WELCOME, Yet Again!

Well its that time again, time to put down AMOS for a while and bash out another Newsletter! I hope you like this edition, there is an enormous amount to read and type in as well!

Summer and Christmas are fast approaching and the New Year should bring some NEW AMOS Goodies! At a recent secret meeting with a Radical Left Wing STOS User (Who really wants to own an AMIGA!), we managed to get hold of a top secret report that outlines details on upcoming AMOS Products!

The information contained in these documents was quite promising indeed! The documents outlined Mandarin Software's plans to release the AMOS Compiler and AMOS 3-D Extension early in 1991. Details are still a bit sketchy, but have a look in Daisy's Column on page 5 for more details!

Well, as you can see there are just a few more pages in this edition. We have had a few articles submitted by AMOS users which are quite interesting. A very interesting article by William Jordan on comparing and converting AMIGA Basic to AMOS. You will find this on page 3. We also have a couple of type in programs for you to try! These start on page 2.

The AUSSIEDisk and British PD collections have grown quite a bit since the last newsletter, so turn to page 7 to check out the latest listings!

Some of the biggest news that will interest quite a few of you is that AMOS is now ONLINE in NSW! Yes you asked for it and we got it for you! Your very own BBS! Well its not all ours, but we do have our own EMail section and Upload/Download section. Check out page 6 for details on the AMOS BBS!

Unfortunately the Abilities Register has been scrapped! Only 2 people were interested in registering so it is not worth continuing! (Not our Fault!)

But on a brighter note the RPG club is off the ground! I would like to introduce to all you RPG Players/Writers a fellow called Chris Whale. Chris has taken on the task of starting and running the AMOS RPG & ADVENTURE CLUB. Check out Chris's first column on page 4. Give Chris your support and don't let it die like the Abilities register!

Look in the shops for the first game created using AMOS! Pactronics Cricket should be in the shops before Christmas. The game is fully animated and is great fun to play! It took the author about 3 months of solid work to produce. So if you are working on a Game, Educational package or Business Package and you think its commercial quality, then give me a call! There are two other games in the pipeline at the moment so get stuck into it! But please remember, it has got to be GOOD to be considered for commercial release!

If you feel that you could write an interesting article on using AMOS, Then BEFORE you write it give me a call on the AMOS Hotline Number and we will talk about it!

On page 9 of this Newsletter is a questionaire which is primarily aimed at A1000 Owners. This questionaire is also open to some Owners of A500's and A2000's which are about 2.5 years and over in age.

Francois needs accurate information to try and pin down why AMOS does not work correctly on such machines, eg. Leaving parts of Bobs/Sprites behind on the Screen.

So if you own such a machine, then please take the time to fill in the questionaire and send it back to us ASAP. We will then send them to Francois, who will try to work out why these problems are happening. But, at this stage it would seem that it is not AMOS's fault but the Machines themselves.

Since we are speaking about AMOS (Funny about that!), when you skim through the AUSSIEDisk library you will see that disk AA28 is called AMOS 1.21 Updater! Thats right, AMOS has been updated again. This time there are only 4 very small changes. This is one of the reasons why it is in the AUSSIEDisk library. This is how British AMOS users are getting this update. (From their libary of course!)

It is not essential for you to update to this version, although if you have a Hard Drive it would be a good Idea. As AMOS now looks in the directory from which it was started to find it's files, then it goes looking in the ROOT Directory for them if they are not found. So therefore you should be now able to put AMOS in a Sub-Directory, thus keeping your Root Directory clear!

Well thats about it from me, have a look over the index on this page and go for it!

Neil Miller (TEX)

I almost forgot! Check out page 6 for details on a competition to find the GREAT AUSSIE AMOS MEGA DEMO!

← ——————————————————— →

Newsletter Vol 4, Contents

Tin Of Worms

AMOSing Around With 3-D Graphics!

This is a small program which was sent in by David Seeto from Queensland. From the looks of this program David is really into 3-D Graphics! This small program displays a pyramid in a 3-D Wire Frame Graphics Style and rotates it in real time. (Davids original Program had a 3-D House)

It is not exceptionally fast but it is a starting point for anyone interested in this style of graphics!

Type in the program below, save it and then run it. After the program listing we show you how to modify it to give different results.

(Remember, The numbers are only for reference, Do not type them in!)

```
1) Screen Open 0,320,256,32,Lowres
2) Double Buffer : Hide On
3) Autoback 0
4) Screen Swap
5) Curs Off
6) Degree
7) Dim MX(30),MY(30),MZ(30)
8) XE=50 : YE=250 : ZE=20
9) S=70 : ANGLE=1
10) K#=0.5
11) Colour 4,$F0F : Ink 4 : Colour 1,$0
12) For I=1 To 16
13)    Read MX(I),MY(I),MZ(I)
14) Next I
15) MAIN:
16) S1#=XE^2+YE^2 : S2#=Sqr(S1#) :
17) S3#=Sqr(S1#+ZE2) : S4#=1/(S2#*S3#)
18) For I=1 To 16 Step 2
19)    NX=MX(I) : NY=MY(I) : NZ=MZ(I)
20)    Gosub CALC_VIEW
21)    U1=160+S*U# : V1=160-S*V#
22)    NX=MX(I+1) : NY=MY(I+1) : NZ=MZ(I+1)
23)    Gosub CALC_VIEW
24)    U2=160+S*U# : V2=160-S*V#
25)    Draw U1,V1 To U2,V2
26) Next I
27) Screen Swap : Wait Vbl
28) Restore
29) Cls
30) ANGLE=10
31) Gosub ROT
32) Goto MAIN
33) End
34) Data 0,0,0,4,0,0,4,0,0,4,2,0
35) Data 4,2,0,0,2,0,0,2,0,0,0,0
36) Data 0,0,0,2,1,4,4,0,0,2,1,4
37) Data 4,2,0,2,1,4,0,2,0,2,1,4
38) ROT:
39) XE=Int(XE*Cos(ANGLE)+0.5)-Int(YE*Sin(ANGLE)+0.5)
40) YE=Int(XE*Sin(ANGLE)+0.5)+Int(YE*Cos(ANGLE)+0.5)
41) ZE=ZE
42) Return
43) CALC_VIEW:
44) A#=(1-K#)/(1-(XE*NX+NY*YE+NZ*ZE)/(S3#^2))
45) U#=A#*(XE*NY-YE*NX)/S2#
46) V#=A#*(S2#^2*NZ-(NX*XE+NY*YE)*ZE)*S4#
47) Return
```

David's original program also used the Joystick to decide which direction the Model would rotate. If you wish to alter the direction of the rotation, alter line 30 to read: ANGLE=-10

Have a play around with the Variables XE,YE,ZE on line 8. Change the values to see what effect they have on your view of perspective.

Try changing other numbers in the program to see the differences. You can also design other models by changing the DATA statements. Change the data statements above with these to see David's house rotating.

```
DATA 0,0,0,4,0,0,4,0,0,4,2,0
DATA 4,2,0,0,2,0,0,2,0,0,0,0
DATA 0,0,0,0,2,4,0,0,4,0,2
DATA 4,2,0,4,2,2,0,2,0,0,2,2
DATA 4,0,2,4,0,2,0,2,2,4,2,2
DATA 0,0,2,0,1,3,0,1,3,0,2,2
DATA 4,0,2,4,1,3,4,1,3,4,2,2
DATA 0,1,3,4,1,3
```

Also change the 16 in line 12 to a 30. This tells the program that it has now 30 lines in its Model.

With a bit of work you could design just about anything, just remember to adjust line 12 to the Number of lines you have and also change the DIM values in line 7 to reflect the same.

Our thanks to David for this little Program!

Rolling Mouse Menus!

ROLLING MOUSE MENUS.
By TEX

If you want to add a bit of flair to your menus then read on....

The following procedure displays a menu on the screen just the same as the example below.

```
MENU CHOICE 1
MENU CHOICE 2
MENU CHOICE 3
MENU CHOICE 4
MENU CHOICE 5
MENU CHOICE 6
MENU CHOICE 7
```

The menu choices are centered in your window or screen so there is no problem with width. As you move the mouse up or down the choices they will be highlighted, It is then a simple matter of clicking the left mouse button to select the choice that you want!

The Procedure is as below, read through or better still type it in and read on below.

```
Procedure MENU
   XX=0 : X=0 : SMM=SM-1
   Locate 0,SM
   For X=1 To M
      X$=Zone$(M$(X),X) : Centre X$ : Cdown
   Next X
   X=0
MAIN:
   XX=X
   Repeat
      X=Mouse Zone : Y=Mouse Click
   Until X>0 or Y>0
   If X=0 Then Goto MAIN
   If X>0 and Y>0 Then Goto F
   If X=XX Then Goto MAIN
   Inverse On : Locate 0,SMM+X : Centre M$(X) :
Inverse Off
   Locate 0,SMM+XX : Centre M$(XX)
   Goto MAIN
F:
   UC=X
   End Proc
```

Now a little bit of setting up has to be done before we can use this procedure!

First we must have some way of telling the procedure what the choices are. This information is contained in the Variable M$(). The following lines set up 5 menu choices, these must be defined before you call your procedure.

Tin Of Worms

```
M$(1)="Enter Sprite Number"
M$(2)="Show Sprite"
M$(3)="Animate Sprite"
M$(4)="Save Animation Sequence"
M$(5)="Main Menu"
```

Before you define these you must DiMension M$(). Decide on the maximum number of menu items that you could possibly have, eg DIM M$(20)

You must also declare M$() as a GLOBAL Variable using the following line.

Global M$(),M,SM,UC

As you may have noticed there are some other numeric variables being declared as Global Variables as well! These variables will now be explained.

M ... This is the number of Menu Choices that are in your current Menu!

SM .. This contains the starting Y location of the FIRST Menu Item. So if you want your menu to start 5 lines down the screen/window then SM=4

UC .. This is the Variable that you should check after the Procedure returns, it contains the Menu item Selected.

So after setting up your menu choices give M a value, for our example above we would say M=5, and don't forget to give SM a value as well!

Now just call our Procedure like so... Proc MENU

The procedure will return the menu item selected so you would have a line like so...

on UC Goto Choice1,Choice2,Choice3,Choice4,Choice5
after calling the procedure.

And thats it! SIMPLE! I hope that you can put it to some good use, or better still, improve it and send it back!

◄──────────────────────────────────►

AMOS V's AMIGABasic
Comparing And Converting!

AMOS BASIC AND AMIGABASIC
by William Jordan 1990

In this article I would like to compare AmigaBasic and Amos Basic(If they can be compared). This will be of interest to people who have begun from AmigaBasic and hopefully will also be of interest to people who have not.

The article will also include a few tips for newcomers to Amos(i.e. everyone!).

While AmigaBasic may have been one of the most advanced Basics around when it was created it certainly has been overtaken by a number of Basics in the last few years.

Amos Basic does almost everything that AmigaBasic can do,and a lot more. No more struggling with bmaps in order to load Iff graphics and no more opening libraries. In Amos Iff pictures can be loaded or saved in one statement. You are no longer restricted to 32 colours.

Remember how the input and the line input commands didn't allow use of the cursor keys? Not so with Amos. Use of Put Key allows the user to edit a whole paragraph of text.

Almost every AmigaBasic command has an equivalent command in Amos Basic. Despite there being huge differences in syntax I have found it viable to translate AmigaBasic programs into Amos (particuarly uncompleted ones!)

This is made possible by the tremendous power of the Amos editor.

Save the amigabasic program as an ASCII file. Place the disk it is on in DF1: and load up Amos in DF0:. Open a new program and then select the "Merge Ascii" option. After a few minutes (depending on the length of the program) the program will be converted to an Amos program.

By pressing the F2 key and with the help of the search and replace options you will be able to correct all the syntax errors in the program. There will still be some runtime errors, but this should be able to be fixed up without too much trouble.

Some suggestions are:

(1) Any 's not at the start of a line will have to be replaced by REMs

(2)replace calls,gosubs with procs and replace subroutines and subprograms with procedures.

(3)If then...endif blocks will have to be completely rewritten.

(4)Text and graphics commands will have to be rewritten.

(5)Labels will have to be rewritten,because in AMOS a label cannot start with a reserved word. This is definitely a step backwards and one of the rare instances in which AmigaBasic is superior to Amos basic! Even procedure names cannot start with a reserved word.

This disadvantage is somewhat offset by the greatly lessened need for labels. The procedures, which can call themselves or another procedure greatly reduce any need for gotos.

Other structures like Do Loops and Exits mean that it is quite easy to write a program without any GOTOs at all.

The above commands make it much easier to write highly structured programs. The INDENT function (F3) will make you programs easy to read and understand.

Despite the time involved I feel it is well worth it to increase the power of your programs.

Here is an example of a short Amigabasic which I wrote to count the number of lines in a file, which contained a question mark. This was to to help me count the number of questions I had written in a quiz game. Here is the code.

Incidentally, this program will probably be finished by the time you read this. For more details see the end of the article.

```
Input"name";nam$
open nam$ for input as 1
rf:
line input#1,t$
If instr(t$,"?")<>0 then x=x+1
if eof(1)=0 then rf
close 1
Print"total";x
```

It is not mega user friendly, but it serves its purpose.

After saving this as ASCII,booting up Amos and selecting Merge Ascii from the menu, you will now have an Amos version of this program. Some words will have changed their case. Variable names will now be uppercase and command words will be lowercase with uppercase initials.

If you try running this, you will get a syntax error in Line 2. Changing this to

Open in 1,nam$

Tin Of Worms

will correct this.

You will now get an undefined procedure message in Line 6. This is because in Amos, if you say Then labelname, the label name must be a procedure.

This can be corrected by adding the word Goto after the Then.

Press F3 to automatically indent the program.

The program will now have no errors and will run properly. Well it did for me!

The first line asks the user to give a value for nam$.

The second line opens a sequential file called nam$.

The third line is a label.

The fourth line lines a line from the file and calls it a string called t$.

The fifth line tests to see whether a ? is within T$, if so 1 is added to x.

The sixth line tests to see whether the end of the file has been reached and if not branches back to rf.

THe seventh line closes file 1.

The last line prints the value of x.

There are a number of ways in which this short program could be enhanced.

Inc x could be substituted for x=x+1.

Loops such as do-loop,while-wend,repeat-until are highly preferably to using labels and gotos.

Rf: could be changed to Do, Loop could be added after Line 6 and Line 5 could be changed to

If eof(1)<>0 then exit 1

This exits from the loop if the eof is reached.

The whole program could be turned into a procedure. Place (qc=question count)

Procedure qc

at the start of the program and

end proc

after the end.

The procedure will not run until it is called. So place proc qc at the start to run the procedure. Procedures use their own variables and can be easily be added to other programs.

It would be possible to write a program to help conversion of Amigabasic programs to Amos Basic. If anyone is interested I will write one, probably as a shareware program.

If you are interested in receiving information on any of the programs I have written(mainly games) you can write to me at the below address.

William Jordan
25 King William St
Fitzroy, Vic 3065

A 2 Dimensional Starfield

The following small example program was written by John Dyson of Bathurst and demonstrates how easy it is to get a 2 Dimensional starfield up and going using AMAL.

This should only take 3 or 4 minutes to type in so get cracking! Make sure you pay particular attention to the syntax of the AMAL strings, otherwise it won't work!

```
Hide On : Flash Off
Screen Open 0,640,300,2,Lowres : Screen Display 0,140,,340,
Randomize Timer : Cls 0 : Palette 0,$FFF : Colour 9,$888
Screen Open 1,640,300,2,Lowres : Screen Display 1,140,,340,
: Cls 0
For T=1 To 200
    X=Rnd(319) : Y=Rnd(299)
    Plot X,Y,1 : Plot X+320,Y,1
```

```
If T=100 Then Screen 0
Next
Dual Playfield 0,1
Channel 1 To Screen Offset 0
Channel 2 To Screen Offset 1
Amal 2,"R:L X=0;Move 320,0,160:J R"
Amal 1,"R:L X=1;Move 320,0,80:J R"
Amal On : Do : Loop
```

The movement is achieved with AMAL by changing the screen offset, which in turn gives you the illusion of movement. There is only one problem with using this type of 2 dimensional starfield and that is if you put a sprite or bob on the screen it will move with the screen! See if you can write it so that it does not have this effect!

Ok now that you have typed it in and seen it working, write a 3 or 4 dimensional starfield with each dimension moving smoothly at a different speed!

Or even one that comes towards you from the centre of the screen and rotates as it comes towards you! Lets see what you can do!

Send your program in and we will publish the best and most effective one in the next Newsletter!

AMOS RPG & Adventure Club

Hi Amosites,

I have been nominated to be the central point of contact for anyone interested in exchanging ideas, hints, scenarios and even disks relating to Role Playing or Adventure games using AMOS. If anyone wants to become part of such a club, contact me at the address below or leave your name and details on the AMOS BBS. You could also contact Neil at Pactronics, who will foward your message on to me.

Here are some general ideas about what could be achieved with AMOS and uses for a club. Please feel free to comment. (Not too abusive please...)

- GM Helpers. These could serve as an aid for a GM when playing a regular RPG such as D&D.
- We could attempt to establish a standard character format so we could transfer our favorite characters from our game to anyone elses who kept to the published standards.
- Following on from this we could do the same for equipment and magic items.
- One really interesting concept would be a standard role playing system in which we would just have to design the scenarios. I would like to see this club come up with a standard interface which we could supply and members could design scenarios without having to do any real programming. I have a few ideas as to how this could be achieved but would love to hear from anyone else who thinks this might work or has any ideas to incorporate into the standard.
- Non fantasy RPG's: Sci Fi., Post-apocalypse, Western, etc.
- An AMOS public domain parser for adventure games.
- Any other ideas you guys come up with.

The actual form the club takes depends on the response, so get in on the ground floor and give some input.
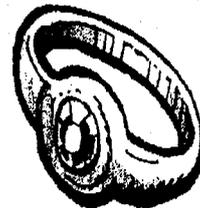
Chris Whale.

Contact:
AMOS RPG & Adventure Club
C/o Chris Whale
35 Union st.
Dulwich Hill 2033

Daisy's Corner

Welcome to the section of our humble Newsletter where we allow Francois and Daisy to run the show. This edition Daisy has taken over the column!

First of all, let me introduce myself. I am Daisy, Francois 7 year old female dog. I would like to apologize for my bad English. Typing with a dog hand is not easy in French, But it is worse in English.

I am very glad to come each month in this newsletter to talk about my dog's life. Thank you Neil! It will give me the opportunity to tell you the truth about the guy who said he wrote AMOS. He lies! Here is the real truth:

I was 3 when Francois brought his Atari computer. Before that, he had a Cbm64, a nice machine, but I did not like the processor. So, I was really happy to see a 68000 based computer come into our home.

It was a pity for me to see the way Francois programmed the 68000 when he discovered it. He made so many bugs in STOS, I had to correct the program when I was alone. I also spent many hours programming my own stuff.

One day, he discovered my secret folder in the hard drive, and all my "Wild Bones" demos. From then, my life became a nightmare.

He attached me to the computer, and forced me to finish STOS. He imposed me to a minimum of 1K of machine code a day. I then had to do the STOS Compiler. Then he bought the Amiga and had me make AMOS. Now, I am working on the AMOS compiler.

Now you know the awful truth. Do not believe him when he says he is the author of AMOS!

Do not think anyway that I am not happy: I love programming and I have an extra food when I make more than 1024 bytes of code!

I was telling you about my "Wild Bones" demos before. As we have the room here, let me give you the listing of one of my favorite one.

```
'----------------------------------------
'   BONE DEMO 1
'
'   By Daisy Lionet & S. Schreiber
'----------------------------------------
Screen Hide 0 : View
Cls 0 : Hide On
'
' Here I draw A Nice Bone, Mium Mium
CIRC[160,100,3] : CIRC[160,105,3] : CIRC[176,100,3] :
CIRC[176,105,3]
BONE[168,103,3,0]
'
' If you Don't like bones then delete the two lines above and
use this one!
'CIRC[166,105,8]
Get Bob 1,157,97 To 180,120
'
'
MXSCREEN=4
'
' Open loads of Screens!
For I=0 To MXSCREEN
   Screen Open I,320,200,8,Lowres
   Cls 0
   Flash Off
Palette $0,$F40,$C20,$A00,$900,$800,$700,$600,$500,$400
,$300
   Screen Hide I
Next
```

```
' Main Loop
SCR=0 : COUNT=0 : T#=0 : P#=0.003
Repeat
   Screen Hide SCR
   Add SCR,1,0 To MXSCREEN
   Screen Show SCR : Screen SCR
   ' Here is the curve's definition
   ' You can imagine anything!
   X=160+145*Sin(9*T#)*Sin(T#*10)
   Y=100+90*Sin(10*T#)*Cos(T#*9)
   '
   T#=T#+P#
   Paste Bob X-10,Y-6,1
   Wait Vbl
Until Mouse Key
'
Edit
'
Procedure CIRC[X,Y,L]
   For N=1 To L
      Ink N
      Circle X,Y,N
   Next
End Proc
'
Procedure BONE[X,Y,SX,SY]
   For N=0 To 2
      Ink N+1
      Box X-SX-N,Y-SY-N To X+SX+N,Y+SY+N
   Next
End Proc
```

Really impressive result hey? All the animation is done by flipping a lot of screens. You can have marvelous effects by just changing the curve to other nice ones. You can also animate the bob (rotating bones! What a dream!).

I have just finished a new update to AMOS: Version 1.21 with a few new things in it:

AMOS now looks for the AMOS.env file in the current folder FIRST, and then only in the AMOS_System directory. It allow you to have different settings for each folder.

Next the version number is now coded inside AMOS itself, and not in the .Env file. I was obliged to produce a new .Env for each version!

Next, I corrected a problem in hardware sprites display, that occurred in V1.2

This new version comes like the previous one, as an update program that saves out the new files. It is of course public domain. I am sure Neil will receive it in a short while.

Francois just received a pre version of AMOS3D. Well, I must say it is impressive! Full 3D animated objects moving on the screen. This extension is done by an English company, SPA Software, independent from Mandarin. I was told it would be finished for December.

That's it. I am now going back to my compiler. Give a big hello to all Australian dogs (especially males!)

Daisy!

PS: Seeing the way I write English, I am sure Francois will not ask me to do his articles...

Well thats it from Francois and Daisy for yet another Newsletter, Look for their regular column in our next edition which will be out in time for Christmas!
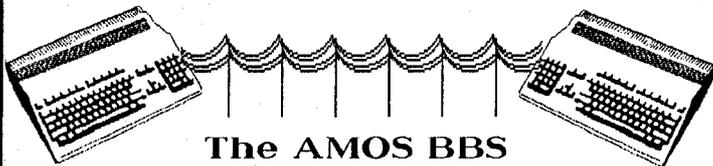
The AMOS BBS

Ok all you MODEM MANIACS out there, you now have a place to call and discuss AMOS with other AMOSerites!

Thats right! We have now got an Official AMOS Bulletin Board which is based in Sydney. The name of this BBS is the Predators BBS. This is run by Mark Pace. Mark already has over 200 users on his board and is quite happy to have another 100 or so!

The board which is being run on a PC, runs 24Hrs and is able to handle up to 2400 Baud transfer rates. It has lots of Demos, Games, Utilities, Music and Pictures in its download sections and of course, when you start uploading there will be heaps of AMOS stuff as well.
(There is some there already!)

AMOS has its own EMail section and Download/Upload sections. Membership to the BBS is free. You receive limited time and downloads per day. We would ask you though, to make a donation of $10.00 or over. This will increase your access time/download ratio depending on how much you donate. The reason we ask you to donate at least $10.00 is because when the funds permit, the system will change to a faster modem and multiple lines!

Normal BBS rules apply. The peak times for people using the board are between 6pm and 10pm, Downloads are banned during these hours.

When you first log onto the BBS, there may not be many messages. But don't just sit there like an ST, leave a message about what you are doing with AMOS, or problems you are having with AMOS. Tell us what you have written , if you have wrote a mega demo, tell everyone about it! Theres nothing worse than logging on, seeing no or few messages and just logging off! Get the ball rolling and leave messages! Remember you all asked for it, it's now here so put it to some good use!

You can leave messages to me on the board and I will reply as quickly as I can. (Please make sure you include your REGO NUMBER with your message) I will try to get onto the BBS at least twice a week to see what has been going on and answer your queries. So drop this newsletter, load up your favorite Terminal program and ring (02)604 6816 NOW!

See you on the Board!   TEX.
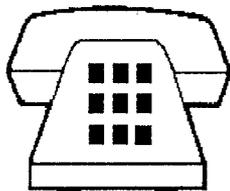
(02)604 6816
24Hrs

We Want Top Quality Software!

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

Already there are 3 projects which are coming to the stage of possible commercial release. It's not easy writing software that is of commercial quality, it takes a great deal of perserverence, time and talent. But the rewards are there for those who can produce top quality software!

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!

The Great AUSSIE DEMO Contest!

Yes thats right, were conducting a search for the best AUSSIE AMOS demo! We want to show the rest of the world what us Aussies can do with AMOS! We have some real talent Down Under so put it to some use and show us what you can do!

There are 3 prizes:
1st prize is 15 PD disks of your choice
2nd prize is 10 PD disks of your choice
3rd prize is 5 PD disks of your choice

The rules are simple! All you have to do is produce a mega demo which must be an original idea, that shows the power of the Amiga using AMOS.

1) The DEMO must work on a 1meg machine.
2) The DEMO must be a new demo, not one already submitted to the PD library!
3) The Program must not be Procedure Locked!

You have 6 weeks to produce your Mega AMOS DEMO. The judges will place emphasis on musical scores, special effects, graphics and general "Viewing Pleasure" of the DEMO.

So get cracking, you have only 6 weeks to do it in!

Send your Mega DEMO to:
MEGA AUSSIE AMOS DEMO Contest
P.O. Box 253 Rydalmere
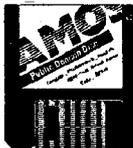NSW 2116

Don't forget to include your Name, Age, Rego Number and Phone Number. (If you wish you may also include technical specifications on your demo!)

All demos submitted will be put into the AUSSIEDisk Library for others to learn from.

Cartoon Corner

My Gosh Dear, If you don't think its worth going without Dinner for a month so we can get the AMOS Compiler, then just say so!

AMOS AUSSIEDisk & British PD Disk Catalog

Yet again we come to the AMOS AUSSIEDisk and British PD Library listings. As you can see from quickly scanning the listings, there are heaps of new disks now available. The British are certainly getting stuck into AMOS and are beating us hands down when it comes to submitting PD. (Our thanks go to those few people who did submit programs over the last 8 weeks!)

Before we get onto reviewing some PD, we must make a correction.

AA22 contains only one demo (3 were listed in the last listing) and also 4 Sausage Soundtracker Modules.

BA1. Some of you who ordered BA1 (GMC) would have found that it asks for a disk called G.M.C , unfortunately some of you received BA1 with the Volume name of G.M.C. With the problem being the last full stop! To correct this simply use the CLI command RELABEL or load Workbench and rename it from there to G.M.C

You will then have no further problems!

Our friend Sausage has been getting stuck right into AMOS and has produced our first Horizontal Shoot-Em-Up! Does this guy ever sleep? You can see his game on AA24!

Two of the most impressive submissions we have received to date turned up just 2 days apart and are basically the same thing. They are routines to produce the excellent "MAZE WALKING" routines that you have all probably seen in games like Dungeon Master and others like it. The routines are quite fast and easy to implement into a game. If you are interested in writing an RPG or Dungeon Master look-alike, then either of these two programs would be an ideal starting point.

The first one called MAZERUNNER. There are actually two versions of this program on here. The first was an original AMIGABasic version converted over to AMOS and mad to work. It uses filled 3-D walls and is in a game format where 2 players take turns to move around a 30x30 maze trying to find the opponents exit door. The graphics are nothing flash but it worked! But the second AMOSed version is much better! (Yes I got it to work ok!) This version makes use of Paste Icon and has new graphics which are drawn quite well to look like a cave/tunnel system. You also now have large bobs representing your opponent when ever you come across him in the maze!

The second which is called SHIPWALKER is very similar to the second version of MAZERUNNER. There is no music or large bobs, as it is just basically the shell code with a small maze included so that you can see how it is created. But the graphics in this one are that of a space ships hallways and rooms. Again very fast and easy to use and set up!

I feel that the potential for either of these routines is enormous! So order AA27 and get cracking, lets see some good RPG games appear!

Look at the British listing, 15 NEW disks! There are heaps of new Soundtracker Modules and quite a few new demos as well. The ARC Angel has been very busy producing two more demos! He is now using Bobs to do his scrolling messages which move up and down as they progress across the screen, very slick indeed!

BA32 has got heaps of assorted procedures/games and other bits and pieces on it making it a bit of a must for those of you who love to see how things can be done. There are a couple of scrolling starfield examples and 3-D examples as well!

BA38 contains IFF pictures which have about 6 different fonts on them. These fonts can be cut off the IFF picture using the Sprite Grabber program , put into a sprite bank and used in programs to give them some flair! Or even in scrolling text

messages like in the ARC Angels demos! Some really nice and colorful fonts in this collection which were ported across from the ST!

Well that's the best of the new PD and AUSSIEDisks, be sure to send in any submissions you feel that we could put into the AUSSIEDisk library. Those Brits are really starting to show us up so lets get cracking! They actually think that we are doing nothing down under with AMOS, so lets write some good software so we can show them that AUSSIES are not LAMERS!

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AUSSIEDisk Library

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...The Sausage Demo + 4 Modules (By Sausage!)
AA23...Musical Squares. Excellent Sliding square
        puzzle game!
AA24...FLAME. A Sausage Shoot-Em-Up, fast action!
AA25...Puzzel Game. AMOTRON-Light Cycles.
        Kamikazi Kombat-Shoot-Em-Up. 9 Sound
        Samples.
AA26...TEXDEMO! Demo showing use of Autotest and
        Large Animations. (A Must for Max
        Headroom Fans!)
AA27...MAZERUNNER. (Excellent Maze Game) SUB-HUNT.
        LIGHTCYCLES. SHIPWALKER (Similar to
        Mazerunner, But not a game-Actual Maze
        Routines! Great starting point for A
        game like Dungeon Master! etc)
AA28...AMOS1.21 Updater
AA29...Font Displayer/Mover Utility

BRITISH PD Disk Library

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

AMOS AUSSIEDisk & British PD Disk Catalog

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
BA22...Fun School 3 DEMO-Not Yet AVAIL!
BA23...7 SoundTracker 2.4 Modules + Player
BA24...9 SoundTracker 2.4 Modules + Player
BA25...8 SoundTracker 2.4 Modules + Player
BA26...7 SoundTracker 2.4 Modules + Player
BA27...9 SoundTracker 2.4 Modules + Player
BA28...11 SoundTracker 2.4 Modules + Player
BA29...6 SoundTracker 2.4 Modules + Player
BA30...7 SoundTracker 2.4 Modules + Player
BA31...Crosby Screen Designer
BA32...Asst Procedures/Pograms/Games
BA33...Pink Goes Ape-ARC Angel Demo2
BA34...Tiler Game + 11 Songs
BA35...ARCHIVIST. Disk Cataloger
BA36...Not Yet Available
BA37...ARC Angel Demo 3
BA38...Font Disk 4. Contains IFF Pictures
      which can be used as Sprite Alphabets!

Ordering/Submitting PD Disks

When ordering PD Disks or AussieDisks, please make sure that you use the order form on the last page of this newsletter. Please make sure that you fill in all the details, paying particular attention to filling in your REGO NUMBER. (It makes it so much quicker and easier when fulfilling your orders)

When you send in your orders for PD disks please mark your envelope "PD ORDER". Again it just makes it so much easier and quicker to sort out the volumes of mail we receive every day!

Also when submitting programs for inclusion in the AussieDisk library, please mark the padded bag "AUSSIEDISK SUBMISSION". Don't forget to put a quick note in explaining what is on the disk and what PD disk you want in return!

Keep those Programs, Sound Modules, Sound Effects and other bits and pieces rolling in! Lets try and make the AUSSIEDisk Library Listing DOUBLE by the time the XMAS Newsletter number 5 comes out!

AMOS AUSSIEDisk & British PD Disk Order Form

NAME: . . . .
ADDRESS: . . . .
CITY: . . . .
STATE: . . . . POSTCODE: . . . . .
AMOS REGO NUMBER: . . . .
DATE ORDER PLACED: . . / . . / . . . .

AUSSIEDisk& British PD Pricing
1 DISK - $7.00
2 DISKS - &13.00
3 DISKS - $18.00
4 or More DISKS $5.00 Each

I Enclose $. being in the form of
Money Order( ) Personal/Bank Cheque( )

CODE	DESCRIPTION	CODE	DESCRIPTION

Send Order To: AMOS PD ORDER P.O. Box 253 Rydalmere, NSW 2114

A1000/Older A2000 & A500's Questionaire

If you are using AMOS on an A1000 or a A2000/A500 that is over 2.5 years old, then please take the time to read this questionire. If the questions apply to you, please take the time to fill it in and return it to us ASAP!

I have a (   )A1000   (   )A500   (   )A2000

It is Approx (   )yrs Old

Load AMOS: The amount of CHIP RAM: ———— Bytes
The Amount of FAST RAM: ———— Bytes

My Main Processor is a: (   )68000 (   )68010 (   )68020

I've a (   )MegAByte Hard Drive.   I have (   )External Drives

I have a (   )MHZ Accellerator Board Installed

A1000 Owners
I DO/DON'T have a SideCar Attached

A2000 Owners
I have an XT/AT BridgeBoard Installed

I have a Flicker Fixer Installed

General Questions

I have the following other cards installed_____

I have the following other Accessories:_____

Please load up Number Leap:

When you play the game do you get garbage left on the screen? Y/N

Do you get any other strange effects happen?_____

Does AMOS GURU randomly? Y/N What is the GURU Number?_____

If so is it always with the same program? Y/N If Yes which one?_____

Please describe any other weird problems that you are having with AMOS
(Please Do NOT List Programming Problems!)

_____

_____

_____

NAME: ———————————————————— REGO NUMBER:————————

Thankyou for filling this out. Hopefully we will have an answer soon!

Send To: AMOS A1000 Questionaire P.O.Box 253 Rydalmere NSW 2116