From the Desk of John Campbell

We would all probably like to be more successful in 1992 than we were in 1991. Eddie Rickenbacker once gave a six-word formula for success:

‘‘Think things through --- then follow through.’’

As a step towards following this advice, I suggest we all focus our attention to the article in this issue called ‘‘CDTV Application Guidelines.’’ This article consists of a list of do’s and do not’s you should follow when developing CDTV titles.

Your first reaction might be: ‘‘Why do I care about CDTV guidelines, I develop for the Amiga?’’ Although some of the guidelines are specific to CDTV, most of the guidelines are simple, common sense rules which apply to all platforms, not just CDTV. Examples of these items include: an application should never crash the machine, an application should never use corrupt images or sounds, no application should have spelling errors, and all applications should be compatible across different Amiga/CDTV configurations (i.e., NTSC, PAL, AmigaDOS1.3, AmigaDOS 2.0). With these components in a handy list form, it will be easier to avoid overlooking these important rules when you get to the crunch of releasing your next product.

Another reason why you should follow these guidelines is many of the items in this list came from *real* mistakes we have seen developers make in *real* products. Why not learn from the mistakes of others by planning to address each of these seemingly obvious elements from the outset?

This list was compiled with the home user in mind. The Amiga has found great success in the home market, and this trend is likely to continue for the foreseeable future. Even if you are not developing for the CDTV marketplace (yet), the demands of that marketplace relate to your products if you sell consumer software. Home users want clear instructions, predictable interfaces (what you expect to happen actually happens), superior audio/visual effects, and sufficient depth for the cost and medium of a product. If a product is on a CD, it should take advantage of the vast amount of storage space available. If you do not plan to address these areas when developing a product, you should keep your day job, because you won’t make much money developing.

Despite the worldwide economic problems, the Amiga shines as a beacon of promise. Commodore has regained profitability by redoubling our efforts to bring the people the products they wanted; for instance the A3000, AmigaDOS 2.0, and CDTV. As we continue to try to raise our level of quality in both the hardware and software arenas, we are dependent on you, the developer, to be at our side.

Thanks for all your cooperation, and let's continue to work together to make 1992 a year we will all be able to celebrate.

-JC