

AMIGA

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Amiga Computer Users of Edmonton

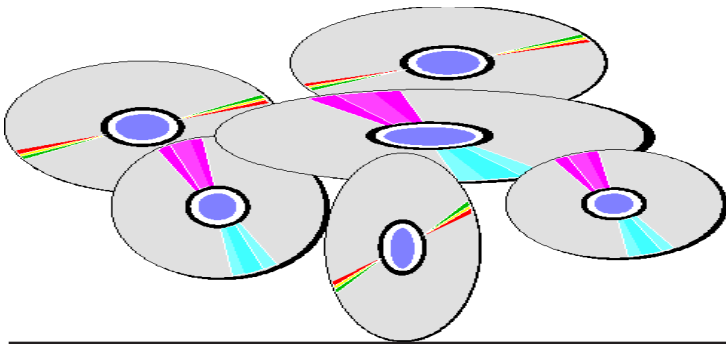
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Removeable Media

Article by Mark Tierno

DVD, ZIPs, CDs, there's a lot of removeable media out there but how many of them can be used on the Amiga and how? Well, there are some options and best of all they're all available on Aminet. For those that still have Sysjets, there's an old archive "Sysjet-Driver.lha" on Aminet. It has driver files for Amige, Mac, and PC-DOS. LS_Mount.lha can handle the LS-120 for both Amiga and PC-DOS. loJaz2Gb.lha will handle 2GB Jaz for Amiga nd 1 and 2 GB for PCs. CD-ROM drivers come aplenty both on Aminet and in the latest OS updates, not to mention drivers for ZIP. MakeDrivers_DVD-RAM.lha is a big winner here, able to make mount files for DVD UDF Bridge, CD-ROM, DVD-ROM and DVD-Video, and DVD-RAM Versions 1 & 2 (2.6 GB, 4.7 GB). In genral though, if you can hook it up to a SCSI cable then the Amiga can use it, it's just a matter of making the correct mount files with your text editor. Sometimes you can get a few hits by examining an existing PC mountfile that someone else did up, or just download some basic specs about the media's geometry and start experimenting.



OS 3.9: Boing Bag 2 available now!

H&P is proud to announce the availability of Boing Bag 2 for AmigaOS 3.9. Boing Bag 3.9-2 contains many bug fixes, small enhancement and new features in the areas multimedia (AMPlifier, PlayCD, sound datatype), shell, Workbench (Find, AsyncWB, UnArc, XAD v10), ReAction and harddisk support. The Boing Bag is delivered in three parts: The main archive with all the files needed to update AmigaOS 3.9, the translations into different languages and the contributions (CDDb library, OpenURL, ClassAction). We want to thank all people that made it possible.

Please download at least the main archive and the translation(s) for the language(s) you desire. The contributions are optional.

Note: This Update requires AmigaOS 3.9 with Boing Bag 1. AmigaOS XL users can install the Boing Bag 2 directly.

<http://www.haage-partner.com/e.htm>

AMICUE Saturday Coffee SIG
Every Saturday
1:30-3:30
Haps Hungry House
159 St Stoney Plain Rd.

Alberta Amiga is a publication of AMICUE the Amiga Computer Users of Edmonton.

Alberta Amiga is published monthly to inform and support the
Amiga Community in Northern Alberta.

AMICUE meets on the third Thursday of each month at Arch
Bishop Jordan High School 2021 Brentwood Blvd.. Sherwood Park.

Yearly Membership fees of \$20.00



After Meeting
Get Together
Boston Pizza
Sherwood Park

Good Food
Good Friends
Good Times

Asha's Sunday Chats

Every Sunday evening (in most places) a few Amigans (and former Amigans hoping for the best) gather to chat and share information on a wide range of topics. Subjects will range from the Amiga (of course) to books, TV, and movies to whether or not aliens have visited our planet.

Come join us on the IRC
The network is ExodusNet
The new servers are:

irc.superhosts.net, irc.midnightrose.org,
irc.codemain.com
The channel is #team*Amiga

The time(s) are each Sunday evening
(9:00pmEST-11:00pmEST 2:00am
Monday to 4:00am Monday GMT)

For those who can use Java chat, point
your browsers at:
www.reefer.org/chat4.html
or
<http://www.reefer.org/chat.html>

I put my cam up Sundays so that you can see me as we chat. If you're using an Amiga, get WebVision Aminet, or, if that's down, email me and I'll send you the latest version I've got). It can live on the same screen (MUI) as AmIRC and is easy to use and setup. You can also see the cam on the Web (using a browser).

The cam address is
www.ashafx.com/cam. There's always a picture up, but it's only live on Sunday nights.

We also love playing with sounds. You can grab all (or some) of the sounds we are playing by going to:
<http://enja.org>

We have a nice group of friendly folks sharing information, help and humor as we wend our way through the Great Amiga Oddestry.

Hope to see you there!

Please repost this anywhere you find Amigans online!

Asha, asha@ashafx.com,
<http://www.ashafx.com>

Computer City to port Inga to Amiga platforms

Snoqualmie, April 15th 2002 - Computer City is pleased to announce that they have obtained a licence from Inutilis software that will enable them to bring the Inga gaming system to all Amiga platforms.

The Inga gaming system provides everything required by developers for the creation of classic graphical adventure games. It includes both a complete set of development tools and a run time engine. An easy to learn and highly flexible scripting language makes it possible for anyone, even non programmers to create varied and complex adventure games whilst the the intuitive interface provides all the control and interaction that the game player could want.

"Computer City has been working closely with Amiga for many years, and with the introduction of Amiga Anywhere, we saw a huge opportunity." said Ron van Herk of Computer City. "Everyone loves adventure games but no one likes having their favourite adventure stuck on only one platform. With Inga running on Amiga Anywhere, the adventure is just beginning."

"It is a pleasure to welcome Inga to the Amiga platforms." said Bill McEwen, CEO and chairman of Amiga, Inc. "As Amiga Anywhere spreads from Handhelds to Set Top Boxes Personal Computers and beyond, customers will demand to play their games on any digital device. This announcement means that they won't be disappointed."

The Amiga Anywhere version will be published under Computer City's own "Sultan Systems & Software" label.

About Computer City Computer City was founded in 1988 and since then has grown to be one of the leading Amiga-specialised suppliers in the Benelux countries. More recently the company has entered the software publishing market under the "Sultan" label, obtaining distribution rights to such aware winning products as Audio Evolution and MediaPoint. For more information, please contact Computer City at +31-(0)10-4517722 by phone, +31-(0)10-4517748 by fax or info@compcity.nl by email. The website can be found at www.compcity.nl.

About Inutilis Inutilis opened its doors in 1996 with the aim of providing high quality products to the digital entertainment market. With the its flagship product, the Inga adventure development package and its first game, "Ermentrud", it is going from strength to strength. For more information, please contact Inutilis, Ahrensburger Straße 119c, 22045 Hamburg. Phone: +49-(0)4066853430. Email: Timo@inutilis.de. Website address: www.inutilis.de



SIMON THE SORCERER II Review

THE LION, THE WIZARD AND THE WARDROBE.

Review by Vincenzo Morra

WHAT IS ALL THE FUSS ABOUT?

Lets celebrate!

After many years of unfortunate exile -in the island of Bill Gates- Simon returns safe and sound on our beloved Amiga thanks to Epic Interactive.

For the people who don't know who Simon is (why did you not buy the first game!?) he is a young boy who accidentally get transported in a fantasy land to experience life as a young Harry Pott... ahem... I mean young sorcerer, rescue some friends and kill the bad guy.

Yes, I can see your point.

The USUAL story!

Unfortunately just when he thought his life was going back to normal the evil wizard Sordid (who should have been killed in the first game) returns from the grave seeking revenge.

It is now up to Simon to stop him one more time.

Well, in honesty, the above is just a lame excuse to give us another sequel of an adventure game that was meant to be the British answer to Lucasart and their Monkey Island affair.

In truth he never sold very well on the Amiga and after the first experience Adventure Soft decided to immigrate to other platforms in order to survive.

A conversion of the game for Amiga was in their plans (and I believe it got started) but it was later canned due to lack of interest from the developers who believed our machine was not any more a viable gaming platform.

After many years since its first release (maybe too many years) Paul Burkley (the author of Foundation) Simon II has finally reached the Amiga (and the MAC) shores.

The game comes on a CD format in a DVD folder containing a printed manual (English and German). Quite a shock considering that rarely nova days we see printed manuals accompany Amiga software.

I guess converting the game to MAC has helped raising the found needed to get the Amiga version out. Indeed many developers today can only make Amiga versions of their games if the can release the game for other platfors (i.e. LINUX, MAC, etc.).

The game can be installedsd onto the hard drive using the standard Amiga installer taking over 176 MB of space available.

ABRACADABRA

Once installed Simon II can be run with a simple double click on its icon.

An animated intro will introduce the story where a young boy dreams to be as powerful as the evil Sordid.

His wish comes true when the wizard decided to appear before his very eyes and propose the boy to become his apprentice.

During one of his experiment the boy makes a wardrobe appears in Simon's room.

As soon as Simon jumps into the closet he gets transported into another world to face, one more time, the revengeful Sordid.

Here is where you will immediately notice the old roots of this game. The graphics look slightly confusing due to the combination and heavy use of few colours on screen (Valhalla style) and the ancient low resolution.

As in those old style adventures the action takes place in the top half of the screen while the bottom part contains an inventory of objects acquired during the gameplay and a list of icons needed to control little Simon.

With your mouse you can direct him anywhere you

Animation SIG



**Meetings
Last Friday
of Each Month
Contact:**

Larry Bolch 484-9879

want while interacting with the environment.

This type of interface was inspired by the famous SCUMM engine used by Lucasart to create Monkey Island and many other graphics adventures, but unfortunately today standards are more demanding and people are expecting a more practical and convenient control system, where the graphics is displayed in full screen and the icons needed to control the game appears only when needed (i.e. Nightlong, Feeble Files, etc.).

This is, obviously, no fault of Epic Interactive but just a consequence of converting such an old game.

In truth, I have to admit that this does not spoil the playability and if you are prepared to put up with such issues then you are going to enjoy Simon II.

At times, the environment is bigger than the screen therefore moving off the side will cause the screen to scroll.

In some other areas walking off the side of the screen will make a map appear.

There you have the possibility to move anywhere in the town and avoid long and annoying walks.

In order to control Simon you can use eight simple icons which combined together will help you to do pretty much anything. Look at, pick up, push/pull, open/close, talk to, use/with, give/to, wear are all selectable from the screen interface using the left mouse button.

Press T and you can switch between on screen text and voice speech, while a quick hit of the spacebar will change the text language between French, Italian, German, etc.

At times you will be greeted by long cut scenes. It is necessary to follow them to become aware of the plot of the game and get the necessary clues needed to complete it.

If you want to skip them just press F5.

One of the criticism of the fist game was that some of the clues on the screen were not clearly visible. The colour combination also does not help to the cause.

In order to correct the problem the developers have opted for a quick fix by highlighting the so called "hit boxes" once you press the F10 key.

The puzzles are seldom very difficult and require the usual go to A, find the item C to access the area B.

Indeed, if you get stuck just try using or combine everything you have in your inventory. Maybe a quick chat with a local paesant will also help.

A bit of lateral thinking is necessary in some situations where the most obvious choice is not what is needed to solve the problem.

Dialogues play a big part in this game.

It is necessary to interact with every peasant in the town and it is here that the humour of the game comes up in full splendor.

Like Monkey Island, Simon The Sorcerer II is full of funny situations, events or comments that I am sure will guarantee a good laugh to anyone who likes British humour.

I particularly enjoy the remarks Simon makes to the people he interacts with.

Once you meet a new character you are presented with a choice of questions or answers and there are always one of two which are particularly funny and/or sarcastic.

The game is reasonably long and will take you some time to complete.

There are not many sounds effects, but the speech option creates an extra dimension which will help you deepen in the plot. Unfortunately, in some situations is very obvious that the same person has been used to "voice" different characters. That is unavoidable when developers have only a limited budget and could be considered unacceptable by today standards.

Luckily that also does not spoil the gameplay.

The graphics, as mentioned before, are pretty old and the use of half screen at low resolution supported by the colour combination can, in very few situations, be cause of frustration when clues on the screen are not clearly recognizable (that is when the F10 option comes handy).OK, BUT IS IT AS GOOD GAME?

And the answer must be yes!

The option to have text and speech at the same time is not perfect and often the timing between the text displayed on the screen and the speech is wrong. I believe that that was not an option of the original game but one that Paul has added for the Amiga version.

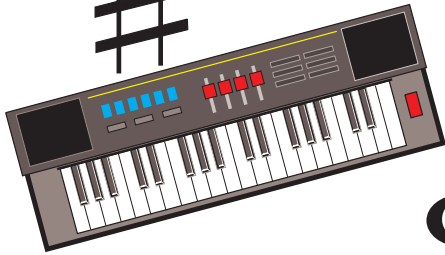
The game works well with AGA machines or GFX cards if you use the enclosed RTG version.

Recently an update was available which also supports PPC machine although it does not look any different from the original one.

Simon might not be the greatest of adventure games, but can easily guarantee hours of fun and laughter to anyone who likes graphics adventures in the style of Monkey Island, particularly if Harry Potter has been your film of the year.

Graphics : 82% Sound : 85% Playability : 89% Lastability : 87% Overall : 89%

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Music

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Contact Larry Bolch
484-9879

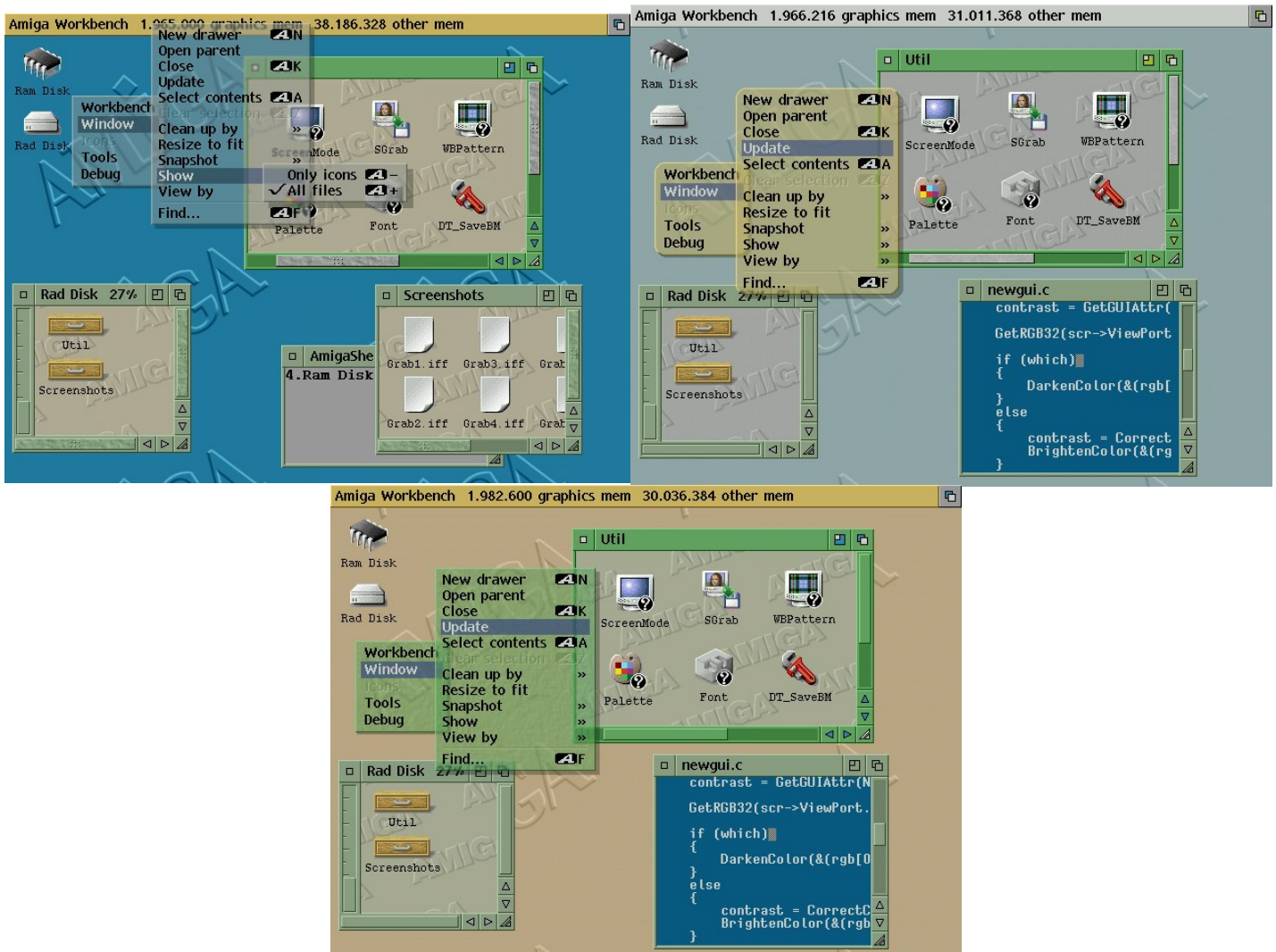
Preview of AmigaOS 4

First screenshots from AmigaOS4.0
April 25, 2002 - Snoqualmie, WA.

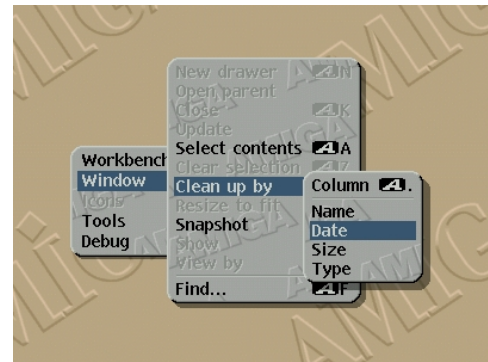
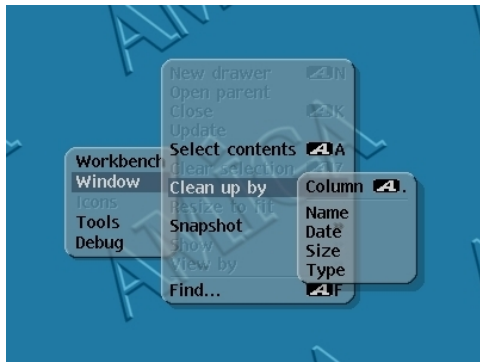
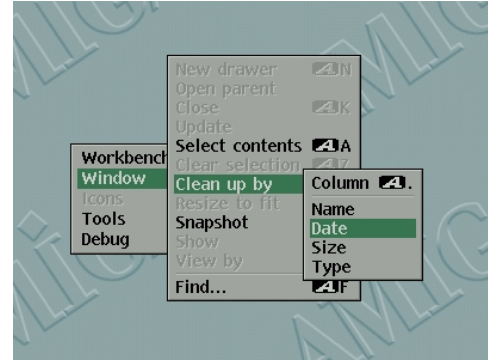
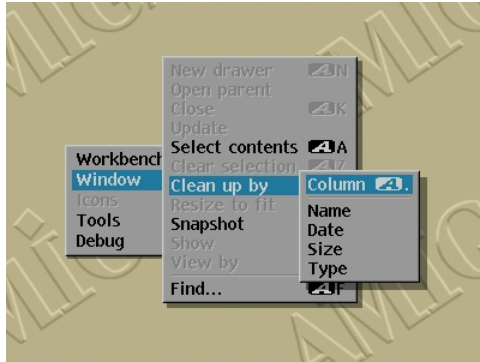
As the release date for the next generation of Amiga desktop products gets ever closer, we have been inundated with requests for glimpses of how the new system will look. Amiga has thus asked our partners at Hyperion to provide us with a set of screenshots to show off some of the upcoming features, and this will become a regular event as we seek to highlight particular aspects of our future offering.

For the first set, we chose to highlight the many different customisation options that a user can apply to the Amiga OS4.0 interface. Taken from a VGA setting on one of the core team development machines, this set highlights such effects as transparency, shadow, texture, gadget shape and colour. This will allow the Amiga community to continue to create and enjoy the most varied of experiences.

Amiga OS 4 GUI Preview



Amiga OS4 Menus Preview



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HIGHWAY & SUBWAY USB News

After long waiting hardware production has finally started. In a first series HIGHWAY modules will be produced; the SUBWAY modules will follow in a second series. We kindly ask for the understanding of all people interested in the SUBWAY clockport module. HIGHWAY cards will exclusively sold by KDH.

The first Software Developer Kit for all people interested in USB device driver programming available. If you are interested contact Chris Hodges.

More than 70% of people interested in the HIGHWAY card asked for an ethernet expansion module. You asked for it - we made it. If you feel that "just an USB controller" is not enough for you, then you should consider the new NORWAY module. NORWAY fits on the HIGHWAY card and offers a 10MBit twisted pair ethernet connection. Production has started now, so we expect to be able to offer both modules at the same time. Distribution of the NORWAY is exclusively done by KDH.

IrseeSoft has announced support for most common USB printers in the well known TurboPrint system. Moreover, additional features in mixed USB / parallel port printers will be available (e.g. automatic recognition of the connected printer). Details regarding USB printers as well as compatibility lists will be published by IrseeSoft.

Felix Schwarz, Innovative (VHI Studio, fxPAINT, fxScan) is currently working on the enhancement of the VHI standard and VHI Studio for USB support. Drivers for USB video devices (such as digicams and webcams) are being prepared and will be available seperately from Felix Schwarz at the time of their completion.

Links:

<http://www.irseesoft.de/>

<http://www.kdh-datentechnik.com/>

<http://www.innovative-web.de/>

Next AMICUE Meeting

June 20th 2002 7:00 PM
Arch Bishop Jordan High School
Sherwood Park

Arch Bishop Jordan
High School

Baselyne Rd.
(101 Ave)



Sherwood Blvd.

Wye Rd.
(Sherwood Park Freeway)

Boston
Pizza

Oak St.

Broadmore Blvd

