Volume 9., Number 10 October 1994
Topics covered in this issue include

"Bars & Pipes Professional 2.5 Upgrade", Many new and improved features of the popular MIDI sequencer are covered, by Rick Manasa.

"AC Exclusive! Alex Armor", An interview with the Creative Equipment International's President about his plans for purchasing the Amiga.

"VideoStage Pro", A review of Oxxi's new multimedia authoring system for creating interactive and non-interactive presentations, by Douglas J. Nakakihara.

"IMAGINE 3.0", Exciting changes that have taken place since the product's first release two years ago, by Marc Hoffman.

"Fractal Gallery", Great Fractal pictures plus an overview of *Fractal Pro* by MegageM and Cygnus Software's *Mand2000* software packages, by D.L. Richardson.

"DesktopMAGIC: The Kitchen Sink Screensaver", The ability to trigger audio clips places this program a step up from the rest, by Douglas J. Nakakihara.

"MaxonMAGIC", A review covering both the pros and the cons of this latest Amiga screen saving utility, by Henning Vahlenkampr.

"Aladdin-4D Tutorial #10", Lens flair creation and use are covered in depth, by Shamms Mortier.

"Video Transitions using ARexx", Combine the power of ARexx scripting with Art Department Professional to create video transitions, by Jason R. Hardy.

"Two for the Fun of it", BoomBox and Mand2000 are two programs that will give you hours of enjoyment, by Shamms Mortier.

"Show Reports: Digital World, InfoComm, and ShowBiz Expos", The Amiga still had presence at two of the shows, by Douglas J. Nakakihara.

"Online", A look at some of the software available on services we've covered so far, by Rob Hays.

"Digital Image Special F/X", Custom textures, backgrounds and texture maps with image processing and 3D animation software, by William Frawley.

"New Products & Other Neat Stuff", New releases from Replica Technology, Playfield, and a look at Play Inc.

"Bug Bytes", Audiomaster IV and the A4000, 1960 Monitor driver revisited, and more, by John Steiner.

"Inside ARexx", Programming Error Traps and interrupting ARexx Programs, by Merrill Callaway.

"Cli Directory", Readers react to past columns and a Script file that will search a Disk for a given topic or word, by Keith Cameron.

"Roomers", Alternative platforms, and other things Amiga users should avoid, by The Bandito.

"Diversions", *Mortal Kombat*, the ultra-violent arcade legend, finally makes it way onto the Amiga.

Volume 9, Number 11 November 1994
Topics covered in 9.11 are:
"Create an Animated Five-Day Weather Forecast with DeluxePaint IV", By Randy Finch, who shares his experiences producing the weather forecast at an NBC affiliated local station.
"Weathering the Situation", An interview with Tim Drawbridge, a meteorologist who discusses novel animations he creates with the Amiga, by R. Shamms Mortier.
"On The Ball 1.24", A review of Pure Logic Software's *On The Ball* personal information manager, by Henning Vahlenkamp.
"1994 Readers' Choice Awards", The results are in and the winners are!
"TrapFax", A review of *TrapFax*, an integrated fax management utility from TrapDoor Development, by Mark Rickan.
"Two from Spectronics: Adorage and ClariSSA", A review of the two software packages by Spectronics, by R. Shamms Mortier.
"Pixel3D-Pro Version 2", A review of what is considered a very significant upgrade to *Pixel3D-Pro*, by R. Shamms Mortier.
"Distant Suns v5.0", A review covering many new features added in the newly released version of *Distant Suns*, by Rob Hays.
"A Tale of Two DOS's", Comapring AmigaDOS and MS-DOS, by Keith Cameron.
"Front Ending C", Create an interface for your C programs with an easy-to-use authoring tool, by Randy Finch.
"PD Update", A close look at utilities to edit your Amiga's memory or clean your floppy drives, by Henning Vahlenkamp.
"Online", Featured subjects include a ray tracing software package and accessories, as well as a security program for your disks, by Rob Hays.
"New Products & Other Neat Stuff", *Moving Textures 100, Making Music with Bertie Bunny, Really Real Texture/Images, International Flow Chart,* and more!
"Inside ARexx", A look at arguably the most powerful single instruction in ARexx, the interpret instruction, by Merrill Callaway.
"Bug Bytes", Using a standard serial cable on the A1000, Interleave questions and intermittent errors on an SCSI System, and more, by John Steiner.
"Beginning Assembly", The first in a series of articles covering the major machine language programming techniques for the Amiga, by Bill Nee.
"Roomers", Commodore UK & CEI in, Samsung out, and NewTek retains Amiga loyalty while selling to other platforms, by The Bandito.

Volume 10, Number 2 February 1995

Key topics in this issue are:

"AC Questionnaire", A questionnaire for you to complete in order to let new owners know what you think is important to the growth of the Amiga market.

"New Products & Other Neat Stuff", *Personal Paint v6.1, Studio Printer Version 2.0, Gage CS220 Driver, Fossil AGA,* and more!

"Aladdin-4D Tutorial #11", Creating arrays with Genie Tools, by R. Shamms Mortier.

"HiSoft BASIC 2", A review of Oregon Research's new BASIC Development System for the Amiga, by Henning Vahlenkamp.

"Bug Bytes", Using a PC mouse on the Amiga, Reason Install solutions, CRC errors, Modem compatibility and GPFax, and more, by John Steiner.

"Digital Image Special FX PART XIII", Creating quick and easy, seamless Texture maps suitable for tiling onto 3D objects, by William Frawley.

"Roomers", From emulations to exclamations, the Amiga (and the world) continues.

"Deathbed Vigil and Other Tales of Digital Angst", A review of the video *Deathbed Vigil and Other Tales of Digital Angst* by Dave Haynie, written by Merrill Callaway.

"Digital Sound Track", A review of Visual Inspiration's *Digital Sound Track* software package, by R. Shamms Mortier.

"Beginning Assembly Part 2-Power Play", Create an Assembly Program and understand how it works, by Bill Nee.

"Use HELM to create an Animated Five-Day Weather Forecast Part II", Randy Finch shows you how to make a tedious task easier through the use of HELM in this continuation of his article.

"Using ARexx Time and Date Functions", Programs that make it easy to figure out all sorts of problems involving day of the week, time or dates, by Merrill Callaway.

"Diversions", Shaq-Fu, Mortal Kombat II, Subwar 2050, Rise of the Robots, Disney's The Lion King, Superfrog, and more in CD32 and Amiga titles.

"On Line", SCSI utilities that will make your life much easier, Scrammer an A3000/A4000 System information utility and information on local Amiga BBS systems, by Rob Hays.

"Front Ending: Deluxe Music", This article discusses a *CanDo 2.51* program which makes use of CanDo's ability to open windows on Public Screens, by Randy Finch.

"And furthermore...", The Computer Cafe team creates an underwater world for Oceanic.

Volume 10, Number 4 March/April 1995
This issue includes the following features:
"New Products and other neat stuff", The DraCo Amiga Clone, Video Toaster Secrets, and over 30 other Amiga announcements in this article.
"Genie Tools", Add on functionality for Aladdin-4D, by R. Shamms Mortier.
"AlphaPaint", A review of Innovision Technology's 24-bit plus Alpha Channel painting program for the Video Toaster user, by R. Shamms Mortier.
"An Interview with Nova Design", A interview with Bob Fisher, the Marketing Director and spokesperson, by R. Shamms Mortier.
"ImageFX 2.0", A look at the most significant upgrade that any Amiga image processing program has gone through in years, by R. Shamms Mortier.
"Fred Fish", The new Fred Fish Disks-Beyond 1000, and a quick look at the next 40 disks.
"Using 'Moving Textures' in Aladdin-4D", "Of all the CD collections of textures that I've seen thus far, this one from Precision Computer Grahpics is the absolute cat's pajamas hottest...", by R. Shamms Mortier.
"Accelerate Your A4000 or A3000", The top-end of the WarpEngine line features '040 CPUs running at 40MHz which improves 3000's performance by a factor of nearly eight, by Douglas Nakakihara.
"On Line", A look at several different utilities available for downloading from your favorite communications service, by Rob Hays.
"PD Update", A table of 1994 software updates plus a look at *FileX 2.0, ImageStudio 1.1.0, Klondike Deluxe AGA II,* and *Tetris Duel,* by Henning Vahlenkamp.
"FinalData", A review of the database manager program by Softwood, Inc., by Merrill Callaway.
"The Commodore Game", Three companies race toward the final resolution of a multi-national corporation with a "dark horse" contender in the lead.
"SUBWAR 2050 & UFO", MICROPROSE goes to war with two great titles.

Volume 10, Number 5 May 1995
Included here are the following articles:
"New Products and other neat stuff", Use a VCR to Back-up your hard drive, check out a new series of CD-ROMS and more.
"NAB '95", The DraCo Amiga emulator, NewTek's Toaster for Windows NT, Trinity from PLAY Inc., and several new tower cases for 4000 owners at the National Association of Broadcasters in Las Vegas.
"Digital Image Special FX", Color correction 1.02: Advanced 1-To-1 pixel transformations, by William Frawley.

"Transporter 2.0", Move single frame or compressed animation files to video with a single frame controller, by R. Shamms Mortier.

"Bit Movie '94", See the Amiga used in winning entries and art displayed here is some of the best in each category.

"Two Genie Tool Tutorials", A PInstance tutorial example and an FFDeform and Bones example, by R. Shamms Mortier.

"Using Postscript fonts with Professional Page", A tutorial on the use of Postscript Fonts in Professional Page without the use of the CG-conversion program, by Douglas Nakakihara.

"On Line", A look at some programs on the nets that should help keep your Amiga hopping, database programs, and more, by Rob Hays.

"Inside ARexx", A handy and ingenious ARexx macro for Directory Opus that allows you to view the contents of LHA or LZH compressed archives, by Merrill Callaway.

"Alien Breed Tower Assault", The third and final game in this series is one of the easiest, but also proof that the Amiga can still provide an exciting arcade experience, by Jason D'Aprile.

"Rise of the Robots", A review of the hyped CD32 release, by Jason D'Aprile.

"Fred Fish Disks 1041-1060", An Amiga specific E compiler, DiskSpare 3.0, SuperDuper 3.13, a great Chess game, and more from the Fred Fish Library.

"The Commodore Auction", A race to discover the outcome of one of the most-watched auctions in the computer community, as AC rushes to provide you with the best information available.

Volume 10, Number 6 June 1995
Exciting features in this issue of AC include:

"New Products and other neat stuff", Help Wanted Service for Graphic Artists and Animators, Accelerators for the A4000/40 and the A2000, and more!

"Creating Nebulas With LightWave 3D", Unlock some of the greatness of LightWave by recreating those awe-inspiring background nebulas often seen surrounding Babylon 5, by William Frawley.

"*DPaint V*", Is this much awaited upgrade to Electronic Arts' major contribution to the Amiga for everyone? By R. Shamms Mortier.

"Connect with ENLAN-DFS 2.0", Network your Amigas for maximum performance and full Amiga productivity, reviewed by Shamms Mortier.

"VLab Motion: Tips and Tricks", Use VLab Motion's editing software package, MovieShop, and ARexx to ease your animation tasks and more, by Douglas J. Nakakihara.

"Revitalizing the X-Specs 3D Stereoscopic Glasses", Program your software to use the XSpecs.library and create 3D viewing on your Amiga, by Randy Finch.

"ESCOM Interview", Manfred Schmitt of ESCOM AG speaks directly on the future of the Amiga, ESCOM's plans and more.

"BloodNet", Journey through the streets of Manhattan and Cyberspace in 2094, by Rob Hays.

"ATR: All Terrain Racing", Team 17's ATR is an overhead, small sprite racer with a sci-fi bent, by Jason D'Aprile.

Volume 10, Number 7 July 1995
This most recent issue of AC includes the following features:

"New Products and other neat stuff", The Amiga 4000 Toaster Oven Tower from Anti Gravity, Photogenics 2.0, make your own hidden 3D images, and more.

"ESCOM creates Amiga Technologies", ESCOM ends specualtion on their plans for the Amiga as they hold a press conference for journalists.

"Brilliance Tutorial", Use the power of this program to create realistic still masterpieces fit to hang in any gallery, by Marc Hoffman.

"Basically Bone", Our authors use the Amiga to train young doctors and keep the files where they belong, by Michael Tobin MD.

"On-Line", Keep your electronic messages safe, discover a way to retain your clipboard information, and more, by Rob Hays.

"DirWork 2", Use this point and click interface to speed your way through the Amiga's disk functions and file handling, by George Evans.

"Beginning Assembly", In his third installment, Bill Nee demonstrates the Amiga's libraries and how to utilize them.

"Amazing Artist", Marc Hoffman demonstrates his abilities at creating other-world scenes on the Amiga.

"Litil Divil", Try your luck in the lower labyrinths of this dungeon folly filled with puzzles and twisted routes, by Jason D'Aprile.