Australian Amiga Gazette

Where did I put the September Issue?

* Readers Survey
* PMPro4 Preview
* Making Midi
* Classified
* News
* Best of PD
* HD Guide
* Amiga & Video
* Jay Miner Society

October 97
Issue 11
**Amiga Products Price Crash**

Limited to on shelf stock only, no rainchecks, no other discounts.

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<th>HARDWARE/SOFTWARE</th>
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<td>LAST CHANCE SPECIAL</td>
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e-mail commagic@magnafleld.com.au

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Sorry No September Issue

My apologies to all for the absence of a September issue. With the closure of Amadeus Computers, the withdrawal of the Show advertising and not receiving a number of articles from writers the September issue was not physically possible. To add to all this the Paula chip in the A4000 blew up taking with it part of Sept issue.

A note to A4000 owners
the Paula chip in the A600 works in the A4000, just be very careful taking it off the A600 motherboard.

To make up for September I will be either extending everyone's subscription or producing a Double size December issue or possibly both.

The scent of Amiga in the air

Now for the good news. It seems that Gateway have decided that the Amiga is a very valuable asset to own. Amiga Inc (Research and Developement division of Amiga International) has started to employ ex-Commodore staff. A number of third party contracts have been granted to developers creating much activity. Amiga businesses are joining forces which will create a greater impact on the computer market as a whole. The PPC boards are selling well overseas and became available in Australia late month (We hope to do a review on one next month). Many developers have stated release dates for PPC ports of their programs. The soon to be released Amiga version of 'Myst' and 'OnEscapee' will really show off the power of the PPC boards. In the August issue I remarked that the light at the end of the tunnel was a bloody small light, well I have upgraded that light to a 200w light globe.

No Melbourne Show?

Over the past month I have received phone calls seeking enlightenment regarding the postponement of the Show in Melbourne. After speaking to Michael Gruber, one of the show organizers, and at length with Basil Flinter and Darreck Lisle (Amiga Inc USA) I cannot shed any further light as to why the show did not go ahead. At this point a new date for the show has not been set. Please contact the organisers directly for further details.
Management would like to apologize for the disruption in your regular scheduled programming. Thank you for tuning into the late edition of AAG News.

First the Local News ...

Melbourne Show Delayed

The Australian Amiga Gathering Mark II Amiga Expo, which was scheduled for October 11th in Melbourne at Albert Park has been delayed until early next year.

The organizers (Michael Gruber, Paul Graham and Darren Robertson) after talking with Basil Flinter and Darreck Lisle (Public Relations and Events Coordinator for Amiga Incorporated) have agreed to delay the Australian show until early next year.

An Australian Representative will by flying to Computer '97 (the German show in November) to talk with Amiga International and Amiga Incorporated about the Australian show.

The organizers, again, wish to apologize for their change in plans, but feel that the Australian Amiga community deserves the best show possible. More details will be released after the Computer '97 show in November.

First CyberstormPPC Arrive

The first of the CyberstormPPC 604e's arrived on the 25th September at Byte One Computers in Ferntree Gully, Victoria. Give Gordon a ring (03) 9752-3991

Amadeus - No More

Unfortunately, Amadeus has closed it's doors after many years of supporting the Amiga. Due to financial difficulties, Amadeus has gone into liquidation.

Many distribution rights which Amadeus held have now been severed. We must now wait to see which of the other Amiga Dealers will pick these up. AAG will announce the new Australian Distributors as they come to hand.

Directory Opus Patch Available

GP Software announce patches for Directory Opus. Versions 5.62 and 5.65 are now available free. Contact GP Software via email at greg@gpsoft.com.au or phone/fax at 07 33661402.

User Group Network

In a conversation with Michael Gruber (me), Darreck Lisle of Amiga Incorporated discussed his plans to develop a User Group Network.

Mr Lisle's idea is to establish a network which can feed information direct from Amiga to the community.

Here in Australia steps have already been taken towards a similar goal (Australian Amiga User Group Conference). One which will see a closer relationship between all the Australian User Groups.

Co-ordinating with Mr Lisle, the world could see the establishment of the first major node in this network, linking the Australian groups together.

Now to International News ...

New Game: OnEscapee

OnEscapee is a new action adventure game for the Amiga and PC. The game will mix the styles of Flashback and Another World together with many new original ideas. OnEscapee contains superb graphics, amazing atmospheric music and sound effects. The animation is superb and the game play is unreal! OnEscapee is being coded by the Hungarian developers, 'Invictus Team'.

OnEscapee will require an Amiga with at least an M68020, AGA, 2+2Megs, CD-ROM and Harddrive.

Amiga Int. Now Selling Spares

Amiga International have recently added to their web site information and ordering details for their stock of spares for the Amiga.
Spares include everything from A4000T assemblies for DM2450 to A500 cover expansion plates for DM4.

All information including the parts list can be found at http://www.amiga.de/spare-e.html

**New Vulcan Release**

The Strangers, an AGA CDRDM based game has now been released by Vulcan.

Vulcan Software Ltd (UK)  
Vulcan House, 72 Queens Road,  
Buckland, Portsmouth,  
PO27NA, England  
Tel: 0-1705-670269  
Fax: 0-1705-662226  
Paul@vul-soft.demon.co.uk  
http://www.vulcan.co.uk

**Amiga Inc. Goes Public**

AmiCDN'97, the American Mid-West Amiga Expo will be the first event to host the Developers' Conference.

Darreck Lisle, Amiga Inc.'s Public Relations and Events Coordinator will represent Amiga's interest in establishing a network of developers for Amiga.

The Network will be world wide, with another conference scheduled for the Computer'97 German show in November.

**Picture Manager Pro 4.0**

Now available from Blittersoft. PMPRO 4 GFX-Tool for your Amiga. Featuring: Picture Cataloguer, automatic GFX-Format conversion, scanning, printing, image processing, PhotoCD access and more.

The PMPRO is designed as a universal graphics tool for administration, processing, scanning, printing and conversion of bitmapped graphics and IFF animations. Since the graphics or animations are displayed as miniaturised thumbnails on the screen, the user gains a complete overview over all graphics files on his/her hard disks, CD-RDMs, etc. and can directly access these via mouse clicks and may also export these directly to any other program like DPaint, PPaint, AdPro and so on. Integrated 24 Bit image processing functionality and intelligent image conversion into other file formats complete the package. Turn to page 20 for a preview.

**ICOA + Amiga = Support**

The ICDA will be the official developer support interface between Amiga Inc. and the development community. They will assist Amiga Inc. by handling developer registration as well as aiding with developer conferences. An official press release with more information will be made by Amiga Inc. at the Mid-West DEVCON in November.

The ICDA wish to congratulate everyone who helped over the months as well as thank all ICOA list members for giving their support and believing in the ICDA.

Due to a misunderstanding, the person at Amiga Inc. organising this was not aware that the ICDA has a new web site ready to go online. This led to accepting the generous offer from CU Amiga to handle developer registrations from their web site. A solution for the dual registration sites is being worked on.

In the meanwhile, all registrations from the CU Amiga site will be forwarded to the ICOA, so both sites can be used.

**Epson to Work With Amiga**

Epson are rumoured to be working with Amiga Incorporated to ensure drivers are developed for all their products.

**New Graphics Board.**

Ateo Concepts are currently working on a high performance graphic card for the A1200.

This card will be available in September/October 1997. The graphic card is based upon the graphical chipset GD5434 from Cirrus Logic. It will be shipped with a new design expansion bus. For space reasons, only tower version A1200's will be ready to accept this combination.

Ateo Concepts are also planning the development of add-on cards like MPEG realtime decoding, TV tuning and FlickFixer for this unit.
New - Exdemo - Used Games Clearence
All Games Only $10

1 Meg Games
686 Attack Sub
Al Catraz
All Time Favourites Pack
Back To The Future II
Bad Company
Battle Chess
Blue Angles
Brogart
Bravo Romeo Delta
Cardiox
Classic Board Games
Combat Air Patrol
Combat Classic Collection
Conqueror
Cricket Amiga
Cybercom III
Das Boot
Day Of The Viper
Days Of Thunder
Death Mask
Dragon Force
Dungeon Master
F-15 Strike Eagle
F-18 Combat Pilot
Falcon
Falcon Collection
Federation Of Free Traders
Fighter Bomber
Flashback
Flight Of The Intruder
Frontier Elite II
Future Classics Collection
Global Effect
Globule
Golden Eagle
Grand Prix
Grand Prix Circuit
Gunship
Gunship 2000
Harpoon
Head To Head (2 games)
Heroes Collection
Howzat
International Soccer
Jack Nicklaus Golf
Jetpilot
Knights of the sky

Command an Los Angeles Class sub
Arcade style adventure
Includes - Test Drive, Mean18 + more
Just like the movie
Do battle with the "fly-heads"
Mmedieval world on the chess board
Formation flight simulation
60 levels full of potential disasters
Communications strategies
Bi-directional arcade shoot-em-up
Chess, backgammon, checkers
Unique strategy & simulation
F15 Eagle, Team Yankee, 686 Attack
Unique tank simulation
Totally Australian designed
Intelligent machine will take over
German U-boat simulation
Early Doom style shoot-em-up
The official game of the film
Just like Doom, but better
By a winning wargames author
Expansion Set #1 role play
Superb Microprose flight simulation
Control of the worlds finest aircraft
Spectrum Holoboy's F16 flight sim
F16 sim includes mission disk 1 & 2
Your quest is interstellar wealth
Activation bomber simulation
Stunning 24fps screen updates
Spectrum Holoboy's best flight sim
3D space adventure
5 exciting games in one action box
Build your own planet earth
Arcade style shoot-em-up
Arcade style adventure
Racing car simulation
The ultimate fusion of car & driver
The original Gunship game
(1.5Meg) Multi-Helicopter combat sim
The final war at sea - Nato Vs USSR
F18 Stealth Fighter & Mig-29M
Bond, Barabarian, Schwarzenegger
One day international cricket
New perspective on soccer
Unlimited Golf courses
Incredibly realistic flight simulation
World war 1 combat flight simulation

Lambard Rally
Lotus III
M1 Tank Platoon
Master Blaster
Mega Fortress
Mega Traveller 1
Midwinter
Midwinter II
Navy seals
Nigel Mansell's Champion
Populous Data Disk
Power Hits
Psynog
Red Lightning
Red Storm Rising
Resolution 101
Robin Hood
Sensible Soccer
Shuttle
Silent Service II
Spy Spy Secret Agent
Space Quest
Steel Empire
Stormball
The Cardinal of the Kremlin
The Killing Cloud
The World Series
Theatre Of Death
Thrill Of Winning
ThunderHawk
Thunderstrike
Tom Landry Football
Tornado
Tracoon II
Trump Castle II
TV Sports Football
Wolf Pack
World Class Cricket
World Tour Golf
Worlds At War

AGA
Burnout
Dangerous Streets
Sabre Team
Second Samurai
Super Street Fighter
Total Carnage

Drive a Ford group A Sliema
The ultimate Challenge
Definitive sim of armoured combat
3D futuristic sports action
BS2 flight simulation
Science fiction role-play
Original compelling strategy game
Master of strategy
Arcade style thriller
Become a grand prix legend
The promised lands, 5 new worlds
10 greatest hits including Battletech
Space adventure
Operational game of world war 3
Save the world from the soviet
Fast moving futuristic vehicle sim
Real-time adventure
There's no other football game like it
The space flight simulation
Command a world war II submarine
Arcade style adventure
A space King's Quest
Future game of strategic conflict
Sports sensation of the 21st century
Like the film by Tom Clancy
Ride a X5050 hoverbike
One day cricket game
Military battle simulation in 3D
Adventure pack (4 games)
Scaled playing area over 8000 miles
3D arcade action
Deluxe edition football strategy
Combination of speed & weapons
Multiplayer air traffic control sim
Ultimate casino gambling simulation
Pro football simulation
Two player submarine simulation
Graham Gooch's cricket game
Pay more that 20 courses
A game of planetary conquest

(6 Meg) Push the Amiga to its limits
Arcade style combat game
1980 Iranian embassy siege sim
Arcade style battle game
Pumpkin & kickin arcade game
Leave no one alive
Many web review articles focus on 'Cool' web sites. Here at AAG we like to be different so our focus is on 'Nifty Web Sites' or 'NWS', just like CyberPages.

CyberPages International is what I call a CyberMall. Very much like any man-made mall, it has a variety of shop, community services, activities and more.

Follows is the info on their homepage:
Thank you for stopping by at CyberPages. At our site you will find a mix of interesting content with advertising and shopping information. Among the many features are a Singles Club (free to join), The CyberCareer Centre (add your resumes free), Business classifieds, Sports News, and even Commodity Trading information. In summary, we have tried to provide an array of topics to cater for the spectrum that is the Internet.

Our site is interactive.
There are sections where you can contribute your views, opinions and experiences, or indeed refute those that other visitors have expressed.

The politically inclined visitor will enjoy visiting and voting at the CyberPolls or contributing to CyberNews and Views. The bargain hunter will not leave without checking CyberCoupons. Businesses wishing to offer CyberCoupons should also drop by and evaluate this service. It's free so really there is

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Platinum Pages Mall | Cyber-Favorites | Special Interests
---|---|---
- Search by Classification
- Search by Company
- Search by Country/City
- Search by Keyword
- CyberModels
- CyberSingles Club
- CyberCoupons
- CyberGardens
- CyberRecipes
- CyberDreams
- Alternative Health

Business & Sports
- Commodities & Currencies
- CyberCareer Center
- Business Classifieds
- Real Estate/Homes FSBO
- Sports News & Views
- CyberCoupoms

Arts & Entertainment
- CyberPoetry
- CyberSightings
- CyberAbbey
- CyberJokes
- Heroes & Villains
- CyberContests

Political Scene
- CyberPolls
- Pearson Shoayama Forum
- Editorial
- CyberNews & Views
- Country/City Gossip

Community Services
- Missing Children
- Missing Friends
- Missing Relatives
- CyberVolunteers
- Free Classifieds

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Australian Amiga Gazette October 1997
not much to lose. The Platinum Pages Mall has our Search engine which makes the Net local to your city.

We could go on and tell you all that you will find at the site but now leave you to make the next move. The Website map is where you want to click and watch the CyberCentrefold of the hour download. If you have a photograph or company logo you want to display, let us know.

Once again, many thanks for stopping by and in the words of Sgt. Pepper and the Beatles, ‘We hope that you enjoy the show’. .

I decided to check out the classifies. You may have read that you can buy & sell almost anything on the Internet. This statement is 100% true. Allow me to demonstrate. The following are a few of the classified adds that caught my eye. My favourite would be the ‘New Energy Chip & Peta Process Technology’.

CyberPages Classifieds

Recipes
Grandma’s Best Mexican Recipes
Squash Delight, Stuff-peppers, Chile-dip and Tuna Salad. These dishes are unlike anything one has experience before .
EL PASO

Barn Wood
100 year old barn wood for sale. Send for more information at my email address.
wwcoinc@winternet.com
MINNEAPOLIS

Animation & Application
I am a freelance programmer, who takes up projects in c,c++,Foxpro,Visual c++. I also do animation and can design Web Pages for companies at the cheapest possible rates. I use HTML for Web Page Designing.
arungta@giascia.vsnl.net.in
CALLCUTTA

Wanted
Defective Tupperware
jeffsar@expressimage.com
TEXAS

Business
obarmstrong@value.net
MOSCOW

Are You Crazy! We DONT Look At Your Credit!
We don’t care what kind of credit you have! Discover how to get your UNSECURED credit card with guaranteed results. Easy free online application too. Apply Today!
http://www.freeyellow.com/ccsearch/index.html or e-mail ccsearch@freeyellow.com
CALIFORNIA

Another area of CyberPages to visit is CyberDreams here visitors may have their dream interpreted. Some people have some very weird dreams, i never remember mine so I really can’t talk.

Web: www.cyberpages.com
Email: cybermaster@cyberpages.com
Phone: 1-800-243-3753 or +1 613 563-0965
Fax: +1 613 723-4603
Post: 342 Gladstone, Ottawa, ON, K2P 0Y3, Canada

CyberPages International Inc.

Next month I’m off to Seussville and DisneyLand to have a bit of fun and will report on my findings.

If you know of any site that would interest everybody drop us an email at mother@pnc.com.au and I will check it out.

Michael Burak
I have been interested in music since I was about seven years old. This was about the time when I asked my parents if I could take piano lessons as I was confident that after a week or two, I would be fully conversant with the keyboard and be able to amaze everyone with my undoubted talents. 46 years later I am still learning although this time, I am combining my knowledge of music and the Amiga to make music using a full orchestra and turning out sounds which make me wish I listened more closely to my piano teacher all those years ago. Sometimes the sounds are fantastic - other times I switch off the equipment and go to bed to sulk.

As my interests in computing range from Graphics through business applications - the 'Net - Video - DTP - to Music, I have an application for every mood. They all give me great pleasure and satisfaction but none more so than drawing notes on screen and listening to them play back through my Yamaha keyboard.

Several years ago, touch sensitive keyboards were so expensive you required a second mortgage to purchase one. These days, however, things are oh so different! Technology has surpassed itself time and time again to produce cheap and efficient technology so that most of us can afford a little luxury now and then. The keyboard next to me cost just over $400 - is general midi standard (I'll explain that in a moment) incorporating 127 different musical instruments and sounds PLUS a full drum kit - is touch sensitive (the harder you hit a note, the louder it sounds) - has a rhythm section of its own - built in speakers with provision for piping through a hi-fi and it even works from batteries too if necessary!

Attach this to the Amiga and you have your own orchestra ready to perform for you whenever you wish.

You don't even need musical knowledge to obtain fantastic sounds from it as the 'Net is littered with midi sites containing literally thousands of ready made files to download. These you can load into a sequencer and as well as play them, you can take them apart to find out what makes them tick (or screech or clang!).

Nor do you really need a keyboard or sound module as software such as GMPlay from the Aminet is capable of playing midi files using the Amiga's built in sound chips. Most sequencers allow you to allocate samples to the channels too. Once obtained (or written by yourself), you can play these files along with graphics and animations in many of the multimedia programs available for the Amiga. This is especially useful for video applications as you can lay down the sound at the same time as the video track thus completing a set of titles all in one go.

Before going on to explain the workings of a sequencer, a little bit of background about midi itself without going into too much detail and boring the pants off you.

General Midi Standard. At one time, all manufacturers of keyboards used their own settings for passing information via midi so a piece of music produced on, say a Roland, would sound totally wrong on a Yamaha and vice versa. So, eventually, the manufacturers all got together and laid down a set of standards which meant that midi files could be used on different instruments but produce the same
sound as the original. i.e. a piano on one instrument is also reproduced as a piano sound on ANY GM standard instrument.

Now, let's assume we are talking about a keyboard rather than any other sound producer. The keyboard is actually a dedicated computer built just to make sounds at the press of a key. By selecting a sound, all the keys will use that particular sound i.e. piano - strings etc. However, midi keyboards have what are called channels and each channel is capable of producing a DIFFERENT sound on each. The general midi standard states that a midi instrument will have 16 channels which therefore allow you to produce 16 different sounds all at the same time. This is called a multi-timbral instrument.

Your keyboard will also be capable of playing a number of notes at the same time and this is where the word polyphonic comes in. Say, for instance, that your keyboard is 32 note polyphonic it means that over all the 16 channels you are able to play 32 notes all at the same time. So you could have channel 1 playing a piano sound using four notes, channel 2 playing strings using another four notes leaving you 24 notes to spread around the other 14 channels.

Strictly speaking though, this is not entirely true as one channel, usually channel 10, is dedicated to drum sounds effectively leaving you with 15 channels for other instruments.

Now for the other end.

Your Amiga runs software called a sequencer which will send data through the serial port and the attached midi unit to the keyboard. This also works the other way round to enable the keyboard to pass data to your Amiga. The midi unit itself is not directly attached to EITHER end even though cables connect them together. This is because the unit uses a LED to physically separate the computer and keyboard and literally flash signals over a gap to the gubbins inside the midi unit - translate it and then flash the signal to the outgoing cable. This is known as opto-isolating and it is possible to disconnect the midi cables from the unit and the keyboard without causing damage. WARNING! This does not apply to the serial port - connection and disconnection MUST be carried out with the computer switched OFF!

I am going to take Tiger Cub as an example of a sequencer for two reasons. 1. I have been using it for years and am familiar with it. 2. It has been given away as a cover disk (at least in the UK) quite a few times and is therefore freely available. However, the basic principles apply to most sequencers and it is only parts of the GUI which differ.

What you will need:

An Amiga (even the humble A500 is capable) A midi interface (around $25) plus suitable cables. A sound producer preferably a midi sound module or a keyboard (general midi compatible if possible but not essential). Note: A sound module is a keyboard WITHOUT a keyboard! It is purely a sound producer and cannot be physically played.

Getting Started:

Cub boots to a screen allowing you to set the number of events you intend using. Translate events roughly to number of notes and you are away except that I never know how many events I will
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require. Fortunately, only a couple of times over the past several years have I needed to re-set the software but, should you be working on a file and get the warning about memory being short, save the file out to disk, quit the program and re-load increasing the events as you do so.

First time, however, just give a couple of LMB clicks on the right hand side of the slider to increase the default number of events to take you to the Track List. From here, you can ignore most of the icons except the EDIT button and the tape recorder style play buttons for the time being.

Cub will allow you to import two file formats peculiar to itself, .CUB and .ALL files plus .MID and .SMUS all from the Project menu. If you have any midifiles to try out, load them obviously using the .MID requester. Each requester is suffix sensitive and will only show the relevant files so PROJECT/OPEN will only display .CUB files - 'Load MIDI file' will only load .MID files and so on.

Righto! On the assumption that you are starting from scratch, ignore the TrackList screen and LMB click on 'EDIT'.

You are now presented with the graphical editing screen on which you can draw any items required to change the sound you are playing with. I'll start at the top (ignoring the menus for now) with the small abbreviated letters across the top of the large window. Below are the default settings:

Tr<1> is the track number and when there are more than one track, by clicking on the arrows you can view each track in turn.

Mu short for Mute which when selected will stop ONLY the current track from playing.

So short for Solo which when selected will play only the current track.

Ch<1> short for Channel and shows the current Midi Channel being processed on Track 1.

Pr short for Program Change and shows the number of the currently selected sound for this Track - this normally shows *** in so don't despair if there is no number in it.

Vo short for Volume and increases or decreases the overall volume of the output for the current Track.

Off short for Offset and shows the amount of any gap between the start of the track and the first event recorded in it.

The next list are for Controllers all of which open a window at the bottom of the screen to enable you to draw in what are called Continuous Controllers:

PG short for Program Change - LMB will bring up a window at the bottom of the screen to enable you to set the instrument sound you wish to play in that Track.

VE short for Velocity - LMB click enables you to set how hard each particular note will be played.

PB short for Pitch Bend - again another window at the bottom which allows you to SLIDE a note up or down a scale, not as separate notes but as a continuously variable pitch.

AT Aftertouch - which in most cases can be ignored as most sound modules and keyboards don't use this particular function.

MW Modulation Wheel - allows variable modulation of the whole of the events on the Track.

BC Breathe Controller - again something you are never likely to need.

FT Foot Controller - for use with external foot controller - not to be confused with a Sustain Pedal as this has it's own Controller.

VO Volume Controller - enables you to continuously vary the volume of ALL notes on the Track.
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<th>A500</th>
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<td>16-30</td>
<td>31-45</td>
<td>Over 46</td>
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- Aimation
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<td>12240 UK Speakers 80W RMS</td>
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- Saves over 15 graphic file formats. Automatic conversion of graphics in any other file format with intelligent colour reduction is possible. Kodak Photo CD support.
- Displays up to 120 thumbnails per screen page, depending on selected screenmode and thumbnailsize.
- Additional Tools for image processing, conversion, PhotoCD access etc. are now included displaying of the thumbnails is possible in three sizes, in greyscales or in colours (Colour mode needs AGA-Chipset or an appropriate graphic card).
- Supports resolutions up to 1280x1024 pixel with graphic cards.
- Highest thumbnail-quality by filtering, high quality scaling, contrast and brightness correction.
- Automatic duplication and reorganisation of image collections.
- Powerful catalogue printing functions with direct support of TurboPrint Professional scanner support via the ScanQuix 3 device.
- Direct LHA-LZX support. The PMPro recognises all pictures which are stored in LHA-LZX archives.
- Also all functions like convert, process, print, view etc. are directly usable with such LHA-LZX archive-files.
- Pictures can be automatically stored in LHA-LZX archives.
- Display drivers for AGA, ECS, Retina, Picasso II, ECS, EGS, OPAL, Merlin, Picasso96 and CyberGraphX.
- Displays of all graphics also possible in a window on PMPro's main screen.
- The use of external image viewers is possible, individually configurable for any graphic file format.
- Freely selectable screen mode via requester. Playing of IFF animations (OPT5, OPT7 and OPT8). In low memory situations also directly from hard disk.
- Images can be exported directly to other programs like DPaint, PPaint, ADPro, ImageFX via one Mouseclick (freely configurable).
- Possibility to print any graphic with direct support of TurboPrint.
- Integrated 24 Bit image processing functionality, containing over 40 powerful functions and filters. Various searching and sorting functions.
- System-conforming GUI and requesters, in some areas, menus and screenlayout are freely configurable.
- Freely configurable toolbars (quickmenus).
- Online Help and Guide File and much, much more...
System Requirements:
Amiga's or DraCo's with OS 2.1 or higher. HardDisk and min. 3Mb FastRam.

Demo Version:
PMPro V4 DEMO is available on Aminet.

Price:
At this time PMPro4 is not available in Australia but obtainable directly from Blittersoft in the UK for a price of 39 pounds (www.blittersoft.com).

Our thanks to Juergen Schaefer the author of the PictureManager professional for providing us with the preview copy.

Note: A PPC-version of the PMPro is in Beta stadium and will be released end of this year!
A1000 1/2 Meg, collectors item excellent condition $50  
(02) 4736-8055 Penrith

Amiga Software cheap.  
Final Writer, AdPro, VistaPro,  
Scenery Animator, AmiBack,  
MorphPlus, Scala 400 with  
libraries and Scala Echo. Too  
much to list. Must sell the lot  
$500. Scala alone cost much  
more than that. (03) 9888 1811  
Chadstone

Amiga Sony CD-ROM  
SCSI. CD-I compatible. Play CD  
Video. Cost $500 sell $200  
Amiga GVP 4008 SCSI card.  
$150. Must sell. Phone  
079-264663 Rockhampton

WANTED  
A0 size colour inkjet plotter, any  
brand, must be reliable  
0411 839 128 Springvale

AMIGA 500  
1 meg, phillips monitor, ext 3.5  
drive, LX400 Epsom printer,  
heaps of software, the lot $450 or  
ono (03)9933 4408 Blackburn

Amiga 500  
Main unit with 1Mb Exp Mem, P/S  
and second diskette drive  
Excellent condition. No monitor.  
$50 (03) 97915981 Dandenong

Amiga A1200  
6meg ram, 1.7Gig HD, external  
floppy, colour monitor, 14400  
modem, internet ready, loads of  
software $1100 or near offer.  
(08) 8268-8259 Woodville North

Amiga CD32  
with 2 games, good condition  
(076) 641664 Killarney

Computer complete  
Amiga A1200 with desk and chair  
$650 (03) 8273-1167  
Moonah West

WANTED  
Afterimage or Rocgen Genlock  
for Amiga 500 computer  
(02) 65776164 or (02) 65776179  
Glendon Brook

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Amiga CD32 (03) 6334-7470  
Launceston

Amiga parts  
4MB, 24bit display card Cybervision64  
for A3000, A4000  
mint condition $320  
A4000 powersuply  
& case $55  
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Pennington

Amiga 1200HD  
40HD, 2Mb ram and 1084S moni- 
tor, Star LC10 colour printer also  
computer desk and box of soft- 
ware, excellent condition $550  
ono (02) 4443-7129  
Old Erowal Bay

Amiga 2000  
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games, all accesories $300 negoti- 
table (02) 4272-9596 Berkeley

Amiga 500  
extended memory, colour printer  
(star), mouse, joystick, TV con- 
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software, $150 ono (02) 9289- 
1960 9am to 5pm, EmuPlains.

Amiga 600  
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$250 ono. Phone (02) 9521-5688  
Kirrawee.

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Welcome to the third and final part of the Jay Minor Society document we have been presenting.

I hope it has been informative, but please remember that this document was first presented at the World of Amiga Show in London at the Developers Conference in May of this year. For this reason some of the proposals and comments are now dated.

Of course, over the months that we have been publishing this document, the JMS have been active. Before presenting Part 3, on the facing page is a letter from Fleecy Moss detailing the current status of the IC/OA;

And now Part 3 ...

5. For the Industry Council / Open Amiga initiative to succeed, it must have support. Support from the owners, support from the developers and support from the users. Support will only come if each of the three sees that there are benefits to participating in the initiative and making it a reality.

For the owners we see the benefits as follows:

A simplified interface to the developer community.

A unified, co-operating, self-regulating developer community improving and adding to the value of the platform that they own through increased applications, more inter-operability, and the availability to them of some of the brightest and most talented developers in the world.

A successful, revitalised platform meaning a growing market, increased revenues through licensing and/or internal development and sales.

A second string to their bow, complementing their clone business.

A sense of accomplishment for having saved something that deserved to be saved.

The developers will benefit in these ways:

A sense of accomplishment for having saved something that deserved to be saved.

Faster development cycles as they don't have to reinvent the wheel every time when writing interfaces, trying to link to other applications etc.

A growing market increasing their sales and offering their company longevity.

The chance to really influence the development of the platform at the highest possible level.

For the users we see these benefits:

Renewed development of hardware and software following some sort of standard, so they no longer need to consider moving to another platform.

An increase in choice for machines, applications and games.

A channel into the Industry Council which bypasses all the flames of Usenet.

6. Current status and the next stage of the initiative.

With the end of this formal presentation, phase 1 of the Industry Council / Open Amiga initiative is complete.

The proposals have been finalised.

They have been passed to Gateway and we have received favourable comment from them, enough to encourage us to continue at full speed.

The proposals have been released into the community.

Developers have been sent outreach letters asking for their comments and commitment to support.

Phase 1 has been the incubation, development and announcement of the Industry Council / Open Amiga initiative. Phase 2 involves the actual creation of the IC itself, the signing up of founder members, the preparation of discussion documents, and the creation of an industry Council /
A message from Fleecy Moss:

So the 11th July has finally come, and we have more than achieved what we set out to at the beginning. From some JMS members and a few developers huddled into a late night IRC channel, we have managed to total up over a thousand registrations, including the majority of the best developers, hardware and software on the Amiga.

The ICOA phase 2 mailing list has been a great success. We have a very powerful living document, a common sense of both purpose and urgency and most importantly, a plan for the future. All of us have contributed to this and I thank you all on behalf of the JMS for having had the foresight and the courage to join in.

The status at the moment is that the TSC is working hard to move forwards with the living document and we will be releasing press releases both to this mailing list and onto this website as we have announcements to make. We have contacted Gateway and are, at the moment awaiting their response.

As soon as is possible, the Industry Council of the Open Amiga (ICOA) will be a real entity and it will open its doors and begin to grow, forming working groups, setting strategies and providing a new impetus to our platform, hopefully in partnership with the new owners.

On behalf of the Jay Miner Society, I thank you all for your involvement. The JMS wishes to thank both Newtek and Finale Development for hosting the mailing lists over the weeks. Many thanks also to Cade Hannan and Darren Eveland for doing the daily digests, Sam, Ben, and Thom for the WoA effort, Paul and Guy and Michael for the AAG effort, Rudi for the user liaison and especially to Colin Thompson for the great website and Skai for his many sleepless nights.

After three days of voting, the Transitional Steering Committee (TSC) for the Industry Council and Open Amiga initiative had been elected from the ICOA mailing list subscribers. in alphabetical order it will be:

Alain Penders (Finale-Dev), Andy Finkel (Pios), Dean Brown (DKB), Fleecy Moss (JMS) Jesse McClusky (Boeing)

Open Amiga mailing list. It will be completed at the first inaugural meeting of the Industry Council, at which a steering committee will be elected and the skeleton that has been provided by this proposal will flesh itself out and come to life. We will certainly invite Gateway to participate in the inaugural first meeting and are very hopeful that, when they see it in action, they will offer their full endorsement to it. However, we are more than aware that it is up to us to earn their endorsement.

To summarise, the IC/OA initiative’s deliverables were the creation of proposals and a generic logical framework. That is what we have presented here to you tonight, and what we presented to Gateway a week ago. Phase 1 of the project, the creation and release of the proposals into the community has been completed. Phase 2, the formation, definition and operation of the IC itself will start sometime next week.

Getting involved.

You have more than likely heard of this in the backchannels and on the grapevine over the past few weeks. We have sent two Outreach letters asking for support to as many developers as we could find email addresses. Now, for a third and last time, we are asking for the support of all those here. The IC/OA initiative is just that, an initiative. The working group will take it as far as it can; we have designed the boat, we have started building the boat but, in the end, it will sink or float depending on whether you as developers help to finish her, help to launch her and finally, chart a course so that the Amiga can sail out into the ocean once more and unfurl her sails. You can send email letters of support or questions to the project manager, Fleecy Moss, fleecy@netreach.net. We hope to finalise a draft and convene the inaugural meeting of the industry Council by the end of June.

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Mandela
Mandela is yet another Mandelbrot program for the Amiga. What makes this one better than the others is SPEED. Mandelbrot authors often document that their mandelbrot algorithms are the fastest and this one is no exception.

Fortunately the author of this mandelbrot program did not exaggerate. Mandela did deliver reasonably fast results for the mandelbrot calculations. The speed that Mandela offers is accomplished by the fact that integer processing is used in place of floating point. This basically means that the numbers used in the mandelbrot calculation are whole numbers that do not contain decimal points or in other words simple numbers. The advantage of this is that it is faster to calculate these numbers, hence the reason that Mandela is faster than other mandelbrot algorithms.

So does this mean that the pattern is not as good as those calculated using floating point numbers? Certainly this can have an effect on the output, though other factors must be taken into consideration such as the resolution, the amount of colors and how well the algorithm has been written.

Apart from speed the other standout feature of Mandela is the internal multitasking, which basically means that you can continue to use any of the functions that Mandela has to offer while a mandelbrot is taking place. However this does come at the sacrifice of depriving the mandelbrot calculation of time.

At this stage some of you may be wondering what a mandelbrot is. A mandelbrot is a mathematical equation that creates a random pattern that gives you the ability to zoom in or out of the mandelbrot pattern an infinite amount of times without ever generating the same pattern. Obviously this process is complex, and the more complex the algorithm is, the slower the process will be.

When Mandela is started it will start two processes, one for the user interface and another for the calculation of the initial pattern. When this is done you can then begin to manipulate the mandelbrot. This is a fairly straight forward exercise which involves setting up the screen mode, color palette, maximum iterations and its precision. When this is done you can trigger the mandelbrot process. To take some of the guess work out of the time required to process the mandelbrot, Mandela includes an info bar that calculates the approximate time that will be required to process the mandelbrot. After you have completed a mandelbrot you can save the pattern, coordinates, colors or preference that you used in the generation of the mandelbrot.

Unfortunately the version of Mandela that i was using was an unregistered version which meant that it had some of its functionality removed. Fortunately there was enough functionality to satisfactorily create a simple mandelbrot. Despite the programs ease of use and speed my recommendation for this program is to take a look for yourself and then decide if you think the program is worth the US $20 for the registered version.
Requirements: Any Amiga with OS 2.0+ and 1 Meg of RAM
Available From: Aminet Sites
Programmer: Leopold Herranen

MPMorph
As soon as I executed the installer for MPMorph I could sense that this program was going to be good and not like other public domain programs that I have seen before. The effort that the author of this program was clear to me right from the beginning and the vast array of features that the program was going to offer was already beginning to stand out. The installer takes you through each step of the way with options to customize the installation by choosing which features you wish to have installed. The installation process is supported by excellent documentation describing each step of the installation. After the installation I wasted no time in opening the MPMorph directory to see what was on offer. One of the first things I noticed was the amount of documentation that comes with the program. In all there are nine Amiga Guide files included with the archive, and each guide file is well written ensuring that every topic is covered in detail. Part of this vast array of documentation is an impressive index program which basically presents the user with a GUI allowing them to search the index from the guide files to find a help item of interest quickly.

Some of the features of MPMorph that I have to mention is the support for morphing and warping, multiple file formats, Arexx scripts, and animations and a continuous help which simply invokes a help item when you run the mouse over a certain area of the window.

The morph and warp is reasonably straightforward. Unlike other programs of this nature that I have seen, MPMorph allows you to randomly place points on the picture and then link the points together in any form you like. Although this process requires more effort than other methods it does let you be more specific on where you wish to place points and how you want to relate them to other points, thus ensuring that your morphs and warps look insane. When this is done you will be required to set up some settings for MPMorph to use such as the output size, amount of frames and the type of operation you would like to perform which can be either a morph or a warp. If you can make it this far then all that’s left is to render the project using the MPRender program. During the render the program will display a progress bar and some useful information on what is currently happening. Each frame in the process will be saved as an individual file, which will then need to be loaded into something like DPaint, so that you can construct the animation.

Overall I have to say that MPMorph is an exceptional all round package that not only offers great morphing and warping capabilities, but also an exceptional interface and documentation to support it. The overall standard of the program can make most commercial products look lame by comparison. Definitely recommended for those who prize graphic arts.

Requirements: Any Amiga with OS 3.0+ Available From: Aminet Sites Programmed By: Mark John Paddock

ArcExtract
ArcExtract is a small utility that places an application icon onto your desktop that allows you to quickly and easily un-archive your LHA or LZX files simply by dragging the file onto the application icon. The utility can be placed into your Workbench startup drawer so that each time you boot your machine the program could be loaded onto your desktop, where it will always be ready to un-archive any files.

The program’s size is quite small and fast when extracting the files. When the extraction is complete a requester will appear informing you that the operation has completed. The only disappointment is that you can only do one file at a time. Perhaps a future version will allow you to drag more than one file onto the icon. If you click on the application icon a small requester will appear prompting you to either quit, carry on or read the short manual, although for most people this won’t be necessary.

I can safely say that this utility will make extracting your files about as easy as possible. If you still use the shell to un-archive your files, or you hate to execute an extraction program each time you want to extract a file, do yourself a favor and get ArcExtract.

Installing software on your Hard disk

1. Most application software can be installed in three ways:
   a) Using an Installer script. If no installer program is found, copy the program from the Install disk to the C directory. If possible use the latest version, the current version is v4.3.
   b) Using an AmigaDOS shell script.
   c) Copying the Drawers or files via Workbench (or a File Manager) by hand.

2. Using method (c) is sometimes hit and miss and some programs require extra libraries and drivers to be installed separately.
   a) All files ending with .library should be copied to the LIBS drawer.
   NB: It is now common for some programs to have their own libs drawer e.g. MUI. Also, never replace a library with an older version.
   b) All files ending with .device should be copied to the DEVS drawer.
   c) All files ending with .font with their drawer should be copied to the FONTS drawer.
   d) Check the program's manual to see what should be installed where.

3. Check the program runs by double-clicking on the icon, it should run okay or give a requester asking for a particular library, device or whatever.

4. If the program has its own preferences menu or prefs program run that so that it is set up correctly. Check the manual to see what preferences to set to.

5. If you are unable to run a program, check its requirements. It may require a particular version of Workbench, a particular processor (maybe an FPU or MMU unit), amount of memory or disk space. Check requirements in the program's manual.

6. If you are still unable to run a program, find a copy of SnoopDOS, run it and then try running the program. The log from SnoopDOS can tell you which files it fails to open and what versions are required.
   NB: Some open failures are ok to ignore but to decide whether its important or not is dependant on your experience.

Looking after your hard disk

It is important that you look after the hard disk so that it is well organised and does not fill up too quickly. I read somewhere, that a certain person was having problems with his computer and could not save data until somebody pointed out that his hard disk was full.

The following tips should be noted:
1. Always backup your hard disk. The cheapest method is to backup your hard disk to floppy disk. It would be wise to invest in some good backup software and external backup device e.g. Tape drives, Zip drives etc. You do not always have to do a full backup but an incremental every day, week or 2 weeks is advisable. It depends on how important the data is to you.

2. Optimise the hard disk using a defragmentation utility. This speeds up the use of the hard disk as files can become fragmented over time. This only requires doing at the most once a month.

3. Delete programs that you are no longer using. Archive data onto other media if it no longer being used, you can always copy it back if you want it.

4. Get some disk repair tools such as DiskSav or Quarterback Tools. This will enable you to repair any errors that may appear when the Filing System is damaged by errant programs. They will also allow you to Undelete files you accidentally removed.

5. To save disk space, it is advisable to install some sort of real-time dearchiving utilities such as PowerPacker, or XPK utilities which allow you to compress files to save space and then unarchive them on-the-fly when you want to read/view them.
6. Make a note on paper the type, size and details of the partitions (see Advanced options). If the hard disk is accidentally erased then it may be possible to setup the hard disk as normal. The RDB-Salt utility could be a life saver!

**Useful software to have:**

<table>
<thead>
<tr>
<th>Freely distributable:</th>
<th>Commercial:</th>
</tr>
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<tbody>
<tr>
<td>ReOrg 3.11</td>
<td>Quarterback v6.1 &amp; Tools</td>
</tr>
<tr>
<td>FixDisk (WB 1.3)</td>
<td>Diavolo Backup Pro</td>
</tr>
<tr>
<td>DiskSalv 2 (WB2+)</td>
<td>AmiBack 2</td>
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<tr>
<td>MRBackup</td>
<td>DiskSalv 4</td>
</tr>
<tr>
<td>ABackup</td>
<td>Video Backup System</td>
</tr>
</tbody>
</table>

**Problems that may occur**

As with any hardware or software, there may be problems that may occur when setting up or using a hard disk.

1. Programs won't load or run and data is corrupted. This is mostly likely due to the MaxTransfer setting being too high for the Amiga to cope with when copying files onto the hard disk. Load HDToolbox and goto Partition Drive, click on Advanced and then on Change. Set the MaxTransfer value from Oxffffff to Ox1fe00 and OK and Save Changes. Reboot and the new settings will be used.

2. The Amiga reboots and the disk light is constantly on. Best thing to do is boot with both mouse buttons held down and wait until the hard drive light goes out. When the hard disk filing system (FFS) is damaged the AmigaOS automatically runs a Validation routine on the partition affected. Do NOT reboot if this happens, wait until it finishes before running anything. Use a utility called WaitValidate in your startup - sequence to cause the bootup to pause while validation is in progress.

3. Read/write errors are occurring on the hard disk. This is more serious as this a hardware fault on the hard disk surface. These are known as Bad Blocks and can be mapped out from the Filing System by Using the Verify Data option in HDToolbox or use Quarterback Tools in Repair mode to check the hard disk surface for these Bad Blocks.

4. Checksum errors, corrupted or undeletable files or directories. These occur when the filing system is corrupted and the validation routine has not fixed them. You need to run a Repair of the filing System using a program such as DiskSalv or Quarterback Tools. A shareware version of DiskSalv 2 is available on Aminet (disk/salv) or other PD sources. If errors like these reoccur then only a reformat (high or low level) should cure it.

5. HDToolbox does not recognise my hard disk. If this occurs, the hard disk is either incompatible or has become irretrievably damaged. I hope you have a backup of it! If important data is on this hard disk then some companies can retrieve it for you - for a price! Try rebuilding the hard disk from scratch.

6. The partitions have disappeared! Unless you have a copy of the hard disk and partition information, it is next to impossible to retrieve information again. Viruses also may be a cause of losing RDB information! It is possible to recreate the partitions if the RDB is saved either on paper or on disk from RDB-Salt program. Use the Advanced Options in HDToolbox to manually enter the partition data.

7. Hard disk does not boot from cold or even a warm boot. This sometimes occurs on particular models of hard disks. If the hard disk does not boot from cold, press Ctrl+Amiga+Amiga again to boot up. The hard disk sometimes takes too long to spin up before the exec tries to read the hard disk's RDB. If the hard disk does not boot from cold or warm boots then check the Bootable option for DH0 in HDToolbox, cut line of the cable to fix it or replace the HD with a better hard disk!

8. I get negative numbers for free space on my Hard Disk. The Fast File System currently has a 2Gb limitation on the size of the partition you can have on the Amiga. Also, you cannot use hard disks larger than 4.1Gb as it cannot address the larger values, in such a case use many smaller disks (SCSI is best here) instead.

**About the Author**

This guide was written by Peter J Hutchison on an A1200 with Blizzard 1230-IV, 8Mb RAM, 340 2.5" HD, Microvitec 1440, Zappo CDROM, ZyFi Speakers.

**Other Guides in the series:**

| Workbench 1.3 | PC Task 4.x |
| Printer Guide | Upgrading WB |
| Expanding the Amiga |

Available from Aminet or my Web page.

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or P.J.Hutchison@hud.ac.uk

Fidonet: 2:250/366.24

Web site: http://www.blizzard.u-net.com/

Australian Amiga Gazette October'97
Welcome again to Getting Involved, the section of the magazine entirely devoted to Amiga User Groups.

For those that attended the Australian Amiga Gathering '97 expo in Sydney this year (organised by this very magazine!) you may have heard about the Australian Amiga User Group Conference.

What was this conference about, I hear you say?

Well the conference was an initiative to get as many Amiga User Groups together in the one place at the one time to discuss issues which have affected them all, and to exchange ideas in mutual support.

In attendance were representatives from the Amiga User Group of Victoria, Canberra Amiga Users Society, Commodore Hornsby User Group, the North West Amiga User Group and other dedicated Amigans.

Also in attendance was Basil Flinter, Australian representative of Amiga International and TAEN (The Amiga Education Network).

The conference was held in the "Tent of Knowledge" at the end of the second day of the show, while scheduled for only one hour, the enthusiasm from all who attended pushed the meeting beyond this time frame.

While the Conference started out quite formal, it was soon realised by all that this was hindering information exchange. So we all dragged our chairs into a circle and got down to business.

Most agreed that Amiga's uncertain past has greatly affected membership. Drop in membership decreases the amount of funds raise by membership fees. Decreased funds reduced the services that can be offered by User Groups. Fewer services make it harder to entice new members or retain current membership.

Another comment raised, was the amount of support in Australia for Amiga programmers. It was said by one programmer at the Conference that it was hard for them to seek out other programmers or graphic and music artists to work on projects.

One idea raised and agreed by all was that Australia needed a Central body which could act as a focus for Amiga User Groups.

Some things this Group could be used for include;

- Maintaining Central databases;
  - Australian User Groups
  - Australian Web Page Links
  - Contact Lists (programmers)

- Scheduling Events;
  - New Product Demos
  - Parties (well why not)
  - IRC conferences

- Proposal of Initiatives;
  - fund raising (raffles)
  - increasing membership (beginner days)

Unfortunately not EVERY Amiga User Group could attend and we need the opinions from all the Groups of Australia.

I would like to hear peoples opinions and ideas on;

- The Central Committee Concept
- The current Amiga User Group Status
- How to increase membership
- What services do you would you like a User Group to provide
- What you like about Amiga User Groups
- What you don't like about Amiga User Groups
- What you want changed in Amiga User Groups

You can email me (Michael Gruber) at: mgruber@fl.net.au or write to:
AAG: Getting Involved
42 Manning Street
Kingswood. NSW.
Australia. 2747.

And a special thank you to Dr Greg Perry for his donation of several Directory Opus T-Shirts to the User Groups for fund raising.
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Hello again, I'm glad you could drop in to the Amiga and Video part of the magazine. This month we will be looking at Special Effects or SFX as the Pros refer to it as. There are an infinite number of special effects that you can create with the computer/video combination. Some of the effects you create will be subtle and some of them quite extravagant. Most of the effects you will more than likely discover by yourself while trying to get the equipment working the right way. It is a good idea to write down on a note pad some of the things you will come across as you try to design titles, digitize pictures, genlock images or animate different objects. You will inevitably see things that don't look quite right for most purposes but could look great for that special effect when put in the video at the right time. Some of the effects will look pretty strange and some will look just ugly.

In most cases you will be striving for a particular effect and might run into quite a few more along the way. You could consider anything that isn't straight video to be a special effect. Titles, fades, freeze frames and even wipes or cuts can be thought of as special effects. There are people that make a living doing nothing but special effects. There's Academy Awards for SFX. George Lucus and Steven Spielberg spend millions of dollars on special effects for the movies they direct. The main ingredient for creating special effects is your imagination. If you are really serious about creating special effects for video then you should look into the more traditional methods that are used on stage productions and the movies. Each area has it's own tricks of the trade, techniques and tools. You could spend a lifetime just learning about special make-up effects. Special video effects, stunts and camera magic are fascinating areas to work with but you should remember not to go overboard with the effects you create. Used in the right spot on the video they can be very effective, but if over-used and they will detract from the story.

Ok enough of all the gibberish and on with the show. Depending on what type of camcorder you own you can do a number of special effects before you even make it back to the editing stage. Many camcorders these days have special effects built in to them and some of them have features and capabilities you would not be able to produce in any other way. Obviously you should read the manual that came with the camcorder to find out what it can do and how it is supposed to be done. Here are a few ideas for effects that might not be covered in the manual.

Adjusting the focus manually can give you a number of special effects. Start recording a scene by focusing on a flower in the fore
ground and then focus on people that are behind the flower about double the distance. You will notice that when you go back to the flower that it is out of focus (camcorder must be set to manual focus) if you can match the light levels of both scenes you can simulate a dissolve by unfocusing on one scene and then moving to the other unfocused scene and slowly bring it back into focus, remembering that focusing too quickly or in and out can give the impression that the person had been drinking intoxicating liquor.

We can also generate a number of special effects with camera angles. Instead of showing someone hiding under a bed, put the camcorder under the bed and show only people's feet walking by. A camcorder approaching a house at night and moving to the window can create the effect of an animal, monster or person lurking outside the house. Imagine the camcorder is the eyes of a character, animal, creature or even an object (like a woman putting on lipstick while looking straight at the lens pretending that she is looking at a mirror). Rocking the camcorder slowly from side to side gives the effect of being at sea. Shaking the camera can be an earthquake. Moving the camcorder from eye level to ground level in a jerky fashion gives the impression of someone falling to the ground. (Please be careful when doing this effect).

The most important transition effect at your disposal is the cut. This is the way you piece together the parts of the story. You can also use cuts to create effects. Lots of quick cuts can signify confusion. A closed fist heading right for the camera and cut to black might be a knockout punch. Cut from a person driving a car to a shot of the car tyre, back to the driver, back to the tyre and back to the driver and the viewers will know there is about to be a tyre blowout. This is called foreshadowing.

One of the very first special effects used nothing but cuts. With the camcorder mounted on a tripod get the actors to freeze in the scene (stop all movement as best they can), pause the camcorder and then have one of them leave the scene. Now start recording again with the remain actors doing what they were doing before the freeze. When played back the person just seems to disappear. This type of effect is no longer magic to the viewer but it is worth considering that TV shows like I Dream of Jeannie, Bewitched and a dozen others ran for years using nothing more than this technique.

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well that's a rap for this month but we will carry on with Special Effects in the second part of SFX in Amiga and Video.

Well that's a rap for this month but we will carry on with Special Effects in the second part of SFX in Amiga and Video.
On a rare trip to a store to purchase something for myself, I became frustrated with this season's "look". I just wanted a polo shirt for work. My choices were: red, navy blue, hot pink or lime green - all on special. Now my first silent question was "where is white?"; and then secondly, "what idiot decided on this limited colour range?" - I thought a few more colours would be available to choose from. Several weeks later I needed to buy a plain round-neck tee-shirt for my daughter. "Easy", I thought. I ventured into the large chain store opposite my daughter's school bus stop only to discover that plain tee-shirts for girls were no longer stocked, but I could purchase one in the boys' section. Now, I don't have a great problem with that, except "who made that decision and why?". The girls' section now resembles a fashion boutique and the boys' section stocks sensible play clothes in mostly dark colours.

Now to my next frustrating shopping adventure. Time to check out the new "Electronic Boutique", which stocks computer games. I proceeded to check out the "wall" dedicated to the Sony PlayStation. This toy is on my other half's Christmas wish list (now I know what you're thinking!). Anyway, NOT to my surprise nearly all games on offer had "kill" or "sport" themes (and sometimes both!). The store assistant tried to placate me by offering a choice of a few "strategy" games. However, as I enjoy being the thorn in the side of anyone who ignores the needs of one with pacifist leanings, I complained and asked the store manager to pass on my request for more choice from the software houses - was that wishful thinking or what? As if any software house could care less about the needs and desires of a mum with high ideals on truth, peace, intelligence and sustainable living? The target market of young adolescent boys requires that games contain more testosterone enhancing qualities than peaceable entertainment.

The "educational" wall of this store was actually fairly impressive; however the prices were not. Unless you are planning on having more than a few children, I would question the value in investing in any more than one or two of these "educational" games. Most of the games seemed to be targeted at the 3 - 7 year old market and this is the age group which should be focusing on tactile activities and literacy skills. Of course the software here was geared to PC owners with some Mac inclusions.

Am I the only one who despises the sickly software offerings disguised as educational enrichment for our children and the now entrenched Windoz system. I guess my gripe is that choice is not really choice when the options are just variations of the same thing.

Recently, to appease our accountant, we acquired a second-hand PC to get our tax in order. I thought it would be good to have around as well to enable my children to use some of the PC "educational" software that we had lying around. Well, what a disappointment it was. Not only was the PC a pain to use, but the CD "books" were slow and boring. Reading a "Spot" book to my toddler ten times over is less frustrating that using these CDs. My children could gain more literacy and cultural insights from Sesame Street than from these pathetic offerings masquerading as educational software. An easily acquired children's story cassette and accompanying book would suffice and cost approximately 10% of the cost of one of these CDs. Needless to say, the PC has been dumped and we have loaded our accounting requirements onto the faithful A4000. My only difficulty, of course, is wresting the Amiga from my other half. I think he is attached to the computer by an invisible umbilical cord.

If you think I am being rather harsh on educational software you may be interested to know that one of my favourite television shows is "Media Watch", followed closely by "Good News Week". I don't like being picky, but we should expect so much more for our money. After all, we do PAY in one form or another for our education, information and entertainment.
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If you live in the local area and would like to be involved in helping preparing AAG please contact Michael on (02) 4736-8055. No experience is required, just some spare time and a sense of humour.

Our Thanks To

Michael Burak
Michael Gruber
Peter Hutchison
Daniel Hajduk
Paul Graham
Geoff Milnes
Dear Dianna

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If you are interested in contributing to Australian Amiga Gazette we would like to hear from you. Until our circulation builds up we can’t offer any incentive other than our gratitude and that of our readers. Articles should submitted as plain text files. Graphics as iff or gif format. Please do not send your originals just a copy.
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### A1200 Expansions

<table>
<thead>
<tr>
<th>Product</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squirrel SCSI interface</td>
<td>$159</td>
</tr>
<tr>
<td>Surf Squirrel SCSI &amp; Fast Serial</td>
<td>$229</td>
</tr>
<tr>
<td>Blizzard 1230 50MHz 030</td>
<td>$299</td>
</tr>
<tr>
<td>50MHz 68882 Math Co-Pro to suite above</td>
<td>$129</td>
</tr>
<tr>
<td>Blizzard SCSI interface</td>
<td>$229</td>
</tr>
<tr>
<td>Blizzard PPC (There are many configurations)</td>
<td>$Call</td>
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### A2000

<table>
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<tr>
<th>Product</th>
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<tbody>
<tr>
<td>Blizzard 2040 040 (includes SC5)</td>
<td>$729</td>
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<tr>
<td>Blizzard 2060 060 (includes SC5)</td>
<td>$1049</td>
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### A3000 & A4000

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<tr>
<td>CyberStorm 40MHz 040</td>
<td>$725</td>
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<tr>
<td>CyberStorm 50MHz 060</td>
<td>$1185</td>
</tr>
<tr>
<td>CyberStorm SCII II Option</td>
<td>$235</td>
</tr>
<tr>
<td>CyberStorm PPC (150, 180 &amp; 200MHz 604)</td>
<td>$From 1255</td>
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</tbody>
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### CD-ROM Drives

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<tr>
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<th>Price</th>
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<tbody>
<tr>
<td>Panasonic 8x internal</td>
<td>$Call</td>
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<tr>
<td>Sony 12x SCSI internal</td>
<td>$325</td>
</tr>
<tr>
<td>The above drive in an external case</td>
<td>$475</td>
</tr>
<tr>
<td>The internal model is suitable for use in an Amiga 2000 or 4000, while the external is appropriate for use with all other models having a SCSI interface.</td>
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### Accessories

<table>
<thead>
<tr>
<th>Product</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>Amiga Technologies Mouse</td>
<td>$34.95</td>
</tr>
<tr>
<td>Green HyperMouse</td>
<td>$37.95</td>
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<tr>
<td>3.5&quot; Disks DSDD 10-Pack</td>
<td>$6.95</td>
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<tr>
<td>MultiSync Monitor adapter</td>
<td>$39.95</td>
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<tr>
<td>ParNet Cable with software</td>
<td>$24.95</td>
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<tr>
<td>NullModem Cable</td>
<td>$24.95</td>
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<tr>
<td>A1200 3.5&quot; IDE adapter</td>
<td>$49.95</td>
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<tr>
<td>Arista Joysticks</td>
<td>$19.95</td>
</tr>
<tr>
<td>Star Fighter 1 Joypad</td>
<td>$14.95</td>
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<tr>
<td>A1200 Cases</td>
<td>$15 each</td>
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<tr>
<td>A1200 Keyboards</td>
<td>$40 each</td>
</tr>
<tr>
<td>A1200 Disk Drives</td>
<td>$69 each</td>
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<tr>
<td>Disk Drives for other Amigas</td>
<td>$Call</td>
</tr>
<tr>
<td>2nd-hand A500/600/1200 PSU</td>
<td>$50 each</td>
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<tr>
<td>Math Co-Pro 68882 40MHz (A530+1230II)</td>
<td>$20</td>
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<tr>
<td>50MHz 68882 Math Co-Pro to suite above</td>
<td>$75</td>
</tr>
<tr>
<td>Kickboard Plus (3-Way Kickstart switch)</td>
<td>$49.95</td>
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### Software

<table>
<thead>
<tr>
<th>Product</th>
<th>Price</th>
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<tbody>
<tr>
<td>AMI TCP/IP (Dialup &amp; Ethernet cards supported)</td>
<td>$169</td>
</tr>
<tr>
<td>ASIM DDFS V3 (Advanced CD-ROM File system)</td>
<td>$99</td>
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<tr>
<td>Adorage AGA</td>
<td>$Call</td>
</tr>
<tr>
<td>Amiga-Fire Safe Pro</td>
<td>$Call</td>
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<tr>
<td>Art Department Abekas Driver</td>
<td>$99</td>
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<tr>
<td>Brilliance V2 (Powerful, Easy-to-use Paint package)</td>
<td>$Call</td>
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<tr>
<td>Broadcast Fonts 3D V2 for Caligari</td>
<td>$95</td>
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<tr>
<td>Contact V2.1</td>
<td>$49</td>
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<tr>
<td>Cross-DOS V6 (Access PC Hard Disks &amp; Zip)</td>
<td>$69.95</td>
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<tr>
<td>Cyclemuscles (Muscular figure object for Imagine)</td>
<td>$69</td>
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<tr>
<td>DataStore V2</td>
<td>$69</td>
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<td>Dice C 3.0</td>
<td>$199</td>
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<tr>
<td>Dir Work V2.1</td>
<td>$49.95</td>
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<td>Directory Opus V5.5</td>
<td>$129</td>
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<td>Disk Expander</td>
<td>$34.95</td>
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<tr>
<td>Easy Ledger's 2 (Locally made accounting package)</td>
<td>$149</td>
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<tr>
<td>GP-Fax (Send &amp; Receive using your fax/modem)</td>
<td>$79</td>
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<tr>
<td>GigaMere V3.12 (Virtual RAM, requires MMU)</td>
<td>$69</td>
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<tr>
<td>Helm 1.66 (Multimedia authoring)</td>
<td>$50</td>
</tr>
<tr>
<td>Impact! (Natural motion modeling for LightWave)</td>
<td>$199</td>
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<td>Link-IT! (Connect your Amiga to a PC)</td>
<td>$79</td>
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<td>Main Actor Broadcast (Convert Anims to Quicktime)</td>
<td>$Call</td>
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<td>Main Actor Professional (Anims to AVI etc.)</td>
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<td>$5</td>
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<td>Morphus for Imagine (Advanced Morphing etc.)</td>
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<td>MultiLayer 1.7 (Layering animation for ImageFX)</td>
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<td>Organiser 2 (Great Personal Information Manager)</td>
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<tr>
<td>PC-Task V4 (486 Emulation)</td>
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<tr>
<td>Pegger V2 (Automatic JPEP Compression)</td>
<td>$30</td>
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<tr>
<td>Photogenics II (Advanced Paint &amp; Effects)</td>
<td>$129</td>
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<tr>
<td>PhotoWorx (Access Photo CD Images)</td>
<td>$25</td>
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<tr>
<td>Proper Grammar II (Improve your language usage)</td>
<td>$79</td>
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<tr>
<td>QuickBrush (A collection of textures)</td>
<td>$49</td>
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<tr>
<td>RoadSigns for LightWave (for crash reconstruction.)</td>
<td>$50</td>
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<tr>
<td>Scala Art Library Vol.2 or Vol.3</td>
<td>$10</td>
</tr>
<tr>
<td>Scenery Animator V4 (Create fantastic lands)</td>
<td>$69</td>
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<tr>
<td>SuperBase Personal 2 (Handy Database)</td>
<td>$49.95</td>
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<tr>
<td>SuperBase Personal 4 (Data Management System)</td>
<td>$119</td>
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<tr>
<td>Termite TCF (Easy to set-up Dialup PPP Internet!)</td>
<td>$99</td>
</tr>
<tr>
<td>Twist 2 (Flexible, Relational Database)</td>
<td>$185</td>
</tr>
<tr>
<td>VistaPro 3 (The original landscape renderer)</td>
<td>$79</td>
</tr>
<tr>
<td>WaveMaker V2 (Pro-LightWave Anims made Easy)</td>
<td>$199</td>
</tr>
<tr>
<td>X-Mem (Virtual RAM)</td>
<td>$75</td>
</tr>
<tr>
<td>ZIP/1AZ Tools (From HiSoft, Manage your Zip disks)</td>
<td>$33.95</td>
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### Networking

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<thead>
<tr>
<th>Product</th>
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<tbody>
<tr>
<td>Ariadne Ethernet &amp; Parallel Card</td>
<td>$469</td>
</tr>
<tr>
<td>Network PC from Weird Science (Parallel-to-PC)</td>
<td>$75</td>
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### CD-ROM Writers

<table>
<thead>
<tr>
<th>Product</th>
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<tbody>
<tr>
<td>Sony, Panasonic, Philips, Yamaha</td>
<td>$Call</td>
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<tr>
<td>Master ISO (CD Authoring for the Amiga)</td>
<td>$245</td>
</tr>
<tr>
<td>Kodak Blank CDs (Call for Quantity pricing)</td>
<td>$5.95</td>
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