08510b60-0

Roy Milican

COLLABORATORS

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REVISION HISTORY

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Contents

Chapter 1

08510b60-0

1.1 The Best In Amiga PD

```
                 Your Guide to:

              The Best in


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"Your Info Source for the Best of Amiga PD"

           June 1st, 1995

             ~~Reviews~~

             ~~Editors~Notes~~

             ~~Where?~~~

```
                       ~~Info~~~~~~~~~~~
```

1.2 Reviews

```
                   RRRRR                         ii
         RR  RR
         RR  RR   eeee   vv vv   ii     eeee  ww   ww   ssss
         RRRRR   ee ee   vv vv   ii     ee ee ww   ww   ss
         RR RR   eeeeee  vv vv   ii     eeeeee ww w ww   ssss
         RR  RR  ee        vvvv  ii     ee     wwwwwww      ss
         RR  RR  eeee       vv   ii     eeee   ww ww    sssss
```

-=-

```
               ~~Applications~~
                Reviews on various Applications.


               ~~Games~~~~~~~~~
                Reviews on the best of PD Games.


               ~~Misc~~~~~~~~~~
                Files that are niether Games or Apps.
```

-=-

1.3 Editors Notes

```
                   Editors Notes
                   ===============
```

–Roy Milican–

   Hello! And Welcome to the first Best of Amiga PD Magazine!!!!
I'll Tell you I'm a little enthusiastic about it as I am, the Amiga
PD community is large. Many, many private Amiga developers are out
making quality software for you! But how do you know what is right
for you? Well I am hoping this Magazine can help you. As there are
many online magazine such as Amiga Report, and Amiga Link they do
lack reviews on the PD material coming out every month. We are
devoted to geting reviews and info on as much of a given months
files posted to Aminet. If me and my Co-Editor Brett Williams have
to do it all on our own fine. If we get some devoted souls who
give us a hand as to not miss any of that great software then that
would be great too! So take a look at our first issue and let me
or Brett know what you think at:

roy@ramiga.cts.com or bryson@schotzi.cts.com

   Possible future idea's are Interviews with some of these great

Authors about there programs and what they are doing to enhance and
update these programs. If any of you our readers are authors please
E-mail me at roy@ramiga.cts.com and maybe we can try this idea of
mine.

Also note, I want your opinons, I'm releasing this mag kinda bare
bones to get feedback. If you hate this idea and think we don't
need another online magazine then tell me, if you like this idea
then help me out or encourage me! :)

Thanks Roy (AK)

1.4 Where?

Where Do I find these fabulous PD programs? Why Aminet of Course!

Here is a list of files and what Aminet Directories for the month of May.

Name	Size	Directory
======	======	==============
aBetterSnake.lha		/game/misc/
Aplay130.lha	632K	/mus/play/
AmiSlate1.2.lha	100K	/comm/tcp/
CLChat40.lha	85K	/comm/tcp/
MinesPASCAL.lha		/game/think/
StarTrekPatter.lha	789K	/pix/wb/

-=-

Some popular Aminet Sites are:

ftp.netnet.net - /pub2/aminet/
ftp.luth.se - /pub/aminet/
ftp.uni-paderborn.de - /pub/aminet/
wuarchive.wustl.edu - /systems/amiga/aminet

This publication can always be found on aminet in /docs/mags/ and
also on my site ramiga.cts.com in /pub/amiga/docs/mags/.

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I've made a Mailing list distributation for this magazine. If you would like
to recieve The Best in Amiga PD every month via UUencoded file then follow the
following instructions.

Send E-Mail to AmigaPD-request@ramiga.cts.com in the body type the word ADD
then your full e-mail address. Do the same to delete yourself off the list
except put DELTE in exchange for ADD.

Good Luck!

–=–

1.5 Info

               This guide was started for the purpose of helping the public
make good choices on the kind of PD software they want!

This Magazine is Produced and Edited Roy Milican and Brett Williams.

Copyright 1995 All Rights Reserved

If you would like to write some reviews for T.B.O.A. PD then here's
how! Simple, if you like a program you recently got from Aminet in
a given month and would like to submitt a review simply write it and
mail it to me.

Addresses are: roy@ramiga.cts.com

We have established a
               Template
                you can use to write your review with.
If you go by it you should get a perfect review ever time. Remember
reviews on Games, Applications, and not excluding things like Icon
packages and other things not fitting into the first two categories
are very much appriciated. Keep in mind this is a mag for PD,
Shareware, and Freeware Amiga products, not commercial.

Thanks!

1.6 Applications

```
                       AAAA
          AA   AA
          AA   AA   ppppp    ppppp    ssss
          AAAAAA   pp  pp   pp  pp  ss
          AA   AA   pp  pp   pp  pp    ssss
          AA   AA   ppppp    ppppp         ss    ..
          AA   AA   pp        pp        sssss    ..
                    pp        pp
```

–=–

          ~~AccessiblePlayer~~

          ~~Amiga~Slate~~~~~~~

          ~~CLChat~~~~~~~~~~~~

          ~~MCP~~~~~~~~~~~~~~~
          –=

~~Games~~

~~Misc~~

1.7 Games

```
                  GGGG
GG  GG
GG        aaaa  mmm mm    eeee    ssss
GG GGG       aa mmmmmmm  ee  ee  ss
GG  GG   aaaaa mm m mm   eeeee   ssss
GG  GG  aa  aa mm    mm  ee          ss
 GGGGG   aaaaa mm    mm   eeee   sssss
```

-=-

~~A~Better~Snake~~~~~

~~MinesweeperPASCAL~~
-=-

~~Apps.~~

~~Misc~~

1.8 Misc

```
                  MM   MM    ii
    MMM MMM
    MMMMMMM   ii    ssss   cccc
    MM M MM   ii    ss     cc
    MM   MM   ii    ssss   cc
    MM   MM   ii       ss  cc
    MM   MM    ii   sssss   cccc
```

-=-

~~StarTrek~WB-Backgrounds~~
-=-

~~Apps.~~

~~Games~~

1.9 Template

```
Software Name

 ->name of software (i.e. Headley)

Archive Name, Size, and Directory on Aminet

 ->Just as above asks (i.e. getid226.lha 14k comm/bbs)

Brief Description

 ->Give a breif descition about the Program.

Author Information

 ->All the info about the autor provided by the Author.

ShareWare/PD Fee

 ->Give the amount of any fee's required if any.

Hardware Software Requirements

 ->tell of any software or hardware requirements such as
 ->WB 3.0 or aga.

Limitations for Demo (if any)

 ->Some software has limitions, list them here if any.

Installation

 ->Mark an X in the appropriate box like so.

    ( ) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

 ->How well is the program documentated?

Known Bugs

 ->Are there any known bugs, some you found?

Review Begins

 ->The largest part of your review. Write all your likes
 ->dislikes, and what the program can do.  Try to list key
 ->features, and if a game fun factors, how well the graphics
 ->are done and such.

Disclaimer

 ->Put who this program is copyrighted by.
```

```
Writers Info

 ->Put your name and any other info you want such as your e-mail
 ->address or web page.
```

1.10 A Better Snake

```
Software Name

   A Better Snake V1.0042


Location of File

    aBetterSnake.lha game/misc


Brief Description

   Guide your "snake" around the screen using the cursor keys and "eat" the
   little numbers that pop up.  Your snake grows depending upon the number
   it ate and increases his speed too.


Author Information

   Axel Dörfler
   Heerstraße 53
   49492 Westerkappeln
   GERMANY


ShareWare/PD Fee

   FREEWare


Hardware Software Requirements

   Should work on "any" Amiga...  Tested on A3000/16Mhz with Retina Z2.


Limitations for Demo (if any)

   NONE


Installation

   (X) Easy ( ) Medium ( ) Hard ( ) C= Installer


Documentation

   Minimal.
```

Known Bugs

    No KNOWN bugs...

Review Begins

    A lot of games won't run on the workbench of a A3000/16Mhz using the Retina
    Z2, but this one does. "Snake Bite" has been around since the days of the
    Commodore 64 and it was so much fun back then that it has survived the
    years. This is a great little version that is simple, smooth and very fast.
    It is easy to control, looks great on the workbench, comes with English,
    German and French versions. It is easy to get addicted to this game and
    blow many hours away unnoticed. It keeps a high scores log so you can
    compare yourself to your friends and vice versa.

Disclaimer

    This program is the copyright of Axel Dörfler.

Writers Info

    Brett Williams
    E-Mail: bryson@schotzi.cts.com
    Co-Editor

1.11   MinesweeperPASCAL

Software Name

    MinesweeperPASCAL v1.52

Aminet File Location

    MinesPASCAL.lha game/think

Brief Description

    This is an Amiga version of the Windows game MineSweeper. You are given a
    grid and have to work your way through it determining where there are mines
    located.

Author Information

    Axel Dörfler
    Heerstraße 53
    W-49492 Westerkappeln
    GERMANY

ShareWare/PD Fee

```
    $15
```

Hardware Software Requirements

```
    Kickstart 2.0 and higher
```

Limitations for Demo (if any)

```
    None
```

Installation

```
    (X) Easy ( ) Medium ( ) Hard ( ) C= Installer
```

Documentation

```
    The documentation is adequate for this game.  It covers the game play very
    well.  There is English and German versions of the documentation.
```

Known Bugs

```
    None
```

Review Begins

```
    This is a great Amiga version of MineSweeper.  It looks good on a high
    resolution workbench screen and plays very fast.  The buttons are large
    enough to allow for easy clicking and it keeps track of the best times
    for the different level.  I would say this is the best Minesweeper clone
    for the Amiga to date.
```

Disclaimer

```
    This program is the copyright of Axel Dörfler.
```

Writers Info

```
    Brett Williams
    E-Mail: bryson@schotzi.cts.com
    Co-Editor
```

1.12 CLChat

Software Name

```
    CLChat 4.0
```

Archive Name, Size, and Directory on Aminet

```
    clchat40.lha 85k comm/tcp/
```

Brief Description

    An IRC like protocal taken from the bbs writen by the bbs
    with a client included. This program uses MUI.

Author Information

    Oliver Wagner
    o.wagner@pluribus.wupper.de

ShareWare/PD Fee

    This program is Freeware.

Hardware Software Requirements

    Requires WB 2.x, minimal memory and MUI 2.3 installed.
    AmiTCP 4.x installed, may work under earlier versions
    but is untested in that manner.

    Will run on processors 68000-68040

Limitations for Demo (if any)

    This program has no limitations.

Installation

    ( ) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

    This is a well documented program, with docs in Amiga Guide.

Known Bugs

    There are no known bugs at this time.

Review Begins

    CLChat is a great Multi-user chat program. It comes with a server
    and a client. You may chose to install the server or not. There
    are many public servers available on the net already so it is not
    entirely nessary.

    The clchat server is much like an irc server would be except not
    as complicated. A more simpler version with not as many commands
    and such. With the ability of multiple channels, baning, private
    messaging and a dcc like file sending protocal make all the most
    convient things of the irc avialable. Why use CLChat? Well unlike
    the irc there is not lagg or splits which makes for great uninterupted
    converstaions.

    The clchat client is much like the irc client Grapevine. The whole
    thing is done in MUI, but for those who hate MUI you must try this
    program as the author does very well with MUI. With keyboard short

```
cuts, and many config options make it pleasurable to use.  A not as
nice but usalbe Windows version is avaialbe for use on ibm PC's.
```

Disclaimer

```
CLChat client and server are the copyright of Oliver Wagner.
```

Writers Info

```
Roy Milican
E-Mail: roy@ramiga.cts.com
Editor
```

1.13   Amiga Slate

Software Name

```
AmiSlate 1.2
```

Archive Name, Size, and Directory on Aminet

```
AmiSlate1.2.lha 100k /comm/tcp/
```

Brief Description

```
AmiSlate is a networking drawing program. 2 Amislates
are connected together via internet and amitcp and the
2 people share a canvous.
```

Author Information

```
Jeremy Friesner
7581 Knollwood Place
Dublin, CA 94568

jfriesne@ucsd.edu
```

ShareWare/PD Fee

```
The author asks for a $5 or $10 donation for the time and
effort he has put into this program, but does not require it.
```

Hardware Software Requirements

```
This program requires WB 2.04+, and AmiTCP3.0b or Higher.
```

Limitations for Demo (if any)

```
There is no limitations on this version.
```

Installation

```
( ) Easy ( ) Medium ( ) Hard (X) C= Installer
```

Documentation

```
    Well documented on the program and its ARexx port
    which both have Amiga Guide Docs.

Known Bugs

    There are a few minor bugs of little consiquence to list
    here, check the docs for these.

Review Begins

    This is an exceptional program!  It is truely a blast.  It has
    no real practical use except fun.  It will use graphic boards,
    AGA or just plain ECS if that is all ya got.  Either way it is
    fun!  You have a canvas before you that what you pait shows up
    on the other persons canvas.

    To top it all off this program has a nice, well documented ARexx
    port.  Because of this you can have scripts that do all kinds of
    things if you are fluent in ARexx that is.  It comes with a few
    ARexx programs already including a Chess Game!  The chess game
    works well and would be quite speedy on any Amiga, and a blast
    to play with friends around the globe.

Disclaimer

    This program is the copyright of Jeremy Friesner.

Writers Info

    Roy Milican
    E-Mail: roy@ramiga.cts.com
    Editor
```

1.14 StarTrek WB-Backgrounds

```
Software Name

    StarTrek WB-Backgrounds

Archive Name, Size, and Directory on Aminet

    StarTrekPatter.lha 789k /pix/wb

Brief Description

    Some most excellent StarTrek WB Background!

Author Information

    Not much is known about the author except an E-mail address
    in the Readme.

    Black_Time@Art-Line.Art-Line.de
```

```
ShareWare/PD Fee

    None

Hardware Software Requirements

    WB 2.1 for the picture load option, and a 32 color WB.

Limitations for Demo (if any)

    None

Installation

    (X) Easy ( ) Medium ( ) Hard ( ) C= Installer

Documentation

    None

Known Bugs

    Not Applicable

Review Begins

    The reason I write this review is because this package is exceptional
    work!  These types of things is why I created this misc catagory.
    The backgrounds are a must for any StarTrek Fan!  They are high quality
    16 color images.  The files consist of Deep Space 9, Next Generation,
    and Voyager backgrounds.  A sure to enjoy for a variety of StarTrek fans.

Writers Info

    Roy Milican
    E-Mail: roy@ramiga.cts.com
    Editor
```

1.15 AccessiblePlayer

```
Software Name

    AccessiblePlayer

Archive Name, Size, and Directory on Aminet

    Aplay130.lha 632k /mus/play/

Brief Description

    A most excellent mod player with many options!

Author Information

    Thomas Neumann (Tax)
```

```
   Kongensgade 78
   3550 Slangerup
   Denmark
```

ShareWare/PD Fee

```
   A registration fee is not required but would be apprciate the
   following amount for there efforts into this product.

   10 UK Pounds, 25 DM or equivalent currency.
```

Hardware Software Requirements

```
   WB 2.04+
```

Limitations for Demo (if any)

```
   The arexx is disable, so is rewind/fastforward
   and a limited amount of mods in the list at one time.
```

Installation

```
   ( ) Easy ( ) Medium ( ) Hard (X) C= Installer
```

Documentation

```
   All parts of this program are well documented in Amiga Guide Docs.
```

Known Bugs

```
   There are no known bugs.
```

Review Begins

```
   I found this mod player to be a very powerfull easy to use player.
   It support many diffrent kinds of mod formats.  It is equiped with the
   power to play packed mods of all sorts, from xpk packed ones to lha'd
   files!

   I found the Favorite Song System to be one of the most unique options
   of a mod player I've seen.  It keeps a list of the top 10 played mods
   and constantly updates, these top 10 are your favorite mods and you
   can have it play your favorite mods any time you'd like!  Also unique
   to this modplayer is the ability to save instraments out of a mod into
   a sound file.  Probably the most usfull out of all the features this
   mod player has is it's ability to play mods from Fast Memory! Yes it
   does not need to use your valuable chip memory, leaving more ram for
   you to contin your your work as you listen.
```

Writers Info

```
   Roy Milican
   E-Mail: roy@ramiga.cts.com
   Editor
```

1.16 MCP

```
Software Name

  MCP Version 1.04

Archive Name, Size, and Directory on Aminet

  util/wb:MCP104.lha    217K

Brief Description

  This is a highly configurable and versatile commodity that handles the job
  of dozens of other commodities.  Some of the funcitons supported are:

          - WBTitle Clock
          - Mouse-Speeder
          - Drive-NoClick
          - SetDRI pens
          - AssignWedge
          - automatic Screen-Activation
          - AppChange
          - NoTopaz
          - Screen-Blanker (supports SwazBlanker)
          - Screen-Dimmer
          - MousePointer Blanker
          - Alert-History
          - Full Windowmoving
          - Full Windowsizing
          - QuietTD
          - CrunchPatch
          - DosWildstar (* instead of #?)
          - 16 Color Pointer
          - Complex Promotor
          - PatchRGB32
          - New Workbenchtitle
          - LibSearch / FontSearch
          - Formatprotection
          - ToolAlias
          - AssignPrefs
          - Borderblank
          - NoGuru
          - ReqToolsPatch
          - WorkbenchTitle activate
          - CopyMemQuick
          - No Chipmem option
          - No Capslock
          - CacheFont
          - ToolType Enhancer
          - Many Hotkey Functions


Author Information

  Stefan "zerocom" Sommerfeld
  Kaulbachstr. 3
```

    14612 Falkensee
    Germany
    Phone: +49-[0]3322-202452
    EMail: zerocom@cs.tu-berlin.de

    Michael "Oxygene" Knoke
    Berlinerstr. 33
    14612 Falkensee
    Germany
    Phone: +49-[0]3322-22440
    EMail: knoke@cs.tu-berlin.de

    Vincent "fOX" Schöttke
    Phone: +49-[0]3322-3202

ShareWare/PD Fee

   FREEWARE, and FREE registration...

Hardware Software Requirements

   - An Amiga (the most powerful machine around!)
   - Kickstart V2.04 or higher
   - A MC68000/MC68010 or at least a MC68020 (for the 020 version)

Limitations for Demo (if any)

   Not crippled in any way!

Installation

     ( ) Easy ( ) Medium ( ) Hard (X) C= Installer

Documentation

   The documentation is clear and concise, and very detailed. The only draw
   back in it is that the author makes referance to some functions inthe
   configuration program that are not named the same as they are in the
   documentation (ie. the documentation refers to a RTPatch function while
   the configuration program calls it Reqtools Patch), a little bit of
   brainpower has to be used to figure it out.

Known Bugs

   Pointerblanker - It doesn't work right on some GFX-Board WBEmus
                    (e.g. Retina)

Review Begins

   By combining a multitude of commodities into a single package this program
   offers a great deal of speed and versatility. The program runs flawlessly
   and is very easy to install. There are some functions that this program
   provides that I have not seen available anywhere else, such as:

   AssignWedge – This nice feature enhances the "Please insert ??? in any
                 drive" requester so know you are able to Assign (Requester
                 for selection), Mount (Tries to mount the requested device),
                 Deny (allways cancels the requester before popups it at any
                 time)

   ScreenActivation – If a new screen comes to front, it will always be
                      activated. The last time activated Window will be, of
                      course, activated.

   Toolalias – Here you can exchange the Icon-Defaulttool. Give a pattern and
               the new command. (e.g. more to c:ppmore)

   Just to name a few...

   When it comes to commodities and MCP is the only commodity you REALLY
   need...

Writers Info

   Brett Williams
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   Co-Editor