

# **BenSpeaks**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Ben Vost	December 25, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## BenSpeaks

### 1.1 Welcome to AFCD18

AFCD18

October 97

It seems that the Amiga games market might be making a resurgence. We're eagerly awaiting the release of Myst from ClickBoom, there's still a chance that an Amiga version of Quake will be available from the same team and more importantly, we've got some new, original games on the horizon. The only problem seems to be with who's going to publish all these new titles. First, one company sends us a demo of a new game, then we get a press release from a second company saying that they'll be doing it, then a third are offering it for sale from their website.

Let's hope that these deals get sorted out and we get all the groovy games we deserve soon.

Ben

HEY!!!! READ THE SUBMISSION ADVICE! THEN YOUR STUFF MIGHT GET ON THE CD!!! ←

PS. OK, you've stopped sending us your modules, but still more than half of your submissions are not getting onto the AFCD. If you don't know why yours hasn't appeared then maybe you should check out the

submissions advice page

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### 1.2 Submissions advice

### 1.3 Submissions advice

HOW TO SEND US YOUR SUBMISSIONS

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IMPORTANT! We can no longer accept your music modules as submissions for the Amiga Format CD owing to copyright problems with sound samples from copyrighted sources. Thanks for all your music submissions up till now, but please don't send any more...

We want you to send us your programs, animations, pictures, game tips and cheats, hacks, hardware projects, basically anything you can think of that you have done with your Amiga. It must be your own work - no passing off Chris Achilleos' greatest masterpieces as your own, and we need a variety of things from you in addition to your submission and we need them on your disk.

1. We need your name and address so that we know where to send your prize. You should also put your name and address on labels on your media.

2. We need two

read me

files accompanying your work; one for us and one

to go on the CD itself (title them AF\_ReadMe and ReadMe). These can be as in-depth as you want them to be, but should contain instructions for us on getting your work running if it is a complicated procedure, including things like necessary libraries and so on. The readme that will go on the CD will be the introduction of your work to the whole Amiga Format reading world so check your spelling and grammar and show people just what is so good about your work.

3. If your work requires files such as libraries which you cannot send us owing to copyright reasons make sure we know about them so that we can either arrange to put them on the CD, or warn our readers about them (you will probably do this in your CD read me).

4. Be aware that we won't be as interested in programs that need to boot or that require to be in a certain place on the CD, unless, of course, that place happens to be in your directory on the CD. Your directory will almost certainly have the path:  
"AFCDx:-ReaderStuff-/your\_name/" but then no-one will be able to run your program except from the CD, limiting its usefulness or appeal.

If we do put something on the CD that needs to autoboot, it will almost certainly only be as a DMS that readers will have to extract to disk before they can use it.

5. Lastly, your submission must include the following text within your AF\_ReadMe file, otherwise your submission will not go on the CD:

In respect of all material which forms my reader contribution to Future Publishing's Amiga Format I hereby warrant that:-

- (1) the material is original and does not infringe any other material or rights;
- (2) the material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video

Recordings Act 1984;

(3) that there are no legal claims against the material provided;

(4) that I have full power and authority to provide this material to Future Publishing.

(There is a version of this text as a file in the -Look\_here\_1st!- drawer on the CD.)

You can send us your work on pretty much any sort of media whether it be floppy disks (high or double density, but don't send us work on high density disks unless you yourself have a high density drive. High density disks used in a double density drive aren't as reliable as using double density disks), a floppy disk back up using AmiBack, Quarterback or any of the shareware backup tools, Zip disk, Jaz cartridge, SyQuest 44MB, 88MB or 105MB or EZ Drive, DAT tape backup from any of the above-mentioned programs (the only thing we're not very keen on is the Video Backup System that Power Computing sell in the UK, we've had nothing but trouble with it), FTP upload to ftp2.futurenet.co.uk, (you'll only be able to put your file in the incoming directory, you won't be able to see it once you have finished uploading, but don't worry, it'll be there. Make sure that you name your file with AF at the start so that we know it's for us) basically anything apart from a listing on paper. We don't want to have to type in your program too!

We will return any media more expensive than high density floppies via registered post, so you won't have to worry about losing seventy quid's worth of Jaz cartridge.

Send your submissions to:

CD submissions  
Amiga Format  
30 Monmouth Street,  
Bath, BA1 2BW

## 1.4 How to make a Read me file

If you are unsure about how to make a readme file it really is very simple. If you have a word processor of some description (Wordworth, Final Writer or the like) you can create one in that - you must just make sure that you save the text as ASCII text; there will be an option in the Save As... requester or program preferences.

If you don't have a word processor, but you have a text editor for a programming language or for some other reason - we put Gold Ed on our CD every time the authors release a new version, you can use that, in fact, it would be ideal for the purpose.

If you don't have a third party text editor, you have two provided by

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Commodore with your Amiga. In the tools drawer you should find MEmacs, but just opening a shell window will get you to ed. To edit a new file in ed, type the following line at the shell prompt:

```
ed ram:AF_Readme
```

This will create a new text file in RAM: called, yes, you guessed it, AF\_Readme. It won't have an icon, but don't worry about that, we can always add one for you, just make sure you put it in with your submission.

## 1.5 Thought for the month

MagCraft

Today we spent about two hours in a meeting, going through our last issue, pointing out what we thought was good and what was bad about it. We dissected the way the contents pages are laid out, how the Reader Games pages looked and what typeface we should really be using for the Creative section. We also ruminated on the fact that our readers liked rendered images on the cover, but that they should definitely be Amiga renders - not something done on a Mac or PC.

We talked at length about whether cross heads (the little bits of text that break up a column) should be black or in the same colour as the section, and whether the author's name should be in the same colour.

Not only that, but we talked about the impact of the coverlines and our corner flash, the placement of the Ad index and the content of our flannel panel (the bit where we list who does what in the mag) and came up with a plan of action for our next issue (which will be implemented for issue 103 because of the way we work).

All in all, we spent about a third of a working day discussing things that you might never notice in your capacity as reader, but which are very important in the overall impression you will have of Amiga Format as a magazine. So if we sometimes seem a little short with you when you call up on any day other than Tuesday (reader call day), you'll have to understand that we might be deep in discussion over how to make Amiga Format not only the World's Biggest-Selling Amiga Magazine (as we put on our cover), but also your favourite mag.

All the best,

Ben

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