

Bojkottad av Konsum och svenska
frisksportförbundet!



Revisionsnummer 940728032346

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| INNEHÅLLSFÖRTECKNING |
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- 7 Nya fortunes, quotes och taglines

+-----+
| Grafisk formgivning och design: Anders Pettersson |
| Utskick: Jonny Bringås |
|

	Artikelsammanställning: Anders Pettersson	
	Korrekturläsning: Jonny Bringås	
	Ansvariga utgivare: Anders Pettersson & Jonny Bringås	
+-----+		

- ASCII stupid question, get a stupid ANSI.

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Denna bulletin är ett forum för medlemmarna i Moose-Net, ett nät som har sin huvudpunkt i Ludvika, södra Dalarna. Denna Bulletin skall ses som den enda motsvarighet till medlemsmatrikel som ni någonsin kommer att få se röken av.

Artiklar som ni tycker är värda att vara med skall insändas till:

Anders Pettersson@65:100/103@moosenet.ftn / 2:205/309@fidonet.org ifall ni nu inte har lust att skicka netmails med älgen.

Det som sägs i denna bulletin får i vissa fall tas med en portion humor.

Allt är inte allvarligt menat, utan det mesta är skrivet i en "godmodigt" glad ton för att lätta upp en smula. Så om innehållet verkar på något sätt kränkande eller anstötligt, tala gärna om det för oss som skriver i den, men försök samtidigt ta det med en smula humor. Det gör vi. Vi skriver inte t.ex Mr Poyz för att terrorisera och göra ner någon som det gått illa för, utan för att skratta tillsammans med honom åt någon dumhet som hänt.

(Dessutom får han ju faktiskt en disk oxo, så vad mera kan begäras? :-))

=====

Synpunkter

=====

Skicka dessa till mig, eller min polare. Dvs, Anders Pettersson@65:100/103 eller Jonny "Bingo" Bringås@65:100/0

=====

Bidrag till bullen

=====

Bidrag till bulletinen kan lämnas när som helst. Gör enligt följande:

1. Skriv ner din artikel eller liknande (CodePage 437 tecken tillåtna, eller ISO 8859-1 / PC, resp Amiga-tecken med andra ord).
2. Skicka detta som netmail, eventuellt krypterad med PGP och med Valhalls nyckel, enligt följande:

From: Ditt Namn
To: Daemon.Moose.Bulletin
Subj: rubrik på din artikel

Demonen

Daemon är en mailerdemon här på Valhall, som vaknar så fort ett brev adresseras hit och har en To: kludge som börjar med ordet "daemon" fortsättningen på det anger vilket script som sedan skall utföras. Det som händer är att ditt netmail kommer att sparas ned till bulletinen.

Vi skickar en hälsning tillbaka som signal på att artikeln kom fram. Säkreste sättet att få fram en artikel är dock genom crashmail direkt hit på någon av adresserna:

```

2:205/309 @ fidonet.org
2:205/451.5 @ fidonet.ftn
7:106/101 @ fujinet.ftn
23:3000/102 @ dalanet.ftn
39:162/115 @ amynet.ftn
65:100/103 @ moosenet.ftn

```

** Jag hoppas att ni kommer att skicka in rikligt med bidrag till
bulletinen, den är vad NI gör den till, glöm inte det! **

Format

Bulletinen skickas ut i Moose-NET i format enligt 80 kolumner och med IBM-PC CodePage 437 som teckenstandard. Den kan även fås med ISO 8859-1 standard på förfrågan, filspaning eller DL hos Valhall BBS / 65:100/103. Ytterligare en variant finns, och det är i AmigaGuide-format, ett format som egentligen är en liten databas, däremot går mycket snabbt och smidigt att söka på de olika artiklarna.

Magiska namn för filspaning på Valhall BBS

MBULL_IBM	Senaste MoosE-NET	bulletinen, codepage 437
MBULL_ISO	Senaste MoosE-NET	bulletinen, ISO 8859-1, Amiga
MBULL_AGU	Senaste MoosE-NET	bulletinen, AmigaGuide, Amiga
MBULL_SIS	Senaste MoosE-NET	bulletinen, SIS-11, 7-bits, måsvinge
MBULL_MAC	Senaste MoosE-NET	bulletinen, Mac II, MacIntosh

OBS !

Dessa namn kan ta ett tag innan de blir upplagda och fungerar för filspaning. Hav förtröstan, skicka ett mail om ni inte får något så mailar jag den version ni vill ha.

Här kan ni finna MoosE-NET bulletin

Mountain BBS	0240	721	05
	0240	721	64
Valhall BBS	0240	535	15

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[illegible]

Anders Pettersson

Vad kan vi säga? Vi är ledsna att det tagit sådan tid för bullen att bli klar, men bl.a jag själv har haft mycket att göra, och har helt enkelt inte hunnit med att vara kreativ i bullen som jag borde.

Är mitt inne i ett programmeringsprojekt nu, och alla som provat att programmera vet hur man blir då. Ganska avtrubbad, går och muttrar ohörbara ramsor för sig själv, ja, det är mycket konstigheter som händer med en just då.

Det var fart ett tag i nätet, men nu verkar det dö ut igen, det verkar bara vara mellan 65:100/0 och 65:100/103 som posten går, vkna till lite ni andra nu. Ge oss lite kommentarer på det vi skriver, skriv lite egna funderingar som vi i vår tur kommenterar osv. Låt Moose-NET bli det som dala/norrnet var från början innan det urartade i Z25 CHAT.

Mycket märkligt på min ära.

En av Mr. PoyZ'arna skickade förresten in sin artikel i tid för en gångs skull :))

The diagram shows a complex relationship between two large square structures. The left square contains internal lines and arrows, with labels like N , Z , and C and their subscripts/superscripts. The right square is similar but includes a (\cdot) label. The entire equation is surrounded by additional lines and arrows, suggesting a transformation or a specific mathematical context.

Anders Pettersson

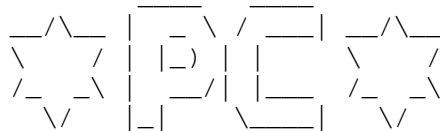
Nyhetererna vi har är väl att vi fått en HOST i fagersta för nätet, som vi välkomnar: Stefan Magnusson. Samt att jag håller på att fixar in en polare också ifrån Gävle som skall polla en del smått och gott från mig (på tal om det ja... nu skulle man haft någe att käka...)

Ja... i övrigt så vill jag bara be er att försök sprida nätet så mycket som möjligt till någorlunda vettigt folk ;-)

Vi hade några dagar med en ordentlig massa dupes som gick ut i nätet. Vi beklagar detta ifall någon fått dessa, men jag tror de flesta stoppats hos Jonny och mig i alla fall. Felet som var trasigt var helt enkelt en bug i den mailer som jag skriver på.

/Pettson

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Jose T Götesson

Jag sitter här, en söndag. Har varit nere på Toffes i ludvika och köpt mig en Hamburgare och en aftonblaska. Jag Äter på min 90 grammare och öppnar tidningen.. Efter ett tag så kommer jag till Söndagstidningen... Jag spottar och fräser ty jag har satt hela hamburgaren i halsen.

Orsaken till detta är Söndagstidningens artikel om BBS:er..

Nu följer en kort resume.. Se nu till och inte ha några sköra eller mjuka ting som lätt kan förstöras...

Det börjar med en Kille, "shadow", som är på 22 bast från skövdetrakten.. Han visar sig vara sysop på TILT BSS.. Ja det är rätt stavat BSS. På titelbilden har han skrivit; Lite Smakprov. * Knark Area, * Vapen Area, * Sprängämnen, * Ariska Pics, * Ariska Mezz. Ring hit om du vill köpa eller sälja Knark, vapen, sprängämnen eller vad fan som helst. Sysen är en renodlad blatte hatare! Han är skyldig till MINST 3 bombhot, 3 olaga Vapen, 9 Snatteier, 1 Mordhot 6 f.v. Beteende, 2 misshandel, 4 inbrott, 2 bedrägeri. Och mitt upp i allt så har han satt en bild på sig själv med ett Hakkors i pannan....Snacka om vrickad kille.

"I datavärlden har Shadow skapat sig ett namn som en häftig bombexpert och svartskallehatare. I verkligheten var han en vilsen, öldrickande och arbetslös 22-åring som åkt fast för småbrott" I Hans bas stod det "Jag Vill Knulla Barn". (Dessa dj*vlar borde skjutas)

Sedan står det en liten histroia om Pelle, 15 bast i malmö... Han vill imponer på sina kompisar på karl XII's dag. Via datorn kommunicerar han med databas- ägaren och de gör upp en affär. Bara en timme efter träffar han en kompis till vapentjuven som säljer lite Sprängdeg för 200 spänn??.

"Regeln är: Ju häftigare innehåll i baserna, desto fler användare" Och det stämmer säkert.. och det är då moteveringen till varför barnporr har blivit så "stor"??"

"I databaserna finns inte bara en uppsjö av grova rasistiska angräpp mot invandrare, judar och svarta. Baserna är oxo en marknadsplats för varor som annars säljs i brottsliga miljöer."....

De får ju det att låta som om ALLA BBSer är fulla med olagligheter... Det är som man börjar skifta i Rosarött... Men det är inte slut än..

"Och brottsligheten kan pågå ganska länge, för rättsamhället har inga lagar som biter på databasvärlden. Tryckfrihetslagstiftningen reglerar bara det tryckta ordet och radiolagen sådant som sänds ut i Etern. Och Datalagen är skriven för att hålla efter personregister hos myndighet och företag. Stefan Krongvist har länge varit landets ENDA (??) datapolis. Nu har han fått förstärkning av två kriminalpoliser till."

Snacka om förstärkning..

"Hittills har bara tre personer dömts för brott de begått med Databaser som verktyg. . I oktober förra året dömdes en 48-årig helsingborgare till villkorlig dom och 80 dagsböter för brott mot upphovslagen.

- o En månad senare dömdes en 42-årig man för barnpornografi vid sundsvalls tingsrätt. Han dömdes till 60 dagsböter 140 Kronor.

- o I mitten av maj i år dömdes en 20-årig yngling i Svea hovrätt till åtta månaders fängelse. I sin databas, som han kallade snuskbuske, tillhandahöll han tusentals piratkopierade spel och program samt 104 stulna datorer. "

Det finns en "liten" rättvisa iaf.. Men de är inte spec stora staff som bjuds :-(. Sedan så kommer vi till de olika näten.. Och då är det inte fråga om Fido Eller MooseNet utan rasistiska, kriminella och perversa sådana..

Vi börjar med WhiteNet

Man kan nästan gissa sig till vad det är.. Det är ett nät för rasister och nynazister. " Här säljs allt från vapen och sprängämnen till skivor med nazistisk rockmusik och "Snuff" movies" "Men framför allt så sprids nazistisk propaganda samt uppmanningar till attentat mot invandrare och en del förhatliga personer, vilka hängs ut med namn och personuppgifter. "

Sedan läser jag vidare och kommer till en kille som kallar sig själv för Lucifer som säljer spelet lasermannen för 5000 :-.. Vad det går ut på får ni gissa er till..

Nästa nät på listan är CrimeNet.

"En datakunnig tjuv kan gå ut och göra en stöt och få stöldgodset sålt på mindre än en timme. Efterfrågan på vapen är stora. För en Cd-spelare kan man räkna med fyra, fem svar på sex timmar. "

Nu kommer vi till PedofilNet.

"I Sverige finns flertal databaser som spröder barnporr över hela världen. Sekretessen på Pedofilbaserna är stenhård. För att komma in så krävs det ett eller två hemliga lösenord. Lösenorden får man först efter

man har blivit rekommenderad av tre medlemmar och skriftligt förklarat att man är insatt i verksamheten. "

F*N.. De är visst ganska fega av sig.. Come And Fight.. Chicken Shit..

Nu så slutligen kommer vi till ViriNet. Och då menar jag inte VirNet.. Utan raka motsattsen..

"Nätet består av tiotal baser vars ambitioner är att sprida datavirus, små program som kan ställa till med både stora och små problem om de för in i någons dator. "

D är man Glad åt MooseNet..

"Trots att BBS:erna missbrukas, är det ingen som har någon tanke på att förbjuda dem - om det överhuvudtaget är möjligt. "

Naturligtvis inte.. Det finns alltför många Hederliga BBS:er oxo.. Titta bara i FidoNet..

"Nu riskerar datamissbrukarna egentligen bara åka fast för brott om de begår dem i verkligheten utanför datorernas värld. "

ÄR DET HÄR RÄTT?

GRATISRINGNING!!

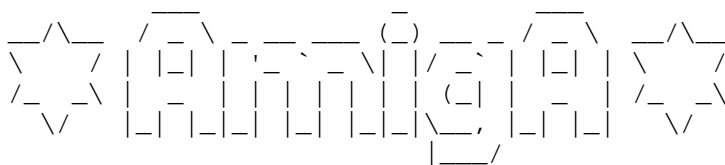
I övre hörnet av artikeln jag just skrivit om står det lite om hur man kan sprida program, spel och barnpronografi GRATIS.

"Den senaste flugan är Calling Cards, som ges ut av USA:s största telebolag AT&T. Callingcard är kodnummer som ges ut till abonnenterna som kan användas när de inte vill ringa från sin egen telefon men ändå vill betala samtalet. Sådana nummer stjäls och pumpas ut till dataungdomar runt hela världen. Ett nummer kostar omkring 50:- och då kan man i regel ringa för fullt en vecka eller för 10 000:- innan kortet spärras. Räkningen hamnar sedan hos någon stackare i USA. "

Jag har hört rykten om att de har skärpt sin kontroll OERHÖRT. ;-)

Jösse "Micke" Hare
Neapolis BBS. +46-240-81852

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Anders Pettersson

Idag presenterar vi en rescension av en ny produkt

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o' \
From: keithc@library.welch.jhu.edu (Keith Christopher)

PRODUCT NAME

MainActor 1.52

BRIEF DESCRIPTION

MainActor is a modular animation package.

AUTHOR/COMPANY INFORMATION

Name: Markus Moenig
Address: Im Johannistal 36
52064 Aachen
Germany

Telephone: (49)-241-71844
FAX: Not listed

E-mail: moenig@pool.informatik.rwth-aachen.de
FIDO: 2:242/7.13

LIST PRICE

There are two types of registration on this product:

Package 1:

\$50 (US)

which gets one a packet containing:

A TeX set, printed/bound handbook,
the latest version of the program.

A keyfile

Two free updates (author must be contacted for them)

additional updates are 20\$ with and 10\$ without a printed handbook.

Package 2:

\$25 (US)

which gets a packet consisting of

The latest version of MainActor
A key file.

Additional updates cost the same as above. No free updates here.
but do not advertise for any particular store!>>

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

While no substantial ram is required, more is better.

While it is not required to run, a hard drive should not
be considered optional. (how long can an animation be on
a floppy?)

Worked great on my 2500/020 and on my 4000/040 !

A faster CPU will mean increased performance, but it not
necessary to run this SW.

SOFTWARE

Minimum OS 2.x or higher

Flawless operation under Os 3.0 (even has OS 3.0 specific
functionality. [see later in review section.])

COPY PROTECTION

None. However a nasty and VERY bothersome requester will popup during
saving/loading of animations. This is very annoying. A .key file is
required for registration.

The program installs on a hard drive buy simply un-archiving it on the
partition you wish.

MACHINE USED FOR TESTING

Test Machine(s):

Amiga 2500 68020/881 OS 2.05

Amiga 4000/040 OS 3.0

The amiga 2500 used C= 68020 daughter board. It has a 52MB hard drive
and 8MB of FASTRAM and 1MB CHIPRAM
The 4000/040 is a stock 040 4000.

REVIEW

Even when searching through the archive sites on the internet, one still becomes surprised when he or she stumbles upon a program that fills ones needs completely; with a few extras! I was browsing through the Aminet archive looking for a way to convert my Dpaint anim to an fli format. while looking through the archive site I stumbled upon a program called MainActor. It was defined to do exactly what I needed. Sure I could convert pictures all day long into another format, after all I did get a copy of ADPro when I bought my 4000, however taking my animation and separating it into its different frames and then getting them to my PC to put them into fli format was to say the least, unthinkable! I could not even imagine the boredom and time needed to sit through separating and saving 332 frames ! I needed an animation conversion tool. Sure I could've used ARexx, (more on this later) but I am a little bit of a net junkie, so I thought that before I put a lot of work into an ARexx script I would take advantage of the resources available on the internet.

Always the skeptic I ftp'd the file and decided to see what it had to offer (the readme sounded very nice.)

The archive is a smallish one, around 600K and compressed in lha format. It is obvious that the author took the time to make installation a breeze, simply un-lha the file . The file creates a home directory along with a drawer icon and places it in your current directory. Eager to get my animation converted I opened the MainActor drawer and was greeted by some VERY professional looking icons. I was beginning to think that I had ftp'd and downloaded a expensive and very disabled piece of shareware. The layout is well done, the window opens to accommodate the icons in the drawer. There is a drawer for documentation (dvi, guide, text formats.,) a preferences drawer, ARexx scripts drawer and an anim example drawer. There are two main icons in the parent drawer that one is sure to notice, the MainActor icon and the MainView icon, the icons are very similar but the programs do vastly different things. The main actor icon launches the main program, while the Mainview icon launches a "player like" utility to play animations in any of the supported formats. Quickly double clicking on the MainActor icon I started the program, an information requester pops up about the author and his recommended fee. The screen opens there are several windows the open shortly thereafter.

Project Window

This window is where you select which type of anim or pic to load and what format to save to. The listview in the window will display each individual frame or picture. This will also be followed by the timecode of the frame. Once a file is loaded the loader type cycle gadget becomes ghosted. This window will allow you to select a few frames or all of them from an animation. So saying that I wanted to get 10-15 frames from the middle of an FLI animation, I would simply load the anim and select the frames I want. (This can be done by selecting a frame and hitting the "show" button in the project control panel.) Once you know you start and end frame you simply select the entire range, then select your output format type, and from the project control panel select "save" and the frames will be stored in the area you choose in the format you selected. To save even more time one could select append and simply append the frames to an existing anim. The project control panel is a small window that lies next to the project window, this panel of buttons controls all the action in the project window. The items in this window are: load, unload, play, show, append,

and save. All operations that take place in the project window are launched with a click of a button in this window. The project window is the "meat and potatoes" of this program. There can be more than one project window open at a time, however one can only operate within 2 of these windows at any given time. There will be a "source project", a "destination project", and a "Deactive project." These can be changed at any time by selecting the cycle gadget at the top of the window. One can see how loading and manipulating animations in MainActor can become quite intense, and varied.

For example:

I open 3 project windows, I have an FLI in my source project window, DL animation in my second or destination project, and a non looping anim in my third project window or my Deactive window. (We of course assume that the animations have the same depth and resolution.) I select 4 frames from my FLI and append them to my DL anim. I then click on my anim and change it to source project, then insuring that my DL file was the destination I click on the dl animation and my anim is now the destination and my DL file is the source. Selecting the last 10 frames from the DL will include 6 frames from the DL and 4 frames from the FLI. I then select append and 'voila' the 10 additional frames are added to the anim. Selecting save, I save the anim in the format of my choosing (detailed later in the review.) Now I can play it back. Of course if you have different depth/resolution for each anim one will need to extract the frames and convert them and then append them together. A lot of work but easily done via the ARexx port on the program.

Project View Settings

This window sets the "environment" for the animation(s). In this window one can select the screen type by clicking on the "Select Display" button, then selecting from their favorite screen type. There are an X and Y offset that allow one to set the offset of your viewing. This option is only enabled if the center object is disabled and one is not in "window" mode. There is a cycle gadget in the center bottom of the window which will switch between displaying your anim on a screen or in a window!

Note: The window is an option only in OS3.0 or greater.

This is a great feature, on my A4000 I run all the animations I load in a window. At first I was VERY disappointed with the window output, after reading the documentation I discovered that I had to set my amount of screen colors available from the default of 4. (I set the to 256 always.) This is done by selecting "system preferences" under the "windows" menu. Even on my 040 A4000 the animation still played MUCH slower than opening its own screen, but being in a window is very nice to watch the output from the development screen. Making for easier edits. The repeats is a value telling MainActor how many times to repeat the playing of the animation. Values from 1 to 9999 are accepted.

Checking the frame info button causes MainActor to display information about the current frame. There are a few items of interest here but they are well covered in the documentation. Items such as what to do if no information appears in the screen. Center, checking this option will cause MainActor to center your animation in the display screen or window. (opposite of X and Y offsets.)

Checking the bblank will cause the borders surrounding the anim to be set to black. (BorderBlank.)

Project Information Window

This window contains information about your anim/picture. Clicking the various gadgets will display information about the project, like colors, number of frames, frame pixel size. . . The time profile and size profile buttons open windows that have a graphical display that depicts the time needed to decompress the frames of your anim and the sizes of the individual frames in your anim. The bitmap time shows the time required to decompress your animation into bitmap format. Chunky time does the same function but only works with chunky formatted anims. i.e. FLI.

Text Buffer window

This window display messages that MainActor wants to "share" with you about the operation you've selected. If your animation type was not one of the types supported, the error message will be displayed here. As well as success messages. This window is controlled from the menu bar.

Menus (the list goes on. . .)

The menu(s) contain all of the basic menu stuff, like "open a new project", save, close. . . basically any item that can be clicked in the screen below can be selected from the menu. There are, however, a few exceptions that are menu specific. The first is "text windows", this will allow one the clear, print or save the messages in the text buffer window. The second is the ARexx support. This will allow one to start an ARexx script from the menu and will install an ARexx script in the directory with the others for easy usage. This can be a script you've written or one that is sent as an update. Under the "misc menu" there is an option for SOUND support ! This is done by selecting the "set sound" option and selecting the module of your choice. (currently MA only supports .snd format.) So add a little spice to your animation, add some noise !

The last is the windows menu, this contains 2 items not found in the screen, system preferences, and MainActor prefs. These two windows allow one to change the color depth for the screen. (Very important for viewing 256 color anims in a window.) Select the font type and select which module is the default loader and saver module. While these windows are fairly self explanatory, and the documentation fully covers them.

Modules (What anims/pic formats you can and can't load.)

The following modules are available in MainActor.

Animations *****	Loaders *****	Savers *****
AVI	Y	N
DL	Y	N
FLI	Y	Y
FLC	Y	Y
Anim types: 3, 5, 7_16,7_32, 8_16,8_32	Y	Y
Animbrush	Y	N
AnimJ	Y	N
Picasso	Y	N
Real3D	Y	N

Universal types:	Y	N
EGS,Merlin, PicassoII,		
Retina		

Picture

GIF	Y	N
IFF	Y	Y
PCX	Y	N
Universal types:	Y	Y
EGS,Merlin, PicassoII,		
Retina		
Workbench-Icon	Y	Y

Did I say something about ARexx ?

Why, yes I did! MainActor support 33 commands via ARexx and interfaces very well. In testing, I wanted to convert an anim7 format to mpeg. The anim I created was 332 frames and to convert it into an mpeg each frame needed to be 24bit . This would mean converting these by hand after separating them by hand via MainActor. Since I was going to create this mpeg on my UNIX workstation at work, I also needed to upload the files. The ARexx script was simple, call MainActor, load in the anim, select all, save the output as iff pictures and then call ADPro(tm) and convert the iff files into 24bit and then calling Terminus upload them to my workstation. Having this save me hours of work!

MainActor's ARexx portname : MAINACTOR

How does it stack up ?

Not that there aren't any other utilities out in the wide world that can do what MainActor can do, I have however, not run across another. MainActor is alone in what it does. I would have to classify MainActor as the ADPro(tm) of animations ! For anyone who wishes to convert his or her animation to another format this is without a doubt the software of choice. The documentation is well done, and comes in several flavors, the two I used are the TeX printed manual and the amigaguide docs. They are well written and very clear and concise. The icons are excellent and look professional.

(NOTE: the icons were created by: Norbert Bogenrieder)

The archive is approximately 800K lha compressed (the original version I received on floppy, fit on one disk. I've received subsequent releases via email.) Using lha it decompresses into its own directory and after adding a MainActor assign pointing to where MainActor resides the program is ready to go. If it is registered the .key file needs to be placed in the T directory on your workbench disk.

For those who wish to try the software before considering purchasing it, will be pleased to know the unregistered version is not "crippled" in any way. There is however a VERY bothersome requester when loading and saving animations, (approximately every 5 frames.) The software is very well laid out and has an easy to use interface, I especially like the ICONIFY option, the ability for software to iconify has long been one of my favorite

options that a programmer could put in his or her programs. This one does so very nicely. Another nice thing is MainActor is modular, all the loaders and savers are modules, very similar to ADPro(tm) savers and loaders. I reviewed this software since version 1.2x, and this is a product that has gotten better with age ! Each release has needed enhancements and new file formats! Overall I rate this program as a must have if you do any animation work. There are many more options I did not cover in this review that await discovery, one of them being the ability to read a picture format in and save it out to a workbench icon! Very nice indeed.

DOCUMENTATION

MainActor comes in two different versions, one of the differences being one version has printed documentation and one does not.

The printed documentation is in TeX format and is very clear and concise in describing the features on this software. It is also an attractive manual, that is printed on a good bond paper so one doesn't have to worry too much about tearing. The font size is easy to read and the manual is very well laid out.

The disk based documentation comes in 3 different formats:

Amiga guide: Very well organized and detailed, well done!

ASCII: The icon defaults to call more and is the ASCII version of the guide documentation.

DVI: Didn't look at it. (no need to really. I had the printed and guide docs !)

LIKES AND DISLIKES

I most liked the modular programming, this will make upgrades/updates easy and painless. New modules, copy then in the respective drawer(s) (loaders/savers) done.

I have to mention the ICONIFY menu option (A. <- keystroke option) it worked flawlessly! I am always a fan of this option.

Dislikes are none, a wish list is more like what I have in mind here:

A loader and saver for:

Mpeg, Quicktime, AVI (a saver.)

I would also like to see an option to make the animation one has just saved into an executable file. i.e. an fli output would be a .exe on a pc.

As well as the ability to restructure an animation to fit another's resolution/depth when appending to different animations. Also removing the loop at the end of an animation and appending the frames requested and then putting the loop back.

More graphic picture file formats. Mostly savers.

COMPARISON TO OTHER SIMILAR PRODUCTS

MainActor is alone in what it does and shines like a bright star!

ASDG's ADPro(tm) is the only package that I've see to come close, and we all know how much it costs ! I think ASDG should take a look at markus's SW! While ADPro(tm) is the best of the best, I feel that MainActor ranks up there. I use it to do with animation what I use ADPro(tm) to do with image files.

BUGS

None found.

VENDOR SUPPORT

I emailed Markus about the above problem and he responded quickly and hammered out some suggestion which worked. Rating: A+. Markus knows his software and its limitations and high points!

WARRANTY

Author is not responsible for misuse or damage caused by MainActor.
(Taken straight from the documentation.)

CONCLUSIONS

The final word is MainActor is a hard hitting performer. This program performs as well as many of the commercial programs out there. It is programs and efforts like this program that make the amiga the machine that it is. Supporting this program will continue to make this program get better.

It is indeed, in my opinion, money well spent.

Thanks to Markus Moenig for the concept and release of this program, keep up the good work!

***** (5 out of 5 stars!)

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Daniel Barrett, Moderator, comp.sys.amiga.reviews

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Idag ligger tonvikten på små sanningar, halvsanningar eller rean lögner, döm själva, som kan placeras i t.ex taglines eller originrader.

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A dirty mind is a terrible thing to waste.

A fail-safe circuit will destroy all others.

A fool and his money are soon parted.

A fool must now and then be right by chance.

A fool plunges ahead with great confidence.

A good scare is worth more to a man than good advice.

A liberal is someone too poor to be conservative,
and too rich to be a communist.

A man without religion is like a fish without a bicycle.

A nod is as good as a wink to a blind horse.

A penny saved is ridiculous.

A perpetual holiday is a good working definition of hell.

A person often meets his destiny on the road he took to avoid it.

A sharp tongue and a dull mind are usually found in the same head.

A Smith & Wesson beats four aces.

A statistician is a person who draws a mathematically precise line
from an unwarranted assumption to a forgone conclusion.

A transistor protected by a fast acting fuse will
protect the fuse by blowing first.

A wise man gets more use from his enemies than a fool from his friends.

A wise man has something to say, a fool has to say something.

A wish is a desire without an attempt.

According to the latest official figures,

43% of all statistics are totally worthless.

Acting on a good idea is better than just having a good idea.

Adding manpower to a late software project makes it later.

After a number of decimal places, nobody gives a damn.

After things have gone from bad to worse, the cycle will repeat itself.

Age and treachery will always overcome youth and skill.

Age is a high price to pay for maturity.

All animals are created equal, but some animals
are created more equal than others.

All general statements are false.

All great ideas are controversial, or have been at one time.

All in all, you're just another brick in the wall....

All's fair in Love and War (Is there a difference?)

Always remember that strength is obtained by meeting resistance.

An easily understood workable falsehood is more useful
than a complex incomprehensible truth

An experiment may be considered successful if no more than half the data
must be discarded to agree with the theory.

An optimist believes that we live in the best of all possible worlds,
the pessimist FEARS it's true.

An optimist is one who makes the best of it,
when he gets the worst of it.

An unbreakable toy is useful for breaking other toys.

Any government that is strong enough to give the people everything they
want is a government that's strong enough to take it away.

Any program will expand to fill available memory.

Any sufficiently advanced technology is indistinguishable from magic.
Arthur C. Clarke

Any system that depends on human reliability is unreliable.

Anything can be made to work if you fiddle with it long enough.

Apathy is the worlds fastest growing disease.
But who cares?

Attitude determines your altitude.

Average is as close to the bottom as to the top.

Be careful of your thoughts, they may become words at any moment.

Beauty may only be skin deep, but ugly goes clean to the bone.

Beauty times brains equals a constant.

Being born was just the first of my crimes.

Better a pebble given out of love, than a diamond given out of duty.

Beware of altruism. It is based on self-deception, the root of all evil.

Big Brother is Watching!
George Orwell

By perseverance, the snail reached the ark.

Calculation never made a hero.

Change is certain, progress is not.

Character is what you know you are, not what others think you are.

Coles Law: Thinly Sliced Cabbage

Confession is good for the soul, but bad for the career.

Confusion creates jobs!

Defeat never comes to any man until he admits it.

Delusions are often functional.

Democracy is based on the assumption that a million men are wiser than one.

Desperate men do desperate things.

Digital circuits are made from analog parts.

Do someone a favor and it becomes your job.

Don't force it, get a larger hammer.

Eliminate government waste no matter how much it costs.

Enough research will tend to support your theory.

Established technology tends to persist in spite of new technology.

Even the boldest zebra fears the hungry lion.

Even the smallest candle burns brighter in the dark.

Every dog has his day.

Every man has the right to be wrong in his opinions,
but no man has the right to be wrong in his facts.

Every man must row with the oars he has.

Every purchase has it's price.

Every solution breeds new problems.

Everyone hates me because I'm paranoid.

Everything is worth what it's purchaser will pay for it.

Expenditures rise to meet available income.

Experience enables you to recognize a mistake when you make it again.

Expert advice is a great comfort, even when it's wrong.

Facts are stubborn things.

Facts do not cease to exist because they are ignored.

For every action, there is an equal and opposite government program.

For whatever reason, be it historical, or oppression, or what have you,
there are an awful lot of not too bright women.

Forgive and Remember.

Form never follows function.

Friends come and go, but enemies accumulate.

Friends don't let their friends drive drunk.

Get yours while there's still some left.

Goals are dreams with deadlines.

God does not play dice.

God made the integers, all else is the work of man.

God may be subtle, but he isn't plain mean.

Good fences make good neighbors.

Government can't change the course of the ship,
it merely adjusts the compass.

Government isn't the solution, it's the problem.
Ronald Reagan

Government is an association of men who do violence to the rest of us.

Gun control is being able to hit your target.

Habit is stronger than reason.

He that would first govern others, first should be a master of himself.

He who dies with the most toys, wins!

He who has a shady past knows that nice guys finish last.

He who has the gold makes the rules.

He who hesitates is sometimes saved.

He who is ignorant of the past, is condemned to repeat it.

He who loses his head is usually the last one to miss it.

He who pays the piper calls the tune.

He who rows the boat generally doesn't have time to rock it.

Health is merely the slowest possible rate at which one can die.

Help Stamp Out and Eliminate Redundancy
Help Stamp Out and Eliminate Redundancy

Hindsight is an exact science.

History repeats itself.

How much dirt must you shovel on something that's already dead?

Human beings are consistently inconsistent.

Humpty Dumpty was pushed.

I already came, so stop jerking me off.

I don't know, I don't care and it doesn't make any difference.

I know that you believe you understand what you think I said, but I am not sure you realize that what you heard is not what I meant.

If at first you don't succeed, redefine success.

If at first you don't succeed, try someone else.

If at first you don't succeed, create an 'NT' version.

If god didn't exist, it would be necessary to invent him.

If it can't be expressed in figures, it is not science; it's opinion.

If it weren't for the last minute, nothing would get done.

If rats are experimented on, they will develop cancer.

If she's Snow White, then I must be Grumpy.

If tempted by something that feels "altruistic",
examine your motives and root out the self-deception.

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TICKLE HERE FOR FUN!

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