

Euro-Disney

Page 1

Mark Ulyatt finds technology alive and well at EuroDisney.

For most people the name Disney conjures up images of Dumbo, Snow White and the Jungle Book, to mention just a few of their very popular cartoons. But there is the other side, which is the Disney World amusement parks in America. By now you'll also know of the EuroDisney centre recently built just outside Paris.

These theme parks are well known for their entertainment value, but for the multimedia enthusiast there is also a technology side to fire your interest.

We went along to rate the centre for it's potential to not only keep the kids happy, but to provide interest this summer for the technology aficionado.



Euro-Disney

Page 2

Despite not being quite as large as the American versions, which take several days if you want to experience everything, EuroDisney has a varied selection of rides and sights, and it is easier to get to. A quick trip across the channel to France, hop on the TGV to Paris, then take the RER out to the park, in fact for the truly masochistic it is possible to take in EuroDisney as a day-trip.

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][caption 'Frontierland']!dissong.avi}The park is divided into sections with the names of Frontierland (sections of which can be seen in the video clips included in this section of the disk-mag) - the wild west, Adventureland - Indiana Jones, pirates and the like, Fantasyland - Pinocchio, Alice and things for the younger child, Discoveryland - the techie stuff, and Main Street - mainly shops. Each of these has rides, sights and places to buy food and souvenirs, all of which are typical of the milieu it represents. There are also various shows and parades throughout the day.



Euro-Disney

Page 3

Which is all very well, but is there anything worth seeing? Well the answer is yes, but not necessarily the Discoveryland items. The whole park can be divided in three types of attraction. The straight sci-fi is restricted to the Star Tours ride, the techno-flavoured includes the Phantom Manor, Autopia, a dragon and two shows, Cin@Magique and Le Visionarium, and then there is the rest of the attractions - which isn't to say that the rest aren't interesting.

For the strong stomached the Star Tours ride in Discoveryland is a must, and even if you are not it could be worth giving it a go. The ride is approached through a mock

repair shop and space shuttle terminal & la Star Wars.

This in itself is worth seeing, containing assorted robots in various stages of (dis)repair in the repair shop, and a mock up of a shuttle in the terminal. Both have accompanying dialogue, unfortunately in French, and the terminal has a travelogue on the trip you are about to take.



Euro-Disney

Page 4

The highlight is the ride, which is quite different from normal rides in that it is a full simulator rather than a roller coaster. Basically you take a seat in an enclosed shuttle which has a robot for a pilot, and a viewscreen rather than a window. As the ride starts the film on the viewscreen is synched to the movements of the simulator to give a very realistic ride.

The atmosphere is superb and you really feel as if you are on that shuttle. But close your eyes for a moment and it's obvious you are on a simulator, since without the visual cue the apparent motion is reduced to a few bumps. Still, keep your eyes open and the ride is incredible.

The two Discoveryland shows in the techno-flavour category have strictly limited appeal, and are really designed for children, even though Cin@Magique warns that small children may be frightened by some of the scenes. Le Visionarium is a time travel show that shows various periods and events in the history of Europe. It is hosted by Jules Verne and has a definite educational slant. By contrast Cin@Magique is a space adventure that is mostly a rockshow. Which isn't surprising considering that the star is one Michael Jackson.



Euro-Disney

Page 5

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!distrain.avi}Of the rides Autopia is fourth item in Discoveryland, but is very disappointing if you believe the blurb of "Drive a futuristic car into the next century". In fact it is basically a dodgem car that runs along a set racetrack. Performance is limited to slow and very slow, and it is impossible to overtake because of that set track.

In fact the best of the techno-flavour category are the Phantom Manor in Frontierland and the dragon in Fantasyland. The Manor is a sedate ride in individual chairs through a haunted house. Apart from the initial entrance to the ride, which has an interesting twist, this is a fairly standard haunted house with ghosts, coffins, corpses and the like. What makes it interesting though is the use of holograms for many of the displays.



Euro-Disney

Page 6

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!dishoror.avi}The Phantom Manor really is a must to see with lots of different tableaux all of which move. The most spectacular is that comprised of dancing ghosts, but the other holograms are just as good in different ways.

Despite being a single tableaux in Fantasyland the dragon is well worth seeing. It is built up as a static model with a limited cycle of movement. But since it is about 20 feet long, with fiery eyes it is quite impressive.

It spends most of the time sleeping, then every so often it wakes and menaces the audience, and the operative word here is menace.



Euro-Disney

Page 7

Which brings us to the rest of the park. There are two roller coasters, a paddle boat, a steam train, pirates ship, castaways hideout, caves, mazes, and much more.

No matter what your taste there is something for everyone, especially if willing to revert to their childhood. The choice of which are the best is pretty subjective, but the paddle boat ride and the caves are relaxing, and cooling on a hot day. The eastern bazaar has a real brass beater, and everyone should take a trip on the steam train.

Is it worth taking the family? Absolutely, but the much vaunted technical aspects don't provide value for money on their own. Instead go with an open mind to experience everything that EuroDisney has to offer, and keep that wallet open as well.

Contact...

Walt Disney Attractions

Tel: 071-605 2830

Fax: 071-605 2490



Write on!

By the Disk Editor

Creating a CD-Rom disc is a bit of a black art, surrounded in mystery, and a past-time only pursued by technical boffins employed by software companies with very deep pockets, right? Wrong!

Admittedly, that once used to be the case - and not so long ago - but the situation is changing very rapidly indeed. The enormous expansion that we have seen in the CD-Rom market over the past year and the introduction of magazines like Multimedia Now carrying cover mounted CD-Rom discs has fuelled research and development for CD-Rom writers.

This has lead to devices which will be faster, cheaper and simpler than ever seen before. The market is paralleling the PC in which new machines are coming along in six month intervals which are twice as fast and half the price as the previous generation.



Write on!

Page 2

Apart from the CD-Rom writer, what other hardware do you need in order to physically write discs? Since the capacity of a CD is around 650Mb, obviously you need some way of storing at least that amount of data, and probably a whole lot more too.

`{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!dan.avi}` The reason is that some CD-Rom writer software requires that you first create a CD-Rom image on the hard disc before writing it to the CD. So you need 650Mb of space to hold the original data and another 650Mb or so to hold the pre-mastering CD image.

The absolute minimum hard disk you could get by with is around 1Gb, though I would advise 2Gb or 3Gb if you can afford it.



Write on!

Page 3

Not only do you need a monster-capacity hard drive, but you should also be aware of the total lack of compatibility between some drives and some writers. When writing a CD the PC must deliver the data in a constant stream and any interruptions will ruin the disc.

First thing in a morning when you switch on your PC the hard disk drive is at room temperature and fairly cool. During the day it generates a lot of heat and the disk platters expand as they warm. To cope with this hard disc drives thermally recalibrate themselves frequently throughout the day.

Normally you don't notice this because it's fast and the hard drive isn't in constant use - you type, you sip cups of coffee, talk on the phone, stare at the screen looking for inspiration and that kind of thing. However, it's just the sort of process that can really upset a CD-Rom writer. One slight hiccup like this is enough to ruin a CD you are writing - and at ú13 each you can't afford to waste them.



Write on!

Page 4

This doesn't happen with all drives so it is essential that you buy a hard disk that has been recommended by the supplier. JVC's Personal Archiver suffers from this problem, but the RomMaker doesn't. That's because the RomMaker has a compatible hard disk drive built in to the writer.

There's a second bonus with this type of hardware arrangement in that it avoids the extra disk space required to build up the CD-Rom image. The image is created on the RomMaker's hard drive and not your own PC's disk.

As mentioned earlier, the hard disk drive must be capable of providing the CD with a steady stream of data. Although the CD holds 650Mb of data, there is a lot of other information, such as sector headers and error correction codes that needs to be written, so the amount of data written to the CD is actually greater than you would expect.



Write on!

Page 5

With one of the new a quad speed writers which can burn a CD in 15 minutes you're going to need to be able to read 650Mb - actually more - off your hard disk in 15 minutes.

Have you tried copying a few large files on your PC lately? Could you copy 650Mb in 15 minutes?

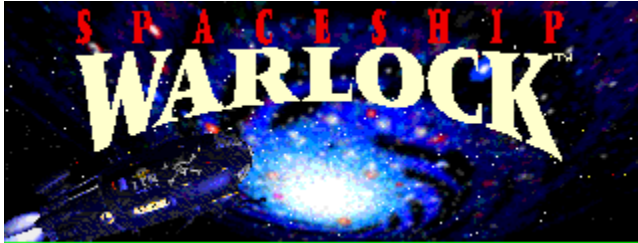
Obviously you need a really hot PC with a fast processor such as a 66MHz 486DX2 or Pentium. EISA, PCI and local bus motherboard architectures are required.



Spaceship Warlock

Page 1

Mike Saenz, Reactor Inc. founder and the computer guru who bought you such cult classics as MacPlaymate and Virtual Valerie, and the computer generated comic Shatter, has now produced a graphical adventure game, Spaceship Warlock. But whereas the previous titles were genre breaking and controversial, this is pretty conventional.



The blurb promises an interactive movie. How many times have you heard this expression, tossed around the CD games industry like some mythical salad? I haven't seen one game yet that comes anywhere near being interactive enough, responsive enough and high enough resolution to justify being called an interactive movie, and neither does Spaceship Warlock, although I doubt if the creators were under the misapprehension themselves.



Spaceship Warlock

Page 2

It's a linear graphic adventure game set within a space opera science fiction scenario. Starting off penniless in the urban hellhole of Stambul - overtones of BladeRunner, you need to get offworld and aim to overthrow the galactic rule of the evil Kroll, bug-eyed green aliens. It's a B-movie scenario with tongue placed firmly in cheek, but it could have ridden the clichés further and played for more laughs, I think.

The only means of interaction is by pointing and clicking with the mouse and occasionally entering the odd bit of text to speak. You need to follow events in a linear sequence to get anywhere otherwise you'll just wander around aimlessly.

Starting off from Stambul you need to get some money to buy a ticket off world. To get some money you'll need to kill Hok Tuey, intergalactic mugger, and collect a reward. To get Hok Tuey you just have to wait around until he tries to mug you and then repeatedly point and click on his eyes until he falls over. Wow, like totally exciting.



Spaceship Warlock

Page 3

The best thing about Spaceship Warlock are the little animated movies, presented in a wide-screen letterbox format, often featuring nicely rendered 3-D models, especially of the spacecraft. The sequence where the pirate vessel Warlock attacks the Belshazzar and the marauders board is exquisite. Some of the music clips are quite good too. However, the

response times waiting for the next animation segment to load in from CD are too long, even with a double-speed drive.



OK, so here's the plot, or some of it - you use the reward from killing Hok Tuey to buy a ticket on the Belshazzar. Once in space you get taken prisoner by the pirates on the Spaceship Warlock. Then you get released into duty aboard the Warlock, get to blast a few Kroll and try and get back to Earth. Event is followed by event in a linear sequence, where the first event/location needs to be resolved before you can move on to the next.



Spaceship Warlock

Page 4

Spaceship Warlock may appear to be interactive in places, but that's only because one event leads through a branch to three others. However, these attempts to add depth are in fact a thin veneer.



For example, there are three spaceships offered for passage offworld, but only one of them, the Belshazzar, has any places spare.



Spaceship Warlock

Page 5

The game is as thin as a Hollywood Western film set. A truly interactive game would have a structure more like a web where the actions and route through the adventure have effect and influence on the rest of the game. The experience is richer and the actions of the player are an active part which brings in decision making, role-playing and added depth. As it is, Spaceship Warlock looks great but plays like a dog.



Boarding the luxury cruise ship
the Belshazzar



Under attack from Warlock's
marauders



Everyone wants to get into
Stella!



Captain Starbird and Stella are
on board the Belshazzar



The captain of the Warlock is about to put you on cleaning duty

Price: €44.99

Supplier : UBI Soft

Tel: 081-343 9055

Rating: 45%



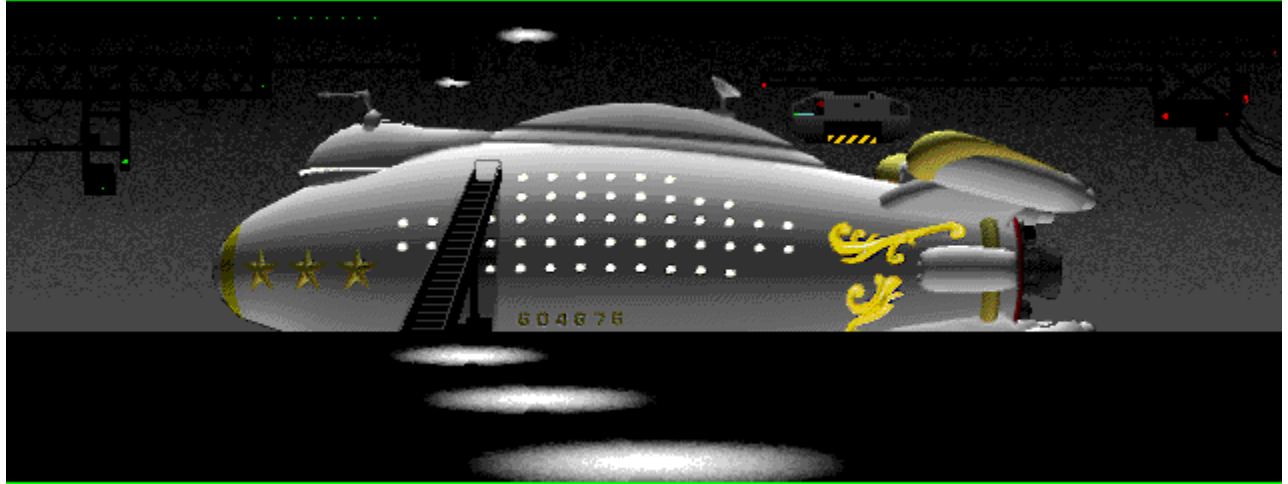


WANTED
HOK TUEY



HAVE YOU SEEN THIS BEING?
HE IS BEING SOLD BY THE
SHEEP IN THE MARKET AND
WAS SEEN BY STEVE NOLAN
REWARD: @ 10,000















International Tennis Open

Page 1

Tennis fans must look back over the years and feel more than a little left out when it comes to computer representations of their favourite sport. It's all right for all these football fans with the countless number of soccer games available, especially with the deluge of World Cup football sims hitting the shelves this month.

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!tenniss.avi} But for now, forget coffees, scarves and pies at half time. Strawberries and cream, champagne, royalty and the height of fashion are the flavours of the moment. Wimbledon is the place to be every summer, so join in the festivities, pick up your racquet and serve your way to victory with the help of International Tennis Open.



[Click on the icon for a bigger video clip...](#)



International Tennis Open

Page 2

The scene is set perfectly in the intro sequence as various stills of tennis players flash on to the screen and the whoops and cheers of the crowd can be heard in the background. All the game's sounds run from the CD and they're crystal clear, adding to the authenticity of the crowd's enthusiasm, the player's aggravated groans and the commanding tones of the



umpire.

This new PC version is a pixel perfect copy of the Philips' CD-i original. It's apparent from the outset that the control methods and menus are aimed at the home user who has little understanding of operating systems and interfaces, indicative of many CD-i releases. For example, if you pause for any length of time on the menu screens, a rather polite commentator instructs you how to move on to the next stage.



International Tennis Open

Page 3

Throughout the various matches and tournaments you control the actions of Victor Player, a promising young professional with a highly original name. Of course, his progression through the ranks of the world's finest is entirely down to you.



Controlling Victor couldn't be easier.

Clicking the joystick or mouse button and keeping it depressed tosses the ball into the air. While it's in the air a small cross has to be guided into the other player's service box and releasing the button launches it down the court. During the game he can perform lob shots, forearm smashes and back hand returns. Running to the net for the teasing drop shot or dashing back to the base line for dramatic effect all add to the realism and atmosphere.



International Tennis Open

Page 4

Two options are available for the style of play and both offer varying levels of playability and interaction. The fully manual mode gives complete control of Victor's actions and shots, while the other is a demonstration mode where the whole tournament is simply observed without any involvement at all.



Depending on your preferences, two styles of game can be played. For a quick match against a friend or the computer the single game option is simply a friendly with nothing at stake but your pride. For the more serious side to International Tennis, the four competitors can be taken on one after another in open competition.



International Tennis Open

Page 5

All the world's a stage as far as tennis tournaments go and the major venues of the globe in Sydney, New York and London - are here to choose from. Before the opening round it's also possible to select the preferred playing surface - grass, clay or indoor.

The sounds are authentic and well linked so it doesn't sound like an unorganised amalgam of wave samples and CD audio, which makes a pleasant change. As the ball strikes the racquet strings the unique pop of the shot sounds excellent, the crowd groans in anticipation at particularly long volleys and even the ball cracking the top of the net rings out if the shot is too low.

A sports commentator regularly adds his opinion to the proceedings whether you like it or not and the umpire announces the score after each point. It would have been interesting if you could argue with the umpire over some of the close decisions, but I suppose telling a computer programmed with the rules of tennis that it 'cannot be serious' would prove to be a fruitless exercise.



International Tennis Open

Page 6

All the players are digitised and for the most part well animated but look rather two dimensional, lacking any real form. It's a shame the dynamics that make tennis such an exciting spectator sport are missing too.

The players don't seem to pick up enough speed at times as the ball gets blasted irretrievably down the opposite side of the court and there's no diving and rolling to attempt the almost impossible shot. It's as if they give up.

International Tennis looks splendid. It's well executed and put together in such a way that players of any level will find more than their fair share of gameplay without hours trying to get to grips with over-complicated control methods and rules.




International Tennis Open


Page 7

If you are looking for the definitive tennis game to play during the summers euphoria, for now, look no further. International Tennis certainly doesn't serve an ace but it will keep you interested long enough to stop you leaving the court for an early shower and barley water.

Screen shots from the game... click on a monitor



The four opponents all differ in skill, so choose them wisely at the start



Choose the site of the open tournament and jet set your way to victory

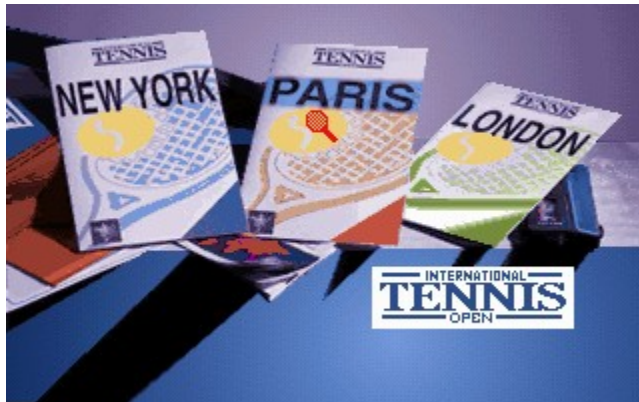
Clicking on the chosen nationality plays the relevant national anthem - bizarre

Make your choice of match to play from the fully narrated menu screen

Before the big match go into training to improve your shots Tennis17.gif

The powerful overhead smash sends the opposition into a panic. All he sees is a yellow flash

Supplier: Philips
Rating: 81%



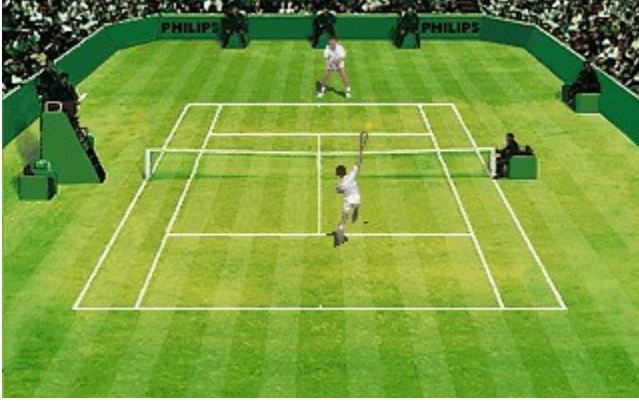




INTERNATIONAL
TENNIS
OPEN







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{ewl MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!tennisb.avi}
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Who Shot Johnny Rock?

Page 1

Downtown New York in the mid 30s was not best of times. What with the prohibition and the shock news of the murder of that new singer. I remember that case well; I was sitting in my office; between jobs. Then, in she walked - a real stunner in blonde and the kinda dress that made you go weak at the knees.

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!rock2s.avi}This dame was trouble, I could smell it on her skin, but how can ya' refuse such a broad? The way she crossed those long legs and that persuasive voice, and then the trouble came in - though the front door. This hood just walked though the door and pulled his piece on me. Luckily my razor sharp reflexes stopped him in his tracks, but the broad just kept on talking, telling me how her man, the famous Johnny Rock - yeh, the singer, had got it. Boy, by the time that dame left my office, I'd killed four guys who'd busted in, all without her paying any attention.



Who Shot Johnny Rock?

Page 2

So, who did shoot Johnny Rock? It's your job to find out by bustin' into four character's joints and taking out their henchmen; only then will they blab. Each of the four hoods has an artefact by way of a clue to show you, which, when you have them all, must be shot when you blast your way into Johnny Rock's mansion house. When you've got this correct, you'll get the combination to the safe and which contains another clue as to JR's murderer.

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!rock3s.avi}Each time I played the game, the clues were in a different order so as to add a little variety. However a little is all you get, as Who Shot Johnny is all about shooting hoods. All that excited me about Johnny Rock initially was the fact that I could shoot realish-looking punks without being banged up and once the novelty was gone I still marvelled at the graphics (just a tad blocky but perfectly good enough for blowing bad guys away) and clarity of the audio. What surprised me most was the fact that I could run this on a single speed drive without any real jittering of the image or audio track.



Who Shot Johnny Rock?

Page 3

Each location in the city holds a new challenge. Before you get there, you're met by a mini welcoming party who's fun is in watching you slump to the ground. This is all before you even gain entry to the joint and once inside you've got to protect yourself again.

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!rock4s.avi}In the public places, you've also got to quickly decide who good and bad as innocent bystanders often pop up. Kill a member of Joe Public and you're

whisked away to the hilarious scene of the funeral and your money is docked. You'll also lose cash if you get shot yourself as the doc won't work for peanuts as he comically removes the slugs from your body with quips such as Next time - Duck Thankfully, you can save your position at regular intervals and this can save you a lot of cash.



Who Shot Johnny Rock?

Page 4

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]!rock1b.avi}The scenery and stunts performed in this video game are brilliant. The loss of clarity in the image is not really detrimental to the game as a whole as you can easily see who's appearing and where to aim you next shot. The only problem is that once you completed it, much of the challenge is gone and you can only replay on a harder skill level. Whilst I enjoyed the game, I had managed to get quite a way through it in one sitting. But, if there's one thing I've learned from this it's that I shouldn't keep saying yes to broads - they're more trouble than they're worth.



Who Shot Johnny Rock?

Page 5

Screen shots from the game... click on a monitor



Choose
your destination



Select the
difficulty



Shoot out
in the garage



Who's that dame?

Supplier: CD Express
Tel: 081-518 4151
Rating: 79%















Editorial

By the Disc Editor

This month sees a brand new look to Disc Mag, which I hope you'll find much better. There are easy-to-use icons at the foot of the screen which lead you through each section, and the text has been split up into smaller chunks.

Let me know what you think - write to the *Disc Editor, Multimedia Now, Europa House, Adlington Park, Macclesfield SK10 4NP.*

Nick Gregory from Derby wrote to ask which software package I use to create Disc Mag. It's called Multimedia Viewer 2 and is a Microsoft product. It's also pretty cheap at around £150. It's no secret - it's on the Help menu above.

Apart from installing a few small runtime files into the Windows directory, this Disc Mag runs entirely from CD and doesn't use up valuable hard disk space.



Competition news

As I write this there is still another two weeks until the closing date of the Sound Sample Competition in Disc Mag #2, so I can't tell you who has won yet. The prize will go to the first correct entry to be picked out of a hat and the winner will be announced in next month's issue. However, I can tell you the answers because by the time you read this the closing date for the competition will be long gone.

Sound samples:

- | | | |
|---------------------|-----------------------------------|---------------------------------|
| 1. Eating crisps | 4. Running water into a basin | 7. Spinning coin coming to rest |
| 2. A clock ticking | 5. Water going down the plug-hole | 8. An electric shaver |
| 3. A microwave oven | 6. Creaking floorboards | 9. Footsteps on a tiled floor |

Some of the correct entries so far are from M.W. Hardaker of Prestwood, D. Hazelwood of Middlesborough, C. Carrington of Bristol, K. Stubbs of Birchwood, R. Green of Oxenhope, P. Shaw of Bromsgrove and J. Lester of Chesham. Don't worry if you're not on this list because there are many more correct entries and there's still two weeks to go.



Problems

On early discs some people had problems with SETUP - it wouldn't copy certain files properly. A new installation program was written for disc #3, and hopefully this is now

much better.

Some readers experienced problems with Disc Mag last month - it crashed in certain places. And Video for Windows hung on installation. This was traced to the video driver, quite often with the Cirrus Logic card's driver.

And an odd thing happened with a recent PC Home CD which might occur with Multimedia Now. The CD worked fine with MSCDEX 2.23, but not with earlier versions. MSCDEX 2.23 has been shipping free with MS-DOS 6.0 and 6.2 and Windows 3.11 for about a year now, but some readers still had old drivers which prevented a file from being accessed.

The above video and CD driver problems highlight the need to keep your software up to date. Check the versions of video drivers and MSCDEX and get new ones if necessary, and avoid using other CD-Rom drivers unless they are 100% compatible.



Hints and Tips

The menu and this Disc Mag are designed to be run in 640 x 480 pixels x 256 colours. You can try different resolutions, but it's not recommended. For instance, when running at 1,024 x 768 pixels the video clips will be the size of postage stamps!

Keep a check on your free disk space as it gets consumed at an alarming rate. Regularly run CHKDSK /F (the /F will Fix any Faults). If you have MS-DOS 6.2 you should run SCANDISK. Both programs should be run each time you switch on your PC.

If you have a 486DX-66 with local bus video and double speed CD-Rom drive you can play the bigger 1/4 screen videos. On a lower specification PC they will still play, but so many frames will be dropped it won't be worth watching. If this is the case, stick to the smaller videos. Note that you must install Video for Windows 1.1 (version 1.0 is out of date now).

Remember that SmartDrive will cache CD-Rom drives if the line in AUTOEXEC.BAT appears *after* the one with MSCDEX. Add a /M:20 parameter to the MSCDEX line to add more CD-Rom cache buffers, but note that each buffer uses 2k of memory, so try lower numbers after /M:.



Reader submissions

If you are new to Multimedia Now, here is a plea for submissions: Your input is vital to the success of this CD and each month we devote a section of it to reader submissions. Everything is placed in the \READERS directory and there may be Dos or Windows items. If you have already sent something in, thanks!

Almost anything goes, so why not have a crack at something and send it in on a floppy? On the next few screens I'll be providing info and screen shots.

Send all your submissions to:
The Disc Editor

Multimedia Now
Europa House
Adlington Park
Macclesfield SK10 4NP

Please note: You must include written permission for all programs, sound samples and video clips to be included on the Multimedia and CD-Rom Now disc and confirm that it doesn't include any copyright material and is all your own work. Without this, we can't use the material.



Sounds

In the \MMN\SOUNDS directory is a collection of sound samples which you'll be able to use for your own multimedia programs. There are another 50 new files this month and this section is building up month by month into an exciting and comprehensive resource library - with your help.

Here are just a few samples supplied by various readers...

{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]! aaahhrr.wav}	{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]! bark1.wav}	{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]!coo- coo.wav}
{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]!pop.wav}	{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]! quack.wav}	{ewl MVMCI2, ViewerMCI, [device WaveAudio] [stdcontrol]! sheep.wav}

Send in your sound samples either on cassette or on floppy disk as a standard Windows .WAV file. Next time you start up the lawn mower get out your tape recorder. Do you live near an airport? How about recording a jet taking off? Having a party? Recorder the laughter! Record your dog or a cat barking or meowing, or your budgie singing. Sample a motorcycle revving up, a day at the races, a telephone ringing, a thunder storm, and so on. We can't use samples taken off records or television and similar media because it is copyright.



Video

We also need video clips too - send them on VHS video tape and we'll digitise them for you and put them on the CD. (Please include a Jiffy bag with your address on and the correct postage stamps for the return of the tape).

What sort of videos do we need for this disc? Again, almost anything goes. For instance, crouch down low and shoot your cat or dog (on video tape that is!). When you're on holiday take a short video of the local beauty spot. Capture some flowers

or trees blowing in the wind... the possibilities are endless. As the saying goes, *you're only limited by your own imagination.*



Graphics/animation

We also want graphics files such as FLI animations created with Autodesk Animator, BMP, GIF or PCX files or Windows wallpaper drawn with Paintbrush or any other package that will create files like these. Just copy the pictures to a floppy disc and post them to the Disc Editor.



In the \READERS\CARPENTR directory are several pictures from Steve Carpenter. On the right is a sample of his work. Click on the picture to display it full size. There are lots more images to look at in this directory.

In the \READERS\LEWIS subdirectory are a couple of pictures by **S.A. Lewis** from Rayleigh, Essex. Load them into a paint package or select them from Disc Menu.

Please note: Don't include clipart or bits cut from other pictures - they are probably copyright.





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THE *Creative* GRAPHIC DESIGN CO.



Programs

Do you write your own programs, perhaps dabbling with Visual Basic or Multimedia Toolbook, Multimedia Viewer, Authorware or other software? Send in your programs and we'll include them on this CD.



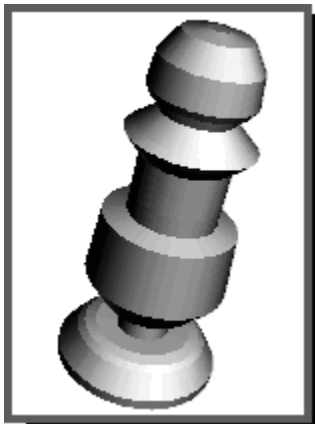
You might like to try some of the multimedia authoring tool demos this and previous CDs. No matter what you produce, share it with other Multimedia Now readers - we want to see it!

Please be patient when you send in your work because the CD is written quite a long way in advance. This means that if you send something in now, it may not appear on the next disc, but on the one after that.



MicroLathe

This is a superb Windows program which enables you to draw a simple wire-frame shape on the screen. It will then rotate the shape about an axis to make it 3-D, then render it. As if that's not enough, it can also animate your drawings too, with the MOVIE.EXE player. It's brilliant!



Above is one of the MicroLathe pictures supplied by Gary Steen from Warrington, Cheshire. I've reduced it to fit on this page and the real thing looks much better. Load MicroLathe (it's on CD #1 and #2), then load the .LAT files in \READERS\STEEN. Gary has also supplied the images saved as .GIF images.



Animation

{ewr MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][caption 'MULTI_M.FLI by Mark Evans']!evans.avi}Mark Evans of Neath Abbey, Neath has produced this outstanding animation to share with fellow Multimedia Now readers. In fact, we have used it on this months disc menu. It is called MULTI_M.FLI and can be found in the \READERS\EVANS directory. Load it into AAPLAY.EXE from Dos or AAWIN.EXE in Windows to play is. It has been converted into a video clip here so you can play it now...



Disc Mag #4

Quick Help

Disc Mag is an extension to Multimedia and CD-Rom Now, which, by using the latest technology, is able to bring to life some of the reviews and features in the magazine.


Not only will you be able to read reviews and features, but you will also be able to view videos and actual screen shots on your monitor as they will appear if you run the software yourself.


To get back to this page you can click on the Contents button at any time, or click on the History button and select this item from the list, or keep clicking on the Back button to backtrack through all the topics you have visited until you return here.



Screen shots

Help Page 1

For reviews or features containing screen shots, look out for the following symbol  in the list of items on the Contents page. When you are reading a review or feature some screen shots will be included within the text - usually the small ones.


Larger pictures use  the same symbol, but in a much larger size. When you see one of these (shown on the right), click on it to display the picture. Tap the Escape key to remove it from the screen or click the mouse somewhere off the picture.


Note that the screen shots are nearly always 256-colour and won't look as good with the standard Windows VGA screen driver which only has 16 colours. The pictures might even originally be 24-bit, reduced to 8-bit, so they'll look even better in real life than they do here.



Video clips

Help Page 2

Some reviews and features contain video clips and these are indicated by the  symbol on the Contents page. The video clips show someone actually using the software to provide you with a better idea of what the program does. The quality of the video image isn't as high as the static screen shots because they have been digitised and compressed, but they give a better impression of the action onscreen. Note that the animation will be faster and smoother in real life than in the video clip.


You'll find small  video clips within the text and these are approximately 1/16 full screen size (about 160 x 120 pixels). You'll also find a larger icon (shown on the right here) and clicking on this will display a much bigger (1/4 screen) video clip.

However, you'll need a 486DX-66 with local bus video and double speed CD-Rom drive to play them back properly. Lower specification PCs won't be able to play the video fast enough and will drop frames and skip bits of the audio track.



Music

Help Page 3

Some reviews and features may contain music stored either as .WAV samples or .MIDI files. In the features list the following icon will indicate the item contains music: .



This is a MIDI file. Click on the icon to play it...

When you see a large music symbol in an article you can click on it to play the music. Note that MIDI files may not play back correctly through a sound card unless it is set up properly.



```
{ewl MVMCI2, ViewerMCI, [device WaveAudio][stdcontrol][autostart]!music1.wav}
```


{ewl MVMCI2, ViewerMCI, [device Sequencer][stdcontrol][autostart]music1.mid}



```
{ewl MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][caption 'The Disc Editor'][autostart]!explvid.avi}
```

Text

Help Page 4

There are also some general features and articles here which are represented by the following symbol: . All features will contain some text, so this is a very common symbol.

Did you know that you can copy any of the text displayed in Disc Mag to the Windows clipboard? Once it is on the clipboard it can then be pasted into any Windows application, such as a wordprocessor. All you need to do is click on the Copy item on the Edit menu above. Highlight the text and then click on the Copy button. Now go to your other application and select the Paste option. Note that all the text is copyright, but provided you don't sell it or distribute it in any way, feel free to do with it whatever you like.

Click on the scroll bar on the right to browse through the text if there is too much on the screen. Any text displayed in green is a link to another topic and clicking on it will jump straight to it. If you need further help you can use the Help menu above.



Contents

Software/Hardware Reviews



[Who Shot Johnny Rock?](#)

[International Tennis Open](#)



[Spaceship Warlock](#)

Features and articles



[Editorial - by the Disc Editor](#)

[Reader Submissions](#)



[Writing your own CDs](#)



[Euro-Disney](#)

Key to symbols...

Click on the green text above to go to an item



Screen shots



