AMOS Newsletter

Number 5, January 1991

Welcome To The Newsletter

Merry Christmas and a Happy New Year to all of you out there reading this amazing piece of modern literature! That in years to come will only be spoken of in hushed and reverend tones, well concealed away from the general population!

Well did Santa leave any AMOS presents in your disk drive this Christmas? Like a Compiler? No? You to Huh. Well thats ok, because if you did, I would have been around your place like a shot so that I could get a glimpse at it working. The Compiler is still a way off yet, Francois and Daisy are hard at it trying to get the compiler finished for a March release. Yes, we know that the last probable release date was February, but it's pointless completing and releasing a Compiler if you have to go back and fix new bugs in the original language and then sit down and re-write the compiler. It's not an easy job writing a 100% bug free language! Turn to Daisy's regular column for an informative update on the Compilers Features and Progress.

Well, this is the 5th Newsletter to come off the presses, and believe me, they seem to take longer and longer to write. (No, I'm not bored, there's just so much to put in each one!) Quite a few of you have said that you never received the last Newsletter or it was really late. Well we can only apologize for Australia Post for the really efficient job they do of delivering our mail the next day?!? :-) With the number of members in our little?!? club now (Over 1000), it takes our extremely patient and efficient receptionist about 1 to 2 weeks to get them all despatched, from then on.... well it's in the hands of the AMOS Gods!

You may have also noticed that the size of the text in this edition has shrunk! Well, that allows me to fit even more into the Newsletters and we are also saving a few trees as well. So the newsletter may look a bit smaller bit it has just as much, or even more packed into it! I can go smaller but you wouldn't be able to read it at all, but at least the entire Newsletter would fit on just 1 page!

This edition we are starting a new regular column aimed specifically at Absolute Beginners! Later on, in further editions we will then move onto Almost Beginners. You will find this informative column starting on page 2.

By now you have probably forgotten what a Santa Clause looks like! Well never fear here is another just so you won't forget too soon! :-)

Well as I was saying earlier on, this really is a bumper edition with so much to do and read! On page 2 you will find the red faces column. Also on page 2 we have a reminder about the AMOS Hotline number. Chris Whale has written an interesting column on how the AMOS RPG & Adventure Club is progressing, from the sounds of it it really seems to have taken off in a big way! Which is good to see. You will find Chris's column on page 3 along with an interesting new section simply called 10 Liners! This is an interesting way of testing your programming skills! All you have to do is write an entire game in just 10 lines! Sounds simple doesn't it? Well, there are two examples to get you going and to show you how it's done! There is an update on the Great Aussie AMOS Demo Competition also on page 3. On page 4, amongst other interesting articles you will find an update on the AMOS BBS scene, we now have a BBS in QLD so if you have a modem, turn to page 4 now! Also on page 4 is another new series of articles that will be appearing from time to time which are aimed at people who have unexpanded Amiga's!

We also have an interesting article entitled "20 Things About Francois Lionet", and thats exactly what it is about. There are some probing answers to some questions in this article! We now have a LETTERS TO THE EDITOR section which is on page 5.

On page 6 you will find Daisy's regular column with some interesting information on the compiler along with her new BONE DEMO II - The Comeback! On page 7 you will find an article I did on the two File Requesters, V's 1.1 and 1.2?. A lot of people have been having problems adjusting to the new File Requestor, so this article should clear these problems up. Also on the same page there are two modifications that you can make to the sprite editor. 1) Merging Sprite Banks Together. 2) RGB Copy command for use with sprites!

And of course we cannot forget the AUSIEDisk and British PD Library listings, if you browse through the listings you will see that they have grown quite a bit! Thanks go to those who have submitted some very high quality games and programs! Keep up the good work!

Thanks also go to those of you who filled in the Questionaire in the last Newsletter, hopefully Francois will be able to work this problem out!

Well what are you doing reading my ramblings? Turn the page and read on!! Theres so much in here!

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Beginners Tutorial

Learner programmers seem to be split into two groups: Those who have programmed in Basic before but not AMOS, and those who have never programmed at all.

For this reason I am going to split this series into two separate articles: ABSOLUTE BEGINNERS will help those who have never programmed before, and ALMOST BEGINNERS will cover aspects of programming a level up, for those just converting to AMOS or who have never attempted a major program before.

So for our Absolute Beginners, in this issue we are going to write a very simple dice game. This program will introduce some very basic features of programming along with a few handy tips.

There will be a one small programming convention here: Because AMOS can have lines longer than we can list on one line in this newsletter, I will be using line numbers for this program instead of labels so that you know when to enter a new line. We will convert to labels in a later issue.

The first question you should ask yourself before writing a program is What am I Doing?? A program is a sequence of commands that the computer follows exactly, so you must make sure you get them exactly right! By deciding before hand what you are going to do, you will make life a lot easier.

For our dice game, the rules are simple: The computer rolls a dice to produce a number between 1 and 6. Then the player rolls a dice for another number between 1 and 6 and the highest roll wins. We also want to add a few embellishments such as the ability to enter the player's name, and to play again.

Before writing the program, it can be beneficial to work it out in PSEUDO-CODE. This is where you write down a summary of what the program will have to do, without having to remember all the commands.

Our program will need routines to:

```
1) Enter the players name.
2) Roll the computer dice and display it.
3) Roll the players dice and display it. (With the players name)
4) Check for a winner.
5) Ask player if he or she wants another go.
6) If so, then go back to step 2.
7) Otherwise exit.
```

And thats the game in a nut-shell. As you can see, Pseudo-code makes the program look less complicated. Believe it or not, it really is that simple!

The first task on our list is to enter the player's name. We will have to store it somewhere as we will need it later on to display with his dice roll. So a VARIABLE must be used. As the name is made up of a string of letters, a STRING VARIABLE has to be used (identified by the $ after the Variables name). We will call it NAME$.

The command required to get an input value from the keyboard and store it into a variable is INPUT. The type of value depends on the variables being used for input - for instance you can't input strings into a numeric variable. You can also add a prompt to an INPUT command so you can tell the user what information is required. So our first line will be:

```
10 Input "Enter your Name Please and Press RETURN";NAME$
```

This will display the message: Enter your Name Please and Press RETURN with a flashing cursor. The user can then enter his or her name and on pressing return, whatever was typed will be stored in the variable NAME$

Next we need to generate some random numbers for the dice throws. As we are only dealing with the numbers 1 to 6, we can use normal INTEGER VARIABLES in which to store them.

So that the numbers we generate will be different every game, we need to add a command which SEEDS the Random Number Generator. (Otherwise the numbers would be the same every time!) So we add the line:

```
15 Randomize Timer
```

The function =RND(n) returns a value from 0 to n, so to get a number from 1 to 6, we simply use variable=RND(5)+1. We don't use RND(6) because we don't want the number 0 generated for any throw of the dice.

We will call the variable for the computer's throw D1 and the players throw D2, so the very next lines will read:

```
20 D1=Rnd(5)+1
30 D2=Rnd(5)+1
```

To display the scores, we simply use the PRINT statement, which can output text, numbers or a mixture of both. First we display the computer's score:

```
40 Print "The Computer Rolls A";D1
```

Then we need to display what the player rolled:

```
50 Print NAME$;" Rolls A";D2
```

Notice that on the player's display, we used the variable NAME$ as the first part of the print which already holds his/her name. This means that the name will be output as part of the message.

The only tricky part of the program is working out who wins. To do this, we need to use an IF ... THEN statement to work out the argument given to it. If the result is TRUE, it will execute the series of commands after the THEN on the same line. If the result of the condition is FALSE it will go on to the next line (Or whatever is after the optional ELSE statement).

First; we will check to see if the computer rolled the highest score. This is TRUE when D1 is greater then D2. This can be checked by the line:

```
60 If D1>D2 Then Print "The Computer Wins!!"
```

Then we check to see if the player has the highest score:

```
70 If D1<D2 Then Print NAME$;" Wins!!"
```

And finally we check for a draw with the line:

```
80 If D1=D2 Then Print "It was a draw!"
```

The meanings of the mathematical symbols in lines 60, 70 and 80 are:

>	Is Greater Than
<	Is Less Than
=	Is Equal To

You can even have combinations such as >=, which means is Greater than or Equal to.

All we need to do now is see if the player wants another go. We can use another INPUT statement here and then check to see if the variable used contains YES:

```
90 Input "To Play Again Type YES and Press RETURN";Y$
100 If Y$="YES" Then Goto 15
```

Notice on line 100 how I've used the IF .. THEN statement with a string variable and also a GOTO the line specified - in this case 15 - providing the result is TRUE.

If you've been typing in the program while reading this, then now hit F1 to RUN the program. (Running the program tells the computer to start executing the program). Congratulations! You have just written your first game.

Next Newsletter-More for ABSOLUTE BEGINNERS!

BUGS!

Yes thats right its embarrassment time, Bug Fixes! Well so far we have not done to badly, no one reported any in Newsletters 1,2 or 3 but in number 4- Oh Dear! A number of people have rung up and said that my Rolling Mouse Menu Program had a bug! But before I go out and hit myself over the head with an Atari ST, I will say this in my defense...I was just testing you to see if you DO read every word of the newsletters! Well thats my excuse and I'm sticking to it!

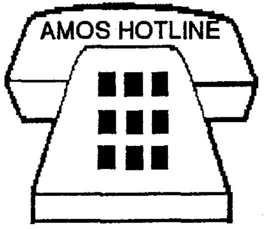
In fact what I had neglected to do was to include a Reserve Zone command before I called my procedure! So all you have to do is work out how may menu items there will be and insert a line which says Reserve Zone X. With X being the number of Menu Items. Then it will work fine! I swear it will this time!

Watch this column for any other BUG reports in the future! But don't bother because there won't be any!:-) :-| :-(

The AMOS HOTLINE

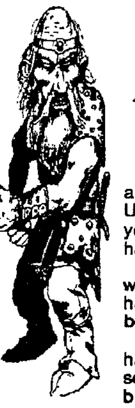
It would seem that in the last 4 issues of the Newsletter I have forgotten to include the AUSSIE AMOS HOTLINE-HELPLINE PHONE NUMBER! Well in this issue I haven't. But it could have been worse, this could be issue 401 and we might have only just remembered to put it in!

You can ring this number during normal business hours for help with AMOS. But please keep a few things in mind when you do ring.



We are really only just like you-Learning AMOS. We might not know the answer to your question straight away, but we will certainly try and get you an answer as quick as we can. Although we hate to admit it, we are only human and sometimes we forget. But remember we will try and help you as quickly as we can.

(02)748 4884



AMOS RPG & Adventure Club

AMOS RPG and Adventure Club

Hello Amosites,

Firstly thanks very much for your responses to my article, I was much encouraged by the interest shown. Unfortunately I have not yet had the opportunity to respond to your letters. I will do this as soon as possible, you may even have received a response by the time you read this!

I have had one letter from a text adventure designer who wants someone to look at his prototypes and let him know if he is on the right track. I think this can be an area our club can be of help to all potential designers.

Anyone who wants to be a playtester or anyone who has a game they want playtested should contact me and I will see what I can do in getting you together. Games don't need to be anywhere near complete and criticism should be constructive.

While on the area of text adventures, one member has a primitive parser he has developed which he is willing to submit to anyone who is looking for a starting point in this area.

I have received considerable support for the standard scenario based RP system. For this to work we will now need some concrete ideas and standards as there are many avenues we can take. What type of interface do we want? Do we use a similar interface to Bards Tale, DungeonMaster, Fairy Tale, Starflight, Elite, the Phantise or Ultima series, etc. or do we design our own unique type. We will need volunteers to write the interface. We can get different people to write areas they are good at, movement, combat, character generation, graphics etc.

Several people wanted to break away from the 'fantasy' area, so don't restrict your ideas to this area. An ideal system would be themeless, adaptable to any timeline or genre, although this may make the system too complex to write!

So if you are interested in writing, designing or even just playing such a game put your ideas (again make them fairly specific) on paper and send them in. Let us know what form you wish the system to take and if you can help.

Another good 'standard' idea came from one member. How about an icon based adventure program, something in the tradition of Shadowgate or Uninvited? Users could design their own background scenes and icons and tie them together into their own individual adventure. I think this is a good idea and deserves some attention, what do you think?

I have also received a query regarding wargames. This is an area I like as well so once again I ask for responses from you. Do you want to include wargames in the multitude of areas this club covers?

As a last thought can anyone think of a better name for this club? AMOS RPG & Adventure club is a bit of a mouthful and I am open to suggestions. Until next time, may your blade be always sharp and your phaser always charged.

Chris Whale.

Contact:
AMOS RPG & Adventure Club
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35 Union St.
Dulwich Hill. 2033

Ten Line Programming

10 Liners?!

10 line games, What are they? Where do they come from? What do they want? Why do we want them?

10 line programs are nothing more than a 10 line AMOS program. Well whats so special about that you may ask! Well think about how hard it would be to sit down and write an entire game in just 10 lines! Its not easy but it can be done! Look at the two examples in this article, they use 10 lines or less and are quite good for the size of the code. Why would you write a 10 liner? Well,

1) They don't take very long to write.
2) They don't take very long to type in.
3) They encourage efficient programming rather than neat but whastefull programming.
4) Just for the hell of it!

Trying to cram an entire game into just 10 lines can be a major challenge! (Even for Daisy!) It is a good way of testing your programming skills as it forces you to write your programs with maximum efficiency. Because, the more efficient you make you code, the more you can add to the game itself.

Just think, years ago programmers filled entire machines with programs so that we could play Space Invaders or Missile Command. If these programmers could see their game written in just 10 lines they would retire!

What we would like to see is who can write the best 10 liner game/program. (Preferably a game!) Each month we will publish some of the best submitted and they will all go onto a PD disk and will be put into the library when we have about 50 or so. But first just a couple of simple rules. No AMAL Banks! (AMAL strings are allowed) Sprites/Bobs used must be from the Sprites 600 collection. They must be no more than 10 lines long!

The current challenge is to convert Space Invaders, Asteroids, Xenon II and Shadow Of The Beast II to 10 liner games! Can you do it? (Yes we know, Asteroids would be the hardest to convert)

WEEDWAR

The first is Weed War, which is a version of the old classic Missile Command. You must control your hover ship and try and stop the tendrils of poisonous weed from coming down and destroying your Groovy Garden. You can fire your weed killer by pressing the left mouse button, but remember you have a limited number of shots per level!. Or if you get really desperate, you can fire you weed shield by pressing the right mouse button. (3 per level) You control your little ship with the mouse. The weeds will explode upon touching your weed killer, weed shield or your Groovy Grass. The game is over when the weeds manage to get through your Groovy Grass and into the ground! Here is the listing below.

```
1) Dim MX(50),MY(50) : Dir$="extras:Sprite_600/aliens" : Load "alien5.abk" : Get Sprite Palette : Cls 0 : LVL=0 : A$="AU (I R0 <> XM J U"
2) A$=A$+"I R1 <> YM J U X U: L R0=XM; L R1=YM; D M) M: M R0-X,R1-Y,1 W" : Amal 1,A$ : Amal On : Autoback 0 : Curs Off : Flash Off : Sprite 1,X Mouse,Y Mouse,1
3) While DEAD=0 : SHIELD=3 : Ink 0 : Bar 0,0 To 320,200 : Ink 4 : For A=0 To 319 : Draw A,200 To A,199-Rnd(50) : Next A
4) Hide On : LVL=1 : DEAD=0 : ZAPPED=0 : AMMO=32+LVL*12 : Colour 4,Rnd(4000)+95 : For A=0 To LVL*2+1 : MX(A)=Rnd(200)+60 : MY(A)=0 : Next A : While DEAD=0 and ZAPPED<LVL*30+10
5) X=X Screen(X Mouse) : Y=Y Screen(Y Mouse) : Ink 13 : A=0 : Repeat : XO=MX(A) : YO=MY(A) : MX(A)=Min(319,Max(0,MX(A)+Rnd(LVL*4+4)-Rnd(LVL*4+4))) : MY(A)=MY(A)+LVL
6) P=Point(MX(A),MY(A)) : If P=4 Then Gosub BANG Else Draw XO,YO To MX(A),MY(A)
7) DEAD=DEAD+(MY(A)>=200) : Inc A : Until A>LVL*2+1 : If Fire(0) and AMMO>0 Then Dec AMMO : Shoot : Ink 4 : For A=1 To 10 Step 2 : Circle X,Y,A : Next A
8) If Mouse Key=2 and MKO<>2 and SHIELD>0 Then Dec SHIELD : Ink 4 : Bar 0,120 To 320,124+SHIELD*4
9) MKO=Mouse Key : Wend : Inc LVL : Wend : Boom : Locate 0,10 : Paper 1 : Pen 0 : Centre "GAME OVER" : End
10) BANG: Boom : Inc ZAPPED : Ink 0 : S=Rnd(2)+1 : S2=S*(8+LVL) : For B=1 To S2STEPS : Circle MX(A),MY(A),B : Next B : MX(A)=60+Rnd(200) : MY(A)=0 : Return
```

MANDELBROT GENERATOR

The Next is a Mandelbrot generator.

Mandelbrot Generator:

The following small but complex program was written by John Findlay of England. It takes about 45 minutes to complete a full screen picture, but if you change the Variables SCRY# to 56.0 and SCRX# to 60.0, the screen will take about 2-3 minutes instead. (Only thing is the magnification changes dramatically!)

This program generates a full Mandelbrot, that means the whole of the picture is generated from numbers by the computer. More interesting effects can be seen by magnifying and/or shifting the image. To do this, simply change the values of the following Variables....XMIN, XMAX, YMIN, YMAX. Try the following combination.

```
XMIN#=-2.01
XMAX#=-0.55
YMIN#=-0.52
YMAX#=0.55
```

Or any combination you like!

You can also use up to 32 colours, add the colours to the palette command and change the variable K to 31. When you are typing in this listing, take particular care with the variables! It's easy to lose where you are up to and skip a couple of characters, thus making it not work or give an out-right error.

```
1) Screen Open 1,320,256,16,Lowres : Curs Off : Flash Off : Hide On : Ink 0 : Bar 0,0 To 320,256
2) Palette ,0,$B90,$AA0,$9B0,$8C0,$7D0,$6E0,$5F0
           ,$F0,$E0,$D0,$C0,$B0,$A0,$90,$0
3) SCRY#=256.0 : SCRX#=320.0 : K=15 : XMIN#=-2.01 : YMIN#=-1.2 : XMAX#=0.55 : YMAX#=1.2 : H#=(XMAX#-XMIN#)/SCRX# : V#=(YMAX#-YMIN#)/SCRY#
4) For Q#=0.0 To SCRY# : For P#=0.0 To SCRX# : M#=XMIN#+P#*H# : N#=YMIN#+Q#*V# : I=0 : X#=0 : Y#=0
5)    LABEL:
6)    W#=X#*X# : Z#=Y#*Y# : R#=W#+Z# : Y#=2*X#*Y#+N# : X#=W#-Z#+M# : I=I+1
7)    If R#<4 and I<K : Goto LABEL : End If : XU=P# : YU=Q# : Ink 3 : Plot XU+1,YU : Ink I : Plot XU,YU
8)    If Mouse Key=2 : Edit : End If
9) Next P# : Next Q# : Repeat : Until Mouse Key=1
10) There is no line 10!
```

Now that you can see what can be done get cracking! Just send a printout of your program with some information on what it does and send it into the AMOS PO Box.

Aussie Demo Competition

It would seem that we made a mistake by not accurately specifying the closing date of the demo competition. Well to rectify the situation here is the closing date. (Thats right we have put it back a bit to give you more time!)

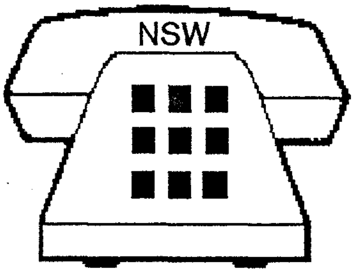
CLOSING DATE:
20th Feburary 1991

We have received plenty of entries but lets get some more in! Refer to the previous newsletter for the address and details/rules.

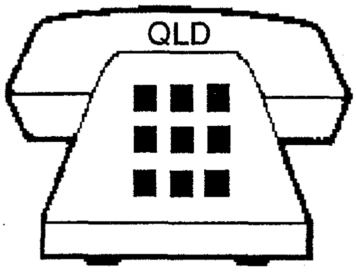
The AMOS BBS Scene

As you may recall in the last newsletter I told you about the AMOS BBS that is online 24hrs a day 7 days a week supporting AMOS. Well that BBS is in Sydney and it makes it a bit expensive to call from Perth or anywhere out of state for that matter. We now also now have another BBS in Sunny Qld, allot of Brisbane Modemers would recognize the name of this board. It is called the Future Dimensions BBS. This is one of Brisbanes premiere BBS's and is by far one of the most popular. It is jointly run by two sysops.. Pat Gould and Russell Craing, If you log on and need help then either of these two fellows would be only to happy to help.

Future Dimensions Supports Baud Rates up to 2400 BPS and is online 24hrs a day, 7 days a week. We soon hope to have these two boards "netting", when this happens you will be able to leave messages on your particular board and they will get transferred down to Predators in Sydney, where I will answer them and they will then be sent back. So if you are in Qld then give the Future Dimensions Board a call on (07) 208 5004.



PREDATORS
(02)604 6816



FUTURE
DIMENSIONS
(07)208 5004

As you would have now noticed, we have got BBS's in two states. Well thats great for the people in those states, but what about the people in Victoria, South Australia, Tasmania and Western Australia? We have an extremely large following in those states and they deserve BBS's of there own. Thats great I hear you say! BUT, I have tried to find BBS's but it is hard for me to do such a thing. So now its up to you! If you have a modem, and you log onto a popular BBS and you think its the greatest, then suggest to the SYSOP to start up AMOS Mail/Download/Upload Sections. Ask them to give me a call and work some details out. So lets try and establish a AMOS NET that covers every state! The balls in your court!

The Predators BBS has been quite popular with AMOS people, but not as popular as we first thought. We have our regulars who are enjoying quick responses to problems, access to the latest downloads and the opportunity to discuss problems/ideas with other people who are working in the same language. We are even getting people logging on from Victoria, Queensland and South Australia. But there are still allot of people out there who do have modems and haven't even logged on once. You really don't know what your missing.... So log on Tonight! and say HI.

We are starting to get plenty of Email going and the Downloads are growing all the time. (Thanx to those who have uploaded demos/programs etc) According to Mark Pace, the SYSOP of Predators BBS in Sydney, The AMOS section on his board has got the Highest Download/Upload rates.

Well thats about all for this Newsletter on the BBS scene, look in the next newsletter for details on BBS's in 4 more states?!?

See you on the Boards!
CU!

TEX!

Unexpanded AMIGA Blues

If you are working with AMOS on an Unexpanded Amiga, you will no doubt be very happy to hear that we will be publishing a series of regular articles on how to get as much as possible out of just 512K. Those of you who also have 1 meg or more should also read these articles - if you are going to release something commercially, as it should fit into a half meg machine!

-< General Tips >-

* Make sure that AMOS is trying to close the Workbench when booting. This saves around 40K of valuable Chip Memory! You can set this by using the CONFIG.AMOS program under the menu of EDITOR OPTIONS. (Don't forget to save your changes!)

* If you have a second disk drive and you can do without it, turn it off or disconnect it. This saves around another 20-30K or precious Chip Memory.

It's important to remember that the AMIGA uses CHIP memory for nearly ALL Graphic operations, all screens and BOBS/Sprites are kept in Chip Memory, so by restoring as much as possible back to the system you are able to do more. For example, by following the two steps above you will restore about 65K of CHIP memory back to the system. With this amount of memory you would be able to open more screens, have larger bobs on double buffered screens and much more!

-<Pruning the Sprite Editor>-

You might want to fit more or larger sprites/bobs into the Sprite Editor. This can be done by pruning off bits you don't use or need. If you never use the Niceness routines (Screen and Button appearance and Air brush speed), you can remove these and save yourself about 7K. If you only work in 1 resolution you can also remove the resolution selector and save another 1K. Yes I know that 8K might not sound like a lot of memory, but on average you can fit another 30 or so sprites in 8K! But remember, when modifying any of the AMOS accessories, make sure you work with your Backups! NEVER WORK ON YOUR ORIGINAL MASTER DISKS!

-<Removing The NICENESS Routines>-

Load the Sprite Editor into AMOS and then follow the steps below carefully, make sure you don't skip from step to step. Otherwise the line numbers will not correspond with the correct lines. OK lets start Pruning!

1) Goto line 654 which should read If C = 11
Hold down Ctrl and B to mark the beginning of a BLOCK. Goto line 656, which should read EndIf. Hold down Ctrl and E, this marks the end of a BLOCK. You should now have 3 lines Highlighted. Again hold down the Ctrl key and hit F2, this should then CUT the highlighted block out.

(This process of Marking Block Beginnings, Block Ends and then Cutting them out will be done a few times while we cut out routines no longer needed.)

2) Goto line 1182 and mark the Block Beginning, then goto line 1288 and mark the Block End, Now Cut the block out.

3) Goto line 1218. This should read Procedure SMALLBUTTON. Position the cursor on this line and hit F9 to open the procedure. Then position the cursor on the next Procedure below, this should read Procedure TWINBUTTON. Also hit F9 to open this procedure. Now return the cursor to line 1218 and mark then Block Beginning. Goto line 1227 and mark the Block End, Now cut out the defined Block.

4) Goto line 1219. This should read Procedure QUADBUTTON. As above, hit F9 to open this procedure. Mark your Block Beginning, now goto line 1223 and mark then Block End and finally Cut the block out.

You have now cut out all the niceness routines, to complete the procedure you will need a suitable Art package like Deluxe Paint III (Or any Other!)

A) Goto DIRECT MODE in AMOS and type the following lines....

```
UNPACK 6 To 0
Save IFF"MENU_BUTTONS.IFF",0
```

Now return to the editor and save your modified Sprite Editor to a spare disk, Not your Original!

B) Now quit AMOS and load your Art Package and load the IFF picture in 8 colour Low resolution Mode. Now erase the Shadow software logo and the 4 bars which start below and to the right of the GET Button. To erase them simply black them out. Now re-save the picture.

C) Re boot AMOS. (After first switching off)

D) Now load your modified Sprite editor and goto Direct Mode. Type the following...

```
LoadIff "Menu_Buttons.iff",0
spack 0 to 6,0,0,320,144
```

E) Now return to the Editor and re-save the Sprite Editor as SMALL_Editor.AMOS

You should have now recovered about 7-8K of memory. If you want to save even more then read on some more!

-<Removing the Resolution Selector>-

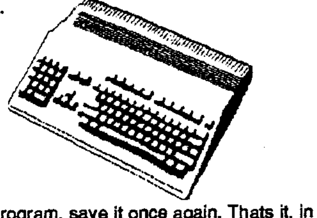
The line numbers I refer to in this exercise are correct if you have followed the steps above.

1) Goto line 1182 and mark a Block Beginning. Now goto line 1217 and mark a Block End, Now cut it out.

2) Goto line 528 and mark a Block Beginning. Goto line 532 and mark a Block End, Now cut it out.

Now you have removed the Resolution Selector Routines, if you only work in one resolution (Like I do) the goto line 18. It should read REZ=1. Change the 1 to the required value from the table below.

0= Low res 8 colours.
1= Low res 16 colours.
2= Low res 32 colours.
3= Low res 64 colours.
4= High res 2 colours.
5= High res 4 colours.
6= High res 8 colours.
7= High res 16 colours.



Once you have modified the program, save it once again. Thats it, in the next issue we will have more hints on Low Memory AMIGAS and the Sprite Editor. If you have any hints and tips for other users then give me a call or drop me a line.

GRAPHICS MINI TIPS!

Quite a few of the disks that have been submitted to the PD Library make extensive use of IFF screens, whether it be for backgrounds or for any other numerous uses. But I have noticed that a lot of them haven't made use of the SPACK and UNPACK commands. They are exceptionally easy to use and they save so much space! Think about it this way, an average 32 colour IFF screen can take up to 42,000 bytes on your disk. When SPACKED it can come down to as little as 10,000 Bytes. (This depends entirely on the amount of graphics in the IFF picture!)
So you can see that by spacking your IFF pictures you can gain enormous amounts of disk space.
Lets say you were writing a game that uses IFF pictures as backgrounds. if you don't SPACK the screens you may fit about 10-15 screens on your disk (Including your program/RAMOS and other files). If you SPACKed the IFF screens you could probably fit 30-40 screens!
So it makes sense to make use of the SPACK command and it's companion command - UNPACK.

20 Things You Have Always Wanted To Know About Francois Lionet!

But You Could'nt Because You Didn't Have His Phone Number

# Francois lives in a town called Yerres, located 12 miles from Paris. He was born on the 6th of july 1963 in Maubeuge, a small town near Belgium.

# He is 27 years old, married to his wife Carine and they have a dog called (Suprise Suprise) Daisy!

# His two brothers are also as talented as himself. One is a dentist and married, and the other is a cardiologist, single and living in Tahiti!

# Francois' first computer was a Superboard II from Ohio Scientific, purchased in 1981. He was one of only a few French owners so he had to write his own 6502 assembler in Basic, and then his own games. He even wrote a full Defender game in just 8K of memory.

Francois wrote two games for Firebird Software: Chicken Chase (Oric, CPC and C-64 - over 60,000 copies sold) and Ole (CPC). He also wrote three commercial Oric games for a French software house and a musical puzzle called SERENADE for the C-64.

# He wrote the CAPTAIN BLOOD conversions for the PC and C-64 - most of this work was done in just a month! (Fast isn't he?)

# Francois programs on almost any microcomputer. But this has it's problems: The worse case is programming on an Intel 8088 (IBM PC) and a Motorola 68000 (AMIGA) - Intel syntax works from right to left, and Motorola syntax works from left to right!

STOS took 18 months to write using Kuma's K-SEKA assembler. It was first released in France in the Spring of 1988, but due to the way it was marketed it simply didn't take off.

Mandarin bought the rights for STOS, added extra accessories and streamlined the package, then relaunched the product.

STOS zooms into the Gallup chart to number one in September 1988 - wow!

# Francois was then asked to write the compiler after it was obvious that STOS was a big hit. This time he uses the much faster DEVPAC 2 assembler by Hisoft.

AMOS is targeted as Francois' next project. This time though, it should be a simple matter of taking the ST source code and adapting it to the AMIGA, making improvements to the system as he goes. How wrong we were! Due to Francois' brilliance and a lot of input from expectant users it took another 18 months solid work! Again using DEVPAC 2. We're sure you'll agree it was worth the wait!

# Francois programs listening to loud music through his headphones. He had to build a flashing light to tell him the phone was ringing!

# Francois' idols are Jes (Starglider) San, Bill (Sinbad) Williams, Jeff (Tripatron) Minter and all the Captain Blood Team. He would really like to be like them when he grows up!

# Francois describes himself as: Perserverant, happy and messy (But not in his programs though).

# His favorite film is "Brazil" and he enjoys the Monty Python Films.

Francois likes: Ski-ing, Squash, Tennis, Playing the piano, Reading SF comics, Sailing boats, holidaying, sun-bathing and Girls!

# Asked, if you were to be re-incarnated what would you return as, Francois replied: As my dog Daisy! She sleeps when she wants, eats and plays all day - what more could one ask for from life?

# He enjoys to program sprite and bob routines the most and hates hacking out sorting procedures and structure handling code.

Once he had acclimatized to the AMIGA, Francois disowned his ST! Once an Atarian now a Commodore man. The only hate he has about the AMIGA is the floppy disk drive access time! (Don't we all hate it!)

Submit An Article To The Newsletter!

Yes that's correct! We would love you to contribute to the newsletter with an informative article on some aspect of programming and using AMOS. After all, you belong to one of the BIGGEST clubs in Australia, and I'm led to believe that there are actually people out there who read this amazingly informative and controversial piece of literature. I'm sure there are AMOS users out there who have a wealth of information that other users would love to read and learn from.

So if you can put two sentences together that make sense (You gotta be able to do that, because I certainly cannot!) and you have some proficiency in a particular area to do with AMOS, then we want YOU! (Well at least we want your article!)

Give me a call on the AMOS hotline and we will discuss the topic you are thinking of doing and article on. We will pay you for your efforts with a PD disk in return for a decent sized article. And yes that means more than two sentences.

So think about it, Because sometimes my mind is a blank (Keep your remarks to yourselves!) and some interesting articles would help expand our little Newsletter into something even better! :-)

Letters To The EDITOR

We are starting yet another new section in this newsletter, which as the heading says.... LETTERS TO THE EDITOR, thats me!

Because I receive volumes of mail and a lot of them are asking pretty much the same questions, I thought that I would publish some shortened down versions and give the answers to them. Unfortunately if I published everything in each letter we would end up with another 20-30 pages! Some of the letters I have received have been major re-writes of War & Peace. BUT, hey I don't mind, If your having problems then we are here to help you! So this month I will put in a few, but you can also just drop me a few lines specifically for this section saying what a wonderful job I do or you can abuse the AMOS out of me. I don't mind!

Dear Mr Miller,

I recently purchased AMOS and overall I have been very impressed with it's capabilities. However, I have found what I believe to be some bugs in one of the example programs provided in the AMOS user Guide.

On page 195 of the AMOS user Guide, there is a segment of code given as an example of how to use the CHANAN command. The first problem is that the ANIM command refers to images 11-16, which don't exist in the monkey_right.abk file. It would seem that it is a misprint and the correct numbers should be 1-6.

Even with this change though, the program still just displays "Animation Complete" and the animation is not shown until you go to direct mode by hitting ESC.

I have managed to overcome this by inserting the following lines of code after the AMAL ON command:

Repeat:X=ChanAn(9):Until X=-1

This seems to fix the problem.
Yours Sincerely,
Chris Brittain

Dear Chris,

I myself have come across this problem and while you can use your method you can shorten your code by using the line:

Repeat: Until ChanAn(9)=-1

Or you can do what I do and simply stick a Wait 1 after the Amal On command. This has the same effect. I really don't know wether this is a bug but you can work around it so there is no major hassles. Thanks for the letter.

If you want to write a letter to me, wether it be to ask about a problem or anything for that matter then address your letters to the address below:

LETTERS TO THE EDITOR
P.O. BOX 253
RYDALMERE, NSW, 2116

I will try and publish as many as possible!

Dear Neil,

I have been trying, without success, to use the "Westphaser" gun in my programs. I have been unable to convert the Amiga Basic commands, which are supplied with the gun and used to initialize, calibrate and remove the gun, into AMOS format. My experiments using the "call" command always end up with the system crashing!

Keep up the great work!! I hope to be sending in a few games for the P.D. Library eventually.

Regards,
James Leeken.

Thanks for your letter James.

Francois has promised to do a procedure so that you can use the WestPhaser guns with AMOS! (Are you reading this Francois?? Don't forget! - You Promised!)

So eventually we will get this procedure and I will put it in the PD Library, but remember that Francois and Daisy are quite busy working on the compiler and AMOS, so we may have to wait a while. I look foward to anything that you write.

Dear Neil,

I have found a problem when using the Map Editor. If the disk is write protected and you try to save something to it you will get a system requestor will appear. Unfortunately you cannot move the mouse far enough down the screen to select the retry or cancel gadgets.

Faithfully,
Peter Gilgen

Dear Peter,

I unfortunately don't have a fix for your problem but if a System Requestor does come up and the mouse pointer is hidden or like you said not moveable into the right area, then simply hit ESC to abort the program. One side effect of this is that if it you are using a RAMOSED program it will revert back to the workbench.

AMOS In Education

AMOS is ideally suited to writing Educational Software, whether it be for your own home use - Teaching the kids how to Spell or Add etc. AMOS just makes it so simple and quick to get an exciting and educational program up and running!

Database Software have already released 3 educational packages since AMOS was released. These 3 are called the FunSchool 3 Series. These come in 3 ages groups - Under 5's, 5-7 and 7 and Up. These are of very high quality and worth looking for in your local shop for your children.

Another company who has realized the potential for AMOS is SoftStuff. They have also released a number of excellent titles written in AMOS!

Quite a number of you have listed Education as a projected use for AMOS. I hope that you have been having great success in writing Educational programs and I look foward to seeing some sent into the PD Library so that everyone can benefit from your talent. But alas, so far not one educational program has appeared in the Library yet! I'm sure that plenty have been written, and I'm also sure that plenty of people would love to see them. Don't worry if you don't think that it's that great, so if you have written an Educational program or two or three for your Kids then send it in now!

A FAX From France! Daisy's Regular Column!

Hi Daisy speaking!

Nice to meet you again in this superb newsletter! Here we go for another page fulled with dog's talking. I am really busy programming the compiler right now. I'm going to give you a little info on how it will look like...

AMOS compiler will come as an AMOS program: you'll be able to load it as an accessory, and call it from the editor. If you do so, it will compile the program you are currently editing. Of course, you will be able to compile the compiler, and create a stand alone program, clikable under WorkBench.

The compiler will only accept TESTED programs, so it can go much faster on compiling. Anyway, if the compiler detects an error, it will return you to the faulty line in the program. As you can imagine, the AMOS program is only the compilers graphics shell: it calls a machine language program that does all compiling job. Some infos on it:

- 1 pass compiler. (In fact I tried to do a 0.5 passes compiler to be faster, but it was compiling half of the program :-)
- Options to set source program origin: from memory (FAST) or disk
- Options to set object program destination: to memory (FAST again) or disk
- Options to set the library position: in memory (FAST FAST FAST) or disk

Doing everything on my hard drive, an AMOS program is compiled in a matter of 4 seconds. S well, I quite proud of myself! Francois -as always- says it could be faster. This guy does nothing and always criticize!

You'll also have the ability to create AMOS runable programs: They will be smaller, and will be loaded under the editor like any other AMOS program. The only difference is that they will run 3-4 times faster! Imagine, you compile the sprite editor, and use the compiled version under AMOS as if nothing has changed except the speed!

As I might have told you before, (No you didn't! ED) I want to make a special option to create a boot disk that grabs ALL available memory in the AMIGA. You won't have anyway all instruction set at your disposal: you will have to forget about graphics, fonts, all disk instructions (but LOAD/SAVE). BUT this is the main point, you'll have all others: BOB, SPRITES, SCREENS, TEXT etc

If I have time, I would also like to do a CLI program generator: the compiled program would not display a screen, but use the default CLI when you do a PRINT. Easy way of creating a new CLI command!

So, the AMOS compiler screen will rather look like the STOS one, but more fancy, with nice animations during compilation. You'll have a couple of buttons like:

- SOURCE origin,
- OBJECT destination,
- OBJECT type (Workbench, amos, boot disk),
- OPTIONS menu (to set compiler at the hearts content)
- COMPILE button (the most important one!)...

That's it. I am a little bit late in the programmation, but we still look for a MARCH release!

You can find in PD the new SERIAL extension for AMOS. You certainly know that opening through AmigaDos a serial port does not really work under AMOS. AmigaDos and I do not like each other! SO I did a small extension file that adds 14 new commands to AMOS, to handle serial talking, Ex: Serial Send, Serial Input, Serial Speed etc... The main advantage of it, is that it is multitask: you can do some work when the Amiga is receiving text. More than that, it handles multiserial ports: you can open up to 4 channels!

I look foward to receiving programs from Australia: Neil told me he was to send some to me. I have already seen some incredible things in the English PD Library.

When the Compiler is finished, a wave of compiled AMOS program will arrive on classic PD library, and everybody will be amazed by the quality of the programs!

Talking about quality, here is the second Bone Demo (*): Bone Demo II, The Come Back (*). In order to run it, you must load a music bank in direct mode, choose one that has a lot of rhythm for best effects.

DEMO! DEMO! DEMO! DEMO! DEMO! DEMO! DEMO! DEMO! DEMO!

```
'     ______________________________
'
'     BONE DEMO II _ THE COMEBACK(*)
'
'     ______________________________
'
'     BY DAISY LIONET
'
'     ______________________________
'
'
' SCREEN SETUP
Hide On
Screen Open 1,352,430,2,Lowres
Curs Off : Flash Off : Cls 1
Screen Open 0,352,430,2,Lowres
Curs Off : Flash Off : Cls 0
Screen Display 0,,30,,340
Dual Playfield 0,1
Screen Offset 0,352,64
Screen Offset 1,352,64
Colour 1,0 : Colour 9,0
Screen Open 2,320,8,2,0
Curs Off : Colour 1,$F40
Centre " ...23 Seconds Please ..."
View
Music 1
'
' AMAL SETUP
Channel 0 To Screen Offset 0
Channel 1 To Screen Offset 1
A0$=A0$+"Let R3=-1;Let R4=-1;Let R5=3;"
A0$=A0$+"Loop: Let R2 = Vu(0); If R2>0 Jump X"
A0$=A0$+" If R0=0 Jump F"
A0$=A0$+"Let  R0=R0-R5; If R0>0 Jump F"
A0$=A0$+"Let R0=0; Jump F"
A0$=A0$+" X: Let R0=R2;"
A0$=A0$+"Let R3=-2*R3+R3;"
A0$=A0$+" F: Let X=R3*R0/2*2+353;"
A0$=A0$+"Let R2=Vu(1); If R2>0 Jump Y"
A0$=A0$+" If R1=0 Jump G"
A0$=A0$+"Let R1=R1-R5; If R1>0 Jump G"
A0$=A0$+"Let R1=0; Jump G"
A0$=A0$+" Y: Let R1=R2;"
A0$=A0$+"Let R4=-2*R4+R4"
A0$=A0$+" G: Let Y=R4*R1+64;"
A0$=A0$+" Pause; Jump Loop"
Amal 0,A0$
P=Instr(A0$,"Vu(0)") : Mid$(A0$,P)="Vu(2)"
P=Instr(A0$,"Vu(1)") : Mid$(A0$,P)="Vu(3)"
Amal 1,A0$
'
'DRAW CIRCLES + THE BONES
Screen 0
BONE[176,200,40,10,15]
For C=1 To 256 Step 2
  Circle 176,200,C
Next
Screen Copy 0 To 1
'
'LETS GO
Amal On
Screen Close 2
'
'COLOUR CHANGES
Do
  Read C1,C2
  If C1=-1 : Restore : Read C1,C2 : End If
  Fade 25,,C1,,,,,,,C2
  Repeat
    Exit If Inkey$<>"",2
  Until Colour(1)=C1 and Colour(9)=C2
Loop
'
'THE END
Default
Edit
Data $46F,$FFF
Data $F0,$F
Data $0,$FFF
Data $F0F,$F0
Data $8F6,$56
Data -1,-1
Procedure BONE[X,Y,SX,SY,C]
  Bar X-SX,Y-SY To X+SX,Y+SY
  For R=1 To C
    Circle X-SX,Y-SY,R
    Circle X-SX,Y+SY,R
    Circle X+SX,Y-SY,R
    Circle X+SX,Y+SY,R
  Next
End Proc
```

Do Not Under Any Circumstances Try To Type This Into AMOS!

Wicked izn't it? Watch out for the next Bone Demo (*): "Bone Demo III against Godzilla (*)" coming soon to an Amiga near you!

All for now, I hear Francois coming back, I have to stop writing this and do as if I was programming the compiler.

See you in the next Newsletter!

I wish you a merry christmas and a really happy new year fulled with dog food, bones, AMOS, compilers etc!

Bye Bye from France, Daisy!

Note to all Australian male dogs (over 40cm high of course): did you ever think about some holidays in France? I would be delighted to welcome you here and take you up to my room. We could have some very nice moments together... Hummmmmmmmm?

(*) Bone Demo is a registered trade mark of Daisy Software Unlimited.

And Thus concludes Another episode in a story thats gone to the dogs!

AMOS File Selectors A Tutorial & Comparison

With the vast volumes of mail I get each week, one of the most common sources of confusion that seems to appear is about the new file requestor that comes with AMOS 1.2 and upwards. So to try and clarify things a bit, I have written this tutorial which will try and explain the functions of the gadgets on each of the 1.1 and 1.2? requesters. We will also make a quick comparison between the two.

Firstly we will give a brief run through on the V1.1 Requestor, this will be brief as it really is out of date! But a lot of it is also applies to the V1.2? Requestor!

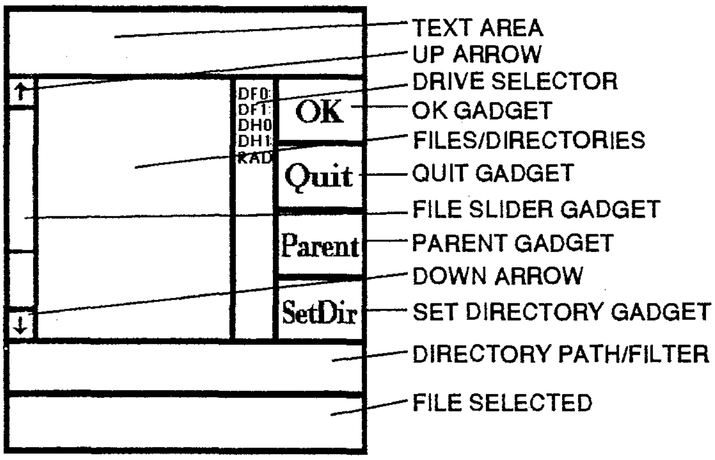
AMOS V1.1 File Requestor

The AMOS 1.1 File Requestor.

The V1.1 file requestor had 6 main gadgets, These were the OK, QUIT, PARENT, SETDIR, UP ARROW and DOWN ARROW. (See Diagram Below) Also depending on how many drives were connected, there were more gadgets added for each drive. This enabled you to select a different disk/drive quite easily. At the top of the file requestor you had space for 3 lines of descriptive text, you would use this to ask a question or tell the user what the requestor has appeared for. eg Please Select An IFF Picture!

Below this is the area where the file names and directories are listed. To select a file, you simply click on the file name twice with the left mouse button. When you click once, the file selected's name will appear at the very bottom of the file selector, click again and the file selector will close and your file will be loaded. (Depending on how you called the file selector from your program!)

Above where the file name appears, is the directory path and filter. When you click on directories then extended path will be displayed followed by the filter. The filter is usually *.*, this means it will only show directories and file names that have a "." in the name. eg program.amos. or picture.iff. You can of course specify how you want to filter the file names. eg



*.IFF - will only show directories and files that end in .IFF
*.AMOS - will only show directories and files that end in .AMOS
and if you leave it blank it will show every file and directory.
Now we will cover the main gadgets:

OK: - This is the same as the second click with the left mouse button or hitting return. It simply lets the file requestor know that you have selected your file name.

QUIT: - This simply quits the file requestor without selecting any files.

PARENT: - This gadget allows you to return one directory up at a time from within sub directories, so if you had a PATH of AMOS:amos_system/another_directory/ and you hit the parent button you would have a path of AMOS:amos_system/ and you would continue to climb out of sub directories until the ROOT directory is reached.

SETDIR: - This allows you to set the directory path so that next time you call up the file requestor you would automatically be in the directory that you selected with the SETDIR command.

UP ARROW: - This simply scrolls the directories and file names UPWARDS.

DOWN ARROW: - Like the Up Arrow, this scrolls the directories and file names DOWNWARDS.

With the V1.1 File Requestor, the Directories and File names are automatically sorted as they are read in.

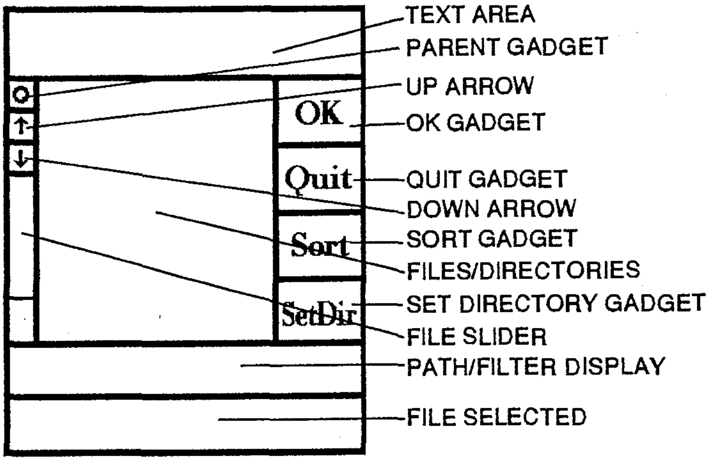
To see where the gadgets described above are on the requestor refer to the V1.1 Diagram.

AMOS V1.2? File Requestor

The AMOS V 1.2? File Requestor.

There were some major changes made to the old V1.1 File Requestor due to the suggestions and complaints from AMOS users. It looks somewhat similar, but thats where the similarity stops!

Take a minute to compare the two diagrams and how things have changed.



As you can see there are quite a few differences, there appears to be some gadgets missing and some new ones added. Confusing? No not really, it's much better than the old V1.1!

Lets go over the changes and then cover the gadgets themselves.

First of all the TEXT area at the top of the requestor is the same as is the PATH and FILE NAME areas at the bottom. One of the biggest changes that you may have noticed straight away is the disappearance of the DRIVE SELECTORS. Well don't worry to much (As some of you have), All you now have to do is to hit the RIGHT MOUSE BUTTON. This will bring up a list of all the DEVICES that are currently MOUNTED. So a typical list would include the C, DEVS, S, LIBS and other directories, as well as the lists of the names of the disks currently in drives connected and hard drive partition names. So to select the disk in drive DF1: simply look for the disks name and then click on it with the LEFT MOUSE BUTTON. The directory will then appear as per normal. More on the directory itself latter.

You will also notice that the PARENT gadget is missing. But it's not! It has simply moved and changed shape! It is now that small circle above the UP & DOWN arrow (Which have also moved!). This works just the same as the V1.1 Requestor.

If you noticed the PARENT gadget missing you must have noticed that a new gadget has taken it's place! Thats the SORT gadget. Now we can discuss directories and how they are now read in and displayed in the V1.2? Requesters. In the V1.1 Requestor, when the directory was read it was sorted as it was READ. This made it pretty slow at times. But with the V1.2? Requesters the directory is displayed as it is read. You can hit the SORT gadget at any time to SORT the directory to make it easier to read.

Thats right the new V1.2? Requestor is Multi-Tasking! That means you don't have to wait for the entire directory to be read before you can use the gadgets like you had to in the V1.1 Requestor!

All the other gadgets are the same as the V1.1 Requestor. So you can see that the V1.2? Requestor really is far superior to the old V1.1 Requestor!

I hope that this has helped clear up any problems you were or may be having with file requesters. But knowing how I write articles you are probably totally confused! Don't worry it will come to you like a bolt of lightning and you will be left wondering - "So thats how it works!"

Adding To The Sprite Editor

If you have been having problems merging two sprite banks together, then these couple of simple changes to the sprite editor should make it much simpler!

First set the text buffer to 80000 bytes and then load the sprite editor into AMOS. Now find the line near the beginning of the program (should be line 1) which reads Set Buffer 11. Change it to read: Set Buffer 12. Now use the FIND TOP option and tell it to search for If A$="L". This should be line 312 if you haven't changed anything. Change this line to read: If (A$="L") Or (A$="M").

Now cursor down about 19 line to the line that reads: Erase 1. Change it to read: If A$="L": Erase 1: End If

Now if you press M you will be able to MERGE a second or third Set of Sprites/Bobs onto the end of the set already loaded into the Sprite editor.

And of course, by pressing L all old Sprites/Bobs will be erased and the new set loaded in their place!

YET ANOTHER MODIFICATION

Well that's one modification to the sprite editor, now let's do another! If you are working with sprites you would probably notice that sprites use a second set of 16 colours, but are drawn with the first set of 16 colours! This can of course cause problems when designing sprites, because getting at the second set of colours can be a problem. The following simple modification will simply copy the first set of 16 colours into the second set of 16 colours. This happens when you press the "R" key.

Find the line (312) which we modified in the above example and insert this line before it: If A$="R":Gosub RGBCopy:EndIf

Now find the label that reads LDSPRITES: and type the following lines before it:

```
RGBCopy:
S=Screen: Screen 1: Wait Vbl
A=0: Repeat
Colour A+16,Colour(A)
Inc A:Until A=16
Screen S
Return
```

And now you have yet another function in the sprite editor. Make sure you save your new version of the sprite editor to a backup disk. If you come up with some other new functions for inclusion to the sprite editor then drop me a line and we will publish them in up and coming issues of the Newsletter!

AUSSIEDISK and British PD Library Listings

It's PD listing time! Over the last couple of months we have received quite a lot of new AUSSIE PD submissions! Which is of course great! It's good to see that you are managing to finish off your projects, and to quite a high standard I might add! Some of the games that we have received have been extremely good. As you can see from the listing we have about another 20 disks, all packed with games, utilities and demos.

I've got my favorites, but to be fair I really can't tell you which ones because we all have different tastes. We also have our regulars who contribute quite reguarly, like a certain Husband & Wife Team who have only had AMOS for a little while but have so far written two full games! And both of excellent quality!

This is going to have to be a short column this newsletter because the listings of PD are getting very BIG!

Just a quick word about how the disks are copied now. We have been getting quite a few people ring or write and say that their PD disks have got errors all over them. Well in 99% of cases thats ok! It's ok because we now use a BAM COPIER. What a BAM COPIER does is it first looks at the original disk a works out which tracks and sectors have information on them. It then only copies the sectors that do have data on them, it then of course skips and ignores the sectors that are free of data. Hence it's name, it only copies what has data according to the BAM - Block Availability Map on the original disk. This explains why in 99% of cases, the errors are ok because they have never had data written to them. If you want to get rid of the errors and write more data to the disks, then you simply have to format a new disk and copy the files to it. When we are copying disks they are always verified, any disks that show errors while copying are automatically trashed and another copy is made. But errors still do occur, and we will of course do you a new copy if the data does have errors.

AUSSIEDisk Listings

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...Puzzle 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 + all new accessories. New Soundtracker/Noisetracker Converter/Player + More!

AA29...FONT UTILITY-Viewer/Mover. Very Handy!

AA30...Unarmed But Dangerous. Excellent Martial Arts Game with 53 screens!

AA31...KENO. Excellent Version Of The Casino Game.

AA32...ImageMaker Demo. Nice Scrolling Text Demo.

AA33...Decode. Version Of Mastermind.

AA34...Sample WorkShop. Play Raw Sound Effects, Change Speed Etc & Then Convert Them To An AMOS Bank. A Must Have For Game Writers!

AA35...V8 Music Reel. A Musical CD Player/DEMO.

AA36...AMOS DEMO II. This is The Totally NEW AMOS Demo! Some Excellent Special Effects!

AA37...Game Disk. Contains A Version Of Lightcycles Called TRAP, And Also 2 Dart Scoring Programs.

AA38...BATMAN Demos. (No not THE Batman) Some Good DEMOS!

AA39...AsstdGames/Demos/Programsincluding... Amastermind ,Landmine,Rainbow Utility + More!

AA40...1942-The Game. Excellent version of the Popular Arcade Game Complete With Sampled Sound From The Original Arcade Game. Needs 1 meg!

AA41...The RACE. Furious Joystick Wiggling Action!

AA42...Modified AMOS Accessories including Sample bank maker, Soundtracker Converter, PAL Sprite Grabber, AMOS Kickstarter, Disk Utility + Roger Rabbit Sound Demo & Tom & Jerry Demo.

AA43...44 Asstd Sound Effects + 17 GMC Instruments + 1 Module.

AA44...YACHTC PLUS. Excellent version of Yachtc!

AA45...THE DUEL. Excellent Strategy shootemup for two people. Battle against another Wizard! Tops!

AA46...OUTPOST. Addictive Shootem. SPACE INVADERS. Great Invaders game! BATMAN DEMO - 2.

AA47...HOVER TANK. Great 2 player shootemup with 10 levels! Fast and furious ACTION! Adjustable speed, great sound effects.

British PD Disk Listings

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

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...Asstd Procedures/Programs/Games

BA33...Pink Goes Ape-ARC Angel Demo2

BA34...Tiler Game + 11 Songs

BA35...ARCHIVIST. Small General Purpose Database

BA36...Not Yet Available

BA37...ARC Angel Demo 3

BA38...Font Disk 4. Contains IFF Pictures which can be used as Sprite Alphabets in DEMOS & GAMES!

BA39...MUSIC#2 Contains 7 Songs.

BA40...MUSIC#3 Contains 7 Songs.

BA41...MUSIC#4 Contains 9 Songs.

BA42...MUSIC#5 Contains 11 Songs.

BA43...MUSIC#6 Contains 4 Songs.

BA44...MUSIC#7 Contains 7 Songs.

BA45...MUSIC#8 Contains 7 Songs.

BA46...MUSIC#9 Contains 7 Songs.

BA47...MUSIC#10 Contains 9 Songs.

BA48...MUSIC#11 Contains 6 Songs.

BA49...MUSIC#12 Contains 7 Songs.

BA50...MUSIC#13 Contains 8 Songs.

BA51...Weird Science DEMO. Includes high quality digitized photos out of Back To The Future II.

BA52...F.R.U. or Forms Really Unlimited. If you have the need to design forms than this is for YOU! Includes Examples.

BA53...CUROS & STAVROS MEGA DEMO II.

BA54...AMOS PROGRAMS ASSTD.

BA55...SAMPLES DISK#6

BA56...SAMPLES DISK#7

BA57...SAMPLES DISK#8

BA58...SAMPLES DISK#9

BA59...QUIZ GAME.

BA60...HOCKEY PISTA DEMO.

BA61...Luke Miller's Music #2

BA62...Arcadia-Excellent Breakout With Editor.

BA63...HACK MAGIC DEMO CREATOR. Create Demos with complete ease!

BA64...ART Program + Asstd Programs.

BA65...Asstd AMOS Programs.

BA66...MUSIC#14 Contains 5 Songs.

BA67...MUSIC#15 Contains 6 Songs.

Continued On Page 9 ⟶

AUSSIEDISK and British PD Library Listings

BA68...MUSIC#16 Contains 4 Songs.
BA69...MUSIC#17 Contains 6 Songs.
BA70...MUSIC#18 Contains 7 Songs.
BA71...MUSIC#19 Contains 7 Songs.
BA72...MUSIC#20 Contains 7 Songs.
BA73...MUSIC#21 Contains 7 Songs.
BA74...MUSIC#22 Contains 5 Songs.
BA75...MUSIC#23 Contains 6 Songs.
BA76...Rainbow Warrior-Excellent Copper Editor + modified AMOS Utilities.
BA77...Asstd AMOS Programs.
BA78...20 IFF Pictures + Music.
BA79...70 Instruments.
BA80...100 Instruments.
BA81...JUKEBOX DEMO - DISK #1
BA82...JUKEBOX DEMO - DISK #2
BA83...AMOS PAINT.
BA84...Luke Miller's Music Music #3
BA85...Reversi & Snakes & Ladders.
BA86...90 Instruments.
BA87...80 Instruments.
BA88...110 Instruments.
BA89...80 Instruments.
BA90...70 Instruments.
BA91...35 Instruments.
BA92...100 Instruments.
BA93...70 Instruments.
BA94...90 Instruments.
BA95...100 Instruments.
BA96...Pair-It. Match the Cards!
BA97...Dynamite Dick + Asstd Programs. Blast The Monsters, Collect The Treasure & Find The Key to the next Level!

Ordering/Submitting PD Disks

When ordering PD Disks or AussieDisks, please make sure that you use the order form BELOW. 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!

Aquick word about submissions: Please don't send in your contributions procedure locked! The British PD Library is now rejecting any submissions that are locked and for 1 very good reason! The whole idea of the Libraries is to learn from what other people have done, you cannot of course do this if the program is locked! If you get some programs from the library and you see a routine that looks interesting, you would immediatly want to find out how it was done! If the program is locked-you can't. Anyway you should feel honoured if someone liked your routines that much, that they include them in their program. (It would of course be nice to be given a mention) But just keep all this in mind when submitting PD.

Keep those Programs, Sound Modules, Sound Effects and other bits and pieces rolling in! The Brits are way ahead with their library, they actaully have heaps more because this listing only covers up to the beginning of December!

LAST MINUTE QUICKIE!

AUSTRALIAN AMOS STATISTICS

NSW	452
QLD	142
VIC	215
SA	97
WA	72
TAS	31
NT	4

A500's	786
A1000	77
A2000	136
A2500	14
A3000	2

AMOS AUSSIEDisk & British PD Disk Order Form

NAME:..............................
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CITY:...............................
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AMOS REGO NUMBER:..........
DATE ORDER PLACED:.. /.. /....

AUSSIEDisk& British PD Pricing
1 DISK - $7.00
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CODE	DESCRIPTION	CODE	DESCRIPTION

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