

**Massive**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Massive	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
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# Chapter 1

## Massive

### 1.1 Massive - Documentation

Massive

© by Wolfgang Lug

In case that you want to start Massive from a Shell:  
First "cd" to Massive's directory, then type "stack 10000" and  
hit return. THIS IS IMPORTANT! Otherwise you'll get errors like  
"Modula-2 Laufzeitfehler / Stapel Überlauf" (= stack overflow).

Instead of a Documentation:

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Disclaimer

Distribution

Introduction

The name of the game

Features

Non-Features

Future

Bug-reports

Author

Credits

Advertisement



Massive stands for "MAp SyStem interactiVE"

Do you believe that?

Yes

No

## 1.6 The name of the game

How about this explanation:

Massive got it's name because there is nothing more massive than our Mother Earth -- and it was a massive work to get this toy done.

Do you believe that?

Yes

No

## 1.7 The name of the game

I listened a lot to Massive Attack's album "Blue Lines" while I wrote  
this cute program. ↔

Do you believe that?

Yes

No

## 1.8 Philosophy

Well, truth is a difficult thing -- mono-causal explanations usually do not  
work in our complex world: Just have a look at a Massive map and you will understand that. ↔

If that does not help: Read some Plato and Hegel.

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Credits

## 1.9 The name of the game

Have you ever been told that you are a very mistrustful person?

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## 1.10 The name of the game

To be honest: It seems to be fairly easy to fool you!

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Credits

## 1.11 List of Massive's unique and not so unique features

Massive is a real cutie:

- It knows all 1998's international borders (unique for the AMIGA!)
- It can flood fill land masses automagically (unique for the AMIGA!)
- Zoom in on the Maldives and you'll know what precision is
- No problem to have the 180\textdegree{} meridian in the middle of a map
- Works with every possible screen mode from 320x200 to 1280x1024
- Reasonably fast

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Non-Features

Credits

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## 1.12 What Massive cannot do

Massive can not

-- display rivers, cities and mountains

-- make your breakfast

Plans for the future

Credits

## 1.13 What Massive will do tomorrow or the day after

Future versions of Massive will display rivers, cities, mountains, and they will be able to make breakfast for you.

And I might even write something like a documentation.

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## 1.14 I do not think there are bugs, but well...

Please send bug reports and congratulations to the author

.

Credits

## 1.15 The man who did it!

That's

me

!

## 1.16 Hessi James

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Credits

## 1.17 THANX!

The basic map data was provided by the United Nations Environmental Programme (UNEP / GRID), located in Geneva, Switzerland.

Thanks a lot to UNEP for allowing me to bring their set of data to the Amiga.

Big thanks to Bruno Rudolf who gave me the hint on this source. Bruno also told me that I have to write the following sentences somewhere in the dox, so here they come:

"The map data is copyright by UNEP / DEIA / GRID - Geneva after an earlier version of ESRI."

Oh! That was only ONE sentence...

Thanks also to Ruud Hoekzema, Bo Arnholm, Bjarne Bjørnsen, Lars Unger, Guido Alfani, Mika Leinonen, Yves Salingue and Bruno himself for beta-testing.

Apropos BETA-testing: This is a gamma version :-)

## 1.18 AmigaWorld

The Massive software is brought to you by the AmigaWorld Team!

AmigaWorld is a world countries data base written by the author of Massive, in co-operation with Bo Arnholm, Ruud Hoekzema, Mika Leinonen, Yves Salingue, Guido Alfani, Bjarne Bjørnsen and Lars Unger. Future versions of AmigaWorld will incorporate Massive map display. If you like to test AmigaWorld: It can be found in Aminet drawer misc/edu.

## 1.19 Important remark from the author himself

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ENJOY!

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