08510b60-0

Roy Milican

COLLABORATORS

	TITLE : 08510b60-0	

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WRITTEN BY	Roy Milican	August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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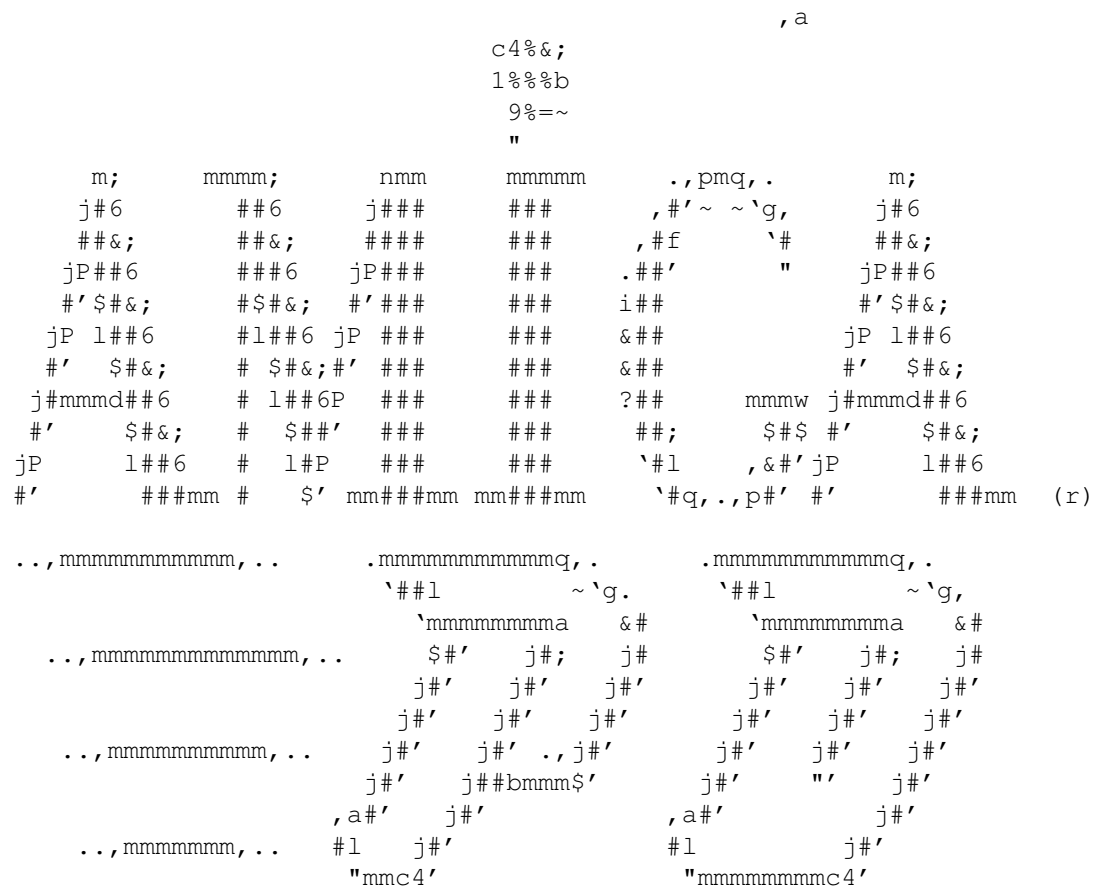
Chapter 1

08510b60-0

1.1 The Best In Amiga PD



"Your Info Source For The Best In Amiga PD"

Copyright 1995 Roy Milican
All Rights Reserved.

November 1st, 1995

Volume 1 Issue 3

Enter the Amiga PD realm

1.2 Reviews

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Distribution Sites

APD Mailing List

1.5 Info

This guide was started for the purpose of helping the public make good choices on the kind of PD software they want!

This magazine is produced and edited Roy Milican with the help of Jason Fisher and all that submit reviews for publishing.

Copyright 1995. All Rights Reserved.

Do you have a favorite program that is essential to everyday use? Well, why don't you write a review on it? Let others know about this great program!

Send your reviews to roy@cgl.com

We have established a
template
that you can use to write your reviews. If you follow it, you should have a perfect review. We accept reviews on all kinds of software, including things like icon libraries. Keep in mind that this is a magazine for shareware and freeware Amiga products, not commercial. For your convience here are some writers
Guidelines
to help in writing your review. To insure that no duplicate reviews are writen you can check the

list
of programs already reviewed in The Best In Amiga PD.

Thanks!

1.6 Applications

Applications

DeliTracker 2.14

Games

Misc

1.7 Games

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                                        =============
                                    Games
                                =============

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1.9 Template

```
Name Of Software & Version

 ->name of software (i.e. Heddley)

Exact Filename / Size (in bytes if possible) / AmiNet Directory

 ->Just as above asks (i.e. getid226.lha 14K comm/bbs)

Brief Description

 ->Give a breif description about the program.

Author / Copyright Information

 ->All the info about the author provided by the author (email, web,
 ->usmail, irc, etc).

ShareWare Fee

 ->Give the amount of any fees required.  Label "Freeware" if none.

Limitations for Demo (if any)

 ->Some software has limitions; list them here if any.

Hardware /  Software Requirements

 ->Tell of any software or hardware requirements such as
 ->WB 3.0, AGA, MUI, etc.

Installation

 ->Mark an X in the appropriate box.

    ( ) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

 ->How well is the program documented?

Known Bugs

 ->Are there any known bugs?  Some you found?

Review Begins

 ->The largest part of your review.  Write all your likes
 ->dislikes and what the program can do.  Try to list key
 ->features and, if a game, fun factors.  Cover every aspect that is
 ->important to the use of the software.  Get as detailed as you like.

Writer's Info

 ->Put your name and any other info you want (short bio?), such as your
```

->email/usmail address or web page.

1.10 WWW

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                    WWW WWW WWW WWW WWW WWW
                    WW   WW WW   WW WW   WW

                        (World Wide Web)
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News

1.12 Staff

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Staff
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Senior Editor

Co-Editor

1.13 Senior Editor

==========
Senior Editor
==========

Roy Milican

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FTP: ramiga.rnet.cgl.com

IRC: AK (frequently in Undernet #amiga)

1.14 Our Definition of PD

-=-=-=

distribute.

The term "shareware" means that the author of the software requests that you send some form of payment if you decide that you like the software. Paying may incur upgrades and/or new features. It may simply clear your conscience. In some cases, registered software cannot be redistributed since it is only available directly from the author. These circumstances should be clearly stated in the software in question.

The term "freeware" means that the author expects no payment for usage of his or her software. For brevity's sake, we'll leave it at that.

Unless otherwise stated in the software, all rights to software is owned solely by its author.

1.15 Guidelines

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                        ============
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 Issue #1
----------
 - A Better Snake v1.0042
 - AccessiblePlayer v1.30
 - Amiga Slate v1.2
 - CLChat v4.0
 - MCP v1.04
 - MinesweeperPASCAL v1.52
 - Startrek WB-Backgrounds

----------
 Issue #2
----------
 - AmiTalk v1.55
 - ASokoban v2.4
 - Catacomb
 - Gravity Force 2
 - Heddley v1.1
 - Intrepid
 - Knights v2.42
 - Lx v2.2
 - MazeMania v1.15
 - Puzzle
 - The Puzzle Pits 2

----------
 Issue #3
----------
 - DeliTracker 2.14
 - Jive
 - KRSnake V1.2
 - MechForce v3.71
 - MechForce HQ v0.53
 - MegaBall AGA v3.0
 - MLC-Fonts and BitmapFonts
 - Snakes & Adders v1.00
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1.17 Next Issue

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                    ==========================
                        Coming Next Issue!
                    ==========================

                ++++++++++++++++++++++++++++++++++++
                +                                  +
                +  We arn't that organized yet! :)  +
                +                                  +
                ++++++++++++++++++++++++++++++++++++
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1.18 -Roy Milican-

-Roy Milican-

Hello!

And welcome to the very very late Issue #3 of The Best In Amiga PD!

No folks we didn't give up, just kinda lost some of my help so I'm puting together a new staff and we'll be better than ever!

First a few help wanted adds. :) Looking for a full time game reviewer to try and write reviews on all the latest games (been quite a few lately!). Next I'm looking for a great news hound. Some one to keep me up to date on all the news thats fit to print, on all the latest software and updates coming out. And we are looking for some general reviewers too. So if you are remotely intersted, E-Mail me at roy@cgl.com

Next You'll noticed I've we've changed the format again! But for the better. The magazine will continue to change as we mold it into the fine Amiga publication it should be. We will be on a regular monthly schedule now though!

Also included in this archive is a gif of our logo for you guys to use on any web pages that might be out there, or coming out there. I thank David Putzier for the great job he did on the logo. Check it out aswell as the runner ups on my web page!

And remember I want to see your comments and sugestions! So please don't think twice about sending me some mail!

Thanks,

Roy Milican

1.19 -Jason Fisher-

-Jason Fisher-

Greets,

AmigaPD is back, and for good now, hopefully. I'm rather new to AmigaPD, and the e-zine scene in general, so bare with me on this. :)

You should have read our plea for help by now, if not, you soon shall. We can't stress enough that without help, our chances of going very far are dim. If you are a (even partly) hardcore Amigan, and want to make yourself heard, now's your chance. Read Roy's editorial for more information.

The mag will look much nicer in the next couple of issues. I have not the time right now to put my many ideas into work currently, but a few are in.

I'm at a loss of words right now, so I'll end this in a simple statement-- It's a pleasure being here.

Enjoy,

Jason Fisher
bhawk@sanity.com

1.20 KRSnake

Name Of Software & Version

KRSnake V1.2

Exact Filename / Size / AmiNet Directory

krsnake.lha | 252K | game/misc

Brief Description

Guide your "snake" around the screen using the cursor keys and "eat" the little boxes that pop up. Your "snake" grows as you "eat" the boxes and increases its' speed too.

Author / Copyright Information

M. Licinius Crassus
(This was all the information I could find about the author.)

ShareWare Fee

Freeware.

Hardware / Software Requirements

- Amiga with KS3.0+
- lowlevel.library v40+, if you want to play with your joystick
- one or two active sound datatypes if you want sound
- MUI v2.3+, if you want to run the prefs program

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

The documentation covers most everything you need to know about this game, at least to play it. One of the features of this game that could make it a real contender is that it is set up on a client/server basis. The documentation does not go into much detail about the clients. Also the author spent more time in trying to make the documentation funny than spedning time talking about the actual program.

Review Begins

KRSnake is a good snake game. It has a lot of features that if the author takes advantage of will make it one of the best available. However, as the program is right now, I don't care for it much. In order for me to do a good review on this game I am going to do a bit of comparing to "A Better Snake", a very good Snake game (see review in our July issue).

Firstly KRSnake's "snake" is just a bunch of boxes following eachother across the screen. The boxes that it eats are just hollow boxes that look like a part of the snake. "A Better Snake" does not use a lot of graphics but it does have a better looking snake.

Both games appear to be equally fast!

KRSnake allows you to turn around into yourself. This can become very annoying if you let your fingers slip.

In order to know the value of the box you are going to eat in KRSnake you have to glance up to the top of the window to see what it says. "A Better Snake" has the number inside the "box" so you don't have to have your eyes wandeing all over the screen when your snake is cruising across the screen at light speed.

KRSnake lets you size the window you are playing in. This is a neat feature, but it does not appear to increase your playing field, but instead makes everyhting bigger. If it would just increase the playing field it would be a sort of a way to adjust beginner to advanced levels...

KRSnake is setup on a client/server system and I think that this could provide for some really neat possibilities, but none of them have been implemented. Maybe you could have it set so that multiple snake could run the screen at the same time? Just a thought...

If you are looking for a Snake game then I suggest "A Better Snake", if you already have it then check this one out, it may have what you are looking for.

Writer's Info

Brett M. Williams
bryson@mail.znet.com
http://amiga.schotzi.org

1.21 Snakes & Adders

Name Of Software & Version

Snakes & Adders v1.00

Exact Filename / Size / AmiNet Directory

SnakesNAdders.lha 23K /game/wb/

Brief Description

Guide your "snake" around the screen using the cursor keys and "eat" the little numbers that pop up. Your "snake" grows as you "eat" the numbers and increases its' speed too.

Author / Copyright Information

Micro Dimensions Software
Rob Wilson (wilsonr@sun.com.mmu.ac.uk)
& Nick Perrin (pnm@fs2.ee.umist.ac.uk)
33 Cartmel Crescent
Chadderton, Oldham, Lancs.
OL9 8DA.

Copyright © 1995 of (MDS) Micro Dimensions Software.

ShareWare Fee

GiftWare

Hardware / Software Requirements

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

The documentation is very detailed and complete. It covers all aspects of the program and leaves nothing behind. In doing this it is still very short, so you can read the whole document, and understand all you need to know without spending a great deal of time. But, this is another "Snake" game, so how much documentation do you really need?

Review Begins

Alright, so you are getting tired of all these "Snake" clones, huh? Well those people out there programming them are still making them... I happen to enjoy them... 'SnakesNAdders' brings with it a new twist that hasn't been in the other "Snake" games that I have been reviewing and that is levels! I will get to that in a minute...

This is another Workbench based game. Why do I always do reviews on these type of games instead of regular games? Well I use a Retina Z2 with a single monitor and hate having to switch my monitor around and disable my graphics card, I like to be able to just sit down and play a game, it should not be a lot of work. So I stick to these Workbench games.

It is very fast, about the same speed as 'KRSnake' or 'A Better Snake'. The graphics are not as nice as 'A Better Snake' and only slightly worse than 'KRSnake'. It is, however, more of a challenge than the other two because as you guide your "snake" to its' to gobble you get to watch it decline in value and are made aware of the amount of time you have to reach your destination.

You get to decide wether or not you want the feature enable to allow you

to turn around on yourself and "eat" yourself causing instant death, unlike 'A Better Snake' where you just can not do it and 'KRSnake' where you have no choice but to suffer if you have "fat fingers" and chance running into yourself.

The top of the window displays your score, the high score, level you are on, the high score for that session and the number of "eatings left until you advance to the next level.

Levels? What do you mean levels? Many years ago there was a machine called the Commodore 64 and one of my favorite games was called "Snake Bite". I believe this was probably the first "Snake" game that us Commodore users had ever seen. There were dozens of levels and the tricky part was after finishing a level you where zooming around the screen, your fingers hitting arrow keys faster than you could actually think about it, then a little tiny door would open and you had to guide your "snake" out the door. Sounds pretty tough? It was, this game brings some of that with it. If you have played one of the other "Snake" games then you already know what levels 1 is like, just a big blank area to guide your "snake" around, but levels 2 there is a big cross in the middle of the screen that is just as deadly as any wall around the edge.

I did not notice in the documentation how many levels there are in this game, and at the time of this writing I haven't gotten past level 2.

I would like to see a High Score table implemented so you can see how well you have done over time. Other than this I would rate this game above 'KRSnake' and even with 'A Better Snake' due to the levels. Get it and keep it in your collection, it is very small...

Writer's Info

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http://amiga.schotzi.org

1.22 DeliTracker 2.14

Name Of Software & Version

DeliTracker 2.14

Exact Filename / Size / AmiNet Directory

DeliTracker214.lha 775k /mus/play

Brief Description

A mod player that plays almost any type of mod.

Author / Copyright Information

Frank Riffel
Merkstr. 27
82405 Wessobrunn

Germany

DeliTracker (c) 1991 - 1995 by Peter Kunath and Frank Riffel.

ShareWare Fee

Registration fee is $20 US or 20 DM.

Limitations for Demo (if any)

There is no Limitations on this program.

Hardware / Software Requirements

Workbench 2.1+, 2.0 of XPK, needs 150k of ram for minimal running.

Installation

( ) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

Well documented however it is just text and not in Amiga Guide.

Known Bugs

I have found one bug if a Oktalyzer or ScreamTracker mod is loaded it will cause a requester to pop up asking if you want to save a instrament. If you say cancel it will go on and play the mod. Not a bad bug, just a little annoying.

Review Begins

DeliTracker is a highly configureable very multitasking friendly mod player. Plays correct speed for PAL/NTSC, and one of the unique things is it knows when a med module has come to an end! Writen in complete Assembler language it is a very fast running low system useage mod player. It alocates the sound channels in a way that alows the it to be friendly if a system beep was to come through your computer would not crash. DeliTracker also comes equip with an Arexx port.

To those that know me they know I like mods very much. I have over 300 of them on my HD. When I started really collecting them the first problem i ran into was space. I used the earlier versoin of this program but starting after version 2 you were able to play compressed mods. This of course made everything alot easier. It has support for the xpk compression libraries or you can even use LHA, which is what I use.

In addition to being able to play compressed mods one of the key features of DeliTracker is the variety of formats it will play. With over 52 diffrent players I have yet to run into a mod that it would not play. It has support for all the frequently used formats and then also for that certain format that is rarely used. When you install, it gives you the option to install just the most frequently used players then asks if you want some of the more rare format players.

Now to go on some more interesting features. Genies a new addition starting in the 2.0 version of DeliTracker are unique enhancements to your mod playing pleasure. They are small extra programs that interact with the music being played by Delitracker of enhance it. You chose which ones are to be installed and when you start you chose and configure the ones you want to be activated at the start of DeliTracker. The Decruching Genie is use to load the compressed mods into DeliTracker. Noteplayer genies are used when a noteplayer is required for the mod. Other genies such as the Quadra Scope and Stereo Scope are strictly for viewing enjoyment.

Another nice feature and ones of my favorite things about DeliTracker is the module list. You can set it to a directory where you store all your mods and have a convient list of mods. You can save diffrent lists load diffrent ones and have virtual CD's if you like. You can click on a mod in the list and it will be played.

If you like mods this is a definite mod player to check out. With its many features low system usage and Genies, it makes for a very unique player. The only feature this mod player is majorly lacking is a no chipmemory feature. When it is equiped with this option there can be no comparison.

Writer's Info

Roy Milican
Senior Editor

1.23 APD Mailing List

Mailing List

-=-=-=

E-Mail
to
me with your BBS name, Country, State/province, your name, and any findonet, internet or other network info, and the phone number(s) of your BBS.

1.25 Aminet

Aminet

-=-=-=

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-=-=-=
```

Original MechForce by Ralph Reed. Copyright © 1989 Ralph Reed. All rights reserved. Contacting Ralph Reed is notoriously difficult.

Development was supposedly taken over by Andreas Smigielski, though there are no apparent changes in this release besides the fact that the game no longer multitasks. This archive is copyright © 1993 Andreas Smigielski, released under the GNU Public License.

ShareWare Fee

Since Andreas took over, there is no longer any shareware fee.

Hardware / Software Requirements

The old version of MechForce ran only on OS 1.3. Andreas has updated this version to run under 2.0 (and probably 3.0?). You'll need at least 1 megabyte of RAM. For any practical gaming, you'll want a HD or, at worst, 2 floppy drives.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

The documentation is good, but could use some rewriting and further elaboration.

Known Bugs

MechForce has been known to crash on occasion (under OS 2.0). I suspect it has to do with low memory problems.

Review Begins

About the Archives

For clarity's sake, I will state just what I intend in this review. MechForce is the actual game program and the focus of this review. There is a separate program, called Headquarters, that is used in conjunction with MechForce to handle things like purchasing mechs and healing characters between combat sessions.

The archive containing the game program, MechForce, reviewed here contains a Headquarters program. However, I did not review it because I don't like it as well as another Headquarters program, which I did review elsewhere in this issue. Further references to MechForce means the game program, while references to Headquarters (or HQ) means the program by Stefan Hulswitt.

Introduction

I'm sure that by now most gamers know what a 'mech is. If you don't, then here's a brief description. Imagine a gigantic, humanoid or animal-like war machine standing forty feet high. Imagine it with 20 tons of weapons and ammo. Imagine it with 30 tons of thick armor. Now

imagine yourself controlling this hulking robot's every move from inside its head-- literally.

If you ever saw the RoboTech cartoon that briefly aired (in USA, at least), then you have seen them. And anyone who's played FASA's great role-playing game BattleTech knows exactly what I'm talking about. And since there's a glorious 3D version of this gaming system and fiction rolling onto shelves for PCs, here's the Amiga's best offering in the genre.. and it's free.

Presentation

First of all, let's clear up any misconceptions about the graphics and sound right off. These are not areas where MechForce shines the brightest, although the sounds do add a lot to the enjoyment. Depending on the size and power of your weaponry, there is an accompanying launch and report which is usually very appropriate. The graphics, while in 16-color 640x400 hires, are only serviceable. They aren't bad, but by current standards they could use a facelift. I'm not complaining, though, because they are quite crisp, and they could be a lot worse.

The Gameplay

Needless to say, MechForce rivals most games with excellent gameplay. If you have any interest in role-playing or strategy games, then you will be hooked.

In any given combat session, you'll find yourself in a large hex-grid map of the battle area. Most games will be combat missions, but you have the options to practice or fight in the arena where you can gamble and make lots of cash. Combat missions award experience points and money, based on your contract with one of many sponsoring "houses," which are actually like corporations. Once you fulfill your contract, you gain prestige and money to improve your mechs, characters, and contract stipulations. That is where the Headquarters program comes in. You use it to update these statistics and your status.

There can be up to 16 players, 8 on each team, and up to 7 on each team can be computer controlled. Generally, unless you have a gaggle of friends to play with, you'll end up playing one or two mechs yourself against a computer contengent. The computer opponents are smart, but I have caught them cheating from time to time (for example, their jump-jets recycle instantly). Playing with a lot of AI friends or enemies will strain your RAM, so watch out, because this is where frequent crashes occur.

Combat takes place in turn-based phases. Each opponent gets a turn based on a quirky, but logical, system of "timers." These timers are abstractions of how long it takes a weapon to "recycle" (re-arm) and the time it takes for your mech to move (ie, walk, run, etc). Once you get the flow, things proceed quickly.

And it's here that MechForce truly begins...

The Options

Before combat, you have to buy a mech. You might even venture to design your own and buy it. There is a huge stock of ready-made mechs to choose from, though. Purchasing a mech is one element that makes this game so fun.

There are so many options! Not only must you select the types of armaments to wield (each requiring a certain strategy to use effectively), you must also select how heavily armored your machine will be and where it will be armored. Further, you must select engine size, heat sinks to keep cool (so ammo doesn't explode), jump jets to allow flight, and various other items.

The best thing about this feast of choices is that they are not only available, but they change your tactical strategies. Having jump jets and not having jump jets definitely makes a difference when in combat. Being able to fly into the air allows you to see enemies over mountains and perform the dangerous "death from above" maneuver. It also allows you to move faster, leap over swamps, snow and other slippery terrains, and generally gives you an edge. That's just the jump jets! Your strategies are affected by each decision you make at purchase/construction time.

Even more options abound: play on a team or not? Do practice combat or real combat missions? Use your doctor to heal your mechwarrior or go to the hospital? Salvage your nearly defunct mech or spend the money to repair it? Take the contract terms from Star Reavers or wait for a better opportunity? Kill the heavy mech first or the three light mechs?

Conclusion

I could go on forever. Since MechForce is based on a paper and pencil game, it has much complexity and depth. If you are familiar with the FASA game rules and world, you should be very happy here. Even if you don't know a mech from a bomb shelter, you will probably be happy here. It's a rich and rewarding game that can continue for a long time. Replayability is extremely high, especially with friends.

Alas, though, it's original creator, Ralph Reed, has disappeared from the Amiga community. I've only heard rumors about his continued development of a subsequent product (something called MechCombat). The light at the end of this tunnel, though, is that the MechForce source code is available to a few people. But it's looking like nobody is going to add to this great game.

Ah, well... we can blast each other up anyway. And have a dang fine time of it too.

Writer's Info

Jason McIntosh

1.28 MegaBall AGA

Name Of Software & Version

MegaBall AGA (v3.0)

Exact Filename / Size / AmiNet Directory

MegaBallAGA.lha, 286809 bytes, /game/misc/

Brief Description

A 90's version of the classic Breakout, complete with exploding blocks!

Author / Copyright Information

By Ed Mackey, with music and most graphics by Al Mackey. Copyright © 1991-1994 Ed Mackey. All rights reserved.

The email address in the archive is outdated. His current email address is emackey@Early.com and his WEB page is located at www.Early.com/~emackey/

ShareWare Fee

US $15

Limitations for Demo

Registering gets you the MegaBall Level Editor and the ability to use new levels created with the editor, as well as more music.

Hardware / Software Requirements

Should run on ALL Amigas, OS 1.2 - 3.1. Tested on OS 2.1. AGA modes weren't tested.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

The AmigaGuide documentation is very comprehensive.

Review Begins

Everybody remembers Breakout. Well, at least *some* version of it. The premise is simple: you control a "paddle" that a ball bounces off of. You guide the ball to destroy "bricks" until there are none left. Generally, you attack the same wall again and again, but it's fun. Well, that's Breakout.

But this is MegaBall...

Keep that basic idea, bouncing a ball with a paddle and hitting bricks, but add in a few new ideas: power-ups, exploding bricks, limitless levels. Things get tricky fast, especially since not all power-ups are

beneficial. You have to think quick. Add to this optional AGA graphics, lots of good, customizable music, and multitasking. Now you've got a great game!

Using your mouse, you move the responsive paddle horizontally along the bottom of the screen. Bricks of varying colors and properties rest above, some harboring power-up squares that will float down for you to catch. The mechanics are simple. The ball bounces at steeper angles proportional to how far from the center of your paddle it hits. You'll need to master this for some of the more treacherous levels. Animation is smooth, and the exploding chain-reactions are a spectacle all to themselves.

The bricks have varying properties. Some can't be destroyed, others take only one hit to destroy. Some require multiple strikes to destroy. When all the bricks are cleared, you go to the next level. While the unregistered version has several levels, looping through them will get old. Registration should cure this.

There is a wide spectrum of power-ups. My favorite is the lasers. My least favorite is the one that shrinks your paddle. Some give extra lives, increase the size of the paddle, cause the ball to stick to the paddle instead of bouncing, et cetera, et cetera. This is really what makes replayability and fun factors high.

There is a two-player mode (taking turns), and the game tracks highest scores.

Although this game has been around for a while and there are some like it, I think this is the best implementation around. For this or that reason, the others fall short of what Ed achieved.

Here are some other files to expand your MegaBall horizons. Keep in mind that these files are only useful for registered players, AFAIK.

```
/game/misc/
    Liberate.lha (2K)        More boards
    MBmus-AG.lha (369K)      Additional music
    MBmusic.lha (311K)       Additional music
    MegaBall_BDS.lha (9K)    50 more boards
```

Writer's Info

Jason McIntosh

1.29 MechForce HQ

Name Of Software & Version

MechForce HQ v0.53 beta.

Exact Filename / Size / AmiNet Directory

MFHQ053.lha, 400K, /game/misc/

Comes with not only the MechForce HQ program, but also maps, mechs, and orders from the Headquarters/MechForce package (reviewed in this issue elsewhere).

Brief Description

This program augments the enjoyment and playability of the MechForce game. In fact, it is indespensible to enjoying the game.

Author / Copyright Information

By Stefan Hulswitt. Copyright © 1993-1994 Stefan Hulswitt. All rights reserved.

email: huels@ftl.uni-duisburg.de (university, may be outdated)
nathan@MOUNTAIN.zer.sub.org (znet)
Stefan Huelswitt 2:2440/315 (fido)

ShareWare Fee

None, but Stefan wants your email response for encouragement.

Hardware / Software Requirements

Requires OS 2.0 or higher and uses ReqTools.library.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

The documentation is good.

Review Begins

When it was first released, back in 1989 or 1990, the registered version of MechForce came with several utility programs that allowed you to keep track of a character and his/her wins and losses, money, expericene points, abilities, etc. In general, this suite of programs was called a MechForce "headquarters." Now that the game went freeware, there have been two attempts at making the "headquarters" easier to use as an integrated package. Here, I present the version by Stefan Hulswitt. I think it is the best of the two.

In order to track things like your unit status, unit wealth, each character in the unit and his or her individual status, all your mechs, your combat record, your unit's contract, and the Hall of Fame, you need MechForce HQ. It does the job admirably, especially for a program that claims to only be half written.

Though the program was written with PAL machines and OS3.0 in mind, NTSC and/or OS2.1 machines fare well just the same. For areas of the screen that can't be seen, simply move the mouse to the edge and autoscroll to what is hidden. Furthermore, all information is presented neatly on the one screen, with requesters popping up only when necessary.

The presentation is very slick and very easy. There are gadgets galore and a full Intuition menu in addition. If you can't navigate this program... well, you get the point.

This headquarters allows mech creation and editing. You can change any part of the mech, whether it's one you made from scratch, or one of the premade ones found in the archives. It's all a click away. You can create new characters, remove characters, create or delete units, buy abilities with experience points, gain titles and salaries, and lots more. This adds a completely new layer of depth to the MechForce game. Heck, it even multitasks and if you've got 1.5 megs or more, you can run MechForce from within MechForce HQ and never see Workbench until you get sick of the game!

Stefan has done an admirable job, and I hope he is still developing this program, because I would like to see version 1.0. If you play MechForce, you necessarily *must* get this too.

Writer's Info

Jason McIntosh

1.30 Jive

Name Of Software & Version

Jive

Exact Filename / Size / AmiNet Directory

Jive.lha, 32272 bytes, /text/misc/

Brief Description

Translates English text into "jive". This is extremely hilarious...

Author / Copyright Information

I'm not sure if he's the author, but his email address comes up in the poster file.

Adams Douglas
email: adamsd@crash.UUCP

ShareWare Fee

Freeware

Hardware / Software Requirements

Should run on any Amiga, as it uses stdio (CLI/Shell) only

Installation

```
 (X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

 There isn't any really.  But I'll give you some tips below.

Review Begins

   While rummaging around looking for fonts (see related review
 elsewhere), I stumbled across this interesting item.  It is at least as
 old as 1986, maybe before, but it is very funny.

   Disclaimer:  It may be inappropriate for me to review this given the
 racial tensions already existent in the world, especially America, but
 I hope that everyone is realistic enough to realize that this is only
 for fun.  Besides, there's a valley-girl version too (called
 ValSpeak.lha).

   The interface is very crude, and it must run from CLI only.  It takes
 input from standard input.  What this means is that whatever you type
 gets translated line-by-line until you press control-\ to stop.  An
 easier way is to use file redirection to input a regular English file
 and output the new file, like this:

     1> Jive < filename.english > filename.jive

   Then you can read the resulting file.  Here's a sample to end with.
 This is untouched by me and is direct output of the program...

   If ya' wants' some brief diversion and some hilarious fun, ah' advise
 ya' to waaay download some copy uh dis little archive.  What it is,
 Mama!  Oderwise, it would be real bad-ass cuz' ya''d neva' know how
 every new .readme ya' git sounds in Jive.  Right On!

Writer's Info

   Jason McIntosh
```

1.31 MLC-Fonts and BitmapFonts

```
Name Of Software & Version

 MLC-Fonts and BitmapFonts

Exact Filename / Size / AmiNet Directory

 mlc-fonts.lha, 114231 bytes, /text/font/
 BitmapFonts-5.lha, 240310 bytes, /text/font/

Brief Description

 Many, many high-quality bitmap fonts.

Author / Copyright Information
```

MLC-Fonts by Mehmet Ali Sahin.
email: Malice@rorqual.cc.metu.edu.tr
usmail: Turan Gunes Bulvari, 22/10, Cankaya, Ankara, Turkiye

BitmapFonts gave no author information.

ShareWare Fee

Both are freeware. Mehmet requests that you send him a gift.

Hardware / Software Requirements

Usable with any Amiga software.

Installation

(X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

Not applicable.

Review Begins

When browsing Aminet, I tend to download packages in phases. I might get arcade game crazy and download a slew of shoot-em-ups. I might, another time, want a new text reader and download a heap of them. This time it was fonts. I wanted fonts. I found them; lots of them.

I never realized how much was available on Aminet in the realm of fonts. Of course, I don't do much DTP, but I do some art now and then. I didn't want to mess with CompuGraphic fonts, so I looked for some bitmap fonts. These two packages alone will yield about 700K worth!

I have to say that the MLC collection is mostly 8-point fonts. There are > 70 of them. There are a few bigger ones in there, however (the gothic font is especially nice). As with anything that is designed by one person in profusion, there are a few styles that look very similar. Overall, though, this is a very diverse package and easily worth the download time.

I was surprised by the quality of the BitmapFonts collection. Almost all of the fonts come in two or more sizes, and almost all are strikingly good quality. I suspect that whoever put this together has converted many of them from Mac or IBM sources. These are definitely useful for DTP or screen-titling (though they are unscalable). This archive unpacks to about 500K.

In both archives, some fonts are full sets (ie, all 256 characters defined), and some are not. There are some that don't have any letters except caps and numbers. That's okay, though, because these are two of the best-- and biggest-- packages of bitmap fonts available on Aminet.

Writer's Info

Jason McIntosh

1.32 About AmigaPD

```
                                 ==================================
                      About The Best In Amiga PD
                    ==================================


                The Staff


                Glossary of Terms


                Info on Writing Reviews
```

1.33 Co-Editor

```
   =================
       Co-Editor
   =================
```

Jason Fisher

E-Mail: bhawk@sanity.com

FTP: ftp.sanity.com

IRC: BloodHawk   (frequently in Undernet #amiga)

BBS: Shards of Sanity BBS ([206]/927-2507 || sanity.com)

1.34 Latest News on PD Software

```
                          NN   NN
                NNN  NN
                NNNN NN   eeee  ww   ww   ssss
                NN NNNN  ee  ee ww   ww  ss
                NN  NNN  eeeeee ww w ww   ssss
                NN   NN  ee     wwwwwww      ss
                NN   NN   eeee   ww ww   sssss
```

-=-=-=

New programs coming out

Program Updates

Other late breaking news in the Amiga community

-=-=-=

```
poweroids12.lha    game/shoot 418K   0+Multitasking Asteroids, raytraced gfx,
SystemPrefs32.lha  util/wb     89K   0+Preferences for CPU (up to 68060) and
AmiPhone0.5B.lha   comm/net    58K   0+AmiTCP based voice chat program
TIFFDT.lha         util/dtype  51K   0+V40.5 datatype for TIFF files. 24 RGB
MagicFrames.lha    util/wb      5K   0+Improve GadTools in 1:1 resolution
pgs3h22.lha        biz/patch  532K   0+PageStream 3.2h2 patch set
SVGDT401.lha       util/dtype  39K   0+SVG.datatype V40.1 - SVG Graphics File
MuFS_Telnetd.lha   comm/tcp   139K   0+MultiUser Compatible Telnet Daemon
pgs3h21.lha        biz/patch  556K   0+PageStream 3.2h2 patch set
mrfishtank.lha     game/gag    14K   0+Cute little fishies
Magic64.lha        misc/emu   249K   0+A C64 emulator for the Amiga V1.0
NudelFonts.lha     text/misc   17K   0+Nine wonderful replacement fonts.
truview.lha        dev/misc    10K   0+614125 colors on AGA (FAST!!)
xtrshots.lha       pix/illu   254K   0+Screenshots from XTreme Racing, a
minerunner17.lha   game/jump  456K   0+Multitasking Loderunner, 1-4 Plys,
Aminet-CD-8.lha    docs/lists  80K   0+Aminet CD 8 index and description
VGB_Amiga.lha      misc/emu    64K   0+Nintendo Gameboy emulator V0.3
Speed18.lha        game/misc  192K   0+Upto 4-played car racing game
ERP13.lha          util/misc    7K   0+V1.3, kills requesters automatically.

 The highest rated programs during the week until 22-Oct-95
 Updated weekly. Best program on top. Please rate all the programs you
 download. To do so, send to aminet-server@wuarchive.wustl.edu :
 RATE <path> <num>
 where <path> is the file you want to judge and <num> is a mark from 0..10
 with 10 being the best. You can rate several programs in one mail, but
 don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

 File               Dir        Size Age Description
|------------------ ---        ---- --- -----------
Obrn-A_1.6_src.lha dev/obero  308K  16+The source code for Oberon-A
JaysTale.lha       docs/misc   72K   3+Jay Miner's tale of the Amiga
nsp.dms            game/demo  455K 128 Demo of No Second Prize, motorcycle
MangledFenders.lha game/misc  385K  61+Top view 6 car demolition derby game!!!
Midnight208a.lha   util/blank 363K  46+The ultimate screen saver! (OS2.0+)
ZShell28.lha       util/shell 147K   5+CLI with REAL pipes and
Executive.lha      util/misc  429K   6+Task manager and scheduler (V1.00)
thor21_main.lha    comm/mail  774K   5+Offline Reader for BBS/Internet usage,
term-030.lha       comm/term  669K   2+V4.5, MC68020/030/040/060 version
tenebra.lha        demo/aga   811K   5+Tenebra 1/1 *AGA*
tri14dev.lha       dev/gui    328K   8+Triton GUI creation system. r1.4 dev
per14.035.V010.lzh dev/lang   750K 160+First public dist of Perl 4.035 port w/
Obrn-A_1.6_bin.lha dev/obero  531K  16+A freely-distributable Oberon-2
Obrn-A_1.6_lib.lha dev/obero  597K  16+The library and examples for Oberon-A
ARTv1i3A.lha       docs/mags   34K   4+AR Tech Journal, Vol 1 Issue 3 in
F1GP-Ed.lha        game/misc  266K   2+Formula One Grand Prix / WC Editor
DGalaga26C.lha     game/shoot 544K   3+Galaga clone with lots of extra
Motor_Duel.lha     game/shoot 317K   2+Updated version of BattleCars (2 plr 3d
AmiWin20d.lha      gfx/x11    1.4M  11+X11R6 package for AmigaDOS V2.0d
gfft-1.12.lha      misc/sci   296K  58+FFT spectrum analysis of sample files
JustForBlues.lha   mods/jazz  129K  52 Jazzband by Dizzy            2:45 *****
XModule34.lha      mus/edit   226K  17+Multiformat Module Editor And Converter
snoopdos30.lha     util/moni  128K  57+System monitor, many new features
ADPCM_Package.lha  util/pack   78K   2+Highly effective sample compression
ShapeShift3_2a.lha misc/emu   240K   4+Macintosh II emulator, V3.2a
mcx215.lha         util/cdity  45K   2+Multi Function Commodity
cp5.lha            comm/tcp   114K   0+V5.6 of the AmiTCP front end package
```

```
ACM.lha             dev/c      443K 124+Amiga C manual w/ many examples
Obrn-A_1.6_up1.lha dev/obero  376K  12+Update #1 for Oberon-A 1.6
```

1.39 Aminet Charts for 9-Oct-95

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                        Aminet Charts
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 The most downloaded files from Aminet during the week until 30-Oct-95
 Updated weekly. Most popular file on top.

 File               Dir         Size Age Description
|------------------ ---         ---- --- -----------
SmartWB.lha         util/wb       4K   0+Boosts up Workbench's windows
zaxxon.lha          game/shoot  131K   0+The c64 classic Zaxxon perfectly
FView20.lha         gfx/show     91K   0+FastView for IFF/GIF/BMP/JPG/PCX pics
Magic64.lha         misc/emu    249K   1+A C64 emulator for the Amiga V1.0
SysPic.lha          util/boot    72K   0+V2.02-The best boot-time picture
Amiga_SLIP_11.lha   docs/help    12K   1+Beginner's Guide To Amiga Slip,
UltimatePatchS.lha util/misc    78K   1+Very powerful patch system.
CrossDOS602.lha     biz/patch    79K   0+Update CrossDOS 6.00 and 6.01 -> 6.02
Executive.lha       util/misc   482K   0+UNIX-like task scheduler (V1.20)
mcx218.lha          util/cdity   46K   0+Multi Function Commodity
VGB_Amiga.lha       misc/emu     64K   1+Nintendo Gameboy emulator V0.3
MagiC64N.lha        misc/emu    250K   0+C64 Emulator V1.01 (A1200 Bug fixed)
truview.lha         dev/misc     10K   1+614125 colors on AGA (FAST!!)
beinfo.lha          docs/misc   255K   1 Technical info (+ pics) on the BeBox
prop3d_4063.lha     util/boot     9K   0+Improve the look of the GadTools
Speed18.lha         game/misc   192K   1+Upto 4-played car racing game
AutoAssign.lha      util/wb      18K   0+V1.12-Automagically makes assigns &
IconAlign.lha       util/cli      9K   0+Arranges Workbench icons orderly
SeriousBackgmn.lha game/board 128K   0+The ultimate Amiga backgammon game
SystemPrefs32.lha   util/wb      89K   1+Preferences for CPU (up to 68060) and

The highest rated programs during the week until 30-Oct-95
Updated weekly. Best program on top. Please rate all the programs you
download. To do so, send to aminet-server@wuarchive.wustl.edu:RATE <path><num>
where <path> is the file you want to judge and <num> is a mark from 0..10
with 10 being the best. You can rate several programs in one mail, but
don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

 File               Dir         Size Age Description
|------------------ ---         ---- --- -----------
thor21_main.lha     comm/mail   774K   6+Offline Reader for BBS/Internet usage,
JaysTale.lha        docs/misc    72K   4+Jay Miner's tale of the Amiga
nsp.dms             game/demo   455K 129 Demo of No Second Prize, motorcycle
MangledFenders.lha game/misc   385K  62+Top view 6 car demolition derby game!!!
CGraphX212u.lha     gfx/board   152K   0+CGraphX gfx extension update 2.12
Midnight208a.lha    util/blank 363K  48+The ultimate screen saver! (OS2.0+)
Executive.lha       util/misc   482K   0+UNIX-like task scheduler (V1.20)
term-030.lha        comm/term   669K   3+V4.5, MC68020/030/040/060 version
ARTv1i3A.lha        docs/mags    34K   5+AR Tech Journal, Vol 1 Issue 3 in
F1GP-Ed.lha         game/misc   266K   3+Formula One Grand Prix / WC Editor
DGalaga26C.lha      game/shoot  544K   4+Galaga clone with lots of extra
```

```
Motor_Duel.lha     game/shoot 317K   3+Updated version of BattleCars (2 plr 3d
AmiWin20d.lha      gfx/x11    1.4M  12+X11R6 package for AmigaDOS V2.0d
gfft-1.12.lha      misc/sci   296K  59+FFT spectrum analysis of sample files
JustForBlues.lha   mods/jazz  129K  53 Jazzband by Dizzy            2:45 *****
XModule34.lha      mus/edit   226K  18+Multiformat Module Editor And Converter
snoopdos30.lha     util/moni  128K  58+System monitor, many new features
ADPCM_Package.lha  util/pack   79K   0+Highly effective sample compression
ShapeShift3_2a.lha misc/emu   240K   5+Macintosh II emulator, V3.2a
cp5.lha            comm/tcp   114K   1+V5.6 of the AmiTCP front end package
ACM.lha            dev/c      443K 125+Amiga C manual w/ many examples
Eldritch.lha       game/role  375K   1+V1.32 : Top-view adventure
Iconian2_96.lha    gfx/edit   336K   2+OS3.0 icon editor, NewIcon support.
PC-TaskPatch31.lha misc/emu   292K  31+PC-Task 3.10 Patch.  Updates 3.0 to
MathScript21.lha   misc/math  253K  21+Mathematical Formula Editor. V2.1
AlgoMusic1_4.lha   mus/misc   103K   0+Creates and plays great algorithmic
muchmore46.lha     text/show   97K  32+Soft scrolling text viewer with
ARCHandler2_0c.lha util/arc   144K   3+2.0c - filesystem, use lha as directory
```

1.40 Aminet Charts 30-Oct-95

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                        Aminet Charts
                    ====================

 The most downloaded files from Aminet during the week until 9-Oct-95
 Updated weekly. Most popular file on top.

 File               Dir        Size Age Description
|------------------ ---        ---- --- -----------
term-030.lha        comm/term  669K   0+V4.5, MC68020/030/040/060 version
VChk718.lha         util/virus 146K   1+Version 7.18 of Virus_Checker. Amiga
term-libs.lha       comm/term  126K   0+V4.5, XPR and XEM libs
term-doc.lha        comm/term  216K   0+V4.5, AmigaGuide format and library
term-extras.lha     comm/term  215K   0+V4.5, HydraCom, ARexx scripts, sound
Eldritch.lha        game/role  371K   0+V1.30 : Top-view adventure hack-and-
JaysTale.lha        docs/misc   72K   1+Jay Miner's tale of the Amiga
Unzip512x.lha       util/arc    97K   0+UnZip 5.12, Info-Zip Portable Un-zip
DGalaga26C.lha      game/shoot 544K   1+Galaga clone with lots of extra feat
term-roadmap.txt    comm/term   28K   0+V4.5, Introduction to the distributi
term-locale.lha     comm/term  273K   0+V4.5, Locale and blank catalog table
term-main.lha       comm/term  671K   0+V4.5, Distribution for all Amigas
DTpref20.lha        util/wb     75K   0+Prefs-Editor for Datatypes with GUI
NetMail-12.lha      comm/mail  109K   0+E-Mail program with GUI, groups, fil
Dig_Universe.lha    biz/demo   3.3M   0+The Digital Universe demo, Astronomy
Motor_Duel.lha      game/shoot 317K   0+Updated version of BattleCars (2 plr
NewMode_V39.lha     util/cdity  63K   0+Screen promoting utility
ABackup501.lha      disk/bakup 270K   0+ABackup 5.01
SSpeed11.lha        util/moni  338K   1+Very good Speedtester! About 100 tes
ShapeShift3_2a.lha misc/emu    240K   2+Macintosh II emulator, V3.2a

 The highest rated programs during the week until 9-Oct-95
 Updated weekly. Best program on top. Please rate all the programs you
 download. To do so, send to aminet-server@wuarchive.wustl.edu :
 RATE <path> <num>
 where <path> is the file you want to judge and <num> is a mark from 0..10
```

```
 with 10 being the best. You can rate several programs in one mail, but
 don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

 File               Dir        Size Age Description
|----------------- ---         ---- --- -----------
term-030.lha        comm/term  669K   0+V4.5, MC68020/030/040/060 version
gcc270-base.lha     dev/gcc    1.5M   5+Gcc v2.7.0 - Base part - C/C++/ObjC
gcc270-c020.lha     dev/gcc    708K   5+Gcc v2.7.0 - 68020 C part - C/C++/Ob
gcc270-cp020.lha    dev/gcc    1.7M   5+Gcc v2.7.0 - 68020 C++ part - C/C++/
gcc270-doc.lha      dev/gcc    1.1M   5+Gcc v2.7.0 - Doc part - C/C++/ObjC C
gcc270-inclib.lha   dev/gcc    918K   5+Gcc v2.7.0 - Headers and Libs part -
gcc270-objc020.lha dev/gcc     617K   5+Gcc v2.7.0 - 68020 Objc part - C/C++
ixemul4103-bin.lha dev/gcc     1.6M   5+IXemul.library 41.3
Obrn-A_1.6_src.lha dev/obero   308K  14+The source code for Oberon-A
gravforce.lha       game/2play 197K  67+2 Player Thrust with Guns!
Midnight208a.lha    util/blank 363K  44+The ultimate screen saver! (OS2.0+)
ZShell28.lha        util/shell 147K   3+CLI with REAL pipes and TAB-FNComple
thor21_main.lha     comm/mail  774K   3+Offline Reader for BBS/Internet usag
Executive.lha       util/misc  429K   4+Task manager and scheduler (V1.00)
tenebra.lha         demo/aga   811K   3+Tenebra 1/1 *AGA*
vty-ama1.lha        demo/aga   672K   4+Amazed (from "South Sealand 2" demo
vty-ama2.lha        demo/aga   801K   4+Amazed (from "South Sealand 2" demo
vty-ama3.lha        demo/aga   620K   4+Amazed (from "South Sealand 2" demo
tri14dev.lha        dev/gui    328K   6+Triton GUI creation system. r1.4 dev
perl4.035.V010.lzh dev/lang    750K 158+First public dist of Perl 4.035 port
Obrn-A_1.6_bin.lha dev/obero   531K  14+A freely-distributable Oberon-2 comp
Obrn-A_1.6_lib.lha dev/obero   597K  14+The library and examples for Oberon-
ARTv1i3A.lha        docs/mags   34K   2+AR Tech Journal, Vol 1 Issue 3 in Am
Engines.lha         game/2play 370K   7+GravForce game for 2-4 players. AGA
F1GP-Ed.lha         game/misc  266K   0+Formula One Grand Prix / WC Editor V
Motor_Duel.lha      game/shoot 317K   0+Updated version of BattleCars (2 plr
gfft-1.12.lha       misc/sci   296K  56+FFT spectrum analysis of sample file
```

1.41 Greece

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                                  Greece
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