays in mainland Europe. Thousands of young coders attend these events, proudly toting their latest work. Most stick to the traditional demo structure - vivid animations, spinning polygons and assorted video effects, all pulsing in time to a techno, rock or jazz soundtrack. (A second, quieter sequence usually follows, scrolling the credits, boasts, and greetings to other coders - often in charmingly bad English.) But the discussions and voting that decide the best of the show are always heated and controversial, because what drives every demo coder is the overwhelming desire to create something new, something spectacular, and something cool.

Despite occasional coverage in the specialist press, demos have remained part of the faceless, virtually anonymous computer underground. They first appeared in Northern Europe in the early '80s as add-on introductions to illegally "cracked" computer games. Terrified of playground piracy, software companies experimented with ways of making their games copy-proof. For hard-bitten hackers looking for fresh programming challenges, this was a red rag to a bull. They would spend hours - sometimes days - cracking the copy protection and then, flushed with their achievement, write a brief audiovisual intro sequence claiming personal credit for it. They would then redistribute the pirated "warez" to their contacts and friends.

As the abilities of home computers (and their programmers) grew, the intros to cracked games became more and more impressive, and they began to get distributed in their own right. Thus the demo scene was born.

European Communities

Today's demo scene is packed with works of astonishing sophistication. Human Target from French coding group Melon Deizgn was one of the first to synchronise all the graphics to the music. The ground-breaking Jesus on Es by LSD combines a rave soundtrack with flickering counter-culture imagery. Switchback by Rebels takes you on a rendered high-speed roller-coaster ride. Nine Fingers by Spaceballs replays digitised video sequences as collections of animated polygons. Groups average about two or three of these big releases a year, each representing countless teen-hours of programming, artwork and design.

Until recently, demos like these had been exclusively a European phenomenon, running on the Euro-coders' favourite home computer, the Commodore Amiga. Historically, their origins can be traced back to the early 8-bit home micros, like the Commodore 64 and Apple 2, but the scene really took off when Commodore's 16-bit Amiga arrived in 1985, with its hi-res graphics, 4,000-colour palette, powerful video handling and four-channel sound. "Suddenly," as one coder puts it, "we could start

experimenting with stuff that made non-computer people turn their heads."

Like games before them, demos swiftly evolved to the point where they were too complex and time-consuming for individuals to write alone. So, inevitably, coding groups appeared, featuring separate programmers, graphics designers, musicians and, in some parts of Europe, English translators. Sometimes these would just be groups of schoolfriends with a common interest in computers, although larger groups then began to form and work across national boundaries via bulletin boards, e-mail and the Internet. This enabled them to exchange music, pictures, code and home-made development tools, with little need for the whole team to meet in person.

To start with, coding groups retained close links with the illegal pirate software scene that spawned them. Traders would exchange demos for cracked games if they didn't have any warez of their own. "They were a currency at one point," explains ex-coder Jolyon Ralph, who is now Technical Director of Croydon-based Almathera Systems and the publisher of several demo compilations. "A currency to buy pirate games."

This is still reflected in the scene's unique terminology. Group members employ nicknames, so that the news sheets found on the scene's numerous bulletin boards and disk magazines read like tabloid updates on soap opera characters. The latest on one European group, NFA, reveals that: "CPPD got a 'visit' but was not busted. Deck the Ripper got busted on 3rd March. DF0 (graphic artist) joined. Hexlax (swapper and modem trader) joined from Trauma. Chaos got kicked out for selling warez and porn to lamers through the NFA PO Box. He was receiving money and disks, but not returning either of them to the lamers."

Groups form swiftly, recruiting members from other teams, so if your skills are in demand, you expect to move around. For instance, disk magazine editor "Oedipus" is currently with UK group LSD, but when pressed about his CV can give a breathless account of joining Trance UK in April 1992, being instantly poached by rivals Nerve Axis (NVX), almost signing for Destiny,. Then, when NVX split up "for little apparent reason" (and Destiny linked up with the famed Swedish group Talent), he formed a new group, Nebula, which he headed for a year until arguments with co-manager "Antichrist" prompted him to take up an invitation from "Pazza" of LSD. Incidentally, he's 16.

Much of the demo scene's initial impetus came from the intense rivalry between owners of the two popular 16-bit home computers of the time, the Commodore Amiga and the Atari ST. (Remember, this is pre-1990, well before PC dominance of the home market.) In the early days, commercial software support was both thin on the ground and technically disappointing, so users wrote their own routines to demonstrate their chosen machine's superiority. "I've got an Amiga and my friend's got an ST," mimics Jolyon Ralph. "How do I prove that my Amiga's better?"

This competition also helped advance the demo coder's art - Jolyon fondly recalls "The Bob Wars" - an ongoing contest to animate the greatest number of "Bobs" (Blitter OBjects - the technical term for independently moving graphics) on an Amiga screen at one time. "Somebody released a demo saying, look at this, we can get 64 Bobs running around on screen," he remembers. "So of course then somebody said 64? I can get 68. 68? I can get 80. 80? And so on... Eventually it got to around 200. One of our guys was a particular fan of the Bob War and was determined to win it."

Eventually it got won by someone who did infinite Bobs. That was a big cheat. But they were all cheats, so it didn't really matter."

Trained by cracking the protection on games disks, demo coders show little respect for the work of other programmers. Armed with memory-scanning routines called "rippers" they can page through the data of someone else's demo, extracting the graphics or sound as required. "The music is fair game," chuckles Jolyon Ralph, evincing the rigorous logic of hackers everywhere. "If it hasn't been protected, that means the musician is happy for you to take it out. If the music has been protected, then it's obviously supposed to be a challenge, so again you're allowed to get at it."

"There's no mercy," agrees Almathera's CD cutter and self-confessed demo groupie, Steve - who has two scene aliases ("Steev" and "THP") but refuses to use his surname. "When State Of The Art [the predecessor to Spaceballs' Nine Fingers] first came out, it didn't run on every version of the Amiga operating system, so Skid Row [a group that specialises in cracking] took it, disassembled it, fixed the bugs, then re-released it with a sarcastic message at the end."

Coders are also not restrained by what is widely thought to be feasible. "There's been a lot of attempts to do 3-dimensional Doom-style graphics on the Amiga," Steev smiles, "simply because it's difficult to do, due to the way the display hardware is set up. Which means everyone has to prove that it can be done." As a result, 3D environments are a common feature in current demos, and coder Gengis (ex of French group Complex, now in a smaller group, Bomb) is putting the final touches to Fears, a commercial Doom-style engine for the Amiga, based mainly on routines from his own award-winning demo Motion.

Listening to demo fans tell these and other tales, it's hard not to think of the coders as a modern-day equivalent of the 1970s MIT computing pioneers documented in Steven Levy's Hackers. But, instead of the rarefied atmosphere of timeshare mainframes in academic institutions, now they're out there in the real world of pirate bulletin boards, and rather than how many useful commands you can add to the standard Unix kernel, the challenge is now how many assembler commands you can execute during a single video frame (and that's only about 1/50th of a second). But the real Holy Grail is still the ultimate hack, the piece of code that makes other programmers stop and ask themselves, "How do they do that?"

Party Atmosphere

Nowhere is this more apparent than at demo parties, the huge ↔
European scene

conventions hosted by coding groups and organised entirely by amateurs. Funded by ticket sales, the largest include The Gathering (held in Norway at Easter), and The Party (held in Denmark every New Year) and resemble nothing so much as a cross between a computer show and a science fiction convention.

These events take place in conference halls with thousands of square metres of floor space, accommodating as many as 2,500 people, their computers, desks and tables, and alternative sources of entertainment like video cinemas and laser tag games - in the unlikely event that the appeal of checking out hundreds of demo routines wears thin. (There are also

cafeterias, showers and sleeping areas. Most owners prefer to sleep with their computers, for security - and, one imagines, some small measure of reassurance.)

These are the trade shows - and the craft fairs - of the computer underground. "It's not often you can hook up with all the guys you've been talking to over BBSs, mail and the Net," notes Steev. If they're not actually working on producing a demo at a party, many coders spend their time socialising or indulging in the various group activities - networked Doom, in-jokes, gobbling pizza. "It's an electric atmosphere - you should see the web of power cables," he jokes.

Meeting these coders, designers and artists for the first time is a curious experience. If you're expecting wild-eyed cyberpunks on the cutting edge of industrial fashion, what's most surprising is how ordinary they seem. Sensible haircuts sit next to heavy-metal T-shirts, and grunge is as popular a look as sports casual. It just seems to be a cross-section of European teenagers who happen to like computers - the most surprising observation is how young they are (many under 16, few over 20). Oh, and they're all, almost without exception, male - for whatever reason, the other 50 per cent of European youth still resist the temptation of the ticket-price publicity which proclaims "Girls - free!"

Because of the age range, demo parties usually place a blanket ban on alcohol, drugs, and to cover themselves, organisers put out a disclaimer regarding software piracy. "Besides, a typical party is a stamina and endurance test to match anything that The Krypton Factor could devise," Steev reports, "- external stimulants are the last thing you need if you're trying to keep your mind on your latest demo release. You're exhausted, you're running low on sleep, high on adrenalin and you're starting to smell bad. But the competitive nature prevails."

Due to the sheer size of the events, the contests are divided into categories - best overall demo, best music, best "intro" under 40 Kbytes - with separate classes for different machines. Across the board, the cash prizes can total more than US\$10,000. "It's a hell of an incentive to write something that's really respectable," Steev observes. Comparisons with large-scale commercial computer graphics fairs are obvious. "That's what they are," he agrees. "They're the poor man's SigGraph."

Although broadly despised by the Amiga community, the PC has helped revitalise the demo industry - especially now that the old enemy, the Atari ST, has disappeared from the scene. (A disappearance hastened, if you believe the coders, by the sheer superiority of Amiga demos.) Even PC coders - like Trixter of US group Chromatiks - admit that Amiga releases have more style and better presentation, despite the IBM's horsepower. "3D Gouraud-shaded light-sourced, texture-mapped polygons will tax the average Amiga, while a 486-66 can do them quite nicely," Trixter quips. "But Amiga coders are European, and about 40 per cent are from Finland - there's just something about those wacky Finns that keeps on churning out stuff with style."

Norwegians Would

Everyone on the scene has their own theory as to why Europe - and Scandinavia in particular - has become the heart of the demo coding world. Some cite the long, cold evenings, easy overland access from one country to

another, or the lack of decent commercial software. This also suggests where demo coding innovation will come from in the future: Eastern Europe. "Hungary, Slovenia, Russia - they've all got good demo scenes," Jolyon Ralph explains, "because they're all in exactly the same situation we were in here during the late 1980s - brilliant computers, but no proper programs for them."

The skills learned from coding demos can transfer to more commercial applications - typically, writing games. The best-known products of grown-up demo coders are the much-acclaimed Pinball Dreams/Fantasies/Illusions series published by 21st Century and written by Swedish coding group The Silents, and the graphically astonishing Asteroids clone, Stardust, from Finland-based Bloodhouse. But many companies are still reluctant to take on demo programmers, because of the links between the demo scene and the pirates. And, besides, as the games magazines never tire of pointing out, there's more to gameplay than good graphics and sound.

That said, Jolyon Ralph still believes that "the big two killers for demo groups are people going off into the games industry, and conscription into the army." This is particularly true in the Scandinavian countries, where 18 and 19-year-olds are required to do a year of national service. Jolyon and Steev have seen several groups appear from nowhere and produce several startling releases, only to fall apart just as quickly when their key members go off to spend twelve months in the armed forces. All the same, Jolyon suspects this "may be why the Scandinavian countries have such a good demo scene - because they have to get it done quickly!"

Despite (or because of) these real-world intrusions, a glance at the disk magazines and demo newsgroups (alt.sys.amiga.demos, for instance) shows that the scene culture is still going strong. It's a unique mix, consisting in part of standard fan quibbles over the merits of particular coders and their demos: "First of all, Dweezil's intro from Ass93 is not called 'Bananamen' but 'Tequila'. The intro by Shining was running about 125 per cent slower than the one in Tequila: Dweezil did a great job of optimising the method! But, it was Tizzy who used the method first."

"Lame" and "Cool" are the two big ethics, forever being debated in the demo forums - "lame" in this case being scanned or copied graphics, sound samples, pre-calculated graphics effects and uploading old software to BBSs. "Cool" is equated with winning competitions, coding difficult routines and making them look easy, obtaining, cracking and spreading pre-release versions of commercial software, and having a life outside the digital underground. Other hot topics include "Are Mail-Swappers Needed In a Demo Team?", "Who Is a Lamer?", "Is Piracy Really Killing the Machines?", "Hardcore Techno vs Heavy Metal" and the old chestnut "Do We Need More Charts? Are They All Faked Anyway? Discuss."

Nowhere else in global teen culture will you find this reckless adolescent enthusiasm combined with detailed mathematical theorems, excerpts from professional computer graphics textbooks, and all-out hard-core technical advice on coaxing the most from your machine, like this tip on saving microseconds when coding for the Amiga 4000: "At the extreme, an '040 will have to dump out 4k of copyback, and will have to read in the 4k of cache, which is $(4096+4096)/4=3D2048$ memory accesses, which will take a minimum of $2096*40ns$ ('040 clock cycle), or 80ms to get back to how it was before the flush."

As long as there are home computers, and as long as there are scores to be settled, kids will continue to write demos. Although the prospect of large cash prizes and programming careers are powerful incentives, the months of sheer effort required to create a demo transforms each one into a labour of love. In a world where programs are a plaything, and where the clicking of an empty Amiga disk drive is as challenging as the ball-bearing rattle of a spray can, it's simply about proving who's the best.

"It's a completely underground thing that's completely harmless," enthuses Jolyon Ralph. "No-one gets hurt. Apart from Atari ST owners, of course."

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1.15 why use archives?

Fairly simple, this: The demo-scene is heavily reliant on ↵
bulletin boards
(and now the Internet) for distribution of releases. Time is money, and for the CD to be of maximum use to the 'scene, all releases (apart from some special ready-to-run stuff) are archived in
standard formats
.

Another reason against having everything ready-to-run is the amount of time involved in getting everything working direct off CD. It's bad enough wrestling with 20 or so productions across 3 or 4 machines, but when you've got several thousand items or data to deal with, it's impossible in the time available unless you clone yourself several times over. Most good software tools can deal with archived data transparently, for example the DeliTracker2 audio player. It also means we can get more on a disk - better value.

1.16 the compatibility libraries

A few of the demos, and some of the media tools like DeliTracker, make use of external library code for extended features - usually dealing with compressed files. The most common system is the XPK library system, which uses a 'master' library to select which decompression or compression routine should be used, and which slave library to use to do it. It's a popular system, so it's worth having installed. Find an install utility for XPK in the USEFUL/libs drawer.

CrunchMania is a popular system with demo-coders, and 'CrM.library' should be put on your system as well - it's in USEFUL/libs/Misc-libraries.

Library files should live in the 'libs' drawer of your boot partition, be it floppy disk or hard drive. It's assigned as 'LIBS:" by the system on bootup. <For more information, consult your system manuals>

1.17 the custom archive tools

There's a utility which is specifically designed for use with unpacking and testing all the archives on the EuroScene, and it's called 'thing, ish' <because I couldn't think of anything else, that's why>. The main reason for this to exist is the fact that most other fast interfaces for the standard archive tools had options you didn't need most of the time, and none worked under KickStart 1.3 properly. 'thing, ish' is small, fast and works on all Amigas due to making extensive use of ReqTools.library requesters. Naturally, it supports the 3 main archive types as used by the EuroScene CDs.

The system plus its documentation can be found in the drawer USEFUL/ish, and has its own install utility. Once you've got Amigaguide and ish installed, you're ready to roll.

1.18 a word on archiving formats, for the unaware

The EuroScene CDs use 3 types of archive system - LhA, DMS and Zoom. The special archive tool 'thing, ish' can automatically deal with all 3 formats.

LhA is the most common archive, and takes a file, or groups of files, and packs them into one compressed lump for easy transmission. This type of archive must be uncompressed back onto prepared media, like onto a formatted floppy disk or into a hard drive directory. From there, the files are accessible in the usual way.

DMS and Zoom are for compressing entire floppy disks, mainly when a non-standard disk format is used. These archives can ONLY be decompressed to a device driver that supports trackdisk.device calls - df0:, dfl:, rad: or ff0: for example. <Those last two are special cases of trackdisk compatible devices, and will not generate bootable media that demos require, however they are useful for examining a disk or fast temporary archive output>

LhA archives can be identified by the suffix .LHA on the filename, DMS by .DMS and Zoom archives by .ZOM

For full documentation on all the archivers, check out the 'useful/Archivers' drawer on this CD.

1.19 why euroscene 2?

The same reason as EuroScene 1, basically. Apart from the CD-ROMs released at Assembly, and for the first time at The Party 4 last year, it's always been virtually impossible to get a *dedicated* CD for the demo-scene

releases of the year. EuroScene 1 was the ground-breaker and the first attempt at giving individual groups the recognition they deserved, as well as collecting releases from the major events in separate directory areas, and offering an 'artist portfolio' section for musicians and graphicians. And the diskmags, of course, to give an idea of the mindset behind the demo-scene.

For the average Scener, it frees up a LOT of floppy disk and HD space for a LOT of people on the 'scene. And gets you those releases you'd heard about down the grapevine, be they obscure, old or simply impractical to distribute by 2400 baud modem ;->

EuroScene 1 took the best of the classics, and the cream of the current, and took us up to The Gathering '94. EuroScene 2 follows directly on from there, with releases up to the time of Digital's

UK Symposium
in Coventry.

<The Amiga demo-comp at Symposium sucked big-time, but the music-comp more than made up for it. Being stuck in Birmingham overnight outside the New Street station as the temperature hit zero was an 'experience', however...>

There's a few excursions into the back catalogues of groups, however the guts of the material is all this year's. Apart from a few modules that have at last been reunited with their correct authors, there should be zero repetition from Scene 1 to Scene 2.

1.20 notes on compatibility

Technical diagnostics enclosed.

The demo-scene has harnessed the power of the AGA machines in its thirst for CPU power and graphic excellence. However, because of several variations in expanded AGA machines, this can lead to compatibility problems, and it's all to do with the startup code.

(1) Bad allocation of memory.

This especially affects multiload demos, where the filesystem (for example a PCMCIA CD-ROM drive) gets overwritten by the code, then when the program tries to access the device for the next read, it's not there. Mainly on A1200s with using non-autonconfig devices on the PCMCIA, which winds up slap bang halfway down the memory map.

(2) Bad CPU detect and screen handling.

Usually on big-box A4000s which are running the problematic 040 processor and SetPatch, or retargetable graphics systems like Cybergraphics. Module replay routines can run too fast, the screens don't always open, and more. It's usually safe to assume that the only demos that will work properly on an A4000 are ones where the

competition machine has been an A4000, such as at Assembly.

The trick is to have a special cut-down startup-sequence for running system-intensive demos <and games> optionally available when the system boots. The easiest way to do this is to detect a mouse button on booting. Here's something I call '10am-startup' <because it's not particularly early, but it's still bad enough ;->, which sits at the start of the startup-sequence:

```
RightGuard
if WARN
  assign env: ram:
  assign t: ram:
  Path >NIL: RAM: C: SYS:Utilities SYS:System S: SYS:Tools
  LoadWB
  endcli
endif
```

My program RightGuard <do you smell all right?> is in the useful/libs drawer on this CD - it simply watches for the right mousebutton or joystickbutton being held down and returns a DOS code of 5 if that state is found. Copy it into c: and add the above lines to your startup-sequence.

This will give you a 'fairly-early-startup' state which is enough to get Workbench up, mount drives and run scripts without taking too much memory overhead. If you don't hold RMB or RJB, the system boots as normal, of course. Note that your WBStartup drawer will still be examined when LoadWB is run - if you get serious about running big productions, it's a good idea to not have a WBStartup drawer, and instead run your programs from s:user-startup.

Note that I'm not running SetPatch in that chunk of DOS script. SetPatch enables the AGA screenmodes for system-friendly programs. Depending on their startup code, some demos require you to run SetPatch before starting them up. Most demos don't need it and don't like it, so don't bother putting it in ;->

It's generally not advisable to run SetPatch on A4000s before starting a demo, as the 68040 caches and copyback are engaged when SetPatch is run. And the difference between an 020 and an 040 can make or break a demo. Most demo-coders have 020 or fast 030 based machines, and the 040 isn't easy to program well. When using graphics-intensive code in a system-friendly way, the 040 setpatch cripples performance. A good example is our EuroScene2Intro! - try running it on an 040 machine without running SetPatch first, and then *with*.

Virtually all of the larger demos presented in the Specials drawer, with the exception of the diskmag RAW, require FAST RAM. The systems they were tested on are as follows:

System A: A1200, GVP SCSI+4M FAST RAM board, double-speed SCSI CD-ROM drive on GVP port, autoconfig'ing device address space.

System B: A1200, GVP SCSI+4M FAST RAM board, PCMCIA CD-ROM drive <Archos>, non-autonconfig address space.

System C: A4000/040, A4091 SCSI card, double-speed SCSI CD-ROM, 16M FAST RAM, AGA flickerfixer, Cybergraphics,

I'll only list demo/system combinations which are problematic. You may of course get better results on certain PCMCIA devices and machine combinations - of course, if demos still refuse to run from PCMCIA, just copy the entire drawer to your hard disk and run it from there instead. All the demos included have run from System A/B on HD, no problem.

Where a '.library' file is required, information can be found in the

extra bits of OS
section.

BREATHTAKER:

Corrupts on system B.

C42:

Unreliable performance on system C. Strange, given the competition machine was a warped A4k, meaning C should be more stable. Suspect our machine here, to be honest.

DALAHORSE: Requires CrM.library <CrunchMania> in libs:

Dead on system B.

DOVE:

Screen refuses to open up on system C, fine on other machines.

DROOL THIS:

Turn off the 040 caches at early-startup for system C compatibilily.

EMBRYO:

Doesn't like system C.

FRUITKITCHEN:

System A only. No Descent engine on system B, nothing at all on C.

GENERATION-X:

No endpoint on system B <kicks out filesystem, duuh>, overclocks on system C.

GREENDAY:

Falls over on system B.

ILYAD: <Requires xpksQSH.library - part of the XPK distribution>

CIA clash with PCMCIA use on system B.

WORLD OF ASCII:

Audio glitches on system C.

MINDFLOW:

Nose/Stellar is about the only person in the Scene with a Warp, so run SetPatch and it's fine on system C.

MIRACLES: <Requires CrM.library in libs:>

Same as above. SetPatch for system C.

PREY:

Braindead Allocs on system B. Guru.

SWITCHBACK:

No endpoint on system B <allocs again...>

THRILLED:

No screen display o system C.

WHAMMERSLAMMER:

No multiload on system B <pop goes the filesystem...>

Of course, different cards, different amounts of RAM, different devices. Your mileage may vary.

1.21 credits

THP: Disk compilation, Amigaguides, lack of sleep, all night Netsurfing and optical tests. <Can I go home now?>

Mark: Disk artwork, and things.

Jase: Code, and toast.

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