



**CONTENTS:**

- Page 1 Interview with Amiga Future
- Page 2 M.A.X.R Project
- Page 2 Laptop PC v Sam440ep comparison
- Page 2 OS4Depot top ten downloads

**AMIGA FUTURE INTERVIEW**



A luke warm greeting from us here at the Blitterwolf Team.

**1. So our readers may know who we are talking to, can you state your name, country and occupation please?**

There is not much to say about myself, my name is Andreas, come from overseas, (Bayern), Most people know my name as being AndreasM.

**2. When did you first become involved with Amiga computers?**

To be honest to say, no idea. Then APC&TCP sales distribution is already been out since over 18 years, the club, where the sales distribution arose from, already was out for numerous years before hand. Amiga Future is also already been available for over 10 years, and the Amiga Future homepage must be now also already over 10 years online.

I went for the usual career. Only long time the C64 and then switching to the Amiga. When was that exactly, I do not remember. Treasures is now around 22 or 23 years ago.

**3. What Amiga computers have you owned in your lifetime?**

Oh yes, the list is Long on that one, C64, C64 II, C128, Amiga 500, Amiga 600, Amiga 1000, Amiga 1200, Amiga 2000, Amiga 3000, Amiga 4000, Amiga 4000T & uAone  
And no, I have never owned a windows computer. :)

**4. Throughout the years, what has been the most valuable software to use on your Amiga?**

The most important for me would have to be MTCALCULATOR (MTRrechnung). From this we administer all of our Amiga Future Stuff, our clients and calculations.

Then of course YAM, Opus, jabberwocky, ATC, Ibrowse, OWB, Final Writer, Cygnus Ed, Turboprint, AmiDVD, Make CD, and, and, and.....

**5. What is however, your most favourite software to use?**

With over 1000 emails in a month, it would have to be YAM of course.

**6. What is your most favourite game genre to play on your Amiga?**

I love strategy games. Unfortunately time is lacking to play these games.

**7. In the tradition of other leading Amiga magazines, such as CU Amiga, Amiga Format and Amiga Active, Amiga Future is the sole survivor. So how did the publication of Amiga Future come about? What is the history leading upto todays nice glossy magazine?**

For over 12 years ago now, I came about the idea to create a games magazine. The background was this, that back then there was no magazines left that covered Amiga games any more.

After a long time searching, we landed at ICP. ICP offered also at the time, the Amiga magazine AmigaPlus.

As ICP left the Amiga market, Amiga Future became part of the FALKE-Verlag. The market was getting smaller and eventually it was not worth creating an Amiga magazine any more.

In one part of Amiga Future we were not in agreement. Since we had all the rights to the magazine, we decided to continue on our own.

And so we do the Amiga Future since issue 27 completely by ourselves. And if everything works out, issue 85 will appear. :)

Since the issue 27 we have also then changed the complete concept of the Amiga Future. From a pure games magazine the total Amiga Future has become like a notebook that deals with all types of topics that sets the Amiga apart. Moreover the Amiga Future became a non profitable project.

Through the change from the magazines layout, we have had

our text in the book doubled. Through hard calculations and through the help of many users I cannot see why the Amiga Future won't be able to celebrate its 20th Birthday.

Since edition 67 there is also an English version available.

At this point in time I would like to thank all the users that help us with the Amiga Future Magazine. Nonetheless we have 50 Active users working on the magazine and the webpage.

That was the story in short. On our homepage there are two articles that explain the story of Amiga Future more in full: <http://www.amigafuture.de/kb.php?mode=article&k=1192> <http://www.amigafuture.de/kb.php?mode=article&k=3143>

**8. Also in the tradition Amiga Future also features a cover disc. Given the market is a lot different now then ten years ago, is it hard to source new content for the CD every 2 months?**

Problems to get the CD full, we don't really have that no. More likely that we don't have enough space on the CD. Actually we are handling one full version that would in reality require two CD's worth of space. We have yet no idea how we are supposed to do this.

**9. On the other hand, we also have newer Amiga flavours like Amiga OS4, AROS and MorphOS along with the original. Has this helped to put more content on the CD?**

Like it has been said, we have more problems of having not enough space on a CD.

**10. What kind of percentage would there be for content in the different Amiga flavours?**

Sorry, not sure what you mean.

**11. Likewise, how much commercial Amiga content and software, including games, is included on the disc?**

We don't have any hard fast rules. In our own made up rules though, we always try for half a dozen full versions to place onto the Amiga Future CD.

But one must not forget that full versions are an extra. They were not actually originally planned for the Amiga Future CD and should be seen as a priceless extra.

But have no Fear. We have still for many years left full versions on "Hold" for the Cover CD.

**12. Currently the cover disc is on a CD. Given the Amiga market is slowly expanding and improving, do you see an Amiga Future DVD happening any time soon?**

No chance. The production cost for a CoverDVD are just too high. Alone we would have to then add 10 euro per magazine for the additional DVD.

Without a sponsor it just wont work. And we could use sponsors for many other Amiga Projects. Our homepage, although very useable at the moment, is very far from finished. There are many expandable options still available for the webpage, including content. This year alone will probably see another 10-20GByte online.

**13. Although the internet is getting faster with good broadband, the cover CD is still good to browse for Amiga Future Content, and for those with only a slow connection. But will it be possible to download the CD in future for Amiga Future subscribers?**

No, a download version of the CD is not planned, this option for the download would just be too high in connection terms.

Some, not all, full versions from the CD's are placed onto the Amiga Future homepage as a costless download. For example, we have just recently put full versions from Amiga Future 71 online.

And to answer another question straight up: No, there is also no PDF version of Amiga Future in the plans. We want to make a Printed magazine and no PDF magazine.

There is however an Amiga Future DVD that has the magazines from issue 11 to 70 on it for reading.

Thank you for doing the Interview with us, and we wish many more years of your Fine magazine service to the Amiga Community.

Thank you. I hope you will visit our homepage and order maybe even an..... of the Amiga Future. :)



# BlitterWolf

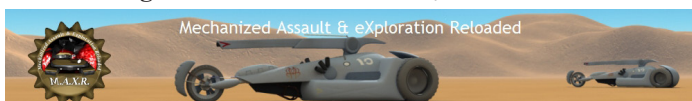
## MONTHLY PAGES #14

Thank you kindly for doing the interview with us, if you went ahead with it of course, which most people do, that are part of such a vibrant community.

No problem. I think when you read it have you some new questions. It's no problem when you send us the new questions. Regards, Cheers.

*Phillip*

### M.A.X.R. Maxing it to the R!



MAXR is an acronym for "Mechanized Assault and eXploration Reloaded" and is based on the old M.A.X. game by Interplay from 1996. Unlike other ports which are open source based MAXR is a clone that has been built up from scratch. So the authors really have put a lot of work into it. And it is a game in its own right. Not only that, they have even created their own graphics and sound for the game. You can check out the home page here: <http://maxr.org>

As you may remember, MAXR was originally ported to the AmigaOS4 platform by SpotUP. Thanks Spot! However, Spot is a busy man and been lost in the "World of Ports" for some time now. Therefore, the MAXR project maintainers needed a new Amiga person to take over. And this is where we at BlitterSoft come in. (Or being coding related, me. :-) I don't know what us Amiga users have been doing on the net, but apparently we are a hard lot to find! Not even lurking around on IRC channels. :-? MAXR went looking and BlitterSoft is what they found. Lucky it is for the Amiga platform that we are around! :-)

So what's it all about then? A simple explanation of the game would be that it is a strategy game with both realtime and turn based components to it. Players can wait their turn or all can take tuns at the same time. Like other strategy games it is composed of different units having different functions. But like all games it comes down to you destroying the enemy. Which is always fun. :-)

MAXR has two graphic scenarios you can play with. It has the built in graphics which are modern and the authors supply so you

can get straight into the game. Or optionally you can install the graphics from the original game. The later using a special installer the guys have made up.

So what's our plan for MAXR? The original port used soft rendering. We plan to improve this by using hardware acceleration. And since AmigaOS4.1 supports this so should the game. MAXR is written to use it anyway. So the speed and performance should be a lot better. The way it was meant to be. We

will also be using the latest sources to keep up to date.

Also, we plan to port the installer as well. This will allow those who have the original game to play it like it was on their AmigaOS4 machines. So even if the graphics are slightly out of date at least there will be full music and sounds. No one yet has complained about the graphics in an old game looking old in a new port have they? :-)

Sometime in the near future you'll be able to experience the new MAXR. When our current projects are near completion. In the meantime I'll be coding to the R so can max it to the R later! See ya's. :-D

Damien

### LAPTOP & SAM440ep COMPARISON

I wanted to compare my laptop running Windows 7 with my Sam440ep running AOS4.1.2

All test are done with no other programs running in the background, this is to get the best comparison as is possible. The software I have tested are my preference, hence, for example, why I have used OWB instead of iBrowse.

#### Internet Explorer 8 v OWB 3.29

I decided to set a list of sites to compare the speed and layout. Also to test the options that are available within the program.

**Favourites/Bookmarks:** Both browsers handled this in a similar way, once set up it is just a case of one click then you are onto your site.

**Download:** Unfortunately OWB has no progress bar/manager for the amount of the file that has been download and therefore unsure whether the download has finished.

#### SITE TEST:

**Amigaworld.net:** Displayed exactly the same on screen, however when selecting a topic the speed is obviously seen, OWB does not seem to respond at a very good speed.

**OS4Depot:** Displayed exactly the same on screen, but on this site speed is not an issue and responds the same on both platforms.

**Hotmail.com:** Hotmail works without a hitch on Windows 7, but when it comes to OWB there are problems. It is possible to login to hotmail but unfortunately you are not able to open any of the emails.

**Google.co.uk:** When it comes to Google I have iGoogle set as my homepage and are displayed exactly the same on both platforms. The mail is loaded considerably faster on Windows but once again the display is the same on both platforms. An email received from IGN UK opened at the same speed on both platforms however an email from Play.com opened considerably faster on the Sam440.

**YouTube.com:** Opened at the same speed on both machines and displayed the same and searching for files seem to be the same speed, however this is where the similarities end. When selecting a video to watch with no Flash capabilities on OWB the video won't play, there are ways around this but there is a need for 3rd party software.

**java-gaming.com:** The home page loads at the same speed and are displayed the same, again java is not supported in OWB so java games are out of the question.

#### iTunes v Tunenet

**Cover Artwork:** iTunes handles this very well by connecting to CDDB and receiving coverart and

track info, unfortunately Tunenet does not connect with CDDB and therefore coverart is not retrieved.

**MP3:** Able to listen to mp3 in both iTunes and Tunenet.

**AAC/Mpeg-4:** Able to listen to AAC/Mpeg-4 in iTunes however Tunenet locks when trying them.

**WMA:** Able to listen to WMA in both iTunes and Tunenet.

#### iPod connectivity

iTunes was created specifically for use with the iPod family of mp3 players and only runs on PCs and Apple MACs. Tunenet is not iPod compatible but an iPod can be connected to a Sam for charging purposes.

#### Other

There are other pieces of software that are available on Windows 7 that have nothing comparable, as yet, for the Sam, such as OpenOffice.

*Michael*

### UNO KRAEPPE GAME (NEWS 18 Aug 2010)

We are doing our very own game (considered a crap game but hopefully fun) called Uno Kraeppe. This will be a simple shoot em up scroller game, with most likely only three levels to complete, various back beats, and different gun sound effects. The graphics were done using OLD Cinema 4D at the time, and I believe any future titles will either use Aladdin 4D or Blender, only time will tell.

### TOP TEN OS4DEPOT DOWNLOADS

- |                             |           |
|-----------------------------|-----------|
| 1. ffmpeggui.lha v2.3       | 31 Jul 10 |
| 2. clipdown.lha v3.0        | 2 Aug 10  |
| 3. gimp.lha 2.4.7           | 8 Aug 10  |
| 4. pygame.lha 1.9.1         | 18 Aug 10 |
| 5. uhexen2.lha 1.4.4        | 5 Aug 10  |
| 6. gimp-loaders-2.zip 2.4.7 | 9 Aug 10  |
| 7. lodepaint.lha rev_109    | 8 Aug 10  |
| 8. gimp-loaders-1.zip 2.4.7 | 10 Aug 10 |
| 9. ranger.lha 1.51          | 25 Jul 10 |
| 10. sabremsn.lha 0.74       | 13 Aug 10 |
- Courtesy of OS4Depot*

