

AIO

Chris Seward

COLLABORATORS

	TITLE : AIO		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Chris Seward	August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AIO	1
1.1	Amiga Information Online	1
1.2	Welcome to Amiga Information Online	1
1.3	Contents of this issue	2
1.4	Games Menu	3
1.5	Utils Menu	3
1.6	News Menu	4
1.7	Articles	4
1.8	Adverts	4
1.9	Who does what and how to contact them	4
1.10	Where to get AIO from	5
1.11	Why not contact us	6
1.12	Vulcan NEWS	7
1.13	SV Discounts	7
1.14	AmigaSOC	10
1.15	Vulcan CD released	11
1.16	Vulcan CD game nearly out!	12
1.17	News from Australia	13
1.18	Coming up Next Month...	13
1.19	EFHT	13
1.20	ToadsDEMO	14
1.21	Head2Head	15
1.22	Blade	17
1.23	Uropa 2	18
1.24	Cheats & Tips	20
1.25	Top Ten AIO games	22
1.26	Game Scores	23
1.27	FVKV1.11	23
1.28	Maxs pager and chatter	24
1.29	BlitzView V0.9b	25

1.30 Hippoplayer	26
1.31 AmiCDFS	26
1.32 Scribbler V1.0	27
1.33 Utils Scores	28
1.34 Exclusive interview	28
1.35 PPC Wildfire	30
1.36 How to install Blade demo	31
1.37 BBS Part 2	32
1.38 New Games	35
1.39 Your comments	38
1.40 Digital Candy	38
1.41 Total Destruction 3D	39
1.42 Your own advert	39
1.43 Letters	40
1.44 Sponser AIO	40
1.45 AIO gets online	40

Chapter 1

AIO

1.1 Amiga Information Online

/. \V|_ _ / . \ | . | | | _ _ | | _
/ _ _ \ _ | | _ _ _ _ \ Information | _ _ | _ _ | _ _ | _ _
Issue 7 - November 1997
Welcome - Editorial
Index - Contents this issue
Gamers Corner - Games section
Utils Corner - Utils section
NEWS - Latest News
Articles - Various articles
Adverts - Adverts place
Letters - HOT TOPIC FOR NEXT MONTH
The Team - Editorial Team!
Distribution - Distribution details
Contact - Contact us
SPONSER AIO - Read for more details
WEB PAGE - AIO gets it's own WWW page
DON'T forget to fill in 'Form.txt' that came with this archive

1.2 Welcome to Amiga Information Online

Welcome

Well as always were back again to not disapoint you this time, with some exclusives and reviews of things that have not even yet been reviewed in the mainstream mags. First off is our EXCLUSIVE interview with Vulcan Software which is something not to be missed. We also

have a review of the latest game from Vulcan Software called Uropa 2, please note we reviewed this before any of the mainstream mags did :) There are all the reviews of utils and games that you have come to expect, the news is here as always and the articles section is packed with useful information and stuff to read like the Amiga games for '97/'98 and the 'How to use a BBS' article which should come in handy! Well for another month I say goodbye, but I hope you enjoy this issue and will join us next month for the BUMPER christmas issue!!!

Chris Seward - Editor

[Main Menu](#)

1.3 Contents of this issue

Index of this issue

Welcome : The usual editors welcome

Gamers Corner :

Escape From Hammy town (EFHT)

ToadsDEMO

Amipet Vs. Amitama (Head to Head)

Blade (Preview)

Uropa 2 (Vulcans latest game - FULL GAME REVIEW)

Utils Corner :

Fast Virus Killer V1.11

Magnum Chat and pager (Maxs door)

BlitzView

Hippoplayer V2.41

AmiCDFS

Scribbler (Maxs Door)

Latest Amiga news :

Latest happenings at Vulcan Software

SV gives discount offers

AmigaSOC annouced UK web page

Uropa 2, Vulcans second CD game released

Vulcan game OUT SOON!

Australian news

Next months info

Articles :

EXCLUSIVE INTERVIEW WITH VULCAN SOFTWARE

PPC wildfire information

How to install the Blade demo

Using a BBS (Part 2)

New list of games for '97/'98 for the Amiga

More of your comments about AIO

Adverts : All the adverts for the latest Amiga things

Letters : All the letter related things

The Team : Who does what?

Distribution : How and where to get AIO from

Contact : How to get in contact with AIO

Sponser : Sponser AIO, please?!

Web site : AIO goes online!

[Main Menu](#)

1.4 Games Menu

Latest Games Reviews

[EFHT](#) - Hammy graphic adventure

[ToadsDEMO](#) - Kill those toads

[Head2Head](#) - Amipet Vs. Amitama

[Blade](#) - Blade preview

[Uropa 2](#) - Uropa 2 from Vulcan Software

[Cheats](#) - TFX & Wendetta cheats

[TopTen](#) - Top Ten AIO games

[Scoring](#) - Games scoring system

[Main Menu](#)

1.5 Utils Menu

Latest Util Reviews

[FVKV1.11](#) - Fast Virus Killer V1.11

[MagnumCP](#) - Maxs pager & chat program

[BlitzView](#) - Iff Med-Res Picture viewer

[Hippo2.41](#) - New version of Hippoplayer

[AmiCDFS](#) - V2.39 or CD file sorter

[Scribbler](#) - Maxs message to next caller

spiced up a bit!

[Scoring](#) - Utils scoring system

[Main Menu](#)

1.6 News Menu

Latest Amiga NEWS

[Vulcan](#) - Latest news from Vulcan

[Discounts](#) - SV Discount offers

[AmigaSOC](#) - UK web page annouced

[Uropa2](#) - Vulcan CD released

[Out Soon](#) - Vulcan game out soon!

[Aus-News](#) - News from Australia

[Next Month](#) - Next months contents

[Main Menu](#)

1.7 Articles

Articles

[Interview](#) - EXCLUSIVE interview
with Vulcan Software!

[PPCWildfire](#) - PPC Wildfire

[Installing](#) - How to install BladeDemo

[Using A BBS](#) - Part 2 of the BBS series

[NewGames](#) - New games for '97/'98

[Comments](#) - More of your comments

[Main Menu](#)

1.8 Adverts

Adverts

[DCandy](#) - Digital Candy BBS (UK)

[TD3D](#) - Total Destruction 3D

[Advertise](#) - You want to advertise

[Main Menu](#)

1.9 Who does what and how to contact them

The Production Team

Below are the people that make AIO work, drop any of them an email
of thanks, it makes our job so much nicer :)

Editor : Chris Seward

Cool@Dcandy.demon.co.uk

Deputy Editor : Sean Talbot

Cool@Dcandy.demon.co.uk - Subject Sean

Utils Editor : Adrian Hendy

Ade@Dcandy.demon.co.uk

Australian Reporter : Daniel Kitingan

Gloves@senet.com.au

Thanks to the following people who also did something or provided something which brought you this issue :-

Adrian Hendy - For the GREAT music

Lee Hesselden - Various help

Christian A. Weber - For the brilliant ShowIFF program

Steve Hines - For Quickgrab V1.1

The Welder - Executable Module source

Michael Lünse - For the Wendetta codes

Lewis Mackenzie - For Part 2 of his BBS article

[Main Menu](#)

1.10 Where to get AIO from

Distribution

To get the latest issue of Amiga Information Online please try one of the following official distributors/places below.

If you live in the UK and would like to speak to me, the AIO editor (Chris Seward) you can call my BBS :-

Amiga Heaven BBS - 0151 512 9011 9pm til 11pm SATURDAY ONLY

Sorry for the short times but this all i can offer between 9pm and 11pm on saturday, DO NOT call outside hours either modem calls or voice as there is NO phone connected to this line. This service is only open to readers in the UK.

England:

Digital Candy BBS : (+44) 01785 607207 OFFICIAL WORLD Hq

The Funky Frog BBS : (+44) 01543 258263 OFFICIAL UK Hq

On the Oche BBS : (+44) 01705 648791

Darkside BBS : (+44) 0181 7719100

(Isle of Whight)

Total Eclipse BBS : (+44) 01983 522428

Scotland:

Backwoods BBS : (+44) 01463 870022 OFFICIAL Scot Hq

(9pm til Midnight)

Sweden:

Jipebo BBS : (0)8 58355020 OFFICIAL SWEHq

Australia:

Lend_A_Hand BBS : +61 3 62 739645 OFFICIAL AusHq

Aminet:

Aminet : Docs/Mags/AIOV?.lha - ? = Issue number

Email Orders:

Send an email to the following for the latest issue

BGonzalo@cvtci.com.ar

Or

Cool@Dcandy.demon.co.uk

Writen Orders:

To recive orders by post please enclose a stamped address envelope
with a blank disk and send it to :

Lee Hesselden, 8 Plough Green, Saltash, Cornwall, PL12 4JZ. ENGLAND.

DISTRIBUTION NOTES : AMIGA INFORMATION ONLINE CAN BE COPYED AROUND
PD LIBRARYS, UPLOADED TO BBSES OR GIVEN TO ANYONE. IF AMIGA INFORMATION
ONLINE IS TO BE INCLUDED ON A COMPILATION CD OR ON A MAGAZINE
COVERDISK/CD I MUST RECIVE A COPY OF WHATEVER IT APPEARS ON TO REVIEW.
THE ONLY EXCEPTION IS THE GREAT AMINET CD'S. IF YOU DO WANT TO PUT
'AIO' ON A COMPILATION CD OR MAGAZINE THEN PLEASE EMAIL ME IN ADVANCE.

If you run a BBS or can distribute AIO by post in your country please
get in touch with Cool@Dcandy.demon.co.uk and let me know!

[Main Menu](#)

1.11 Why not contact us

Contact

If you want to get in touch with us just email below and we'll sort
out the rest. Use any subject heading but something along the lines of
what section of the mag it is to do with unless otherwise stated.

Send letters, reviews, adverts, articles or anything else to :-

Cool@Dcandy.demon.co.uk

[Main Menu](#)

1.12 Vulcan NEWS

Latest from Vulcan

Vulcan Software Ltd is proud to announce the signing of The World Foundry.

Vulcan has signed The World Foundry in it`s entirety and will be publishing all World Foundry titles under the Vulcan Software banner, beginning with Explorer2260 and Maim & Mangle.

The World Foundry was formed in September of this year from Digital Anarchy Software, Deimos Design and Intuition Software with the intention of pooling knowledge and resources to develop high specification Amiga titles. Vulcan has been in talks with all the members of The World Foundry for some time and are very excited about the prospect of adding their talents and commitment to our organisation. The World Foundry is a welcome addition to `The Vulcan Army` which already consists of some 14 development teams and over 100 skilled individuals.

The primary aim of The World Foundry is to develop high quality, high specification games for the Amiga market which will take full advantage of expanded Amigas and PPC equipped machines. This concentration on higher spec Amigas falls in perfectly with Vulcan`s current drive to push the Amiga forward. Vulcan and all it`s developers have made a commitment to the Amiga and the Amiga Community, through our combined efforts and enthusiasm we can help shape the future, a future which is starting to look very bright indeed.

[Main Menu](#) [News](#) [Menu](#)

1.13 SV Discounts

SV discount offers

25.10.1997 PerSuaSiVe SoftWorX offers limited shareware discount
PerSuaSiVe SoftWorX, namely Andreas R. Kleinert, may be known as the procucers of some well known Amiga programs, such as SuperView, the "ak Datatypes" and various other commercial and non-commercial software products and add-on software.

Since we think, that Amiga - and some upcoming Amiga events in special - should gain some more audience and attention, we have decided to offer a shareware discount on our products limited until the end of the "Computer 97" show, taking place in Cologne from 14th-16th November.

If your order is sent to us until 16th November (postal stamp's date)
we will grant you the following discounts on our products:

Discount range #1

If you already are a registered user of one of our products (*)
OR select more than one product from the list below, you get these for
the discount price instead of the regular one (in brackets).

Product regular discount

O SuperView/SViewNG, personalized keyfile (30 DM) 20 DM

* Aminet:gfx/show/SViewNG.lha

- <http://www.amigaworld.com/support/sview/>

O PNG-Box, personalized keyfile (20 DM) 15 DM

* Aminet:gfx/conv/PNG-Box.lha

- <http://www.amigaworld.com/support/png-box/>

O DRAFU, personalized keyfile (30 DM) 20 DM

* Aminet:misc/math/DRAFU.lha

- <http://www.amigaworld.com/support/drafu/>

O PPC-Modules for SuperView-Library 19.x (30 DM) 25 DM

* not freely distributable

- <http://www.amigaworld.com/support/sview/>

You will receive your keyfile (respectively the PPC modules) via eMail
(mention your email address), unless you add 5 DM postage/disk fee for
european and 10 DM for overseas "snail mailing".

Discount range #2

As you know, you won't receive anything for registering akJFIF-Datatype
and/or akPNG-Datatype except fame and (usually) some honorable mention
in the documentation. Nevertheless, these fees have been decreased, too
- since you may wish to add that value to your "Discount range #1" order:

Product regular discount

O akPNG-Datatype, (15 DM) 10 DM

* Aminet:util/dtype/akPNG43x.lha

- <http://www.amigaworld.com/support/akpng/>

O akJFIF-Datatype, (15 DM) 10 DM

* Aminet:util/dtype/akJFIF43x.lha

- <http://www.amigaworld.com/support/akjfif/>

=====

Please note (again), that all these offers are limited until 16th November
1997, the last day of the "Computer 97" in Cologne (for detailed

information, see <http://www.computer97.de>)

=====

And now to something completely different:

SuperView-Library related products

Picture Manager:

You may have noticed, that Picture Manager professional 4.1 (PMPro) in the english version now is being distributed by BlitterSoft in England. Since PMPro is making use of SuperView-Library, it may be interesting to note, that the price has been lowered, too. It's now 39.95 UKP for end-users (see <http://blittersoft.wildnet.co.uk/pmpro.htm> or download the demo version from Aminet:biz/demo/pmpdemo.lha)

Orders have to be addressed to BlitterSoft or your local dealer, please don't place any orders to PerSuaSiVe SoftWorX !

Image Engineer: (*)

As the author, Simon Edwards, already stated on his homepage under <http://yallara.cs.rmit.edu.au/~sbe/>, he has moved to the Netherlands, and the australian registration site can't accept any registrations any longer. Thus, any registration forms should be addressed to the european registration site, which in fact is PerSuaSiVe SoftWorX.

Image Engineer BTW is an image processing program, that makes use of SuperView-Library (see AmiNet:gfx/edit/ImEngV3.41p1.lha and /ImEngV3.41p2.lha) for loading and saving graphic files, which is the reason, why any registered Image Engineer users are allowed to make use of the "Discount range #1" and "Discount range #2" offers, too.

There's no discount on Image Engineer registrations, though (the european fee is 55 DM or equivalent in other currencies).

Please address all orders to:

PerSuaSiVe SoftWorX

Andreas R. Kleinert

Sandstrasse 1 Fax: +49-271-22869

D-57072 Siegen eMail: Andreas_Kleinert@t-online.de

Germany WWW: http://home.t-online.de/Andreas_Kleinert/

...and don't forget to mention "Computer'97 discount" with your order !

[Main Menu](#) [News](#) [Menu](#)

1.14 AmigaSOC

AmigaSOC announce UK web page

September 1st sees the launch of AmigaSoc UK's web site

(<http://uk.amigasoc.org>). Apart from in-depth reviews and features, we will also be offering the opportunity to help people out with any Amiga-related problems they may have, as well as other services which are due to be implemented within the next few weeks. We are also looking to provide a comprehensive listing of all UK Amiga groups, so if you represent one of them, please get in contact with us at webmaster@uk.amigasoc.org.

AmigaSoc was founded from the Queen Mary and Westfield College, University of London Amiga Society (<http://www.qmw.ac.uk>), with which we still maintain strong links, to create a UK-wide centre for users and developers alike to join together. The aim of this union is to provide a starting point for developers to work together in order to avoid replication of effort, to provide the products that users really want, and most importantly to re-establish the Amiga's foothold in the computer industry. We are pleased to be affiliated to The Jay Miner Society for the advancement of Personal Computing in our efforts to achieve these goals.

AmigaSoc is a non profit making organisation.

AmigaSoc UK was founded in June 1997 by Glenn Clarke (g.a.clarke@qmw.ac.uk), Andrew Elia (odin@dcs.qmw.ac.uk), Chris Livermore (chrisl@cursci.co.uk), Julian Sadotti, and Dan Winfield (dan@immstudios.com).

Our CV

* AmigaSoc organised the Developers Conference which was held at the World of Amiga show in May 1997 with assistance from Ben Vost of Amiga Format magazine (ben@subway.demon.co.uk), Kermit Woodall of Nova Design Inc. (kermit@novadesign.com), and the Jay Miner Society for the Advancement of Personal Computing (<http://www.jms.org>).

* AmigaSoc was approached by the producer of "Chips with Everything" as shown on The Computer Channel (<http://www.computerchannel.co.uk>) in order to assist with production of an Amiga feature. AmigaSoc member Dan Winfield has since appeared on this show several times.

* AmigaSoc founders Chris Livermore and Dan Winfield have written articles for Amiga Format

(<http://www.futurenet.com/mags/amigaformat/amigaformat.html>) and Amiga Computing, respectively.

Our site has been kindly donated by IMM Studios

(<http://www.immstudios.com>), an Internet consultancy specialising in unparalleled CGI technologies (such as EZCGI ("<http://www.ezcgi.com>").

Not only is it run and owned by Amiga people, but they have an impressive list of clients including The Times Newspapers

(<http://www.the-times.co.uk>), FHM magazine (<http://www.fhm.co.uk/fhm>),

Arsenal FC (<http://www.arsenal.co.uk>), and Volkswagen UK

(<http://www.volkswagen.co.uk>).

[Main Menu](#) [News Menu](#)

1.15 Vulcan CD released

Uropa2 OUT NOW

Uropa2 is Vulcan Softwares second CD release. Read the review of Uropa2 in the Games section this month. Read below for the details & specs of the game.

Story

You are the newest edition to the Centurion Task Force, your mission is to save Uropa2 from destruction at the hands of the Kapone droids.

Communications with the moon have ceased and the fate of the colonists is unknown. Your task is to rescue any colonists that have survived, destroy the Kapones and ultimately seek out the mastermind behind their rebellion. Uropa2 offers a unique gaming experience! Your mission based adventures cover a multitude of 3D Isometric locations connected by a 3D Vector Light-Sourced environment in which you will need to master the arts of Hovar flight and battle skills.

Minimum Specs

Any Amiga, Hard Drive, 68000 CPU, 2Mb Memory (1Mb Chip, 1Mb Any) 4x speed CD ROM Drive.

Game Specs

10 Gigantic, Strategy Based Missions

3D Isometric Action Adventure

3D Vector Light-Sourced Locations

Myriad's of tactical Problems to Solve

Full Digital Speech Throughout

Progressive Weapons and Status Capabilities

Linear Plot Progression

Full Blown 3D Rendered Intro Animation

Highly Configurable to allow for Individual Preferences

Extra Hovar Wars Game with Serial Link Up for Two Players

In addition, Uropa2 supports the following languages:

English, German, Italian, French, Norwegian, Finnish, Swedish,

Danish, Portuguese and Czech

R.R.P. - 29.99 (UK Pounds)

Available from all good retailers around the world or direct from our primary distributor

Weird Science Ltd (0116) 246 3800

[Main Menu](#) [News Menu](#)

1.16 Vulcan CD game nearly out!

The Final Odyssey OUT SOON...

THE FINAL ODYSSEY - This masterpiece of a game will be released at the end of November best described as an Action/Adventure/Puzzler, the Final Odyssey combines detailed and entertaining graphics and gameplay to perfection. You play the part of Theseus on his quest to free six rather lovely maidens from the evil clutches of the Minotaur. The Final Odyssey is so vast that we have been unable to reach the end (somewhat disturbing as we're supposed to be testing it) but then rather unsurprising as some of the levels reconstruct themselves everytime you play.....

Peter Spinaze is Vulcan's multi talented developer of this fine game.

The beautifully crafted graphics in The Final Odyssey have won Peter a scholarship at Silicon Studio which is a state of the art international facility dedicated to training digital artists.

Silicon Studio is one of only 3 flagship training centres world-wide and is the most advanced digital media training centre in the industry in the Asia Pacific region to date.

Peter's particular scholarship is a 3D Animation scholarship. He is using Alias/Wavefront PowerAnimator as his 3D Rendering software and using the latest Silicon Graphics hardware. The same gear they used to make Jurassic Park etc. The hardware consists of O2's, Octane's, and an Onyx2 Infinite Reality supercomputer.

We are all very proud of him here at Vulcan but not at all surprised.

[Main Menu](#) [News Menu](#)

1.17 News from Australia

Australian latest news

You may have heard mention in AIO before about a second Australian Amiga Show. Truth be told, it was supposed to have occurred in October but never did. Instead it has been delayed until early next year. This has apparently been to ensure that the Australian Amiga audience gets the best Amiga show possible, and since it will be after the Computer 97 show in Cologne where Gateway/Amiga Inc. are supposedly set to make some notable announcements, this could well prove to be a good move.

Not so good news is the report of the closure of Amadeus computers in Sydney, Australia. They served many years supporting the Amiga but due to financial difficulties have gone into liquidation. Amadeus held many distribution rights in Australia, among these being the official distributor for Digita products such as Wordworth. It is now a waiting game to see which Amiga dealers pick up those rights.

Written by: Daniel Kitingan

[Main Menu](#) [News Menu](#)

1.18 Coming up Next Month...

Next Months Issue

We'll be back next month with the BUMPER CHRISTMAS SPECIAL so look out for that because it will be bursting full of reviews, news, articles and loads of everything. As usual we'll have more interviews and probably more than one as this is the BUMPER christmas issue. So make sure you join us next month for the biggest issue EVER!!!

Until next month! - Chris Seward - Editor

[Main Menu](#) [News Menu](#)

1.19 EFHT

Escape from Hammy town

Escape from hammy town or also known as EFHT is a graphics adventure in the style of the Monkey Island and many Lucas Arts style games.

The main difference is the graphics are no where near the same standard. The gameplay is quite good and the main character moves smoothly and interacts with the other characters and

backgrounds nicely. The graphics are terrible but the author does note that he is not a graphics artist so you can't expect them to be of any quality.

EFHT runs good and the music is to an acceptable standard, the game was created with the GRAAL adventure language which is a new graphics adventure game creator, this may not be the game to show it off with down to the graphics.

The game boasts 24 locations with other character interaction.

Overall if your looking for an adventure game this will do as a good time filler, although the graphics are awful to look at the gameplay and puzzles do the job for a while.

Available from: Aminet Game/?

Archived name : Hammy.lha

Graphics : 35%

Sound : 78%

Playability : 81%

Lastability : 82%

Overall : 79%

Reviewed by : Chris Seward

[Main Menu Games Menu](#)

1.20 ToadsDEMO

ToadsDEMO

Toads is a game where you control the car and have to ride around and run over the oncoming toads. This game suggests to be violent in the Short of the Aminet readme, but apart from a little blood I can't really see anything that would offend anyone or stop you playing it.

This is only a demo version of the full game, and I couldn't really tell you whether the full game is going to cost or if it will be PD and this is just a test version as it doesn't state in the documents.

This demo comes with around 5 levels and 2 cars which you can choose from, each car has different abilities, for instance some are faster than others but some can sustain more damage. Once the game has loaded you'll notice toads either zooming or going slowly from one side to the other, your aim is to kill a certain amount (shown at the start of the level) of toads to progress to the next level.

The game is alright for a while and will entertain you when you have a few drunk mates over, after a while though the game gets a little

boring and will probably end up being one of those games that sit on your HD and you never play again.

Available from: Aminet game/2play

Archived name : TOADS.lha

Graphics : 78%

Sound : 74%

Playability : 82%

Lastability : 69%

Overall : 76%

Reviewed by : Chris Seward

[Main Menu Games Menu](#)

1.21 Head2Head

Amipet V1.10b Vs. Amitamagotchi V0.53

Amipet

Amipet is one of my long running favourites of these types of programs, although the window is much smaller, it is easy to control and can sit in the side of your screen without much hassle. Most of the options have been added into this version just the Punish (discipline) and Vet options that don't work but will obviously come in later version.

Although there is not much change to Amipet there are one or two differences that are a must and improve the program over the last version which was reviewed last issue. A nice feature of Amipet that was there last version but is worth mentioning again is the feature of if you have a battery backed up clock it will calculate how many hours it has been since you have last run it, so if you go on holiday and forget about it next time you run it, it will die.

This version it doesn't seem to go to the toilet so often so you are not constantly pressing the Clean button.

Although Amipet doesn't look like the Tamagotchi® it is very small and will fit away with no hassle, just don't remember to leave it to long or it'll die.

Amitamagotchi

Amitamagotchi has improved a lot since the last version, at last it does not eat CPU time like it had never eaten before. Last version you wouldn't be able to run anything else while it is running, but now you can get things like Dopus up with no hassle at all. Although the computer will slow down a bit it is hardly noticeable.

My main concern about Amitamgotchi is the size of it, if your running in Hi-Res like me it takes a big section of your WB screen up, so things can be come hidden behind it. This is one of the most authentic Tamagotchis on the Amiga, with it's original Tamagotchi graphics and sounds it comes close to the real thing.

Most of the buttons work now encluding the Vet option. There are also now prefs so you can speed up the tamagotchi and how fast it eats and that type of thing.

Overall this is better for new improvements, you can also register Amitamagotchi free of charge which of course is another nice bonus.

The main problem with Amitama is the size of the thing.

Overall Comments:

Amipet was the best contender but it was let down by having no sound and the GFX weren't hot to say the least. Amitamagotchi put up a very good fight, but if Amipet gets some sound in and spices the GFX up a bit I can see this battle becoming ugly!

Note to the Authors:

If the authors of either of these programs are reading try to make a version that can go onto any screen and not just stick to the WB screen, that'd be a GREAT feature.

Amipet

Graphics : 81%

Sound : --%

Playability : 89%

Lastability : 91%

Overall : 89%

Amitamagotchi

Graphics : 93%

Sound : 90%

Playability : 84%

Lastability : 81%

Overall : 90% *** AIO GOLD ***

THE OVERALL WINNER WAS: Amitamagotchi V0.53

Reviewed by : Chris Seward (Ed)

[Main Menu](#) [Games Menu](#)

1.22 Blade

Blade preview

Blade is a rollplay type of game, you have a certain amount of moves to move your four characters with and once your moves which is 30 for each character has run out you have to end your turn and let the monsters who are computer controlled take their turn. This version is only a demo and compressed takes about 1.8 meg up, it's a new game from Alive Media software so the full game will be commercial.

You start off in a forest with shops lined along the side of you, you have four characters, all with their own personality and strengths. As usual it's the normal fantasy type of characters with the Barbarian type of person being the strongest then you get your Elf/ogre the woman person who as usual has no name or character type and the Wizard with all the special powers who can zap the bad guys ;)

The game's graphics are very impressive and there are versions for AGA owners and a cut GFX version for ECS owners. Although I didn't have chance to look at the ECS version the game makes it clear that they have had to cut not much, so it will all look very nice. The title screens and pictures are good with some 3D rendered ones thrown in, like when you quit you see a rendered picture of a man lying stabbed on the floor. The music is atmospheric and all in all it makes it a great game.

My main worry is that this game is only for the type of people who like this type of 'thinking man's game' I myself do not have the time to play these types of games as they require clicking about a lot ending moves and selecting characters, but even after the first 5 minutes of playing this I was hooked.

Overall the graphics and music are very impressive, the game runs smoothly and overall this game is a gem. I can't wait for the full game to come out.

NOTE: I had to go through a lot of trouble to get this demo installed to my HD otherwise it doesn't run on its own, follow the guide to installing it in the Articles section.

Available from: Aminet Games/Demo

Archived name : bladdemo.lha (1.7Mb)

Previewed by : Chris Seward (Ed)

[Main Menu Games Menu](#)

1.23 Uropa 2

Uropa 2 - Vulcan Software

Uropa 2 is the latest installment from Vulcan Software, as Vulcan stated some time ago, this is a CD release as all their games are going to be now.

Uropa 2 can either be booted via the intro or go straight into the game, if you choose to load via the intro the game is automatically launched after the intro had finished. The intro to the game is fully rendered and lasts around 7 minutes. The graphics to the intro are absolutely amazing, this coupled with the digital speech makes the intro totally outstanding, it's one of the best intros i've seen for a long time and already before playing the game it shows the time and effort that Austex Software and Vulcan have put in.

The intro takes you around the various planets that are involved and shows you the different spaceships blowing each other out of the sky, while watching you get a running commentary from Lisa of Vulcan software which has been changed slightly to give it a more of an android sound. After the intro has finished the game will be booted. Once the game has loaded you have plenty of options to play around, with various options to change and edit. After you have played around with the prefs it's time to start the game.

The game itself has "10 Gigantic" missions to complete, each one of these have to be completed before proceeding to the next mission. Every mission has different tasks you have to complete, all are explained before the game and are also read to you in the digital speech. There is another 'type' of game to Uropa 2 which will require a serial link up like the Null Modem cable for Two Amigas to battle it out, the idea of these games is to fly around and battle it out with the other player. This is a separate part to the game but you will encounter various missions through-out the game that will require playing these types of 3D vector levels.

The main game is from an 3D isometric view, the controls are easy enough to get the hang of, you may be confused with the angle at first but it's only a matter of seconds before you get used to the idea of the movement. You control a hovering robot which bobs up and down while in movement, you can go to different locations were you will encounter things like humans which at the very start of mission 1 have to be guided to safety. There are other people

and robots that you will encounter that do different things like either help you or have to be destroyed. Once in a room you have to search objects to find guns, ammo, cards, upgrades. etc... you can also search dead humans, beds, tables, plants and chests as well as other things. The search will take a few seconds to take place, this is added as effect. You can access computers and terminals which control other parts of the level like accessing transporters.

The game requires any Amiga, Hard Drive, 68000 CPU, 2mb Memory (1mb Chip & 1mb Any), 4 x Speed CD-Rom. I found that the 4 x Speed CD-Rom is not totally necessary for the in-game and intro but it is recommended as minimum, when I tested it with a 2 x Speed CD-Rom it seemed to work fine. I wouldn't recommend a 2 x Speed CD-Rom but if your desperate you could get away with it. The game will work fine with all the above but the better spec machine you have, the better & faster the game is with enhanced sound and graphics. If you only have a 68000 CPU you will be stuck on the 3D vector flying bit as it ran so slow when I tested it on a A600.

Overall this is a brilliant game with a great intro & sound, the ingame graphics both for normal play and vector play are very well rendered and carefully drawn for normal play. The game is easy to get into and will last you ages with all the levels it has, you can save and load games so you don't have to restart. Make sure this game is on your Christmas list as its totally BRILLIANT!!!

Available from: Weird Science Limited

Q House,

Troon Way Business Park,

Humberstone Lane,

Leicester,

LE4 9HA.

ENGLAND

Phone : (+44) 0116 246 3800

Email : Sales@weirdscience.co.uk

Price : £29.99

Graphics : 92%

Sound : 90%

Playability : 91%

Lastability : 94%

Overall : 93% *** AIO GOLD ***

Reviewed by : Chris Seward

[Main Menu](#) [Games Menu](#)

1.24 Cheats & Tips

Cheats & Tips for TFX & Wendetta

Written by Woober/Data Division^Prospect

TFX

1. Cheats

2. Hacks

1. Cheats:

=====

Type your first and last names and call sign. Push [Ctrl]+[Enter]

and you'll be warped past the training missions.

While flying hold down [Right Shift] and type: plop - this will render your fighter invulnerable to missiles. When you crash you'll skip to the next mission!

2. Hack:

=====

Hack your way through TFX saving you time and putting an end to the frustration of having to replay through missions every time it's your misfortune to die. Read on for how to do this and how to achieve some other handy cheats ...

1. Backing up your pilot:

There are 10 pilot spaces on the roster board in TFX. If you save a pilot on the first space the file is saved under TFXSAV.0. If you save your pilot under the second space it's saved under TFXSAV.1 and so on. Let's assume that your pilot is saved under TFXSAV.0. Copy the TFXSAV.0 file to TFXBAK.0 by typing:

copy tfxsav.0 tfxbak.0

2. Cheating to increase your points:

Go into your C:\TFX directory and type the following:

copy tfxsav.0 tfxsav.ba1

then type: debug tfxsav.0 or any other TFXSAV file. Finally type

in the following to give yourself a massive 16777215 points:

E 0140 00 00 FF FF FF

W

Q

3. Increasing your pilot rank:

Debug any TFXSAV file and then enter the following codes to become a 1st Lieutenant:

E 013F 01

W

Q

Change the 01 on the first line to a higher number for higher rank:

02 Captain

03 Major

04 Lt Colonel

05 Colonel

06 General

4. Resurrect yourself if you happen to crash or be captured:

Debug any of the TFXSAV files and enter these simple but highly effective codes:

E 01F4 00

E 01AB 00

W

Q

5. How to bypass the training missions and get on to the Tours of Duty:

Do the debug routine - as mentioned countless times before - and enter:

E 01AB 00

E 01AD 01

E 01AF 3E

W

Q

6. Skipping through the Tour of Duty and Flashpoint missions:

Debug TFXSAV.2 (ooh! A different one) then to put yourself in one of the Tour of Duty or Flashpoint missions type in one of the following:

E 01AD 10 The F117-A

E 01AD 0F The YF 22

E 01AD 0E The EFA

E 01AD 0A The Drug War

E 01AD 0B Defiance in The Desert

E 01AD 0C Operation Restore Hope Two

E 01AD 0D Bosnia: The Never Ending War

E 01AD 0C The Doomsday Ship

Having done this you must now put in one of the following codes:

E 01AF 05 Mission 1

E 01AF 0A Mission 2

E 01AF 10 Mission 3

E 01AF 15 Mission 4

E 01AF 1A Mission 5

E 01AF 20 Mission 6

E 01AF 25 Mission 7

E 01AF 2A Mission 8

E 01AF 30 Mission 9

E 01AF 3A Mission 10

Wendetta Cheats and codes

These cheats were taken from a file called 'Co4Wendetta.lha' off the Aminet so thanks to Michael Lünse for the use of these codes. Note : I suspect these are level codes but I cannot tell as the documents were in german only.

CAQCTZP

UADCVXW

FAFWTJR

YABCTJP

KAJBFYU

LALGVZS

[Main Menu Games Menu](#)

1.25 Top Ten AIO games

The Top Ten

This month we see 3 new games in the Top Ten, the first is Uropa 2 which really deserves to be in the top ten and was a very good contender for spot 1, but just misses out by 1%. The other two are from the head to head battle of the Amiga tamagotchi's, although Amipet didn't manage to win it was still good enough to get into the top ten.

TOP TEN

1. TFX 94% Issue 6
 2. Uropa 2 93% Issue 7
 3. Evils Doom 93% Issue 2
 4. Alien Formula One 91% Issue 1
 5. Amitamagotchi V0.53 90% Issue 7
-

6. Aerial Racers 90% Issue 4
7. Rez & Sparky 90% Issue 4
8. Amipet V1.10b 89% Issue 7
9. Dogfight 89% Issue 5
10. Genetic Species 89% Issue 2

[Main Menu Games Menu](#)

1.26 Game Scores

Games reviews and what there score means

Games are reviewed mostly on playability and how long they will last you, although some big games with fancy graphics might be expected to get good reviews it is not always the case. A small 10k game might get a better overall score than a 1Mb game. It is not that the 1Mb game isn't any good it's just that the playablility might be non exsistant and there is no point in downloading a huge file if it will last a couple of minutes and you will only run it to show off to friends.

90%+ - AIO GOLD (amazing)

70-89% - Nice but some let downs

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

[Main Menu Games Menu](#)

1.27 FVKV1.11

Fast Virus Killer V1.11

As people left the Amiga so did viruses but funnly enough there are still people who call themselves programmers or coders who want to make these stupid things to wreck the lives of others. Luckily though we have dedicated people who spend their time making programs to rid the Amiga world from viri.

This is a fairly new virus killer and has all the basic options you have come to expect from a virus killer. The programs checks files in a nice simple way similar to VirusZ, although does not tell you what the file type it, but I suspect this will come later.

This is really only a small review to let you know of the existence of Fastviruskiller but it is very good if you just want to have a small killer that doesn't take up much of your HD space, useful to people with smaller HD's.

Fastviruskiller is only 20k in size so it can fit away neatly in any corner of your HD and not waste valuable space like some of the more complicated virus killers.

At the moment FVK does not check archives but this is planned for a later release. Overall this is a great fast virus killer and very small, if you don't have much space left i'd recommend this!

Available from: Aminet & BBSes

Archived name : fastk111.lha

Overall 89% out of 100%

Reviewed by : Chris Seward

[Main Menu](#) [Utils Menu](#)

1.28 Maxs pager and chatter

Magnum Page & Chat

If you saw last months issue you'll know we reviewed some MAX bbs doors, so this month we've decided to review some more. Magnum Chat and Magnum Page come together in a set, as you might expect as they both have the word Magnum in them.

They can be run together or you can just use one or the other, I choose to have them both running so once i've answered the pager it runs the chatter stright after. Magnum page is your usual pager with all the features and options you have come to expect from a pager. While the pager is paging it brings up a window on the Maxs BBS screen, so to save flicking from the WB to MAX like with Kewlpage. The options are either, cancel the page, tell the user your busy or answer the page.

Once you've answered the page you can have any chat program you like running, but it is probably best to have Magnum chat as they then look like there in a set, and makes the cosmetic side of things alot better. Magnum chat is pretty pleasing to the eye and doesn't have any faults or bugs as far as i can see. Its your usual chatter with options like Raw up & download, clear screens and all the other options you can't do without for a chat program. Although

magnum chat doesn't have a button bank like with Yaanchat you can get by easily with the Ctrl & (KEY) commands. I have been told by the author that the Automatic word type of options is to be added into the next version which is coming soon. This idea is if you type something like "Chris" and press space then Magnum Chat will automatically print "Chris, the editor of AIO" or something similar along those lines.

Screenshot - Screenshot of chat mode 1 [Click once]

Screenshot - Screenshot of chat mode 2 [Click once]

Screenshot - Screenshot of chat mode 3 [Click once]

Screenshot - Screenshot of the pager [Click once]

Available from: Aminet/BBSes

Archived name : magnm-cp.lha

Overall Pager 79% out of 100%

Overall Chatter 87% out of 100%

Overall Package 86% out of 100%

Reviewed by : Chris Seward

[Main Menu](#) [Utils Menu](#)

1.29 BlitzView V0.9b

BlitzView V0.9b

If you've ever needed to show an IFF picture and can never find a small enough, quick enough and compact enough one well, get this and your problems will be solved.

BlitzView is small Med-Res picture viewer made in Blitz Basic, it shows the pictures quickly and even showed a Hi-Res picture

I had with a little bit cut off, so it is even more useful than it actually says. The only problem with BlitzView is that it can only show Med-Res pictures in IFF format, although this is a great small and quick IFF viewer it would be nice to see other picture formats supported in a later version so to have just one program to show all your pictures and not have different programs for each format.

Overall Blitzview is nice and small, it is also very quick at showing the picture, maybe in future versions we could see a version with more picture formats supported like Jpeg, Gif, Iff (Low-Res & Hi-Res) it would also be nice if a file selector came up instead of the CLI command style.

Available from: Aminet GFX/Show or :-

Lee Hesselden, Nicron Productions,
8 Plough Green, Saltash, Cornwall,
PL12 4JZ. ENGLAND.

Archived name : BlzVw_09b.lha

Overall 80% out of 100%

Reviewed by : Chris Seward

[Main Menu](#) [Utils](#) [Menu](#)

1.30 Hippoplayer

Hippoplayer Update to V2.41

The latest version of Hippoplayer has just been released. Not really a major update, just a few fixes and enhancements, but still worth getting hold of. No Impulse Tracker (.IT) mods are supported yet, but I suppose that could be included soon!

On the whole then, not a great deal of new features, but still manages to be the best all round mod player!

Screenshot - Screenshot of the util [Click once]

Available from: Aminet and BBS's

Archived name : ???lha

Reviewed by : Adrian Hendy

[Main Menu](#) [Utils](#) [Menu](#)

1.31 AmiCDFS

AmiCDFS V2.39

Well a very long time after the previous version, comes the latest version of this great CD Filesystem. Now up to V2.39, AmiCDFS is the best CD filesystem on the Amiga, and I've tried quite a few! Whilst there are many other filesystems about, I've found AmiCDFS to be the fastest and most compatible one around, and although installation is a manual process, it's easy and quick! The supplied mountfiles are easy to edit to suit your own requirements, and there are plenty of options to ensure that even non-standard CD roms function at their best. Also included is a version of the excellent MCDPlayer, which can be used to play audio cd's, and is also my favourite audio cd player software!

AmiCDFS also has the ability to play audio cd's using your own favourite player software just by double-clicking on the icon, which is

supplied! This ease of use helps bring AmiCDFS above the other options, and best of all, it's shareware! Anyone who also needs to read "Hybrid" disks will appreciate that AmiCDFS handles multi-session, mixed-session and even Mac CD's easily. Using this filesystem, you can even back up files onto CD and then recover the different sessions at a later date.

All in all I can't recommend this product enough. Quite simply it is the best CD filesystem available for the Amiga at the moment!. Enough said!

Available from: Aminet and most BBS's

Archived name : amicdfs239.lha

Overall 92% out of 100% *** AIO Gold ***

Reviewed by : Adrian Hendy

[Main Menu](#) [Utils Menu](#)

1.32 Scribbler V1.0

Scribbler V1.0

Scribbler is another door for Maxs BBS either V1.54 or Maxs Pro, the idea behind Scribbler is to liven up a message to next caller door. Most message to next callers are boring and are just plain lines of message... this one is different.

Scribbler was written by the author as a first attempt to write a maxs door, so he thought he'd make a simple message to next caller door. In the end it ended up quite fancy. As i've been rambling on for a bit your probably all dieing to know what the difference is. The difference is it records everything you do and plays it back to the next caller, so every mistake you make and correct it shows the user that mistake, it is sort of like a recording.

This is a very good door but my only worry would be if you got some idiot user who decided to take ages aranging letters and deleting letters just so it takes ages, so once the user logs on he has to sit there throughout the whole thing. If the author is reading a useful opiton would be a quick show option so if you got bored you could hit a key and the final message would just come up.

Overall it's a nice way of smartening up an old idea, you can't go wrong just make sure your users don't abuse it.

Available from: Aminet - Comms or BBS /Maxs

Archived name : scribbler.lha

Overall 87% out of 100%

Reviewed by : Chris Seward

[Main Menu](#) [Utils Menu](#)

1.33 Utils Scores

Utils reviews and what there score means

Utils are not marked on how good they are compared to other utils, they are marked by usefulness and what purpose they serve. As there are so many different utils that do so many different things it is hard to review something like MUI and then when reviewing a program like a WB clock say it wasn't up to the standard of MUI. This is why it is not possible to have a Top Ten list for utils.

90%+ - AIO GOLD (amazing)

70-89% - Great but lacking some features

50-69% - Not to good but it'll do

30-49% - Hasn't really been thought out to well

0-29% - POOR! AVOID!

[Main Menu](#) [Utils](#) [Menu](#)

1.34 Exclusive interview

Interview with Vulcan Software

Again, we even astonish ourselves this time with an EXCLUSIVE interview with Vulcan Software. Anyone you'd like to see an interview with get in touch and we'll see what we can do!

CS : Please could you tell me how you first started Vulcan. Did you release any PD games or make games that never made it? Or was Valhalla your first game?

Valhalla was the first game we produced, we never released any games before it, PD or otherwise. In fact Vulcan Software was formed in order to launch Valhalla and The Lord Of Infinity as a commercial release.

CS : Did you think that Valhalla would be as big a success as it was and what do you think made it a success?

We believed Valhalla would be a success although we didn't envisage it would attract the cult following it has. We were aware that it was the first ever speech adventure for the Amiga and that, among other things, attracted a great deal of attention. People seem to respond to the characters and the humourous nature of the adventures, they are designed to be completely user friendly and more cerebral thsn physical. All these things have contributed to their popularity which is why we plan on making seven more.

CS : Please can you tell me what games you have signed so far and

when they are due for release

The Final Odyssey - Release date 1st November 1997 (-ED Very Soon now)

Uropa2 - Release date 1st November 1997 (-ED OUT NOW!!!)

Genetic Species - As soon as humanly possible :)

Hellpigs - ? 1998

Wasted Dreams - ? 1998

Hard Target - ? 1998

Almagica - ? 1998

Valhalla 4 - ? 1998

Desolate - ? 1998

3d Games Creator - ? 1998

Breed 2000 - ? 1998

Sorry this is somewhat vague, we'll be setting more definite dates for the 1998 releases nearer the end of the year.

CS : I have heard rumours about a 3D dungeon game creator you are planning, is this true and do you have any idea when it will be released?

Yes, we are working on The 3D Games Creator, I'm sorry, I don't have a date for this one as yet.

CS : Has changing to CD only format affected sales at all?

Vulcan's change to Amiga CD Rom wasn't completely influenced by our desire to sell more units. Rather it was a reflection of the excellent quality of the games we currently have in production and also the start of our drive to cater for higher spec machines in order to bring Amiga gaming in line with other platforms. Also, it's much more fun than trying to fit something on a floppy disk:)

As far as hard sales are concerned, quite honestly it is much too early to tell but we are very optimistic about the future.

CS : You stated that you would be returning to selling games via computer stores did this ever happen?

This is still happening, and now Vulcan has exclusive distribution of all it's titles through Weird Science and GTI, we are even more optimistic that scarcity of Amiga software in retail outlets becomes a thing of the past.

CS : The football game you were planning never made it can you tell us why that was?

This was a joint and amicable decision between Vulcan and our developers, after changes in both sets of circumstances:)

CS : Currently how many members do you have registered as Vulcan

customers?

We have in the region of 10,000, although our members details have now been transferred into the capable hands of our exclusive distributor Weird Science who will be handling all mail order services for Vulcan Software from now on.

CS : What do you think about the current Amiga situation with Gateway 2000 buying the Amiga, also are you turning out enough profit to stay with the Amiga?

We were very pleased to hear that Gateway had come along and bought the Amiga lock stock and barrel, this renewed our hope that the Amiga would be revived and launched once again as a home computer in order present a justified challenge to the PC Market. Vulcan will be supporting Gateway and Amiga Inc. in their drive to make this a reality.

As long as there is Amiga there will be Vulcan:)

CS : Would you ever think of going into the PC market or converting your games to PC format?

We currently have 4 PC games in production but our main concentration of effort will be in supporting the Amiga for the benefit of ourselves and the Amiga community as a whole.

Vulcan is synonymous with Stubborn :)

CS : Your record has shown that you produce and sign good quality games at low affordable prices are you planning to continue this pattern?

We will never release anything that we perceive as being anything less than excellent quality. The subject of price gets quite complicated as it is always an important consideration that prices should be as low as possible, but when you get into the realms of games that take several years to produce and involve 20-30 people you have to try and achieve a fair balance. Whatever happens anyone buying a Vulcan game is assured quality, longevity and value.

CS : Thank you for your time.

My Pleasure

[Main Menu](#) [Articles](#) [Menu](#)

1.35 PPC Wildfire

Official Wildfire announcement

On the 10th of October 1997 Wildfire starts the PPC competition!

After over 2 years of development for the Amiga Version and after

some really hard weeks where almost all time was spent for converting some routines to use the PPC Boards from Phase 5 we are more then proud to present the first Alpha Version of THE special effect animation processor for the PPC-Amiga. We will upload a demoversion to the Aminet on Friday, 10-Oct-97: biz/demo/WildfirePPC.lha

If there is NO PPC in your system then Wildfire will use the normal routines, otherwise the PPC routines for selected operators will be loaded. You have the possibility to turn on/off the PPC routines of Wildfire allowing you to compare the speed very easy.

At the Computer`97 in Cologne (14. - 16. November) the full Version of Wildfire Amiga and Wildfire PPC will be available at Oberland Computer.

There you have the possibitly to talk directly to Andreas Maschke, the program author and to Andreas Kuessner, the Wildfire Project Manager. The Amiga Version and the PPC version will be shown live at the fair, of course.

If you have any questions about Wildfire do not hesitate to contact us at:

Wildfire-Support : eksec@eure.de (Andreas Kuessner)

Wildfire-Homepage : <http://www.oberland.com/amiga/wildfire/>

Wildfire Distribution: Oberland Computer

In der Schneithohl 5

61476 Kronberg

Germany

Tel. ++49-(0)6173-6080

email: info@oberland.com

[Main Menu](#) [Articles](#) [Menu](#)

1.36 How to install Blade demo

How to install Blade demo

Ok if you read the review of Blade in the Games section you will know about my troubles with installing Blade. Below is and easy way to get the game running from HD.

Unarchive the Blade.lha to Ram:

Load the install script into a text editor like CED or ED and find the lines -

```
(set #insert2 "\n\n\n\nPlease Insert Disk 2")
```

```
(set #insert3 "\n\n\n\n\nPlease Insert Disk 3")
```

Delete those lines, then find the lines (just after the complete 40 words) -

```
(askdisk
```

```
(prompt #insert2)
```

```
(dest "Blade2")
```

```
(help @askdisk-help)
```

```
)
```

Now delete those lines, then find the lines (just after the complete 80 words) -

```
(askdisk
```

```
(prompt #insert3)
```

```
(dest "Blade3")
```

```
(help @askdisk-help)
```

```
)
```

Delete them and then save the file.

Go to Execute command on your WB in the first menu part and type -

Assign Blade1: Ram:

Go to Exectue command again and type -

Assign Blade2: Ram:

Go back to Execute command again and type -

Assign Blade3: Ram:

Now go to the installer in Ram: and run it, follow the instructions and it should work fine, if not please get in touch and i'll sort it out for you.

Article by : Chris Seward

[Main Menu Articles Menu](#)

1.37 BBS Part 2

How to use a BBS Part 2

Welcome to part 2 of the BBS Tutorial :)

This month, as mentioned before, I am going to cover "using BBs's"

When I wrote that, I thought "ah no probs :)", however writing it turned out to be a bit more difficult, so I decided to show you how to get logged into a new bbs etc, using my own as an example.

There are two types of BBS System, a menu based system, and a conference

based one.. My BBS is menu based, and that is what I'm gonna be talking about here..

If you want to find out more, the contact details are at the bottom..

Ok, so you've dial up a bbs, and you should see something like below..

[-Ed Depending on what speed modem you have if you have a 14400 it'll say CONNECT 14400/V42BIS or something similar]

CONNECT 33600/V42BIS

You will probably now get a screen asking you to press ESC twice, so do that..

--

1. Enter your Handle: Luigi
 2. Did you enter your name correctly? Y
 3. Do you want ANSI Colour? Y
 4. Do you want to use the full screen editor? Y
 5. Do you want to receive junk mail (Msgs to "All")? N
 6. Would you like to pause after each screen full? Y
 7. How many lines per screen (28): 28
 8. Where are you calling from ? Muir-Of-Ord
 9. Please type in your REAL phone number: 01463 870022
 10. What kind of computer are you using: Amiga 1200 o3o
 11. Current protocol: !?!?!
 - 0 - No default
 - 1 - XModem
 - 2 - XModem CRC
 - 3 - XModem 1K
 - 4 - YModem (batch)
 - 5 - YModem-g
 - 6 - ZModem
- Enter the default protocol: 6
12. Enter your new password: Password
 13. Please enter again for verification: Password
 14. Did you enter all of the above correctly? Y

--

PLEASE NOTE: This is just an example login, not all bbs's are going to be identical to this, however they may be quite similar.

Here is a full description of what each line is asking for:

1 = The name/alias you wish to use on the BBS system, if it asks for a "Full Name", you should enter one.

2 = This is here just in case you aren't a new user and you hve simply entered your name incorrectly, if you are a new user however,

you should say yes.

3 = ANSI colour should be set to Yes, it means that you will be able to get coloured text, as explained last month.

4 = The answer to this is yes, it means that when you are writing a message on the bbs, you will have the whole screen to write it, and you won't have to enter one line at a time, you will be able to use the cursor keys to move back up and make alterations.

5 = If you say No to this, you will only receive messages addressed to you, otherwise you may end up getting hundreds of messages from mail nets.

6 = The answer to this should be Yes, it means that if there is more than one screen full of text, it will pause and wait for you to press a key, giving you the chance to read it all.

7 = The amount of lines available on your screen, you should really select 28, because this is the length that most sysops will have drawn the screens (unless of course you have a small monitor). Some bbs's may even put numbers up the side of the screen and you are asked to select the topmost one.

8 = Where you are from, you're village/town.

9 = This is your phone number, you should enter the proper one/

10 = This is the kind of computer you are using, it doesn't affect the operation of the bbs, except if you typed "A crap one" the sysop might think you're a bit wierd ;)

11 = The transfer protocol you wish to use (which we covered in the last tutorial), this is recommended as Zmodem.

12 = The password which you wish to use, you can then save this in your phone book.

13 = Type the same password again just to make sure that you typed it correctly.

14 = Verification that you entered all your details correctly, if not, you will have to answer all the questions again, or select a question to answer again.

After this you will probably be presented with a welcome screen, and then probably things like a wall (which allows users to make comments, which will then be seen by the next user, who can add another line if he wishes). Eventually, you will arrive at the main menu, from which you will probably have options like:

(F)ile Base (P)age menu

(M)essage menu (L)ogoff

(O)nline Ganes

This is a hotkey type system, you just press the key and it will go to the appropriate menu.

Or perhaps

FILE - Files menu PAGE - Page menu

MESS - Messages menu BYE - Logoff

GAME - Online Games

With this system, you type the string e.g "FILE", and then press enter, it will then go to the appropriate menu

--

Now that you are logged into the bbs, and know how to use the menus etc..

Why not give the sysop a page, or go and have a look at the files or messages ?

You should have the hang of it now :)

Again, if you have any questions etc,

E-mail me at luigi@backwoods.prestel.co.uk, or call the Backwoods BBS

Backwoods BBS - Weekends 2Pm-Midnight - Weekdays 9Pm-Midnight

(+44) 01463 870022

Written By : Lewis Mackenzie (Luigi)

[Main Menu](#) [Articles](#) [Menu](#)

1.38 New Games

Games for '97/'98

Title Type Publisher D/A/R

Alien F1 n/a Islona n/a

Alien Presence n/a Apex Systems n/a

Almagica - softfw CD-ROM DSP/ Vulcan Software n/a

Auto Racing CD-ROM The Rios/ Lebed Project n/a

Basket Island AGA Manyk Software/ Guildhall Leisure

Battlecraft n/a n/a n/a

Blade All Scorpius Autumn/Winter

Betrayed CD-ROM Aurora Works n/a

Black Sanctuary CD-ROM The Rios/ Lebed Project n/a

Blitz Bomber NON-AGA Red When Excited n/a

Blitz Tennis NON-AGA Guildhall Leisure n/a

BrainKiller 4MB FAST RAM Titan Computer n/a

Breed 2001 CD-ROM Vulcan Software July/August
Championship Manager 2 ALL Eidos Interactive August/DELAYED
Cygnus 8 ALL Applaud Software/Iskona September
Cyber Force n/a Mirage Software n/a
Dan Wilder n/a Mirage Software n/a
Death Angel n/a Alternative n/a
Demistar CD-ROM The Rios/ Lebed Project n/a
Domain n/a Mirage Software n/a
Double Agent n/a Flair n/a
DNA n/a Psyche n/a
Diversia CD-ROM Ablaze Entertainment/Vulcan Software
3D Pinball CD-ROM The Rios/ Lebed Project n/a
Explorer 2260 AGA/030/4MBONLY igital Anarchy Software March'98
Ffigy Dual Format CD Effigy Software n/a
Fire Mission 3D n/a GeoSync Media n/a
Forgotten Forever CD-ROM Charm Design n/a
Fortress Of Fear CD-ROM Digital Reality SoftworxMid/End 1997
Foundation CD-ROM/DISK P.Burkey/Sadeness Soft. Mid 1997
FUBAR n/a Q-Group n/a
Gate 2 Freedom n/a Mirage Software n/a
Genetic Species CD-ROM/8MB/030 Ambrosia/Vulcan Softwaren/a
Gibert Goodmate n/a Prelusion n/a
GOLEM 6x-CD-ROM Underground Software n/a
Goldrake AGA Pixel Dreams n/a
Gun Fury ALL Binary Emotions/ Guildhall Leisure
H.A.R.D. Corps n/a GeoSync Media n/a
H-Bomb CD-ROM Aurora Works September
Hell Pigs 6MB/2CDS/22DISK Vulcan Software October
In Shadow Of Time Aga Shadow Elks n/a
Jetpilot Expansion Disk n/a Vulcan Software July
Jurajski n/a Mirage Software n/a
Kargon CD-Rom/DISK Iskona n/a
MachinesoftheWasteland n/a Pandemonium n/a
Magic Island n/a Iskona n/a
Maim & Mangle CD-Rom Deimos Design n/a
Matrix Assault n/a GeoSync Media n/a
Max Rally n/a Fortress August
Mortal Weapon n/a Mirage Software n/a
Myst CD-ROM ClickBOOM Summer/DELAYED

Necromantics Dual Format CD Effigy Software n/a
Nothingness CD-Rom Melina SoftWorks/ Cassiopee Development
Olofight AGA The Real Ologram Winter
OnEscapee CD-ROM Invictus Team/ Sadeness Software
Op.BlindstormTotalChaos CD-ROM 3PA n/a
Pang n/a 3PA n/a
Phantasmagoria 7 CD-ROMS Alive Media Soft n/a
Phoenix HIGH SPEC/030/6 Future Tales/ Islona MID/SUMMER
Project Battlefield n/a Mirage Software n/a
Pro Rugby League n/a Alternative n/a
Pro Tour 97 n/a Evolution Designs August
Rally World n/a GeoSync Media n/a
Rock Star NON-AGA Mirage Software n/a
Rugby Boss n/a Alternative n/a
Skimmers AGA Team Mango n/a
SixthSenseInvestigationsCD-ROM/DISK CineTech/ Islona August
Spacefighter ALL BPM Promotions n/a
Speris Legacy 2 n/a Binary Emotions n/a
Starfighter n/a GeoSync Media n/a
Strangers CD-ROM Ablaze Ent./Vulcan Soft.August
Super Taekwondo Master NON-AGA Mirage Software n/a
Sword CD-ROM/DISK Serio Comic/Titan Comp. September
Teen Agent n/a Siltuna Software/ Guildhall Leisure
The Final Odyssey AGA PeterSpinaze/Vulcan SoftJuly/DELAYED
The Haunted 5 CD-ROMS Alive Media Soft n/a
TheShadowOfThe3rdMoon CD-ROM BlackBladeSoft./TitanComp. October
The Joy Of Killing n/a Mirage n/a
Thunderstorm n/a Alternative n/a
Trapped 2 CD-ROM Oxyron/NewGen.Soft. September
Uropa 2 CD-ROM Austex Soft./Vulcan SoftAugust
Valhalla 4 n/a Vulcan Software n/a
Wasted Dreams AGA Vulcan Software August
Wendetta 2175 CD-ROM Vortex Design/ Islona n/a
Wingnuts n/a Forgotten Myths n/a
World Of Formula One n/a Apex Systems n/a
Yokozuna n/a Digital Warp n/a
Zone 99 n/a Aurora Works September
Written by : Woober/cBK`ISD`rYL

[Main Menu](#) [Articles](#) [Menu](#)

[illegible]

|\|_ |____/|/|||

|_____|_____|_____|/_____|_____|_____|ltGø

0 1 7 8 5 6 0 7 2 0 7 - 5 Node Ringdown For Easy Access.

The uks funkiest Scene BBS, kicking ass on a big A4ooo / o4o

[Main Menu Adverts Menu](#)

1.41 Total Destruction 3D

```
#####
##### #
## # # # # # # # # # #
## # # # # # # # # # #
## # # # # # # # # # #
## # # # # # # # # # #
## # # # # # # # # # #
## # # # # # # # # # #
##### #
#####
```

E N T E R T A I N M E N T

presents

* TOTAL DESTRUCTION 3D *

The first 3D beat'em up on Amiga!

Do you like Tekken or Toshinden?

You will love Total Destruction 3D!

<http://members.tripod.com/~deepcore>

AMIGA FOREVER!

[Main Menu Adverts Menu](#)

1.42 Your own advert

How to advertise in AIO

Are you trying to find something, a game that you lost years ago and now want it back, are you trying to sell some of your games or do you run a user group/BBS and want new members? If you are trying to sell anything or want to buy somethings or anything at all wants advertising then email use below.

So all you have to do is send your advert to the email address below and we'll sort out the rest :-

Cool@Dcandy.demon.co.uk

[Main Menu Adverts Menu](#)

1.43 Letters

HOT TOPIC for next month

We've decided to do the idea of HOT TOPIC like how a certain other TV/Teletext computer mag does, but will remane nameless due to them being Amiga unfriendly.

We want you to get you comments in about 'WHAT YOU THINK GATEWAY 2000 NEED TO DO TO GET THE AMIGA BACK ON TOP' Send all your letters with ideas and comments to :-

Cool@Dcandy.demon.co.uk

[Main Menu](#)

1.44 Sponser AIO

Sponser AIO

As you know AIO is free of charge and as you may expect it takes alot of our own time to prepare AIO each month and the time and money we use is not regained. We will continue to offer AIO free of charge but we are looking for a company or person to sponser us to give us some regain of what we lose while making AIO.

We don't want to ask much but if you would like your companys address put in EVERY issue of AIO and a special section for your companys adverts, latest product releases and anything else you want you can't go wrong but to sponser us.

For more details get in touch with Chris Seward via the email address below :-

Cool@Dcandy.demon.co.uk

[Main Menu](#)

1.45 AIO gets online

Web page for AIO

If you've all been waiting for it it's finnally here, AIO goes online, we have had a Web Page setup, so go and browse it, ATM it's just temporary with a text file and every issue of AIO to download, in the next couple of weeks or the next month it'll be the best Web site you've ever seen!

I would like to thank Lewis Mackenzie for the 'donation' of the Web space.

Soon we'll be having another web site for AIO thanks to Digital
Candy BBS so look out for that.

The address for the AIO web page is :-

[Http://www.prestel.homeusers.co.uk/backwoods/aio.html](http://www.prestel.homeusers.co.uk/backwoods/aio.html)

If you have any ideas for the AIO web page get in contact with us
and i'll see what i can sort out.

Cool@Dcandy.demon.co.uk

[Main Menu](#)
