AMOS Newsletter

Volume 3, September 1990

WELCOME!

Welcome to the 3rd edition of the AUSSIE AMOS CLUBS NEWSLETTER, September 1990! Well by now alot of you will have had AMOS for a month or more and should be starting to come to grips with the power that was previously locked away inside your AMIGA! I know that AMOS is causing me quite a few late nights/early mornings, and from what some of you have said, I'm not alone in this.

Membership to the AAC (AUSSIE AMOS CLUB) is growing rapidly! With so many members so far and still plenty more yet to join, it would seem that AMOS will indeed become THE most popular language to program the AMIGA with! But that is really no surprise to me as AMOS is THE language.

Well this is a bumper edition of the newsletter with some regular columns appearing this month. Their titles are as follows....

Beginners Corner - This should speak for itself, every month I will write solutions to the most frequently asked questions to do with using AMOS.

Tin Of Worms - This is where you will find sample programs/routines and other bits and pieces that you can type in and try/use.

Daisy Report - This is where solutions and news about bugs within AMOS will appear, The answers to these will usually come from Francois Lionet himself or in some cases from you the user.

As well as these New Columns there are the regulars, like the updated PD listings and the NoticeBoard.

Just before this went to print, I received 3 new PD discs from Britain. Two of them were demos and the other was a game. After looking at the two demos, I feel that we have more talent here in Australia! So how about it? Were are all the good demo writers out there? About 50% of you put DEMOS on your application forms as a probable project, well lets see them. I want to show the rest of the world that AUSSIEs are not Lamers!

Well enough blurbling from me, check out the index below and start reading!

(Hope you like the quality of the Newsletter from now on, This one has taken me a week to prepare! While also learning how to use Pagestream from scratch! If you have any suggestions on how I may improve the Newsletter then please give me a call.)

Until, the next newsletter...... Bye for now.

NEIL MILLER!

NEWSLETTER CONTENTS

ABILITIES REGISTER

ABILITIES REGISTER:

Quite a few people who have written in to us have raised a good point, and that is that about 90% of average AMOS users are just not talented in every field of designing and producing high quality software. You may be ok at programming (Don't worry you will get better) but are a wiz at graphics or music. Or you could be a combination of the three, who knows? I'll be the first to admit that while I may be quite good at programming and can draw the odd picture, my musical skills are woeful!

If feel you have what it takes to create mind-blowing graphics or sounds...

That is why we decided that we should start up an AMOS ABILITIES REGISTER. What this means is that anyone who feels that they are superior at drawing animated or still graphics or are a real musical genius, your talents could help someone make an ok game into a super game which could possibly be marketed commercially. Of course it works both ways, if someone is looking for a graphics artist or a musician, then they can drop me a line or call and we can put people in touch. Any fees that you want to charge for your services are up to you to work out between yourselves. But just remember that Pactronics can't be held resposible if someone decides not to pay you for your work.

So if you feel you have what it takes - talent wise to create mind-blowing graphics or some great sounds and you are interested in working with other people to create a high quality Arcade game, Educational game, Adventure game or even a Business package then read on.

Simply complete the form below and send it in with a demonstration disk with a sample of your Graphic or Musical Abilities which will be put into a Talent Library. (Not PD) If anyone is looking for a Musician then they just simply write in and get a copy of some peoples work and they can choose the style of graphics/music they want. They can then get in touch with the selected person and organize something together.

If you wish to register your talents then complete the form below and send a disk showing us your talents. Who knows, maybe even Pactronics could use your talents!

✂

Yes, I feel I've Got What it Takes Please Register Me Immediately!
Name: . . . .
Address: . . . .
City/Suburb: . . . .
Postcode: . . . . . .   Rego No: . . . .
I feel my specialties are as follows....
GRAPHICS: ANIMATED ☐ BACKGROUNDS/STILLS ☐
MUSIC: ☐ SOUND EFFECTS: ☐
I Enclose A Disk Containing Examples Of My Abilities In The Above Areas.
You ( )MAY / ( )MAY NOT Include It In The PD Library!

WHAT PEOPLE ARE DOING WITH AMOS!

WHAT PEOPLE ARE DOING WITH AMOS:

As you may remember when you filled in your application forms, most of you filled in a question which asked what you intended to do with AMOS. Well there were varied answers to this question, apart from the standard answers of DEMOS or GAMES. There were some interesting projects being undertaken!

Some of the more impressive projects that spring to mind are....

* A program to test the Hearing of Infants from 6months to 3 years old.

* A Colour Psychology test program.

* An Animated Cocktail menu.

Of course there are plenty of people out there writing games of one type or another. Looking at everyones comments, I would have to say that RPG's (Role Playing Adventure Games) are the most popular project by far. I don't mind a good RPG like Dungeon Master or Bards Tale, so lets see your efforts at writing a RPG.

RPG's are the most popular project being written in AMOS!

If RPG's are going to be so popular, maybe someone out there would like to start an AMOS RPG Players/Writers Club. Contact me on the AMOS Hotline Phone Number if you are interested in starting and running such a club. This would be run totally separate to this club and would be your resposability, not mine!

One of the other popular projects being undertaken is Video Titling. Whether it be Animated or just Text Titles, it would seem that AMOS is well suited to the job! WE look foward to seeing your results of AMOS programming in the near future.

Pactronics Are Looking For Outstanding Software To Publish And Market World Wide!

PACTRONICS WANT OUTSTANDING SOFTWARE!

Pactronics are always on the lookout for outstanding software to market both locally and overseas.

If you are currently writing software that you feel is superior to the rest, then please give me a call on the AMOS Hotline ASAP!

Whether it's an Accounts Package, Shoot-Em-Up or Educational, for which there is a great demand, then rush it to us! We will then give you a call and discuss the software you are working on.

We would obviously love to see your projects ASAP, so even if it is not finished, still send it in with full documentation. We will make suggestions for improvements and general changes, and then who knows, maybe you will become a famous programmer like Francois Lionet! So don't just play with AMOS, put it to some real use and develop some OUTSTANDING Software!

AMOS EXTRAS IS NOW AVAILABLE

AMOS EXTRAS DISK IS NOW AVAILABLE!

Well the long awaited AMOS EXTRAS Disk and Manual have finally arrived from England, and believe me it has been worth the wait! The Extras disk completes your AMOS package. Included with the Extras disk is a 36 page manual which has full instructions for the following programs....

* ....AMOS Configuration Program
* ....Sprite Grabber Program
* ....TAME (Total AMOS Map Editor) Program
* ....Menu Editor Program
* ....RAMOS (Run-Only-AMOS) Program
* ....Sprite Editor Program
* ....AMAL Editor Program
* ....AMAL Monitor Program
* ....Amosteroids Game
* ....Castle AMOS Game
* ....Magic Forest Game
* ....Number Leap Game
* ....ASCII Reader Accessory
* ....Link File Creator Accessory
* ....KeyBoard Definer Accessory
* ....AMOS Sample Bank Maker Accessory

If you were reading closely you would have noticed a few names you are unfamiliar with.

RAMOS is of course on the EXTRAS Disk.

This is a version of AMOS with the editor taken out (764 lines of code). There is an installation program on the Extras disk which will set up your disk for you.

Next on the list of unknowns is the AMAL Editor, AMAL of course stands for AMOS ANimation Language. The AMAL Editor takes the tedium out of coding long AMAL animation and movement strings by hand because the Editor saves your work into an AMAL Memory Bank. This can then of course be played under interrupt with just one command- AMAL AMAL Channel,AMAL Program Number (Stored in the AMAL Memory Bank!) This makes the job of writing a game much easier and quicker!

Next is the AMAL Monitor. This is an advanced AMAL Debugger, This makes the job of fine tuning your AMAL programs quick and painless.

Next is the very powerful AMOS MENU Editor. AMOS has a set of extremely powerful MENU commands and just like the AMAL editor this program speeds up the process of designing and testing menus. Your MENU definitions are then saved as a memory bank or as a mergable ASCII file, They can be easily activated with just two commands - Bank to Menu 6 (tells AMOS to get the Menu Definitions from a Memory Bank) and then MENU ON. It couldn't be simpler. This just makes another of those BORING Programming jobs a lot easier to bear!

BONUS 600 Animaited Sprites !

There are two ways you can get your AMOS EXTRAS DISK.

1. Send in $2.00 worth of stamps and we will send it out straight away.

or

2. When you place your FIRST order for Public Domain Disks it will be included with your Order.

Remember The AMOS EXTRAS DISK is free, the only reason you did not receive it with your AMOS is because most of the programs were not ready when they had to release AMOS. But you the user are the winner in the end, because as a BONUS you receive 600 ANIMATED SPRITES FREE!

CORRESPONDENCE

CORRESPONDENCE:

Because of the vast amounts of mail, PD orders and submissions that we have been swamped with. We would please ask that when you do write, order PD or send in submissions, please make sure that you include......

1).....Your FULL Name.

2)....Your AMOS Registration Number.

3)....Your Address.

4)....You FULL Phone Number (Including STD Code).

This will ensure that you receive a prompt reply. Also, when you call the AMOS Hotline Number, please have your AMOS Rego Number handy. Because of software piracy, we need this to verify that who is on the line is a legitimate AMOS owner. We know that you will understand and won't mind these few minor requests. Software piracy hurts everybody in the end and we really don't see why we should waste our time helping someone who can't be bothered buying original software.

Please understand that due to the enormous number of queries and correspondence that we are getting in these early days of the AMOS Club, that we are unable to get back to you as quickly as we would like. As mentioned before, some of the delays are waiting for items or answers from England or France, but be patient, your problem/ query will be answered.

If you are having problems, if possible please send in a listing or disk of your program. Also please include full details of your particular AMIGA Setup (Memory, Hard Drives, Cards etc)

This will make it much easier to try and solve your problems. But remember I'm not here to teach you how to program, Sorry but that is your own job!

Beginners Corner

Changing Keyboard Definitions

KEY SCANCODE: 42	DEFAULT VALUE: 34	CURRENT VALUE: 34

◁ ASCII: 34 | CHARACTER: " ▷
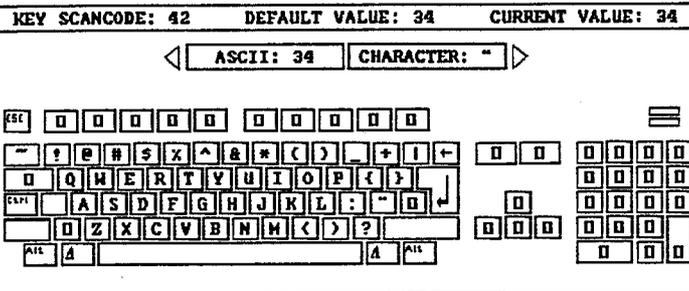
CHANGING KEYBOARD DEFINITIONS.

Quite a few people have been having problems with the default keyboard, so below are the simple steps required to create an AUSSIE Keyboard Layout.

Refer to the screen shot above for more details when you are following the instructions below.

1. Load and RUN the KEYBOARD_DEFINER Accessory from the Root Directory of the AMOS PROGRAM Disc.

2. You will be presented with a Picture of the AMIGA's Keyboard. (It is slightly different to ours) Using the mouse, first select LOAD KEYBOARD from the menus. The AMOS File Requester will appear with the ROOT Directory of your AMOS Program Disk. Click on the KEYBOARD Directory and then select the ENGLISH Keyboard.

Follow these easy steps to create your own AUSSIE Keyboard Definition!

3. Now click on the Key which represents the SHIFT key. It will turn WHITE. Then click on the Key which should be the ", What you see on the screen will not be correct.

4. Above the Screen Keyboard are two rectangular boxes with Arrows on each end. In the LEFT Rectangle is the word ASCII, In the RIGHT Rectangle is the word Character. Using the left mouse button, click and hold it down on one of the Arrows on the left or right. The Characters will scroll and be displayed next to the word Character, While their ASCII values will be displayed next to ASCII.

5. When the character appears that you want, just simply click on the word Character and it will assign it to the key highlighted. Do this to all the other keys that you want to change.

6. Once you are happy with your changes, you can select TRY KEYBOARD from the menus.

7. Now select SAVE KEYBOARD from the Menus. This will Automatically SAVE The modified keyboard definition back to the disk as the ENGLISH Keyboard. If you do not wish to save over the ENGLISH keyboard definition, then select SAVE KEYBOARD A from the Menus. Then select the Keyboard Directory and type in your file name. You are now half way through correcting your Keyboard's Layout.

8. Exit from the KEYBOARD DEFINER program. Now load and RUN the CONFIG program from the AMOS Program disk. Select Load Default Configuration From the Menus.

9. Once the rainbow effect has stopped, under the SET menu select NEW KEYBOARD. Just like in step 2 above, select the Keyboard Directory and select your NEW Keyboards definition.

10. Once you have selected your keyboard, a new file requester will appear. This is asking you to save your new definition as DEFAULT.KEY. Double click on DEFAULT.KEY, this will be saved into the AMOS_SYSTEM Directory.

Well thats it! If all went well then your new keyboard is now complete and installed. If the keys still don't seem to be correct, then follow the steps carefully again. Hope this helps!

Next newsletter (Time permitting) I will do a short tutorial on the using the AMOS SPRITE EDITOR!

Tin of Worms

Modifying the AMOS BOB/ Sprite Grabber Program

If you have tried to use the AMOS Sprite/BOB Grabber program on a screen which is greater than 200 lines high, then you would have noticed that you just can't access the bottom 56 lines and the top 3. Well it makes life pretty hard being restricted with these problems, but help is at hand!

Below are 2 changes you have to make to fix this problem. But remember, I have changed it so that it works fine with screens up to 256 lines high, I have not tested it with anything else.

Load the Sprite Grabber program and proceed....
1)...Change line 8 to SCH=256

2)...Change line 163 to Screen To Front 1: Limit Mouse 127,44 to 446,300

(Remember that we are using HARDWARE Coordinates not Screen Coordinates!)

Now save the Modified program as PAL_Sprite_Grabber.AMOS. Use this from now on and you will have no problems, You will now be able to grab Sprites and BOBS from the entire screen.

Next month we will have some more interesting hints and tips! If you think that you have an interesting tip, or a modification to one of the accessory programs that we all should know about then send it in!

AMOS Public Domain Libary Catalog

Well here is the Up-To-Date listing of the British Public Domain and AUSSIEDisk Libraries. As you may have noticed, both have grown quite a bit since the last newsletter. The latest editions to the British PD library include a couple of Demos. While they aren't too bad, we feel that we can do better here in Australia! So, all you demo writers out there get cracking and produce some mega demos! Speaking of demos, just before this went to print I received our first Aussi demo. This is a simple demo, but it is a start.

We want to get as much in the library as possible, especially things like sound effects. All you people out there with Audio Digitizers, send in your sounds so that others who don't have that hardware can use them in their games.

We must now make an apology to those who have sent in orders for PD Disks over the last couple of weeks. No, we haven't skipped town with the money. The hold up was no Special AMOS PD Labels! Britain only initially sent over 100, this lasted a total of just 4 days! When we contacted Britain to get more we found out that they had found themselves in the same situation. We have been waiting for more labels to be printed, which they now have. We have approximately 300 disks to duplicate at the moment and that number is growing rapidly each day. Your PD disks should arrive not long after you receive this newsletter. Again we apologize for the long delay. Normally your orders for PD will be be completed within a couple of days of receiving your orders.

AUSSI AMOS LIBRARY LISTING

AA1....Dark Angels MAP/SCREEN Editor
AA2....124 Instruments for GMC/Soundtracker
AA3....122 Instruments for GMC/Soundtracker
AA4....92 Instruments for GMC/Soundtracker
AA5....94 Instruments for GMC/Soundtracker
AA6....99 Instruments for GMC/Soundtracker
AA7....69 Instruments for GMC/Soundtracker
AA8....7   Soundtracker 2.3 Modules
AA9....9   Soundtracker 2.3 Modules
AA10...6   Soundtracker 2.3 Modules
AA11...10 Soundtracker 2.3 Modules
AA12...12 Soundtracker 2.3 Modules
AA13...10 Soundtracker 2.3 Modules
AA14...8   Soundtracker 2.3 Modules
AA15...8   Soundtracker 2.3 Modules
AA16...11 Soundtracker 2.3 Modules
AA17...6   Soundtracker 2.3 Modules
AA18...6   Soundtracker 2.3 Modules+ST2.3/ST2.5
         3 Preset Editors+2 ST Rippers
AA19...72 Various Sound Effects
AA20...58 Various Sound Effects/Instruments &
         Voices
AA21...Soundtracker 2.4, Noisetracker,
         6 modules, Documentation+Flash Ripper
AA22...3 Sausage Demos (By Sausage!)
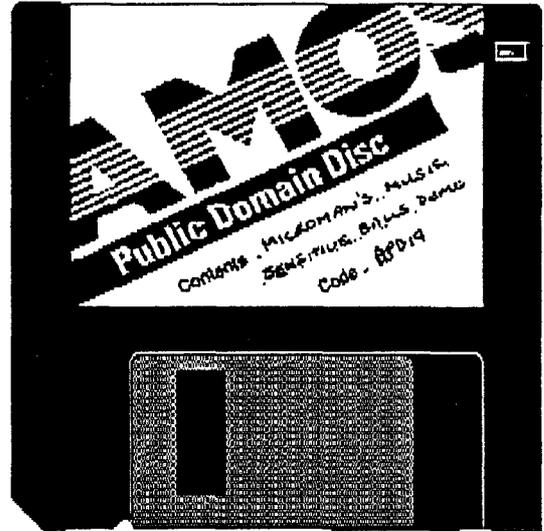
BRITISH AMOS PD LIBRARY LISTING

BA1....GMC (Games Music Creator)
BA2....Fonts Disk 1-Contains 14 Fonts
BA3....Fonts Disk 2-Contains 13 Fonts
BA4....Fonts Disk 3-Contains 14 Fonts
BA5....Disk To Disk. Convert STOS (ST) Programs,
         Sprites etc
BA6....VIRUS X 4.0 Anti Virus Program
BA7....49 Sounds/Instruments + 32 Music ABK's
BA8....Treasure Search-Good Educational Game
BA9....New AMOS Demo V4
BA10...50 Assorted Sound Samples
BA11...32 Assorted Sound Samples
BA12...30 Assorted Sound Samples
BA13...24 Assorted Sound Samples
BA14...31 Assorted IFF Pictures
BA15...27 Assorted IFF Pictures
BA16...17 Assorted IFF Pictures
BA17...92 GMC Instruments
BA18...77 GMC Instruments
BA19...Micromans Music Sensitive Balls Demo
BA20...ARC Angel Demo
BA21...Word Square Solver Game

Ordering/Submitting PD Disks

When ordering PD Disks or AUSSIEDisks please use the Order Form on the next page. Please ensure that you fill in ALL details especially your REGO NUMBER! Pricing and other details are on the following page. (Page 6)

When submitting AUSSIDisks for the library please make sure you put your full details and again especially your REGO NUMBER! Include any documentation with your submission. If possible have a doc file on the disk so that people will have some sort of instructions on how to use your program. When you submit a disk to the library, you will be able to choose a disk from the library in exchange. So don't forget to specify which one(s) you want in return!

Well thats about it, just keep sending in all your demos, games, utilities etc, so that the library can fill up quickly. (We can't let the Brits show us up)

The AMOS NoticeBoard!

Unfortunately, Daisy's column cannot appear this month. Thats Francois drawing of Daisy to the right!-> And if you haven't guessed it by now, Daisy is Francois dog and Co-AMOS Writer. Believe me, Daisy was there with Francois from the very beginnings of AMOS. From the time Francois got his hands on his first AMIGA and said "What a computer! Why have I been using an ST all this time?"

The good news is that Francois has just completed AMOS V1.2! We tried so hard to get a full list of amendments that have been made in this version but time ran out and we just had to finish this newsletter! But we do know that there have been about 40-50 changes, so AMOS is becoming an even better product. Now please don't jump on the phone and ask for the new version. We still haven't received it yet ourselves, but it will be here soon!

A special flyer will be sent out as soon as it arrives giving you details on how to get it. Until then you will just have to be like us and be patient. (I know it's hard)

Once again, we must emphasise the enormous interest that is being created by AMOS and its users and also that it does take time to get information back from our friends Francois and Daisy. At this point it means that our newsletter can only be bi-monthly, but we will keep you up-to-date very quickly with any new British PD or AUSSIEDisks as quickly as we get them. Until next time, Happy AMOSing! NEIL MILLER

AMOS PD/AUSSIDISK ORDER FORM

| NAME:................................. |
| ADDRESS:............................. |
| TOWN:................................. |
| STATE:......... PCODE:......... |
| REGNO(...............) |

I Enclose $..... for the disks ordered below in the form of _ Bank Cheque _ Personal Cheque _ Money Order
DO NOT SEND CASH BY POST!

PD&AUSSIDISK PRICING
1-Disk....$7.00
2-Disks...$13.00
3-Disks...$18.00
4 or More Disks $5.00
All Pricing Includes Postage!

QTY	DISK NAME	QTY	DISK NAME
___	_____	___	_____
___	_____	___	_____
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PLEASE SEND ALL ORDER FORMS TO
AMOS PD LIBRARY P.O. BOX 253 RYDALMERE NSW 2116

Last Minute Addition!

Francois has put together a few words for the AUSSIE AMOS users, this is what he wanted to say....

Neil Miller asked me to write a few words for this newsletter, and I am really pleased to do so!
It is something for a French Software author to know that his product is sold in Australia! The other end of the world. And when Neil sent me the list of all people registered in the AMOS User Club... I could not believe it! Thankyou very much for supporting us.
AMOS is still a young product. You have found several problems in version 1.1. Neil was obliged to send his A1000 to France! (Ooops, I forgot to tell you Neil, it fell on the floor, and it is totally broken. Really sorry.) (Ha Ha kidding of course! I just poured a can Diet Coke on the Keyboard).
So, yes, you have found bugs. Bad ones and worse ones! I have been working on version 1.2 since one full month, and now it is ready. I have corrected all reported bugs, and changed a few things like the file selector!
I would like to apologize for the bugs. These little animals grows better in large programs. I hope they did not prevent you from having fun with AMOS.
I am now beginning the compiler. I think it will be ready for around Christmas. I think (Hope?) the programs will run twice as fast once compiled.
That's it! I look foward to seeing your programs. Send them to Neil who will send them to me. I'll really be proud to show them to people I know!
Ok, bye for now. Have fun with your Amiga: what a fabulous machine!
Francois
PS: I wish I could come to Australia. It must be an amazing country!