Do the Write Thing

We’d like to make Clubbed more “in touch” so we need your input! Got a question you’d like answered or an opinion you’d like to share? Write to us and we’ll include it in a letters page.

Got a tip for other readers or even an article up your sleeve? Send it in and we’d love to see your work.

Got a suggestion or comment on the magazine? Let us know and we’ll try and make Clubbed better for you.

As you’ve undoubtedly noticed we’re very late with this issue, mainly because for the past few months the Amiga hardware that we’ve been writing about has been either napping or taking a holiday. It’s because of this that Amiga hardware has been missing from Clubbed for about a month or so. While it’s good to have the end of the year holidays, we just can’t get through them without some new hardware to keep us going. This is one of the reasons why we’re so late with this issue. In fact, we’ve had to press print now because we’re running out of time.

The Chairman Speaks

Wiperout

While it’s a week or three months since our last magazine, there have certainly been some ups and downs. The World of Amiga was a major high point for Clubbed, and an excellent example of how we’re using Clubbed to promote the Amiga. It’s also been interesting to see how the Amiga hardware has been doing. At the beginning of the year, the Amiga was at the point where it was rapidly gaining ground on the Mac. However, as the year has gone on, the Mac has been gaining ground on the Amiga. This is partly due to the fact that the Mac has a larger market share than the Amiga. However, it’s also partly due to the fact that the Mac has a larger number of users. This is partly due to the fact that the Mac has a larger number of users. This is partly due to the fact that the Mac has a larger number of users. This is partly due to the fact that the Mac has a larger number of users.

Strange that a platform that is supposed to be dead and buried, has so many enthusiastic people that are talented doing everything in their power to keep it all together. However, what other type of computer platform has that kind of loyalty? Maybe that’s what an Amiga (the computer not the company) is about, a combination of the hardware, software and people. Amiga is a registered trademark and the Amiga logo, Photogenics 4 and on demonstration (cool), Image FX 4 and available (nice), Wipeout on display (great) and of course many innovative hardware items. To be dead and buried, has so many enthusiastic people that are talented doing everything in their power to keep it all together. However, what other type of computer platform has that kind of loyalty? Maybe that’s what an Amiga (the computer not the company) is about, a combination of the hardware, software and people. 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NEWS

AmigaOS 3.5 & Boing Bag 1

One nice touch is the large selection of backdrops which complement the glow icons and make the system look great straight out of the box.

Regardless of the high jinx at AmigaOS 3.5 release, it was released on 8th of November. Several SEAL members have the new OS installed and in most cases the installation went smoothly and the system works very well. Compatibility with existing applications and utilities is very good and the new features are welcome, in particular the new TCP/IP stack is much more usable even though the changes made to it are fairly minor. The upgrade is a good value for money especially for those with basic systems. Even people who have upgraded their Amigas with software like TurboPrint and already have Internet software will find many things to help them, some examples are:

- Support for disks greater than 4.3Gb
- including new sci.device and fast file system
- Complemented by new versions of HD-Toolbox and the Format command.
- Full 24bit printing support with drivers for popular modern printers. Contrary to what we first understood this seems to be a new system, not based on
- Internet support including the Miami TCP/IP stack, Webbrowser (AWeb) and a new EMail client. The EMail is based on new EMail library allowing integration of EMail into applications.

Smaller, less obvious additions to the OS include:

- Improved icon system (backward compatible with original Amiga and NewIcons icons)
- Workbench with more short cuts and progress requesters (not threaded yet though)
- Fully AREXX scriptable Workbench
- Streamlined preferences programs using new Reaction GUI
- Integrated PPC support (Warpos)
- New Reaction GUI system for future applications
- Rewritten asl.library for faster file listings and more requester options
- Improved installer
- Improved data types

Increased reliability and bug-fixes

Run AmigaOS and many programs. Phase 5’s solution to this problem is to supply the boards with GNU’s Nutrix operating system and run AmigaOS in emulation on top of it. This remains to be seen how well the PPC Amiga running System
- CyberVision NG drivers will support the G4 with the latest Power Macs.
- CyberVision/GNG/NGD graphics card with
- 32MB of video RAM - 190E (£145)
- Ultra Wide SCSI - 150E (£120)
- Ultra SCSI - 80E (£65)
- Ultra-32M 66 IDE/ATA - 80E (£65)
- IEEE-1394 (Firewire) Controller with 2 ports at 450Mps - 100E (£85)

The CyberVision/GNG and Wide SCSI controller are confirmed, the other three modules will only be produced if Phase 5 receive 250 orders for them.

As you will no doubt notice from the specifications these accelerators do not have a 680x0 series processor like the current PowerUP cards do, therefore they have to use a software emulator to run AmigaOS and most programs.

Phase 5’s future is to supply the boards with GNU’s Nutrix operating system and run AmigaOS in emulation on top of it. This remains to be seen how well the PPC Amiga running System

Time to Eat Humble Pie...

WebVision can be registered more cheaply than we stated in our product information box. Neil Bothell handles registration in the UK and it costs just £12 to get your keyfile which unlocks the full version. Full details are included in the WebVision archive.

I forgot to credit Gary Storm for writing the introductory paragraphs of my “Get Netted” feature... thanks Gary.

EOn The Horizon

Amiga Active

The first issue of AmigaActive hit the news stands on the 30th of September. The new magazine covers all aspects of the Amiga with news, reviews and how-tos on hardware, applications and games. There is a strong leaning towards the creative side of Amiga use with plenty of tutorials, including mini-tutorials with some reviews. The AmigaActive cover CD is tied closely too the magazine with extra resources for most of the features, demos and the usual collection of useful freely distributable software all accessed from a HTML based interface. AWeb is used as the default browser because it can run programs from HTML links, combined with either Directory Opus Magellan or Workbench 3.5 this allows directories and programs on the disc to be accessed directly from the HTML pages.

Amiga Active is available monthly at £4.99 complete with cover CD. Most WHSmiths have the magazine as do some smaller newsagents, if you can’t find it your local newsagent should be able to get it for you. Subscriptions are available at £55 a year.

http://www.amigaactive.com/
Subscription Hotline:
(01202) 296293

Fusion PPC

Microcode Solutions have set a date for the release of Fusion PPC, their PowerMac emulator for PPC Amiga systems. Delivery was promised 60 days after pre-payments were collected which sets a date of the 20th of November.

Assuming everything goes to plan FusionPPC will open a library of up to date Mac software to PPC Amiga users. Once released FusionPPC will cost £145 and require a PCi PowerMac ROM and a copy of MacOS.

Fusion is distributed by Blittersoft: http://www.blittersoft.com/ (01908) 610170

■CyberStorm G4 400 - 799E (£665)

For the A4300 FastSlot. Spec. as the G4 On The Horizon

FusionPPC/PPCPlus 2 1MB USB ports. Several mini PCI cards have been announced and are scheduled for release along with the accelerators.

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**ICS Is Scantastic!**

Wolf Faust, the author of the Studio print enhancement system, has recently released a new product on Aminet. ICS is a scanner calibration system which automatically corrects your scans without manual adjustments. ICS works by analysing a scan of an accurately produced target image, and uses this information to correct future scans. Until recently calibration targets were only available from professional photographic and DTP suppliers at a high cost (£30 - £50). Now Wolf has produced his own calibration targets which he sells for DM25 (about £10 including currency conversion and postage to the UK). I’ve recently received a target from Wolf. The improvement in my scans is really fantastic and I don’t have to spend time tweaking each scan. ICS is easy to use (although ‘under the bonnet’ it is very advanced, Wolf has spent 2 years in development) and works with any scanner software. One 32k scan is directly supported by ScanQuix 4 and ScanTrax 2.2. If you’ve got a scanner, get ICS now!

ICS is available for free on Aminet in the hard/misc directory. The archive includes details of how to purchase a comprehensive set of image processing software and a batch conversion utility.

**fxPaint Debuts at Cologne**

A brand new paint and image processing package was released on the 1st of November just in time for the Cologne show. fxPaint comes from a new company Innovative and formed by Felix Schwarz the talent behind programs IRC and UltraCom. fxPaint includes features and a draw heavily from Aiga packages:

- Adaptive painting tools and brush functions.
- Artistic functions.
- 3d painting tools plus pen (cloner), gradients, smear, and photoreto effects.
- Comprehensive set of image processing operations.
- Wide range of loaders and savers.
- Includes an image cataloguer and batch conversion utility.

The interface looks attractive and uses standard windows and gadgets, full support for graphics cards and PPC accelerators (PowerUP and WarpUP) is included. The feature list is certainly very impressive and at a price of only 700DM (about £45) I can imagine it catching on fast.

For a complete list of features (there are loads more) and some example pictures and screenshots visit Innovative’s website at http://www.innovative-web.de/

**Photo Genetics 4.3**

Since the last issue Paul Nolan has released two updates to Photo Genetics 4. Versions 4.1 and 4.2 have made the package much more reliable and added some extra effects and features. A beta of version 4.3 has been released for public testing and should be available soon. A full review of version 4.2 can be found on page 6 of this issue. Download the upgrade and public beta versions from:

http://www.paulnolan.com

**BoxEeR Update**

Blittersoft have released updated specifications for their Amiga compatible BoxEeR motherboard including prices for systems based on the board:

- 100% Amiga compatible.
- Motorola 68040 or 68060 at 25-75 MHz end of November. With time for testing this could mean production BoxEeRs will be ready early in the new year.

**Prices**

Blittersoft are offering two complete BoxEeR systems the BoxEeR 4 with a 68040 40MHz or the BoxEeR 6 which has a 68060 50MHz processor, both share the following common features:

- Choice of colour Tower
- 64Mb RAM
- 4.6Kb UDMA Hard drive
- 40 Speed CD-ROM
- Keyboard and Mouse (PS/2)
- Upgrade to PPC
- KickStart 3.1
- OS 3.5
- Multimedia Speakers

BoxEeR 4: £799.95 incl. VAT
BoxEeR 6: £899.95 incl. VAT
For more information you can contact Blittersoft at:

http://www.blittersoft.com/ or phone them on: (01908) 610170

**Amiga Web Directory Closed**

I’m sad to have to report that the Champagne-Urbanica Computer Users Group decided to close its Amiga Web Directory on the 1st of January 2000. AWD has been the premier Amiga links website for many years and has always provided a sterling service with over 2000 indexed links with full descriptions for all types of Amiga organisations and the useful Agnes search engine to help find them. CUCUG pointed to the decline in the Amiga marketplace and Gateway’s transition as reason for the closure, ironically the last news item they reported was the sale of the Amiga name to Amino.

What makes this news doubly sad is that CUCUG will not be passing their database of links and descriptions or the code for Agnes to another maintainer so it will be down to other sites like the recently re-vamped www.amiga.org to pick up where AWD left off.

Read the full announcement at http://www.cucug.org/aminew.html

**Candy Pro Update**

The popular instant graphics program Candy Factory Pro has been updated to version 1.03, the new version concentrates on improving stability and the user interface. Even the help file got an error after installing the update that the tabs, gadget was missing. Copying the file from the MetaView distribution on the original program CD into your classes/gadgets/directory solves this.

Download the 1.03 update from http://www.hillicomputer.de/
Games Update

QuickBlasts

T-Zer0

Clickboom have just released a demo for this fine shoot-em-up (reviewed elsewhere in this issue for download, at http://clickboom.co.uk/tz/demo.shtml) (if you can wait we’ll have a review in issue 5).

To run Clickboom you must have a PPC card and 3D graphics card and at least 36MB of RAM. Clickboom is available from most Amiga retailers or directly from the publisher, Blittersoft (www.blittersoft.co.uk).

Heretic II is another PC port. The original is based on the Quake II engine, and is the sequel (funnily enough) - Heretic. It’s a third-person shooter (ala Tomb Raider). Hyperion software (www.hyperion-software.de) are the people responsible for bringing us this magical blood-fest. Not only do you get that, but they’ve wangled it so that the add-on ‘Heretic Fortress’ (by Wankero, I kid you not) will be ported with the package too. Heretic II is also blessed with an active on-line battle. Hyperion recommend a minimum of an 160 and 3D accelerated graphics card. PPC is preferred, and you’d also be advised with have 64MB of RAM. But just look at these Amiga screenshots :) Apart from Heretic II, Hyperion are also going to be porting the lovely ‘Shogo’ for us as well... more details on that when we can.

A new real-time strategy game from Polish developers is available in demo form. It’s called Exodus - The Last War and, according to Robert Elson on the Amiga-Flame website (www.amigaflame.com) where you can get all the latest Amiga games news, it already looks better and faster than Napalm. WoW! Download the 6MB demo from Aminet (game/demo/ExodusTLW_Demo.ifa).

Payback is a gangster warfare game from the virginal “Apex Designs” (www.apex-designs.net). From what I’ve seen, I’m not too enthusiastic about it seems like a Grand Theft Auto... but with attitude. Running on even vanilla flavoured Amiga 1200’s (an 040 is recommended though), it features:

• Perspective correct texture mapping
• Environment mapped cars
• Realistic physics model.
• 100 square kilometres of land and 4 different cities to explore.
• Dozens of vehicles to drive, each with their own unique handling characteristics.
• Realistic real-time shadows.
• Non-linear mission structure.

Payback will even have graphic card support (via CyberGraphX), an advanced 3D audio system, and there’s also a possibility of PPC support. Expected to be released at X’mas, this gorgeous baby will set you back £30. Well worth it if it lives up to what is seen in these screenshots.

Finally, you’ll also read about the brilliant ‘Wasted Dreams’ elsewhere in Clubbed. The even better news is that Digital Dreams will also be producing a game called Hell Squad. This arcade-adventure will even work on OS1.3 Amiga’s (with a CD-ROM). Woo! Why? Whichever, it’s expected to be with us in November, but if you can’t wait for a walk, download the 2.15mb demo from their website (www.ddent.com)

Check out the latest write-ups at www.t-zero.com

QuickBlasts

Virtual GP

If grand prix racing is your thing, then you’ll be pleased to know that Virtual Grand Prix has been released (much to Mick’s delight). We’ll have a review / update from Mick, on the website shortly.

Foundation DC

Paul Burke’s ‘Foundation’ has had a new lease of life in ‘Foundation, the Director’s Cut’. It features all the good stuff of the original, plus all the patches and updates that make it (somewhat) an even better game than it was. So, if you have any interest in Poppulus strategy games at all, then Foundation DC is definitely one to top of your list... go get it.

Super Frog

I can’t really see the re-release trail is very long. Surely you’ve heard of it? If then where the hell have you been? ering... probably the best platform the Amiga has ever known. It was based by Team 17 way, way back, but it’s still got it’s stood the test of time. Get your vanilla miggy a X’mas present and have some great fun.

For all the games currently available, and to find out more (and maybe even pre-order) about the ones that aren’t quite so up and running, give John Foreman of Mat Home Computing or your preferred supplier a ring.

Happy gaming, and I’ll see your ass on-line where I can frag it in Quake :)

Gary Storm

Amino Buy the Amiga!

In a shock announcement on the eve of Christmas Eve, Amino have acquired the rights to the Amiga from Gateway. Details are still sketchy but here’s what we know so far.

What a way to start 2000! Amino (formed by Fleecy Moss and Bill McEwen) have finally a deal which brings the Amiga back home to people who care about it, and can see the potential of having a modern computer with an Amiga badge. We’ve reprinted the first official statement from Amino here, this comes directly from the http://www.amiga.com/

Official Announcement

January 3, 2000

Yeehaw and welcome to the year 2000; I want to make something very clear from the beginning of this letter been told, that Amiga was purchased by Gateway because of the Patents, and that there were not even aware of the Amiga in stalled base, or the people.

Gateway purchased Amiga because of Patents, we purchased Amiga because of the People.

Without the people standing behind, developing, creating, purchasing and continuing to believe in the Amiga there would never have been anything for Gateway to purchase. We recognize this, and it is because of you, and what you have continued to accomplish with Amiga that we have purchased the company.

I want to make sure that everyone knows and understands what this all means to you the true Amigans.

Here is what was acquired from Gateway:

1. All trademarks logo’s etc.
2. All existing inventory of Amiga International
3. All our existing licenses.
4. All License to Amiga patents (Gateway still owns the patents, but we are able to use them).
5. All web sites, and registered domain names.
6. The Amiga OS and all that is associated with the OS.

7. The Amiga operation as it exists today.

Specific details of the developer system, the OS partners and how one can begin developing will be released in the next couple of weeks.

We will be making an announce ment on January 8th, 2000, with one of our partners at CES in Las Vegas, and more details will follow that release. Fleecy, Mysell, Petro, and the rest of the team are not going to make promises and create presentations and demos. We are going to deliver products, services, and the rest of the world will know what you have already known.

We will be officially changing the name of Amino Development Corporation to the Amiga Corporation this week, and we will let everyone know of this change shortly once it is officially completed. I want to thank all of you for your continued support we will make Amiga what it should have been, and more importantly what it will be. Keeping the faith,

Bill McEwen
President/CEO Amino Dev. Corp.

Initial Reactions

Gary Storm and Robert Williams air their initial thoughts on the Amino buy-out and raise some questions not answered by the short press release.

Very good news and a late Christmas present. At least something’s happening, and the Amiga name isn’t stagnating in the putrid pools of Gateway’s infighting, political remonstrations and lies. It’s back home at long last with people who actually care and understand what it’s all about. Fleecy, Bill and friends know we’re not crazy... well, maybe just a little crazy.

As Amino now own the OS, will they be releasing it as open source to proliferate (possibly even migrate to other plat forms) while they continue to develop and release a ‘new beginning’ OS? Since Fleecy Moss has previously declared his support for COSA we believe Amino are likely to open-source the Amiga OS.

There are good reasons to release the ‘Classical’ OS source, as it would allow anyone to develop and improve the OS, and therefore the development cycle would be much quicker. To prevent it becoming a bottleneck though (exactly what Amiga stands against), Amino/Amiga must take a central role in directing ‘official’ development and releases. Failure to do this would result in the OS losing cohesion and splintering into many unwieldy versions. For a deeper perspective, visit The Campaign For Open Source Amiga (http://www.savetheamiga.org.uk)

We know that Amino have been working with an OS partner as yet unnamed, not QNX), Rebol (Carl Sassenrath - big respeck), and others to provide the foundation, direction and development of a successor to the Amiga experience, while still keeping true to its values and karma... yet expanding it on to compete in the modern and future computing environments. This new ‘Son of Amiga OS’ would most likely be small and efficient in the Amiga tradition (especially important in the future to be a leader in digital convergence which needs the smallest/fastest system for communication between the various elements of a wireless and Internet network), and comprise of a modern OS with features such as multi-threaded multi-tasking, memory protection, virtual memory, POSIX compli-ance etc. etc. It may even be a Be Doolittle of the computer age, with a near-effortless ability to interact and control alien computer systems (i.e. communicate with the Microsoft animals)... possibly via TPFKNAO (The Project Formerly Known As Amiga Objects) from Gateway.

Whatever their final product, we’re hoping (as we have many times before) that this piddly little world may finally(CLUBBED - Issue 4)

CLUBBED - Issue 4

Winter 1999
Robert Williams summarises the changes at Amiga since issue 3.

immediately after the World of Amiga show in July it looked as if things were finally looking up for Amiga. Although the announcement that the MCC’s OS would be Linux had shaken the community many users had begun to understand and accept the decision (even if they didn’t really agree with it). Jim Collas’ personal announcement to the project was a blow to his evangelical speech at the show and the models and specs for the MCC were proof that Amiga weren’t solely interested in the set top box market.

In late August an announcement appeared on the Amiga website stating that they would be concentrating on their projects and not to expect any further announcements. As regular public statements had been started by Jim Collas with his monthly executive briefing and less formally with Amiga staff answering E-Mails and taking part in discussions on Usenet this came as a surprise. Many people speculated that Amiga’s plans and partners were being jeopardised by the loss of press coverage generated by their announcements, others suspected darker motives.

At the beginning of September rumours circulated the Amiga’s PR man, Bill had not had the result the first time he was told to deliver the company. Bill had been heavily involved in community relations particularly in the US and had talked at several shows, his departure was seen as a bad sign. This proved to be true as two days later it was announced that Jim Collas had left the company. Bill had been telling the community relations particularly in the US and had talked at several shows, his presence was missed.

COSA have compiled a report called “AmigaOS: The Case for Open Source” which sets out why they feel the AmigaOS source code should be released in this way and what benefits this would bring Amiga Inc. and the Amiga community. The report was compiled up for Amiga by Haage and Partner an open source advocate who acted as a consultant to Netscape when they recently released their source code as open source. The report highlights that popular open source projects benefit from large numbers of programmers and progress very quickly. Just releasing the source code would probably give the AmigaOS a new lease of life especially as the Amiga has always attracted large numbers of hobby and professional programmers. The report was submitted to Tom Schmidt of Amiga Inc. and Ted Waitt of Gateway on October the 18th.

COSA has many influential Amigans also interested inseeing the MCC and even some of the MCC developers are in favour of a completely open source AmigaOS. The latest updates on COSA’s progress is an on-line forum where you can express your support on their website at http://www.savetheamiga.org.uk

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Amiga: the future, continued...

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pass their ideas to Phoenix through developers who belong to the group and through a ‘Team Amiga Central’ website which is currently being developed.

In the PHAq section of their website Phoenix say they are trying to achieve “A computer that will please everyone and make it easy for others to contribute”. PHAq is a monthly newsletter for Phoenix developers which is free to members.

COSA

The Campaign to Open Source AmigaOS is a group of individuals and organisations which lobby to have the source code of the AmigaOS released. Open Source means that the source code of the operating system is made freely available and can be modified at will. If a programmer wishes to distribute modifications they must make them freely available in source code form. This has been successfully applied to many projects, the most popular of which is probably the well known Linus Torvalds operating system Linux.

From what we’ve read and heard about, the many plausible ex-planations for Jim Collas ‘leaving’ Amiga, We definitely know that he didn’t leave because of any immediate dickhead’s threats (he’s a bigger, stronger man than that), and didn’t leave of his own volition.

Comments?

Jim left because Gateway got threatened by MS when they caught wind of the last round of publicity, and the comments that GW was going to take on Amiga. There were also a lot of internal disagreement over direction, and the role of the community, and he was set to a extent (as I believe in my opinion) by those who have now benefit-

ized. With his revenue stream and plan in catter, what self respecting guy would stay?

There was a suggestion of you trying to get Jim Collas involved again?

It is always a possibility. I think Jim will surface very soon and be in touch now. The GW2K rape left him drained. Bill McEwan was let go as well, which seems to indicate that they aren’t in terested in producing anything and it’s a numb decision to lose your market-

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Bill got a bad bissing by a ‘senior employee’ out to save his own skin when Schindler was fired. As a result, they never really understood just how much talent, leadership, and plain downright good programming the company needed to stay there to fail them out. He never told me what transpired, because we both agreed when I was dropped that we wouldn’t talk about Alnc stuff, but his mood started pretty black and just got darker. Release was actually a relief for him, and now we can get on and do what should have been done 2 years ago.

I know you’re a Bill McEwan fan, even though he hadn’t had any Amiga contact or experience before joining Amiga (after you left?). Why is that?

Just spend ten minutes with him. For an American, he has a rare sense of humour, cuts through the bullshit, and enjoys wacky stunts. Schindler got really bent out of shape because I went out to South Dakota one time, and we were all meeting up. I bumped into Bill at Minneapolis airport and by the time we got off the plane in Sioux City, we were best friends - and Schindler had been his friend for years. He just ‘gots it’. The best compliment I can pay him is I would spend time with him outside of work. In fact, that’s the whole point - even work I don’t do because it makes us feel alive.

At this point until some proof comes from Amiga, it seems the only good thing that’s come out of the latest is that the company is showing some intention on keeping their word and co-operating with hardware vendors to produce a new computer platform.

It’s funny how things turn out, as you suggested QNX while at Amiga, and now there may be a chance that you (and others) will be working with QNX to do the deed, and produce the special project was showed by his evangelical speech at the show and the models and specs for the MCC were proof that Amiga weren’t solely interested in the set top box market.

Clubbéd - Issue 4

Winter 1999

Fleecy Moss

With Bill McEwan Fleecy has set out to create a new platform with the user experience that makes Amiga special but based on a modern OS and hardware.

Hi Fleecy, thanks again :

No problem - we are all partners in this - we aren’t the silent types either - when we hold a party, we party!!!

Name: Fleecy Moss

Age: 32

Family:

1 red headed Scottish warrior woman, Elisabeth, 2 boys, Seth (9) and Yerran (7) and little Evie (Evangeline) - 1

So, whatcha been up since we spoke last (just after you ‘left’ Amiga)?

Getting to know Evie, buying a house, getting into a horrendous ERP im-
plementation at work. Trying to work on KOSH when I can. I spent a lot of time chatting with Bill about Amiga possibilities, especially how we would do it if there was an opportunity.

From what we’ve read and heard about, the many plausible ex-
planations for Jim Collas ‘leaving’ Amiga, We definitely know that he didn’t leave because of any immediate dickhead’s threats (he’s a bigger, stronger man than that), and didn’t leave of his own volition.

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volved for well over a year. With Amiga Inc finally revealing their true colours, the time is ripe for a new com-

For us, the Amiga is a philosophy. Elegance through simplicity is its motto. I spent the last year telling ppl that this was the only way forward, but the ideals, however. Definitely, a hard thing is to kick, and Collins, to his credit, did offer something appealing. The collapse of that though is really the best thing that could have happened for the Amiga - the ultimate slap in the face wake up call. We want the philosophy to continue. We can now make strenuous efforts to get the name, but Alan has now made clear they will try to write as much as they can from it, and we need our money for the future. So we will proceed anyway. However, for the community to be fully prosperous, we must break out of the cycle of the past. No more single owners, power focusses, or some kind of failure. We see all as working together for the betterment of the community. We have the core competencies to produce a variety of wonderful products and ideas based around a common core. We see GNX as producing the core OS and services. We see Rebol as providing the scripting and messaging paradigm. Bill is now leading a new company as providing the Amiga ex-

We have a very specific set of plans

How much moolah will the AQUA(s) out if it can be done better. There aren't

We are going to insist on it - we dare to be different because we can, and

Will it be possible for people (like me) to buy shares in AQUA, and a little money into something we believe in?

As you said on the Team AMIGA mail-

The big question: Timeline to market?

We are going to insist on it - we dare to be different because we can, and

Richard: Well... Hmm... 

When could you be in, and what com-

Over time, did you have that

The collapse of that though is really the

The future is moving on, away from workstations, clients, servers etc - it is all about digital content, whether you are

We are building a community and a plat-

We have coalesced a business, technical and strategy document that we have been working...

We all know that any new computer platform would have to some level of PC software compatibility. You believe that Java/Sun are on the wrong tack. If Gateway have dumped Sun in favour of Microsoft, then perhaps Sun would be able to do the same. Perhaps.

The big question: Timeline to market?

We have an original game to show off

These are called the HW reference group to spec out a single sourced compos-

We are building a community and a plat-

We will do this, but we will let it be done by Amigans first.

How much moolah will the AQUA(s) set us back?

I assume the internet will also play a big part in the user interface design, to make it easier/friendlier.

We intend to develop the best platform on the market - a system that will be integral to the mainstream, so then be it. We can't ex-

We know that any new computer platform would have to some level of PC software compatibility. You believe that Java/Sun are on the wrong tack. If Gateway have dumped Sun in favour of Microsoft, then perhaps Sun would be able to do the same. Perhaps.

We are building a community and a plat-

We are all so excited about what we are doing. It is important to us that, for the future, the Amiga name is used in a way that is...
Why Add a CD-ROM Drive?

It’s hard to get away from the CDROM these days, they’re stuck on the front of virtually every computer monitor and being stuffed through our doors with junk mail. Why are CD-ROMs so popular, well simply they provide an inexpensive way of distributing a large amount of data. Even though we were a bit slow off the mark taking up CD-ROM in the Amiga world now most modern software is distributed on the silver disc and huge collections of software are available in the form of magazine cover discs and collections like Aminet. So if you haven’t got a CD-ROM drive it’s a pretty essential purchase and this feature will guide you in buying and installing one. If you already have a CD-ROM we hope you’ll find out a bit more about how it works with the Amiga’s OS and there are also some suggestions of free and shareware software that will help you get more from your drive.

What You Need

A CD-ROM drive
A suitable interface
A CD File system

IDE

IDE CD-ROM drives are very widely available at low cost because they are the most popularly used on the PC world. IDE CD-ROMs use an extension to the IDE standard called ATAPI, this extension is also used by other IDE devices such as ZIP drives. Amiga A1200s and A4000s come with an IDE interface built in however for the drivers for this interface which reside in the Kickstart ROM were designed so long ago they do not support ATAPI devices. This means you cannot use a CD-ROM with the built-in interface with simply a CD file system (as you can with SCSI). Several patch programs are available which add ATAPI support to the Amiga’s IDE drivers these include IDE Fix and IDE99.

Another solution to the ATAPI support problem is to buy OS 3.5 which comes with a new version of the IDE driver software which supports ATAPI, it also includes a good CD filesystem.

You can buy pretty much any ATAPI compatible IDE CD-ROM and it will work on your Amiga, even the latest 40 speed drives are commonly available for less than 40 pounds as an internal unit.

When shopping for drives beware that many older CD-ROM drives for PCs did not follow the ATAPI standard and required a custom interface card which are not available for the Amiga (one exception to this is the tandem card which worked with Mitsumi custom CD-ROMs). Unfortunately most of these drives use the same 40 pin connector as genuine ATAPI drives and you may damage your IDE interface if you plug them in so shop with care. As a rule if you stick to drives of 8 speed or faster you’ll find they are ATAPI compliant, if you’re unsure contact the drive manufacturer (most have excellent technical references on their web site) before you try and use it.

A wealth of useful programs and files are available on CDROMs like these.

CD Drive Internally where they usually connect via a 50 pin IDE connector on a ribbon cable. External models are also available although these are usually simply an internal drive in a powered case. External drives can be connected with a variety of different cables depending on the external connectors supplied on both the device and your SCSI interface. However as long as you buy a cable intended for SCSI with the correct connectors on each end everything should work with no problems. Any type of SCSI CD-ROM should work.

Setting up the SCSI Bus

Up to seven devices can be connected to a SCSI controller with each device daisy chained to the next. Each device has a unique device number from 0 to 7 (the controller is usually unit 7) the unit number is usually set by jumpers or a selector on the back of the device. The chain must go directly from one device to the next, therefore it will only have two ends. Both physical ends of the chain must be terminated, this uses a resistors to stop reflections from being reflected back along the chain. Termination can be accomplished in two ways: if one of the last devices actually have it’s built-in termination switched on (if it has it) or a separate terminator can be used instead. Most SCSI controllers have termination built in so as long as you make the controller one end of the chain you only need to terminate the last device. Most Zorro SCSI cards designed for big box Amigas have an internal and external SCSI connector. If you connect devices internally and externally this means the controller is in the middle of the chain and thus should not be terminated. Some cards have a jumper to disable termination but with others the only alternative is to physically remove the terminating resistors.

So to put it simply when adding your CD-ROM (or any device) to the SCSI bus:

Ensure it has a unique unit number (remember that the unit number DOES NOT have anything to do with physical position in the chain or termination).

Ensure that both PHYSICAL ends of your chain are terminated and nothing else.

Audio

If you want to use your CD-ROM to play standard audio CDs or use games which play their music from CD-ROM (most CD releases do this) then you will need to connect the audio output of your CD-ROM to some speakers. Most people will also want to be able to hear their Amiga audio at the same time, which causes a problem. To further add to the problem the output from the CD-ROM and that from the Amiga are at different levels so you need a proper mixer, simply combining the signals is bound to drown something out. Most CD-ROMs have a headphone output on the front that you can use to listen to CDs but of course that won’t be mixed with the Amiga audio and is a bit untidy. Usually there is also a connection on the back of the CD-ROM which is designed to connect to a mixer inside the computer, unfortunately the A3000T and the A4000T are the only Amigas ever to have a mixer on the motherboard. If you have another machine several options are open to you. A small external mixer can be used with the Amiga and CD-ROM output, this works well and means the level of each output is adjustable but can be a bit untidy. Another option is to build your own mixer and mount it internally, there was an excellent feature by Simon Goodwin in issue 106 of Amiga Format on various types of DIY mixer. CD-ROM audio leads often come with CD-ROM drivers and if not are available from most PC retailers.

CD File Systems

Once you have your CD-ROM attached to your Amiga you then need the software tool that lets the Amiga understand the data stored on the CD-ROM. This software is called a file system. There are several CD file systems available for the Amiga. One of the most popular is AmigaMat which has a web site where this works with almost all CD-ROMs and is unrestricted shareware. AsimDFS is a commercial package that comes with loads of extras and a preferences pro...
If your DOSDriver not have any Tool defined you’ll probably have to edit the DOSDriver itself. A DOSDriver is simply a text file that defines some information about the device needed by the file system so it can be easily edited. Assuming your DOSDriver is called CD0 choose Execute Command

Press enter and you should be presented with the DOSDriver loaded into an editor. Near the top of the file you should see two lines looking something like this:

```
DEVICE= scsi.device
UNIT= 3
```

Again simply change them to suit your set up and save the file using the Project/Save menu item.

Once you’ve done this you should be able to double click on the DOSDriver for your CD-ROM to mount the drive. Now insert a disk and in a few moments an icon should appear on your Workbench. You can then use the CD-ROM just as you would any other disk, except of course standard CD-ROMs are read-only… you can’t save anything on them. When you’re happy the CD-ROM is working use Workbench to move the DOSDriver icon from the Storage/DOSDrivers directory into the Devs/DOSDrivers directory, your CD-ROM will now be available every time you boot. If you want to use the CD-ROM from the shell you can refer to it by the name of the disk you’ve inserted or by the name of the DOSDriver, for example:

```
DEVICE= /dev/cdrom
UNIT= 0
```

If you want to extract audio from a CD onto your hard drive, once there you can use it as a sample in music programs, encode it into an MPEG audio file or even burn it onto a compilation CD if you have a CD writer. Most SCSI CD-ROM drives and some IDE ones are able to transfer audio data across the bus rather than just play audio in real-time. This means that the drive you may be able to extract the audio at greater than the speed of a standard CD but it usually does not reach the full speed of the drive.

Get a SCSI or IDE controller but you’re not sure what its device name is? Here’s a list of the more common ones:

- A1200 and 4000 IDE scsi.device
- A3000 SCSI scsi.device
- A4000T SCSI scsi.device
- Most GVP gvp/device
- AmigaUX ROM amiguinx.device
- CyberStorm Mk1 and 2 scsi.device
- CyberStorm MkIII and PPC cygbps.device
- BluRay PPC blucd.device
- bsc Octagon 2008 oktagan.device
- HSoft Squirrel squirreldevice

If your controller isn’t on this list and you don’t have any documentation a system information program like Scout or XQPath will list all the devices on your system, with a bit of luck you’ll be able to see one which relates to your controller.
Photogenics

After a rocky start with the buggy 4.0 version Photogenics 4 is ready to take on the world. Robert Williams and Mick Sutton find out

Photogenics has always been unlike any other graphics package on the Amiga (or in fact any platform that I’m aware of), with its unique paint layer enabling you to spray on and off a multitude of effects. Then you experiment with the effect applied and its settings all without touching the original image until you were completely happy. Photogenics was originally designed and written by Paul Nolan when he was just 16, an amazing achievement. The package was then published by Almathera and reached version 2 when they went out of business. Paul then took the package on again and started writing a new version from scratch, after more than two years of development Photogenics 4 was born.

The two version number jump is a sign this is no ordinary upgrade. In fact Photogenics 4 is a completely new program sharing only some concepts from version 2. Not only is the user interface quite different but major new features have been added. In this review we are going to look at Pgs 4 as a completely new program as much as possible.

What You Get

The Photogenics 4 packaging is minimal however as it is supplied on CD with on-line documentation there really is no need for more than the slim plastic case in which the CD is supplied. Photogenics is installed by dragging its drawer from the CD onto your hard drive, no installer is required. When Photogenics 4 is first opened it opens its interface on the Workbench screen with the preferences window open on the Screenmode page for you to choose a screen mode.

The following types of display are supported:
- 16 Grey scales on ECS machines.
- 256 Greyscales, 256 colours (dithered), or
- HAM 8 on AGA machines.
- 16 or 24bit CyberGraphX screens for those lucky enough to own a CGx or Picasso 96 supported graphics card.

Initially the interface consists of a tool bar along the top of the screen and an Options window down the left-hand side of the screen. The tool bar has buttons for common options such as loading and saving along with drawing tools and a drop down list of the various paint modes (image processing effects) you can apply. The Options window consists of five pages each containing some tools or settings. This area of the program is completely configurable, you can choose which options appear on which page of the option window and open new options windows to which you can add the options of your choice. For example if you prefer having the colour palette available all the time you can simply drag it off the initial options window and it will automatically make a new window so you can place it where you like on screen. The only limitation I could find with options windows is that they are designed for vertical orientation, although you can stretch the window horizontally the contents remain in a narrow column.

Painting

In Photogenics when you paint the effect is applied to a paint layer (more about layers later). You can paint on the layer with a variety of tools including free hand, circle, rectangle, polygon etc. Each of these tools can be used with a choice of brush styles such as airbrush, water colour or sponge. The brush style affects what is laid down on your paint layer. You can alter the size and pressure of the brush to get just the effects you’re looking for and there is also a transparency setting which allows the image to show through what you’ve painted. Because you are not painting on the image itself but the paint layer you can alter what you’ve painted to your hearts content without actually changing the image. At any time you can “spray off” what you’ve painted by painting over it with the right mouse button rather than the left, correcting mistakes is very easy. When you’re happy with the effect you’ve achieved you simply fix the changes which actually alters the image and clears the paint layer ready for a different paint mode or colour to be applied.

If you’ve got the gist of how Photogenics works from the above (and it’s hard to describe in words believe me) you’re probably thinking it sounds pretty impressive and flexible, however there is another trick up its sleeve. You can not only paint on colours but also special effects too. Because they can be painted on these effects are referred to as “Paint Modes”. In fact there are a number of categories to choose from and all of them can be simply painted on to the areas you want to change using any of the brushes and brush styles. As you can change the colour of what you’ve painted you can simply choose a different paint mode and get it be applied to the areas you’ve painted over. Altering any options the paint mode has will instantly show you the results too. The options for the current paint mode are displayed in the options window so you don’t have to continually open and close the options to experiment with the options. As all effects are paint modes you can use the brush settings and transparency options to get subtle results.

Users of Photogenics 1 and 2 will recognise this description from the older versions. In Photogenics 4 this method of working is called experiment mode and as the name implies makes experimenting with effects extremely easy. However if you know what you want to achieve having to click Fix every time you’re happy with a change can be a bit annoying. In this case you can now turn experiment mode off, Photogenics will then fix the changes you made as soon as you change the colour or paint mode, this makes the painting process much more natural. Even when in experiment mode your progress is hardly interrupted as fixing even large images is now almost instant (it could take nearly a minute in Photogenics 2).

Along with the various brush types there are also smear and smudge functions which blend the existing image together. Unlike the previous versions of Photogenics these modes can now be rubbed off with the right mouse button making them far more friendly to use.

To achieve Goo type effects by stretching water colour or sponge. The brush style painted. Because you are not painting on the image itself but the paint layer you can alter what you’ve painted to your hearts content without actually changing the image. At any time you can “spray off” what you’ve painted by painting over it with the right mouse button rather than the left, correcting mistakes is very easy. When you’re happy with the effect you’ve achieved you simply fix the changes which actually alters the image and clears the paint layer ready for a different paint mode or colour to be applied.

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Along with the various brush types there are also smear and smudge functions which blend the existing image together. Unlike the previous versions of Photogenics these modes can now be rubbed off with the right mouse button making them far more friendly to use. These two functions are very useful for blending changes into an existing picture and for changing even simple effects into beautiful flowing works of art. Anyone who has seen Paul Nolan demonstrate Photogenics will know what I mean. The smear tool can even be used to achieve Goo type effects by stretching features of an image. To use the smear tool smoothly, especially with larger brush sizes, you’ll need a high spec Amiga however as it is very CPU intensive.

Layers

Photogenics 4 allows you to add multiple layers to your image, this makes the existing paint layer much more powerful as you can now have several active paint layers allowing you to experiment easily with combinations of effects. Each paint layer can have its own paint mode, tool, brush, and transparency, not to mention an individual alpha channel and secondary image. Layers are stacked one above the other and there are commands to alter the order of the layers.

Using the rub-through paint mode you can use layers to compose several images together. You simply make a layer for each image and set the secondary image for each layer to the one you want to compose. Then the rub-through paint mode will bring the secondary image onto the layer. Because layers can be moved and their position in the stack changed you can simply organise your composition without committing to any changes until you are completely happy.

One really annoying aspect of Photogenics layers implementation is that a layered image cannot be saved with the layers intact. This means you have to finish your masterpiece in one session as it will be saved as a standard flat image.

For a hands on explanation of layers take a look at our tutorial on page 33.

Undo

On top of the excellent paint layer technology Photogenics also has probably the most powerful undo system in any Amiga graphics program. You can use the undo operations even if the results have been fixed to a limit set in the preferences. The limit is set in the number of complete image undos to store. If you have the undo limit set to three you could undo three complete image effects or a huge number of individual brush strokes. On the tool bar there are Undo and Redo buttons which allow you to go back and forward through what is in
effect a history of operations performed on your image. Every time you powerfully each button has a drop-down menu which shows a list of operations performed and allows you undo back to a specific operation with one click. Undoing multiple operations can be a bit slow, you can actually see Photogenics undo your work in reverse order! The speed is a small price to pay for such a powerful feature.

**Image Manipulation**

Menu options are provided to rotate or scale your image, both these tools offer the option to also affect any layers and or alpha channels so you can continue painting where you left off after using them. Cropping is implemented as a tool bar button, when selected you simply draw a box around the area you want to keep, an options panel appears which allows you to enter the exact position of the box manually.

**Pyrotechnics**

Some of the most immediately impres-sive features of Photogenics 4 are the paint on pyrotechnics. These brush styles emulate different types of fire, neon lights and stars. You simply use these brush types as you would any other (although they work best on a dark background). Creating anything from fire balls to stary skies is easy. Most work best if you apply them in several passes each with a slightly different colour. The fire effects in particular look brilliant if you smear them a little afterwards to give a heat haze effect.

**Paint Modes**

In Photogenics version 4.2 there are about 50 different paint modes which apply a wide variety of effects to your image. All of them can be applied to the areas of the paint layer you want using the painting tools but mostly have a set of options to alter their effect. Some of the more interesting ones are:

- **Adjust**
  
  The Adjust paint mode groups a number of common colour adjustments making it ideal for photo and scan retouching. You can alter the brightness, contrast and gamma as well as changing the intensity of the RGB colour channels individually.

- **Bizarre Pixelise**
  
  This paint mode breaks the image up into user definable squares then distorts the image in each one, the final effect looks a bit like frosted glass and is really stunning.

- **Blurs**
  
  Although blur is a common function in most image processors Photogenics has several different types to achieve different effects. The basic blur effect blurs the image evenly all over, motion blur blurs in a particular direction giving an illusion of speed, pan blur smears the image slightly differently to motion blur, as if the “camera” was moving instead of the subject of the image. Probably them most interesting is radial blur, this blurs radially outwards from a central point giving the feeling that the subject is rushing towards you.

**Burn Through**

Reveals the secondary image through the main image where you paint, giving the edge a stained look as it was burnt.

**Cloner**

Allows you to seamlessly clone part of the image elsewhere by simply setting the offset and painting on the copy. This is useful for covering up unwanted objects and blemishes in photos and producing fake squadrons of aircraft or families of children.

**Rubb Through**

Like Burn Through this effect reveals the secondary image but in this case with no special effect at the edge. With multiple layers you can use Rub Through to compose several images over the back ground with each image on a separate paint layer.

**File Format Support**

Version 4 supports a reasonable range of file formats such as JPEG and IFFs for importing and saving however there are some notable exceptions. GIF support is missing (this is due to the licensing issues with Unisys) so if you want to create transparent web graphics you’ll need to use an external package.

There is also no PhotoCD support which seems odd as even with the rise of digital cameras this is still a common format for getting your own photos onto a computer.

**Documentation**

The on-line documentation is in HTML format so you can view it with any web browser and it can include images and formatting. Photogenics uses the useful openurl.library to launch your preferred browser from the help menu. The documentation is pretty comprehensive covering all the paint modes and tools along with the concepts behind Photogenics’ operation. At the moment it only has one tutorial but Paul hopes to expand this section soon.

**The Need for Speed**

You need a high spec Amiga to use Photogenics 4 at its best, especially on large images. The real time nature of paint-on-effects can make them pretty frustrating on a slow machine. Instead of getting a smooth curve from a sweeping mouse movement expect to get a series of straight lines for example. The speed of application depends on the complexity of the effect, the blurs which were some of the worst offenders in previous versions have been sped up dramatically in 4.2. As I mentioned earlier even on an O‘60 the smoo tool can only be used smoothly at quite small brush sizes.

One boon on slow machines is that all the effects are interruptible. This means that as you see the paint mode being applied slowly to your image you can change its options or even select a different effect. Photogenics will im mediately stop applying the old mode and start again with the new mode or settings. Another useful tip for painting on processor intensive paint modes has to deal with larger problems.

**Version 4.3**

Paul Nolan has recently released a public beta version of Photogenics 4.3, this is mainly a bug fix release but it does include a progress bar so you can see how slow operations are progressing and an effect preview which shows you the effect on a thumbnail of the image. The current beta is pretty unstable but when it is released 4.3 will effectively counter one of my few criticisms of Photogenics 4.

The layer system is excellent for compositions.

**Stability**

As tends to be the case with brand new software the first couple of releases of Photogenics 4 were somewhat buggy and caused problems on many people’s machines. My experience with 4.2 has been quite positive, it’s not perfect and I have had the odd crash but it’s perfectly acceptable. However Mick Sutton and Gary Storm who run the program on Blizzards PPC BYSISionPPC combos have found it less reliable than I do, currently we haven’t diagnosed what is causing the problem.

**Results**

**Pros**

- Astounding paint-on effects
- Amazingly flexible interface
- Absolutely fab for experimenting

**Cons**

- Can’t save layers
- No feedback on slow operations
- No AREXX interface

**Conclusion**

Photogenics 4 is a brilliant program, multiple layers are a perfect compliment to the paint layer concept in previous versions. This makes what was already an excellent tool for experimentation even more flexible. It’s important to remember that version 4 is a completely new program so it’s not surprising that not every feature of Photogenics 2 has made it into the new version. That said it would be nice to have the wider file format support and AREXX scripting from the previous version. Because Photogenics has a different philosophy to other art programs (on the Amiga and other platforms) it does take a while to get to know it and appreciate the flexibil-it y it offers. Once you have made it up the learning curve you will find Photogenics 4 gives you amazing free-dom to experiment at an excellent price.
The announcement of ImageFX 4 was quite a surprise so soon after the release of 3.2 especially when it is well into the very long wait between 3.2 and 3.5. However the upgrade dropped through my door on the weekend of the WoA show so I’ve had a few of months to get my teeth into it.

Animated

The big new feature in ImageFX 4 is a built in animation system, previously you could only create animated effects using the two external batch processing engines supplied: AutoFX and IMP (ImageFX Multi Processor). The animation system is implemented by extending the existing layers system, instead of having a number of layers stacked one above the other an animation has a number of frames. You use the layer manager window to select frames in the animation, as you would select layers in a still image. As you can move layers in the stack you can move frames in the animation. Some extra VCR style track controls are included in the bottom of the layer manager window which enable you to play the animation directly in the preview window. While this system makes animation easy to use especially if you’re already used to the layers system it has the negative effect of making layers and animation mutually exclusive, you cannot animate a layered image.

You can add animated effects to still images or load in a sequence of frames. The sequences can be either an animation in a variety of formats (includingIFF and GIF anims) or a set of separate frames numbered sequentially. Once you have some frames to work on there are basically three types of animated effect you can apply:

Hand Drawn
You can use any of ImageFX’s tools to create an image on each frame, you can switch on the light table to see dimmed versions of the previous 3 frames to help place your new image correctly.

Animate Brush
Anyone who is familiar with DPaint’s Animate Brush move option will recognise this method of animating. ImageFX lets you take a brush and specify its start and finish positions. The package then moves the brush frame by frame between the two positions. You can also make the brush rotate on any axis during the move.

Effect Over Time
The final option is to apply an ImageFX effect that changes over the frames of the animation. This is achieved by using effect over time AREXX scripts which are executed for each frame of the animation you select. A reasonable variety of scripts are supplied and most of them up pop a window allowing you to alter the start and end parameters of the effect. ImageFX has a huge library of effects and these take on a whole new dimension when animated. Some of the supplied scripts include, an animated lightning bolt, ripples, bubbles and many more. Creating your own scripts isn’t too hard because you can record an animation effect then compare the recorded script with an EOT one and add the missing details. One thing that I did find a little odd is that there are no scripts supplied that fade one image into another which I would have thought would be a popular option especially with videographics.

ImageFX 4’s animation features are useful and make it much easier to produce effect over time animations that would previously have needed AutoFX. The brush move and onion skin animation styles are new and couldn’t be easily achieved before. However it does seem to me that so much more could have been offered by allowing the layer and animation systems to coexist. For example multiple objects (each on its own layer) could be simultaneously animated, animated layers could be faded in and out etc. etc.

New Effects

Three brand new effects are included with ImageFX 4. These effects are implemented as hooks which are loaded by choosing them from a file requester rather than a button in the main interface. This seems rather odd and makes the effects feel like “last minute” additions to the package which they clearly aren’t. Here’s a brief description of them:

Distorter
This effect allows you to distort your image by dragging its corners. When you select the effect a grid is drawn over the image and you place the four corners where you want them, the grid moves up to the first corner and then the second corner on and so forth. When you click Okay the image is distorted into the shape you specified. This is a classic ImageFX effect with loads of parameters to set so you won’t just get the result you want. Because you can also use your own brushes as well as individual pixels for the “particles” that make up the brush I’m sure this effect can be used to achieve all sorts of interesting results. Again this effect is ready for animation.

ImageWhat?

ImageFX is probably the most comprehensive image processing program on the Amiga. It not only boasts painting tools and a wide range of effects each of which has a huge configuration of options it also has the following “extras” included:

• An infinite number of layers for compositing existing effects.
• Scanner modules for Epson (parallel and SCSI) and HP (SCI).
• A stand alone morphing package.
• Loaders and savers for more file formats than you can shake a stick at including Photoshop.
• Support for GraphXpress and many older display boards.
• AutoFX and IMP batch processing engines.
• Optional PowerStation PowerPC modules ($75 extra).
• FULL ARD interface including macro recorder.

ImageFX doesn’t have the same sort of ease of usability as programs like Photogenics but once you master it there is a huge amount of power available.

The heavyweight of Amiga image processing gets another major upgrade, Robert Williams finds out what’s new.

It’s a pity that the Blob effect and the Move brush animation requester make you enter co-ordinates manually rather than clicking on the image to pick points. This is tricky to do and tends to end in trial and error or noting co-ordinates on scraps of paper. The previews of some effects are still inaccurate too making them worse than use- less. These problems in brand new effects make me feel as if Nova isn’t moving away from ImageFX’s rather old fashioned and occasionally downright obstructive interface.

Stability

I’m very pleased to be able to report that the first version of ImageFX 4 has been very stable for a couple of months I’ve been using it. The same certainly could not be said for version 3.x which even in the last 3.2 version occasionally fell over on my machine. As I said in my review the problem seemed to be that not all the modules had been updated to cope with layers, this seems to have been done now and IFX is reliable again.

Other improvements include an updated text module which works with PostScript fonts (although it seems rather picky on which ones work), has much better antialiasing and works properly with layers. The Lens Fiare module has also been enhanced with some more light designs and extra options.

Documentation Again

When ImageFX 3 was only documented by a small addendum to the excellent ImageFX 2.0 manual. Unfortunately version 4 suffers the same fate. The adden- dum is sadly lacking in detail and while it covers all the new features there are no tutorials to help you use them. ImageFX is such a complex program (some of the effects alone are as powerful as stand-alone programs) that much of its power will remain untapped without a good manual to take you by the hand. The 4.0 addendum covers all the changes (including the addition of layers and animation) from version 2.0 to 4.0 in 607 pages, the original manual was over 400 pages, I think that says it all.
Digital cameras are getting better and more affordable by the day.

Mick Sutton looks at a beauty from Olympus.

When digital cameras appeared on the scene I have fancied one for myself, but the cameras were very expensive and the image quality not good enough in my opinion, but as with all technological products eventful prices tumble and the quality rises to a point where you think it’s time to take the plunge.

As with most devices that you may want to use in conjunction with your Amiga you have to research which ones you can get drivers for, and digital cameras are no exception! So after reading through many reviews of digital cameras that could be used on the Amiga I decided to purchase the Olympus Camedia C-100L. Several factors helped me decide: image size 1024 x 768, renowned Olympus quality lens that offers 3 x optical zoom, overall build quality of the camera, and a recent price reduction bringing it down to £299.

If any of ‘Clubbed’ readers read my column in the issue 3 then you will know the grief that I went through just to purchase the bloody thing once I had let it slip that I was going to use it with my Amiga, but that is another story...

The camera itself is rather unusual to look at compared to most other digital cameras which I have seen to date, looking more like a mini video camera than a stills camera, which I actually like the look and feel of.

As I mentioned before the camera has a 3x optical zoom (as opposed to digital zoom) and that equates to a 50-150mm lens on a traditional camera. There is a 1.8” LCD at the rear along with two rows of buttons to perform various functions. Some of these buttons are dual mode functions depending whether you are in record mode or playback mode, for example in play mode the top four buttons are Delete, Print, SlideShow and Thumbnail. The same four buttons in record mode are Self timer, Macro, Flash settings and Spot metering.

The camera also has another four buttons that are for Menu control, Fix, Focus and Quality.

The integral flash is rather cunningly hidden in the top part of the case, when you need to use it (an information window in the viewfinder lets you know when flash is needed) just flick the little release lever and up it pops... neat!

Photography has always been my passion so I’m always on the look out for a good camera, now you will want to connect it to your Amiga right? Apart from Power Computing’s camera software that is bundled with the Mustek cameras that they sell, I can think of only one other commercial program that is available to the Amiga user, and that is Cam Control from Vesalay Computer.

Cam control provides drivers for a range of digital cameras from various manufacturers (see boxout for details). A separate driver programme is provided for each camera manufacturer, for example the Casio driver is called QVControl. All drivers use the same interface but include different options depending on the capabilities of the camera.

Installation

A standard installer is used to copy the correct driver for the camera you select onto your hard drive. Once the software is installed you can use a separate preferences program to set up the driver.

The camera is connected via the serial port so the first thing that needs to be set up is the serial device and unit number. If you are using the standard serial port on your Amiga then you can leave these settings as default (serial device unit 0) but you will want to change them if you have a high speed serial port (such as Port Junior). The default serial speed is 19,200bps which is pretty slow believe me, if you have a fast processor, graphics card or a fast serial port then this should be able to increase this to at least 57,600 (I have mine set to 115,200).

By default Cam Control runs on a Workbench screen, but you can choose its own public screen (a screen requests pop up) which is useful if you don’t have a graphics card, but if you do, it supports up to 24bit screens. If you wish to run it on a public screen you can also choose which font for the screen... nice!

Usage

Once the Cam Control software is installed and set up, the next thing is to connect your camera to the serial port and switch on (in play mode) and run the software. A window opens giving five options: Save film to disk, Save photo to disk, Show photo in camera, Print photo in camera and Delete photo in camera.

Save film and save photo are pretty similar in operation, save film will save selected photos to your hard drive and name them by picture number as in the camera. Save photo will save the selected photos allowing you to name each one as it is saved. The default path for each of these options is set by the user in the preferences program.

Once you select your save option a second window opens which lets you select a range of photos and also gives you a preview of the current photo. An overview window can be opened to display thumbnails of all the photos in the camera, you can click on a thumbnail to select that photo, then you can set the orientation of the current photo and see the date and time it was taken. When you click on the OK button the range of photos you selected are downloaded from the camera with a progress bar indicating the total percentage done.

The show photos option allows you to view the selected pictures in a viewer of your choice (set in preferences) and uses the same selection windows as the save options. Print photo in camera uses either Studio or TurboPrint if you have them installed on your machine (it loads the images into Studio or Graphics Publisher), but unfortunately you can’t print directly or with Workbench drivers... shame! We (Robert Williams and I) had to edit the AREXX script to allow printing because it was set for the German version of TurboPrint... Achtung!

The last option is to delete images from camera which does exactly what it says on the tin, but why the option would be used I don’t know, as all the digital cameras that I have seen have this option on the camera! Images can also be loaded into applications that have AREXX support, such as Photogenics, Pagestream and Personal Paint.

Conclusion

Well it’s the only commercial digital camera software available on the Amiga so it hasn’t got much competition, and performs all the basic tasks you need well, but at £30 I would have expected to see more features such as taking photo’s from the computer, direct printing support and an easier way to name the photo’s from the preview window before they are downloaded from the camera. Having said that it does the job required of it rather well without any apparent problems and is pretty configurable to your requirements.

Mick Sutton
the camera on in record mode and you hear the lens motor move. You are now ready to take a picture, just point the camera at the desired object, press the take shot button part way and allow the camera to auto focus (a green LED in the viewfinder confirms when focus is achieved) and you are ready to take the rest of the way to take the shot. You will notice that as soon as you take the shot a red LED on the back of the camera starts flashing (indicating that it is writing to the Smartmedia card) and the image is displayed on the colour LCD screen for about 5.6 seconds.

The quality of pictures depends upon a few things such as the resolution you picked from the menu (available choices are Low 640 x 480, High 1044 x 768 and Super which is 1024 x 768 but in a less compressed format), how good the light- ing and雾霾天气 is, and you are in the correct mode for the type of situation you are in (ie macro, force flash for background lighting, spot metering etc).

Most of the time I have my Camedia set to Hi resolution which with my 8 MB Smartmedia card gives me about 40 shots.

I have found that the Camedia is at its best in well lit outdoor situations but is also good in less well lit conditions provided the flash is enabled. The only time I have had problems is when dark situations arise and the problems auto focusing (it’s auto focus system is not infra red... shame!) and also you can load them directly into the Amiga to view full screen at your leisure, or if you want print them onto photo paper at any size you want and as many copies as you want... brilliant!

My camera is used a lot for the photos “Clubbed”, so you can see for yourself how useful it can be to us as a user group, for example when Jim Collas came to England in April the pictures taken were on our website that night.

Of course the software that you get with the camera is no use on the Amiga but to my knowledge at least two software packages are available to you that are, these are the commercial Cam Control and the Freeware Camedia available on Aminet.

IBrowse

Robert Williams looks at the latest version of this popular browser. Colour Screenshot on the back cover...

IBrowse 2 must be one of the most anticipated Amiga programs of the year. With the Internet becoming a part of many people’s everyday life a decent browser is becoming a require- ment for a viable computing platform. Unfortunately as Internet standards (and proprietary systems) are developing it's hard for browser authors on a small plat- form like the Amiga to keep up. With support for JavaScript and HTML 4 IBrowse 2 goes some way towards clos- ing the gap between the Amiga and the standards commonly found on the Internet.

Java Script

JavaScript is a browser scripting lan- guage (not to be confused with Java! Sun’s cross platform programming lan- guage) which allows web pages to be much more interactive. Javascript is often used for trivial “eye candy” but is increasingly used to implement complex interfaces within web pages. Many web pages are basically useless unless your brows- er supports JavaScript which has shut IBrowse users out of an increasing number of sites. It is so powerful that, if you get reli- able JavaScript implementation as web authors tend to program so their sites- works in Internet Explorer or NetScape rather than the following the specs.

JavaScript 1.2 is supported at included in IBrowse 2.x which is the latest version however we found many of sites with JavaScript which either failed to work at all with IBrowse 2 or where only some elements worked. HiSoft seem dedicated to improving the JavaScript implementation and have asked that URLs which don’t work are EMailed to them so we hope that the situation will gradually improve.

Improved Browsing

IBrowse has always been able to open as many browser windows as you want however even a high resolution graphics card screen soon gets cluttered. In ver- sion 2 a new feature allows you to open several pages in the same window. Each page at the top of the browsing area, you simply click the tab to see that page.

The useful context menus (which pop-up when you press the right mouse button over a web page) which allow you to be able to customise exactly what options you want to appear in each (wherever appropriate). Menu options can be IBrowse built-in commands or even AREXX commands for really complex customisation.

The main change you notice when browsing normally with IBrowse is the great increase in speed. Pages with large tables now appear instantly when they have been downloaded while before you used to be several seconds delay (even on an O600), image decoding is also very noticeably faster.

Interface Improvements

Probably the major change to the IBrowse interface is the new preferences window.

IBrowse 2 has two preferences windows with tabs along the top which made it hard to find the option you were looking for. In 2.x all the preferences are in one MUI Prefs style window with a list of the available pages down the left hand side which is much better. Unfortunately the recent options are no longer implemented HTML pages. Owners of TurboPrint 7 can use its Ghostscript support. Should this situation occur the Camedia just refuses to take the shot! But all is not lost as the camera has a two fixed focus buttons (2.5 M & 0.4 M) which can be used to force the camera to focus at a fixed focal length, and hey presto you still have your shot only maybe not perfectly sharp.

As I have mentioned earlier the Camedia has a small problem (the camera does have a tripod mounting point), a macro mode for those close up arty shots and spot metering for those awkward shots (a black cat against a bright white background for example) and a flash function which is useful should you wish to force the camera to use the flash for fill in or light maybe set it to red eye reduction for portrait shots without the ‘Devils eyes’ syndrome!

Once you have taken the pictures you will no doubt want to see them! So set the camera to play mode and review them using either the slideshow function or select them individually from the main screen or you may overview them with the thumbnail option, and here’s the beautiful part, if you think a picture is not up to your required standard (Crap!) then just delete the bugger and retake it!

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Not forgetting of course the best part about digital cameras is that due to the fact no processing is required your pic- turse are totally private and anything you do not want anyone else to see.
Martin Miller’s A1200 gets a new home in one of Eyetech’s latest EZTowers. Does it live up to the name?

The instruction booklet warns that “If, having read the book you feel that this work is outside your abilities you should not attempt to carry out the fitting”. Well, I consider that I am good at DIY and have a reasonable background in electronics knowledge, so I got stuck in.

Unfortunately, I encountered a number of silly niggly problems which really should not exist, considering how long this tower has been in production. This made me a bit dissonant and disappointed. After all, £200 may not be too much to some people but it was to me. To summarize the problems:

1. The DF0 faceplate did not fit the inter- nal floppy drive without considerable manipulation, and when it did eventually fit, you could not insert a disk unless you had a long finger nail to poke it in with! I eventually made my own faceplate using a plastic blanking plate from the tower – it works fine.
2. The plug on the audio mixer/adapter did not fit my HiSoft CD-ROM socket so I had to dissect the plug, squash the pins and push them onto the CD-ROM individually.
3. Neither of the pre-drilled holes on the blanking plates matched the cut-outs in the tower’s back panel, requiring filing with a needle file.
4. The keyboard interface advertised with the tower in Amiga Format was the EZ-Key2 which is the universal adapter for PC or Ak4 keyboards. The version sent was the EZ-KeySE for PC keyboards only. I did query this with Eyetech and was told that the advert was wrong (it has now changed). They offered to exchange it if I returned it along with £3 in stamps! So, allowing for the postage to send it to them as well I didn’t bother. Nevertheless, the error was not mine, so I couldn’t see why I should have to pay all at the main. The main drawback of the PC keyboard is that some keys are not mapped correctly—they are # \ ¦ ~ ‘ ` and the HELP key. The F1 and F12 keys are the Left and Right Amiga keys, the END key seems to be the HELP key. I tried the Windows Keymap on Amiga and found it did not help, neither could Eyetech themselves.
5. The finger grip on the right side panel appears to bind against the internal middle shelf, making it awkward to get a nice clean fit. A little bending with some grips and an extra screw at the rear cured this.
6. I felt that additional support would be beneficial to the bottom front edge of the A1200 to prevent damage from pressure when trying to fit those tight-fitting expansion boards, so I added a small bracket with Aradite and secured it with a plastic strap.

As I stated, these are silly problems which could easily be cured in production, but the tower cost a lot and took longer to complete than I bargained on. The 4-way buffered interface, however, was very easy to set up and allows plenty of future expansion.

If you happen to be using a 2.5 inch Hard Drive it would be worth considering a longer cable when you order your tower, it can then sit in it’s cradle on top of the PSU with 4 sticky tabs. Another option might be to secure it with a plastic strap.

I brought my BMon from the Eyetech stand at the WoA ’99, along with some other bits, as having a PPC card and BVision I was having the lack of AGA blues. This was mainly because the wife complained she “couldn’t play her games any more” and I also missed some of my AGA programs. So on the way home on the train I read through the photocopied, double sided, A4 instruction sheet and looked at the collection of wires, ribbons and connectors. Having arrived home I soon discovered that I had lost the A4 instruction sheet but luckily it’s not that hard to install.

I have an Eyetech external EZVGA scavenger so I was supplied with the correct ribbon connector for this which loops from the VGA connector in to my tower and connects to the BMon. When used with a BVision, as I do, you have to remove the PCB, with the VGA out connector, from the BVision and connect the BVision ribbon to the BMon. Then on the other end of the BMon there is a new VGA out for you to connect your monitor to. This is done with a 5 1/4” bay blanking plate that comes with the BMon switch attached. There is a 2 core cable that goes from the switch to the BMon and a supplied tower connector cable. Right, so you’re all connected up. Time to switch on and test your new purchase.

Now hopefully this is where mine and your experience will differ. What happened with me was that although I had a picture it was very colours, almost grey. After a loan of a friends monitor to make sure mine was OK we deduced that there was no red output from the BMon. So after a phone call to Eyetech my new piece of kit was winging it’s way up to Stokesley with the promise that it would be checked and returned in perfect working order. A few days later I was informed that indeed the red output was faulty cause by some stray flux and was now on it’s way back to me. On receiving my newly repaired BMon I connected it all up and switched on.

What followed next I would hope is very rare and I know of two other BMon users who have had no problems what so ever. But as I am reporting my experience of the BMon I will tell all. So I switched on my Amiga and there was this small puff of smoke from the back of the BMon switch. I quickly switched off and on close inspection of the switch’s PCB I saw one of the tracks had burnt out. Now any person of sound mind would have packed up the BMons and had it winging it way back up to Eyetech but oh no, not me. I got out my trusty soldering iron and set about repairing the track. I set all back up, switch on and... pffft... another track burns out. So I repair that one too, set it back up, switch on and... pffft... a third track burns out. Well I’m on a one way road now, I can’t return it so it’s out with the soldering iron for a third time and, as they say, third time lucky everything was OK.

Once it was working I must say that the quality of both AGA and graphics card display is excellent. I can’t detect any degradation in either outputs, they are both rock solid, sharp and clear. Now when I, or should that be the wife, double clicks that Slam Tilt icon on my... and there it is. I must emphasize that the problems that I encountered are probably very rare if not a one off and as my two friends have had no problems then I guess it’s “only me”. So in conclusion overall the BMon is an excellent piece of kit and despite the problems I faced I would recommend it as must buy to all those with a graphics card with no AGA pass through.

Jeff Martin
Gary Storm looks at the first release from newcomers Digital Dreams Entertainment

And I fail to understand why, rescuing an engineer, he asks you for a book to a friend (??). This is an excellent game, and I don’t think you lose for the brain-teasers. It has a large sense of frustration and achieve-ment which is essential for what is in effect an adventure with an arcade slant. There are quite a few points in which it might have been better (movement, visible screen area, B-movie scopy cheesy dialogue), but at the end of the day it’s very fun and is very playable. If you like things like Monkey Island and Flashback (at least), you’ll like this. Try it out today.

Wasted Dreams

You being nuked alive, saxon aliens attacking, you are sitting down (as enemy), by dodging and using whatever cover you can. But if you die a lot, as you become accustomed to the game. Then you’ll get frustrated as you try to solve it’s puzzles. It’s not easy to think about the mind of the programmers (especially when it’s a hard enough job to get into your own mind). Persevere though, and you will attain satisfaction. Once you go through the lack of body-shield (outer space deodorant?) you have’n’t, and get through the twisted programmers puzzles to make it the recharger, you’ll have a happy space-bunny. You’ll find most of the clues logical, so when you get given a locker key, maybe it’d be a good idea to go and find the locker it belongs to? Some of the clues are pure evil though (who would have thought that a red rock chucked into a generator would blow it up?), but you’ll survive. You may not have much hair left, but you’ll survive.

Which is why it’s a damn good thing the self killing humans as well (crewmates, etc.) and in-jokes (rock, metal thing (really)), an animated icon appears in the inventory bar the joystick does all the doing, and the ‘AL T’ button does all the selecting (would have been nice not to have to hold it down all the time when you want to select some-thing though... small point). A lot of thought has gone into the control system. Overall it’s intuitive, and you can’t get much easier than direction and fire.

It takes a little getting used to the move-ment, but it’s not that detrimental to the game as a whole. What isn’t so much fun is the fact the screen area isn’t too large, and aliens can shoot you off-screen before you even smell their hair-gel. This isn’t normally a good thing (and they definitely shouldn’t be able to shoot you like that), but it does add to the tenseness and atmosphere, so be

One of the most interesting aspects of the game is that you can devastate an enemy with a few well placed shots (in the head), and then hit the next one with a rocket (in the chest), and then follow up with a gun (in the gut). This is quite effective, and the animation is excellent. The effects are very well done, and the sound effects are also very good. The music is also very good, and is very atmospheric. The game is very well balanced, and is very easy to learn.

Wasted Dreams is full of little touches, such as the sparks that appear when you shoot forcefields, and in-jokes (rock, metal thing (really)), an animated icon appears in the inventory bar the joystick does all the doing, and the ‘AL T’ button does all the selecting (would have been nice not to have to hold it down all the time when you want to select some-thing though... small point). A lot of thought has gone into the control system. Overall it’s intuitive, and you can’t get much easier than direction and fire.

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The Wanderer

anyone who has browsed the mods directory on AMinet will remember the name Jogier Liljedahl, because his music modules stand away from the normal techno fare with moving acoustic guitar pieces and many mellow tunes. The Wanderer is Jogier’s first CD and contains new versions of many of his most famous modules, re-recorded to a professional standard with live session musicians and sounding better than ever. The 14 tracks on the CD range from mellow and relaxing to bright and invigorating, each one has its own char-acter and the compilation never gets “samey” as sometimes happens with instrumental tracks. I particularly liked the deep “soundscape” tunes like Overture and Mystified 2000 which sweep you away on a sea of sound. Another great track is BreatheMax 99 especially if you enjoyed the “chip tunes” of old (although this is rather more refined).

The CD is a proper pressed disc and is nicely packaged with a beautifully designed inlay. I would have been inter-rested to see was some information on how the tunes were recorded and in par-ticular whether the Amiga was used during production though.

Product Information

Artist: Jogier Liljedahl
Producer: Lynne Music
WWW: www.lynnemusic.com
Price: £19 ($12 approx.)
In the tutorial on the following pages we’re going to use the layers function of your image processor to composite two images then add a glow to the foreground image. But before we’re using layers you’ll find it’s easy to adjust the effects until you’re completely happy and even when the image is finished you’ll be able to change it and try out different effects. I will go through the process step by step in both Photogenics 4.2 and ImageFX 4.1 (version 3.x is very similar) for owners of both packages. If you own ArtEffect or TVPaint you should be able to perform similar steps in those packages too. If you don’t have a package with layer support this tutorial is a good way of learning how they work in practice. You’ll also notice that each one has its strong and weak points, which, depending on your intended use, may sway a buying decision.

TIP: Both Photogenics and ImageFX have recently been updated, it’s a good idea to use the latest non-beta version of these packages. If you’re on the Internet you can download the updates from http://www.paulnolan.com and http://www.nevadadesign.com respectively. If not give us a ring and we will arrange to send you the updates for the cost of postage.

The two images I’ve chosen are a swirly space background and Commodore’s much maligned CD32 console. You could use any images you like, for example you could compose photographs over a background or use text to make a poster or sign.
To let the background show through the subject we need to paint black onto the alpha channel in the areas we want to be transparent. ImageFX provides an easy way to do this using its TraceAlpha drawing style. This applies the selected colour to the alpha channel while you paint on the actual image. Combining this with the airbrush we can make areas transparent by painting with black selected and restore by painting with white.

Now we want to remove the background from the subject of the image so it is composited directly onto the background. ImageFX uses a monochrome alpha channel to control what parts of the image are transparent so first we need to create one for our layer...

1. Select the black colour in the palette and then the Matte button in the Create Alpha Channel window. This creates an all white alpha channel so the whole image covers the background.

2. To move the foreground image around and position it over the background. To do this click the Position Layer Tool (hand icon) then drag the layer into position. You will notice the Option window changes to show the Tool Options plugin, here you can exactly position the layer by editing the Position co-ordinates. If you click the Real

Layer from the popup menu, you’ll see a duplicate entry appear. The glow layer need to be below the image layer so while it’s still selected choose Layer Down from the popup. While we’re here we’ll also give this layer a more descriptive name, double click on the Glow layer in the list, in the Layer Settings requester clear the Name: gadget and name the layer “Glow” then click Okay.

3. To stop the fill operation clearing your carefully prepared alpha channel click on the “A” button at the top of the main window, this protects the alpha channel. Now choose Normal in the Style to Normal you can paint white and usually a good starting point) and select Realtime in the Airbrush Options window and choose the TraceAlpha style in the Drawing Options window.

4. As a pattern for the glow we’re going to use the alpha channel from the foreground so we need to copy the foreground layer. Select it in the Layer Manager and choose Clone

5. The final image, complete with stylish golden glow!

6. At any time you can move the foreground image around and position it over the background. To do this click the Position Layer Tool (hand icon) then drag the layer into position. You will notice the Option window changes to show the Tool Options plugin, here you can exactly position the layer by editing the Position co-ordinates. If you click the Real

Layer from the popup menu, you’ll see a duplicate entry appear. The glow layer need to be below the image layer so while it’s still selected choose Layer Down from the popup. While we’re here we’ll also give this layer a more descriptive name, double click on the Glow layer in the list, in the Layer Settings requester clear the Name: gadget and name the layer “Glow” then click Okay.

7. To make the glow a suitable colour we’ll fill the whole layer with the colour we want, the alpha channel will take care of which areas are transparent. Make sure the Glow layer is selected then pick a suitable colour from the palette window and I’m choosing a nice lime green! if you wanted to create a shadow you’d choose black at this point. To stop the fill operation clearing your carefully prepared alpha channel click on the “A” button at the top of the main window, this protects the alpha channel. Now choose

8. Select the black colour in the palette window and start painting on the areas of the foreground image you want to remove. If you make a mistake and remove too much just select white and paint the missing bit back on. Remember that you can use any of ImageFX’s drawing tools to add and remove portions of the image.

9. Once you’re happy it’s probably a good idea to save your image so you can play with the other options with out fear of loosing your hard work. Click the save button then choose the INGF format in the Saving... requester, this will retain the layers, alpha channel(s) etc.

10. As a pattern for the glow we’re going to use the alpha channel from the foreground so we need to copy the foreground layer. Select it in the Layer Manager and choose Clone

11. Choose the polygon tool to add or remove large areas then the airbrush at a small size to do the detail work (this applies to both ImageFX and Photogenics).

12. Select the background image in the Image selector and choose the layer without the alpha channel set. Click on the Move Layer tool and make a note of the X and Y co-ordinates. Now swap to the other layer, click Move Layer and enter the same co-ordinates so the layers line up.

13. Choose the Blur paint mode and fill the layer and the image you can do so using the ImageFX’s Blur tool. Open the image you want to blur and make sure the Draw Tool (continuous line) is selected then drag on to the layer with the left mouse button, you’ll see the secondary image show through. If you make a mistake you can rub off any excess using the right mouse button. If you need to you can adjust the Pressure and Size settings in the image selector. You can also use the other drawing tools with the left or right mouse buttons to add or remove parts of the image.

TIP: Try using the polygon tool to add or remove large areas then the airbrush at a small size to do the detail work (this applies to both ImageFX and Photogenics).

A copy of the alpha channel should appear on screen, if necessary cleanup the image removing any stray white areas by painting over them with the “Paint” paint mode and black selected in the Colour plugin (second tab of the Options menu by default). Click FIX.

The Glow

7. From the Layer popup menu in the Control plugin choose Move Paint Layer to Alpha. Click on the image selector and choose the alpha channel image from the selection. From the Image popup menu choose Copy Image.

4. In the Control plugin select the background image in the Image selector.

In the Layer popup menu choose Move Alpha to Paint Layer, the foreground image should reappear. The second copy of the Alpha channel will be used as a template for our glow.

10. Choose New...Paint Layer from the Layer popup menu to create a new layer for the glow. In the Alpha selector choose the alpha channel copy we’ve just created and cleaned up. So we can see what we’re doing choose the “Paint” paint mode from the popup and pick a colour in the Colour plugin (I’m using lime green again). Now click the Fill Paint Layer button (the filled square just to the left of FIX).

11. Move the glow layer below the foreground by selecting Move/Down from the Layer popup menu. Now select the alpha channel image in the image selector.

12. Select the background image in the Image selector and choose the layer without the alpha channel set. Click on the Move Layer tool and make a note of the X and Y co-ordinates. Now swap to the other layer, click Move Layer and enter the same co-ordinates so the layers line up. Press Return after entering each co-ordinate to see the layer move.

13. Choose the Blur paint mode and fill the layer. The Mode Options plugin should appear in the Options window, experiment with the H and V radius settings to get a good soft edge for the glow (I used 12.5 for both radii). Take a look at the composite image to see the effect when you change the settings. If you need to bulk out the glow try increasing the Gamma of the alpha channel slightly with the Adjust paint mode. Pick it from the drop-
### ImageFX 4.1.4 Continued...

Buffer/Fill then click Draw Colour in the requester. Press ‘F5’ on the keyboard to re-draw the preview and you should see a coloured shadow slightly offset from the foreground subject. Click on the ‘A’ again to unprotect the alpha channel.

The glow really wants to have a soft edge that spreads out behind the subject as the edge is controlled by the alpha channel we need to process it to soften its edges.

12. Choose Alpha/Swap to see the alpha channel, next choose Convolve/Gaussian Blur then set the radius to a high value (usually use 5) and click Okay. Once that’s finished apply it again with the same settings to get a really soft edge to bulk out the glow so it sticks out behind the subject use the Balance effect with the Gamma (Ga) function set to .127.

Depending on the size of your images and the effect you want to achieve you may need to alter the strength and number of times you blur and increase the Gamma of the alpha channel.

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### Photogenics 4 Continued...

down, fill the paint layer then gradually increase the Gamma value in the Mode Optns plugin until you’re happy.

Now the basic image is complete experiment with Photogenics’ range of paint modes, remember you can always create a new paint layer to draw on so you don’t damage what you’ve already done. When you’re happy save using the savers tab in the NGIO plugin (the last tab in the Options window by default). This way you can choose a format to save in and change options if the saver has them (for example JEPG quality).

Unfortunately Photogenics can’t save with layers intact so if you think you’ll want to work on this image again it’s a good idea to save the individual elements of the image (separate images, alpha channels etc.) separately.

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### Back to Basics 2: DOSDrivers

DOSDrivers are made to use devices available to AmigaDOS, this process is called mounting a device. There are two types of device you can mount, physical devices such as CD-ROMs and logical devices which exist only in software such as a recoverable RAM disk. Each DOSDriver is a ASCII text file which describes the characteristics of the particular device, the name of the DOSDriver file is the device name used by AmigaDOS, so for example a CDROM DOSDriver might be called CD00.

If you want a device to be mounted every time you start your Amiga then you place its DOSDriver in the devs/DOSDrivers/ drawer of your boot partition. This is done by using the following command in the startup sequence:

```bash
C:Mount DEVDOSDrivers/ -47,info
```

There is also a storage/DOSDrivers/ drawer where disabled DOSDrivers are kept, at any time you can mount a device by double clicking on its DOSDriver which has Mount as the first line.

---

### Editing a DOSDriver

In the vast majority of cases a predefined DOSDriver is available either included with other software (for example with a CD file system) or from Photogenics (for example they let you use any device designed for Adobe Photoshop’s Filter Factory. One with this effect is that it’s much slower than standard effects as the filters are interpreted. VisionFX’s PPC version was amazing over 17 times faster than 68k on the PBI I tried, amazing! VisionFX goes even further by adding a Filter Manager which allows you to easily preview filters from a list.

### ASCII Saver

This new saver generates a text representation of your image. It can save plain text and a number of other formats such as HTML and ANSI.

Volume Light - This brand new effect simulates a volumetric light source, you can set the number of rays that radiate from the light source and change its size and position. The rays settings can create a beautiful effect.

Although VisionFX currently contains a small number of modules all of them are fast, reliable and integrate seamlessly with ImageFX. The JPEG loader/saver is so commonly used that the speed-up is extremely useful and the speed-up of FXForge makes the module much more useable. VisionFX is still worth the low registration fee.

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### Photogenics 4 Continued...

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### Support

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### Photogenics 4 Continued...

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### Support

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### Support
Logical devices usually only need a Handler as they are created purely in software and do not need to communicate with hardware.

The device driver to use is specified in the DEVICE and UNIT fields of the DOSDriver and the handler is specified in the FILESYSTEM field.

Many pieces of hardware are supplied with their device driver on disk, this file is usually copped into the dev: directory during installation. Other devices have their device driver stored in a ROM on the device, this means the device is available straight away before the OS has loaded. Device drivers are called xdevice drivers it’s important to remember that the name is case sensitive (unlike many other aspects of the AmigaOS).

CD0, PC0, PIPE and RAD

When you install AmigaOS four DOSDrivers are available:

CD0 - Commodore CD-Filesystem
This DOSDriver can be used to mount a CD-ROM using Commodore's limited CD-filesystem designed for the CD2 and CDT. This file system has problems with many disks, even ones designed for the Amiga so it is best to use one of the alternatives available from Aminet or included with most IDE and SCSI controllers (see the "CDROM Explained" feature for more).

PC0 and PC1 - CrossDOS Filesystem
This DOSDriver allows you to read PC formatted floppy disks in your Amiga's floppy disk drive (PC0 relates to DF0 the internal floppy and PC1 to DF1). The DOSDriver works with a wide variety of available and high density floppy drives. After you mount PC0 by double clicking it two icons will appear when you insert a disk in your internal floppy drive. One for DF0 and the other for PC0, if you insert a PC disk you'll be able to read it as normal but no PC0 icon will be shown as it automatically hides itself. This does pose a slight problem if you need to format a PC disk on the Amiga as you can't see the PC0 icon for a blank disk and formatting the DF0 icon will use the Amiga format. The only option is to format from the shell:

```
FORMAT DRIVE PC0: NAME MyDisk
```

Replace MyDisk with the name you want to give the disk and be careful to double-check you have typed the command correctly, don't format the wrong disk by mistake!

PIPE
The PIPE device transfers data from one program to another using temporary storage in RAM. A PIPE is used when you need to transfer a block of data that must be immediately processed by another command. As one program outputs data it fills a FIFO (first in, first out) buffer (4Kb by default) in RAM, as the buffer fills the second program is passed the data. If the receiving program cannot accept the data quickly enough the sending program will begin to block.

Rad - Recoverable RAM Disk
The recoverable RAM disk creates a virtual disk which you can use like any other. The clever thing about it is that it will survive a warm reboot, this gives you a very fast disk that you can boot from. When most Amigas were floppy disk based the RAD disk was used a lot by people who had a reasonable amount of RAM as they could copy their Workbench disk to it then re-boot and access system files very quickly. When you install AmigaOS four DOSDrivers are available: CD0 - Commodore CD-Filesystem, PC0 and PC1 - CrossDOS Filesystem, PIPE and RAD. The concept of DOSDrivers was introduced with AmigaOS 2.1, so how were devices mounted in earlier versions of the OS?

In these earlier versions a file called the mountlist, stored in the Devs: directory was used. This file has a block for each logical device, for example CD0 which started with the logical device name followed by lines defining the various parameters controlling the device very similar to a DOSDriver. Each logical device then had to be mounted using the Mount command from a shell. If you wanted to mount a device every time you booted you had to add the command to your startup-sequence or user-startup. DOSDrivers represent the same information in a different way allowing you to easily enable and disable logical devices from the Workbench.

Become a SEAL for Only 2.50 a Month!

If you live in or around Essex why not come along to a SEAL meeting? We're a lively group who meet every other Friday evening at Northlands Park Community Centre in Basildon. We offer help, advice and demonstrations at meetings and someone is always available to lend a helping hand in between.

If you decide to join membership costs £2.50 per month (or £25 if you pay yearly) and includes access to all meetings, refreshments and 4 issues of Clubbed a year.

For more information and directions to the venue:
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```
HIGHCYL = 79
```

HighCyl controls the size of the RAD, each cylinder is equivalent to about 11KB so 79 allocates about 860KB, the size of a standard Amiga disk.
Gallery

Mandyleigh’s Website
By Gary Storm

Ingredients:
Photo of Mandyleigh’s eyes.
Various nebulae (www.nasa.gov).
Aqua bitmap buttons.
Icons modified from web pictures.

Destructions:
Buttons and text courtesy of Candy Factory Pro (PPaint for the button masks). Vigorous blending of fire effect, resize, rub-through etc. with Photogenics 4. Chuck in the web and taste-test with IBrowse 2, Voyager 3, AWeb, Nutscape and Internet Exploder.

http://www.thunder.u-net.com/mandyleigh/

Eagle-eyed readers will notice this shot also shows IBrowse 2.1’s interface complete with browser tabs.

In the mag...

Photogenics 4.2
Here’s a quick montage of some of the great paint-on effects available in Photogenics 4 (reviewed on page 18). If you look closely you’ll see paint-on fire and stars forming the background, DisplaceMap, BasRelief and pixelise applied to the text which was generated with Photogenics’ text tool. And plenty of smudge and blur to blend everything together.

Layers Tutorial
Here’s our tutorial composition after a bit more work in ImageFX 4. Both the background and the glow’s alpha channel were distorted with the Distort/Liquid effect. The CD32 layer was copied and combined with the original one using the Screen layer mode.

Visitors
Headland
SEAL

By Roy Burton

Roy has been busy with Cinema 4D again and has produced the nice rendered images above.

I really like the 50’s sci-fi feel of visitors and keeping to simple black and white has much more effect than the same image would have in colour.

When we first started SEAL a 3D seal for the logo was suggested but no one was up to the job of modelling a good one. Well Roy seems to have come through here with a model that looks really good, maybe just a bit more work on the texture is required to get a less “plastic” look.

Headland is another atmospheric image with a great choice of sky in the background.

http://seal.amiga.tm