SceneXplorer

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Chapter 1

SceneXplorer

1.1 SceneXplorer

SceneXplorer (1997.I.28)

Introduction What's SceneXplorer. Features SceneXplorer rulez?!. Details Some numbers. Remarks Information from the authors. Thanks & greetings Greetz. What to do, if I want to... For not very clever ones. Indexes For inquisitive ones. Results Party results. Future plans and addresses Authors' plans.

1.2 What's SceneXplorer

At the first look the CD called SceneXplorer seems like another ordinary collection of scene production, which would go in mothballs after skimming its contents.. But the first look not necessarily must be true. It is not just any another item on the market, procuced as an effect of a few weeks' work of some 'ambitious' people willing to earn some easy cash without making big efforts. This CD is an effect of a good deal of work (over one year), demanding pretty large engagement. The authors' purpose was to create a collection being able to present the purchaser this so specific community called scene and to demonstrate its history on the basis of chosen products from the whole period of its existence.

1.3 Features

The SceneXplorer CD has such features as:

- production array from the very beginning of the scene;
- only the best pieces of production chosen;
- demos, music-disks and slideshows, packed using the most effective crunchers;
- clear and functional data structure;
- particular indexes, containing detailed descriptions of every product included;
- bilingual documentation (polish + english);
- none of the products included twice;
- polish products separated from among world production;
- CD filled to maximum;
- party results from the last six years;
- products from all the brand parties of 1996 (inc. The Party, The Gathering, The Assembly, Intel Outside);
- all leading items from the most important parties of the period from 1991;
- readable name standard maintained;
- after depacking of the CD contents, the data would take over 1GB;
- all the demos, slideshows, music-disks, magazines and packs, which are packed using Lha, work directly after depacking on HD or RAM disk;
- package of useful ulitities included;
- simplicity of usage;

1.4 Details

SceneXplorer contains:

- about 200 Mb of packed world demos and approx. 60 Mb of polish ones;
- over 135 Mb of packed world modules and music-disks and over 120 Mb of polish ones;
- over 60 Mb of world pictures and slideshows and approx. 35 Mb of polish ones;
- over 12 Mb of world magazines and approx. 8 Mb ofpolish ones;
- about 7 Mb world intros and over 3 Mb of polish ones
- about 5 Mb of polish 'rays'

Demos: 56 (Poland) + 183 (World) = 239 pieces

Intros:	85	(Poland)	+	178	(World)	=	262 pieces
Modules:	736	(Poland)	+	740	(World)	=	1476 pieces
Pictures:	324	(Poland)	+	522	(World)	=	846 pieces
Slideshows	8	(Poland)	+	18	(World)	=	26 pieces
Music-disks:	14	(Poland)	+	31	(World)	=	45 pieces
Mags & Packs:	11	(Poland)				=	26 pieces
Traced pictures:	(Pol	land only)			=	15 pieces

1.5 Remarks

Authors' remarks:

- in the module indexes the sizes of packed files are given, and in case of demos, music-disks, slideshows and magazines - the sizes of files after depacking. It's made in such an order because demos, music-disks, slideshows and magazines need unpacking on HD or RAM disk before they are run. And the modules can be played without former decompression.
- some of the products are not packed because they occupy more space, if we try to compress them.
- if the graphician or musician changes his nickname, his products are retained in two separate directories (case of the groups is solved in the same way).
- if the product is created by two groups or two (or more) persons, the nicknames of these persons (group names) are recorded in the directory name in alphabetical order (eg. demo 'Zero Gravity' is placed in the directory 'Appendix_&_Venus_art' despite the authors state inversely. It ensures better clearness and functionality of data structure.
- if you notice, that the file called 'ABC' appears after unpacking the archive, you should use it to run this production.
- names of modules beginning with 'DIGI' or ending with '-xCHN' should be played using Hippo Player.
- if , while reading AmigaGuide files, you encounter the button with the name of product, you can launch it. In case of intros and demos (unpacked or not), the 'Odpalacz' programme runs, what enables you to unpack or run them. The graphics is displayed by Visage, and the module is played by Hippo Player.
- we used majority of available patches (some demos from The Party were excluded - it was recommended by the author of these patches). Thanks to them it is possible to run eg. such products, as: Hardwired, Odyssey, Enigma on A1200 and above without system degradation.
- some of modules and pictures don't have their original names. Unfortunately we don't have any contact with their authors, so sometimes we had to invent the names (otherwise the graphics would be named eg. '037' or 'compo.17'). Due to lack of original names we don't know, at which party the graphics (module) appeared, and that's why it was not included in the results files. We have decided, that it's better to include graphics (module) in this collection under changed name, than not to include it at all.
- due to lack of place we have been forced to include only the last issues of magazines.

1.6 What to do, if I want to...

What to do, if I want to... ...unpack a~DMS archive ...unpack~a LHA archive ...display a picture ...play a module ...read some documents (indexes, results) ...run a demo, music-disk, slideshow, magazine or intro Don't forget to start the 'Assigns' script !!!

1.7 What to do, i I want to unpack a DMS archive

If you want to unarchive any DMS file you have to do the following:
find this file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file);
click and hold left mouse button on a small icon symbolizing the file;

- choose "Unpack to DF0:" option;

1.8 What to do, if I want to unpack a LHA archive

If you want to unarchive any LHA file you have to do the following: - find this file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file);

- click and hold left mouse button on a small icon symbolizing the file;

- choose "Unpack to Dh0:" or "Unpack to Ram:" option;

1.9 What to do, if I want to display a picture

If you want to display a picture you have to do the following: - find this file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file);

- click left mouse button on the name of this file;

1.10 What to do, if I want to play a module

If you want to play a module you have to do the following:
find this file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file);
click left mouse button on the name of this file;

1.11 What to do, if I want to read some documents

If you want to read a document you have to do the following: - find this file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file);

- click left mouse button on the name of this file;

You can also read Indexes and Results by pressing adequate button on the main page of this document.

1.12 Launching demos, intros, music-disks, slideshows, magazines

 If you want to launch an intro you have to do the following: find the file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file); click left mouse button on the name of the file;
If the intro fails to run, try running in without startup-sequence.
<pre>In case of demos, music-disks, slideshows and mags you have to do the following: - find the file browsing through the directories using A-Start (activate A-Start by pressing a button with Amiga logo, enter the Devices menu, enter SceneXplorer, find the file); - check whether the file is packed - if it has a 'dms' or 'lha' extension, you may be sure it's packed and you are obliged to unarchive it on a floppy disk(s) (in case of DMS files,</pre>
Unpacking LHA files).
 if selected file is not packed, it's possible to run it directly from A-Start level.

If the product fails to run, try running in without startup-sequence. If this doesn't help, check if you have suitable configuration (read an index file;

Indexes

).

The owners of unexpanded CD32 won't be able to run some of the products, because they don't have enough memory after depacking to RamDisk.

1.13 Thanks and greetings

Thanks to:

- Eureka (M.Lipiecki) for concrete dealing with the matter;
- All the companies involved in Amigâ for supporting this
- marvellous computer;
- Marek Pampuch and whole Magazyn Amiga crew for moral support;
- Amiga Computer Studio for courage;
- Amiga Translators' Organization, especially polish section (Marcin Orîowski) for patriotism;
- Amiga Promotion Group founders for great idea;

Greetings

1.14 Greetings

Greetings to:

- Acid;
- Amifan;
- Ari;
- Atom;
- Br0war;
- Funky Coval;
- Gadek;
- Gluten;
- Gonzo;
- Kafel's grandma;
- Kwas;
- K.K.;
- Lotter;
- Luk;
- M.Kopka;
- Mars;
- Outsider;
- Pinguin;
- QuoVadis;
- Rafi;
- Rafik;
- Skrapi;
- Topoor;
- T.S.;
- Zibi;
- VLX;
- Xtd;
- all true Amigians;

We send mega fuckings to:

- PC-lamers;

- traitors;

1.15 Indexes

Poland:	Demos		Wo	rld:	Demos
Graphics		Graphics			
Intros		Intros			
Modules		Modules			
Magazines &	packas	Magazine	s &	packs	
Music-disks		Music-di	sks		
Slideshows		Slidesho	WS		

1.16 Results

	Poland:	
91		
91	World:	
92		
92		
93		
93		
94		
94		
95		
95		
96		
96		

1.17 Poland '91

Gdynia

1.18 World '91

Summit The Party

1.19 Poland '92

Warszawa Warszawa_2 Ûywiec

1.20 World '92

Hurricane The Assembly The Gathering The Party

1.21 Poland '93

Mountain Congress Polish Autumn

1.22 World '93

Cebit Computer Crossroads ECC Rendez Vous The Assembly The Gathering The Party

1.23 Poland '94

Gelloween Intel Outside Primavera

1.24 World '94

3S Party South Sealand The Assembly The Gathering The Party Saturne

1.25 Poland '95

Eastern Conference Intel Outside Primavera

1.26 World '95

Abduction Black Box Compusphere Gasp Icing Remedy Somewhere In Holland South Sealand The Assembly The Gathering The Happening The Party Voyage

1.27 Poland '96

Gravity Intel Outside Polish Summer Staszic

1.28 World '96

Compusphere Convention Icing Juhla Remedy Saturne South Sealand The Assembly The Gathering The Kindergarden The Party The Summer