Time Travel Thread

by Bernd

Preface

The following text is a pdfified version of the Time Travel Thread from End-chan/kc where I reviewed the contents of a Hungarian computer magazine's CD from January, 2000. A real time capsule was opened up and it showed us its treasures. The thread was created in 2017 and it got bumped off with time. I only had my posted texts, but I did not have access to the comments of Bernds they made. I did minor edits, corrected factual mistakes, grammatical and spelling errors, and added a couple of notes. Present pdf was compiled from the aforementioned posts – texts and images – in the last days of 2020 and the first days of 2021 just about two decades and a year after the CD was published.

And now, it's time to take you back to the past...

Introduction

Just a handful of discs from those Bernd found.

The idea of reviewing an old computer magazine's disk appendix/demo disk came to me, when I rummaged through my old CD/DVD stash for my few original vidya CDs - which came with various PC mags -, and found a roll of 50 CDs a buddy of mine gave me once upon a time. The roll contained pirated stuff, GNU/Linux distros, Nero disks, and PC mag disc appendices.

Among others I found a pirated copy of Baldur's Gate II next to a factory made Shadows of Amn demo CD. Pirated NHL 2002, original Alone in the Dark 3. Nice. I went through all of these once long ago, I can see my scribbled notes on the CD's what works what does not, but never took the time to use any of these. Not my current intention either. At least not now.

Right now the more interesting stuff is on the PC mag CDs. I'm gonna review one here with you, Bernd.

PC GURU 2000/1

The PC GURU started in 1992 simply with the name of Guru and at first it was only a paper based magazine. Their topics included all kinds of gaming plat-forms. It's not clear when they started PC Guru, but it seems it was a quarterly appendix of the mag in CD form and it's only focused on the PC platform. Later they changed and used the whole mag for similar contents. They are still going up to this day[1]. Link to their site:
https://www.pcguru.hu/

...exclusively in Hungarian as far as I can tell.

Since 1999 they append full games beside the CD mag. Here's a full list:
https://hu.wikipedia.org/wiki/A_PC_Guruhoz_mell%C3%A9kelt_teljes_j
%C3%A1t%C3%A9kok_list%C3%A1ja
Yes, I have Fallout, Fallout 2 and Fallout Tactics thanks to them.

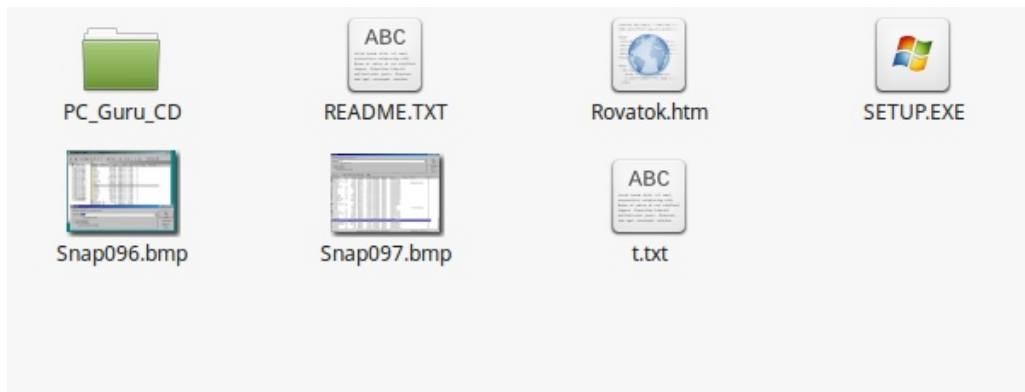1   As I was editing this at the very end of 2020, my statement is still true.

The Contents

Now let's focus on this particular issue, the first one published in the 2000th year of Our Lord, Jesus Christ. As far as I can tell they wrote the articles back in 1999.
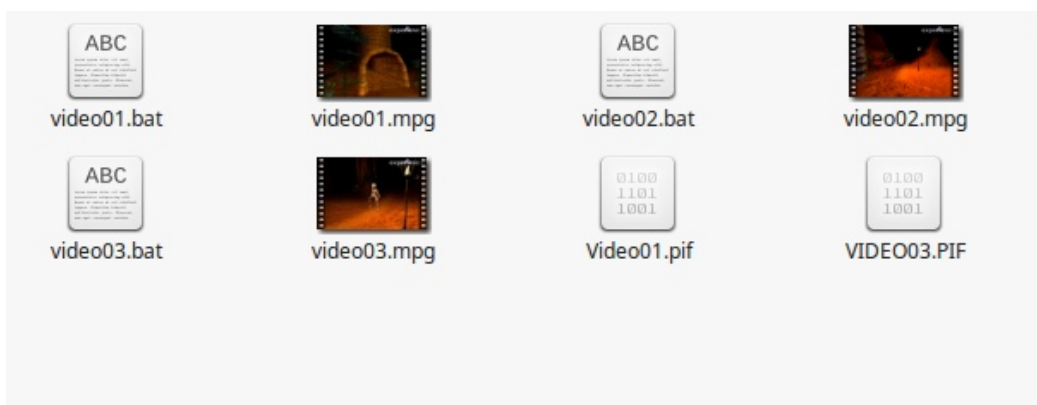Before running anything inspecting the CD's content is a good idea.
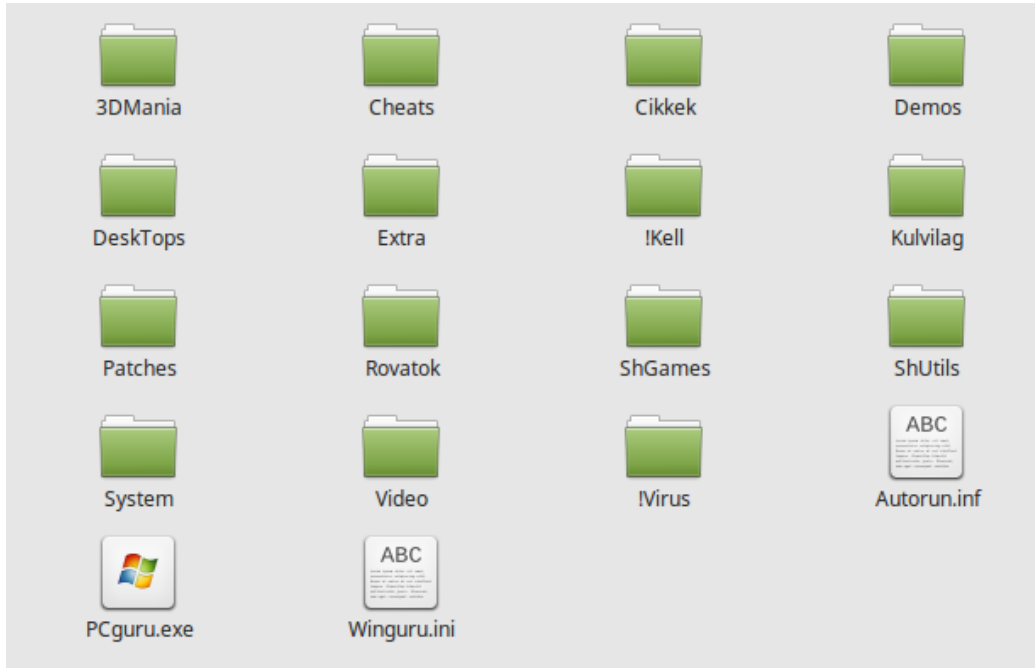

The root folder.

A typical directory within.


A typical directory with videos.

The mag runs with an .exe which is interesting as I could find a few .html files here and there. I would think it would be easier to make an html based mag but different times different views.

All the articles are stored in .txt format, images are .bmps and .jpgs. For videos they used .mpg and .avi. Archives are stored in .zips. Easy and simple.

Let's run this stuff. Under Linux I have to use Wine of course to spin this up.

Here's the application window. A bit small and crowded for my eyes of our day. In the middle we can find the table of contents, every option is a button open-ing further windows.
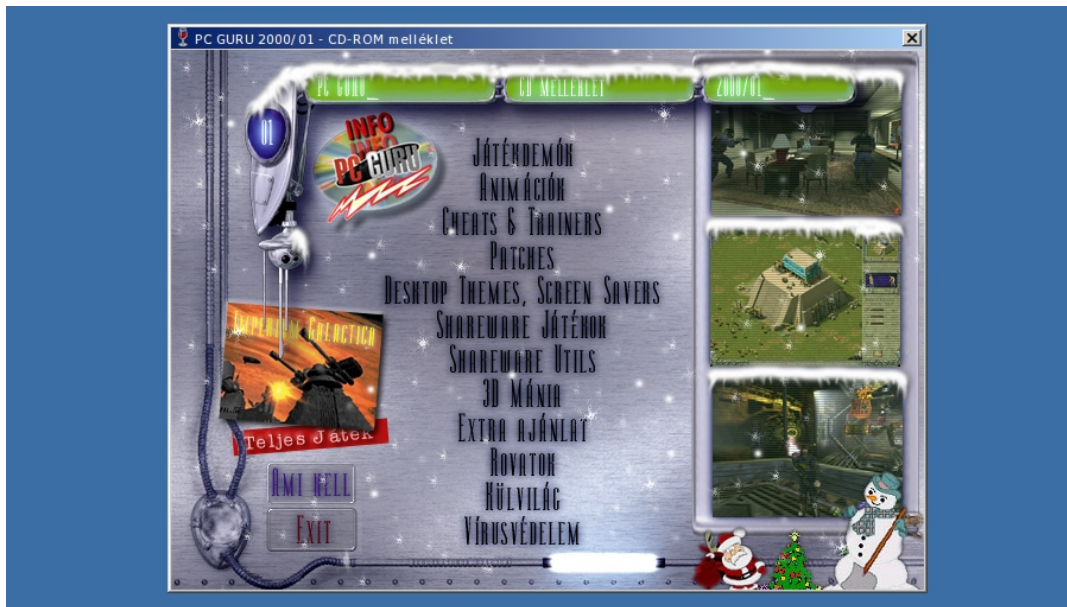
Zoommm, zoommm, the optical drive spun up louder than a jet engine.

In Upper-left corner the colourful "INFO INFO PC GURU" icon gives a list on the gametic contents of the paper mag and what one can find about those games on the CD. Animáció = Animation, Kézikönyv = Manual.
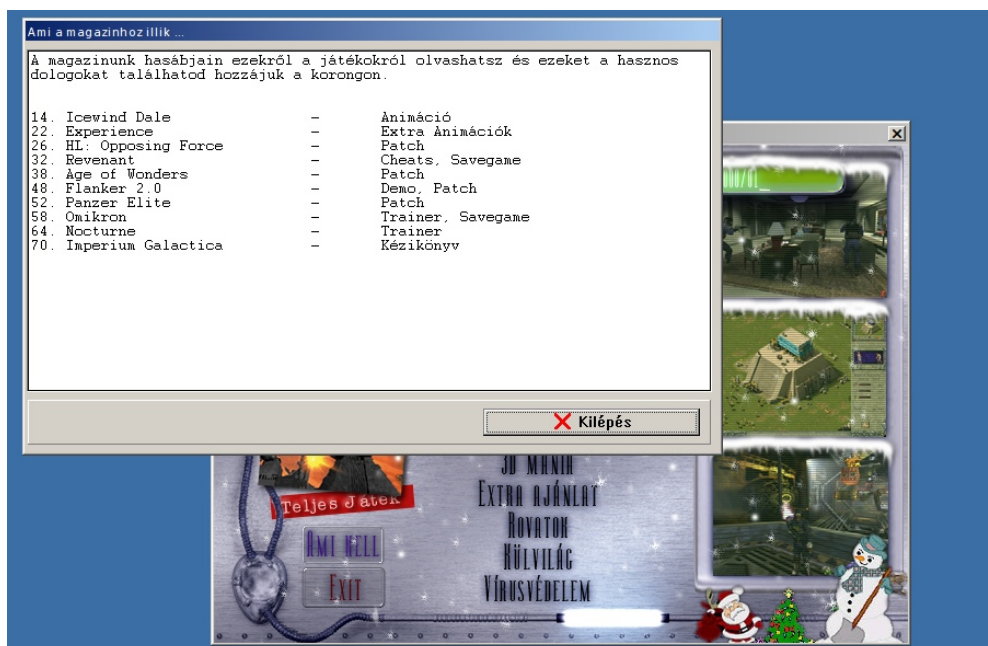
Games in the mag – Related content on the CD

Below on the left is the manual of the free game of this issue: Imperium Galactica.
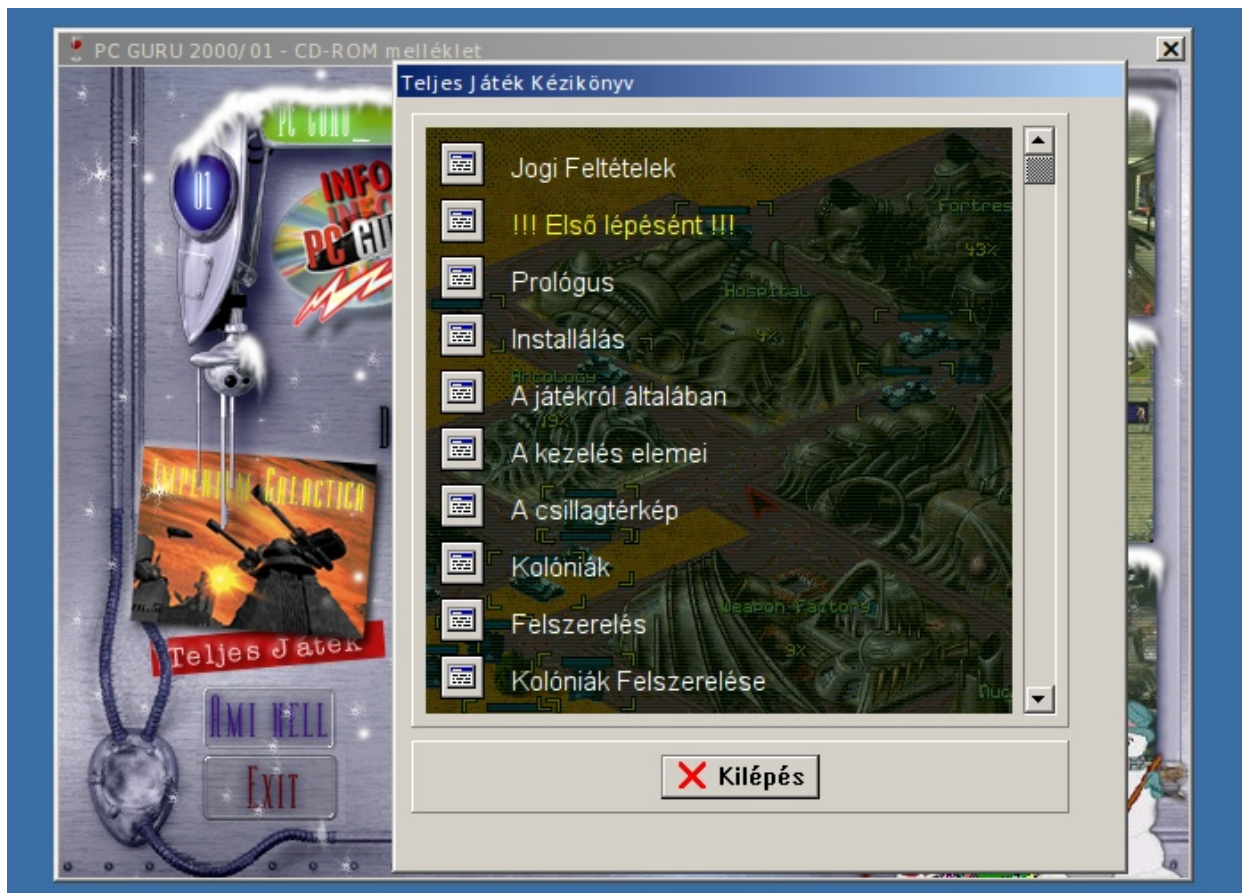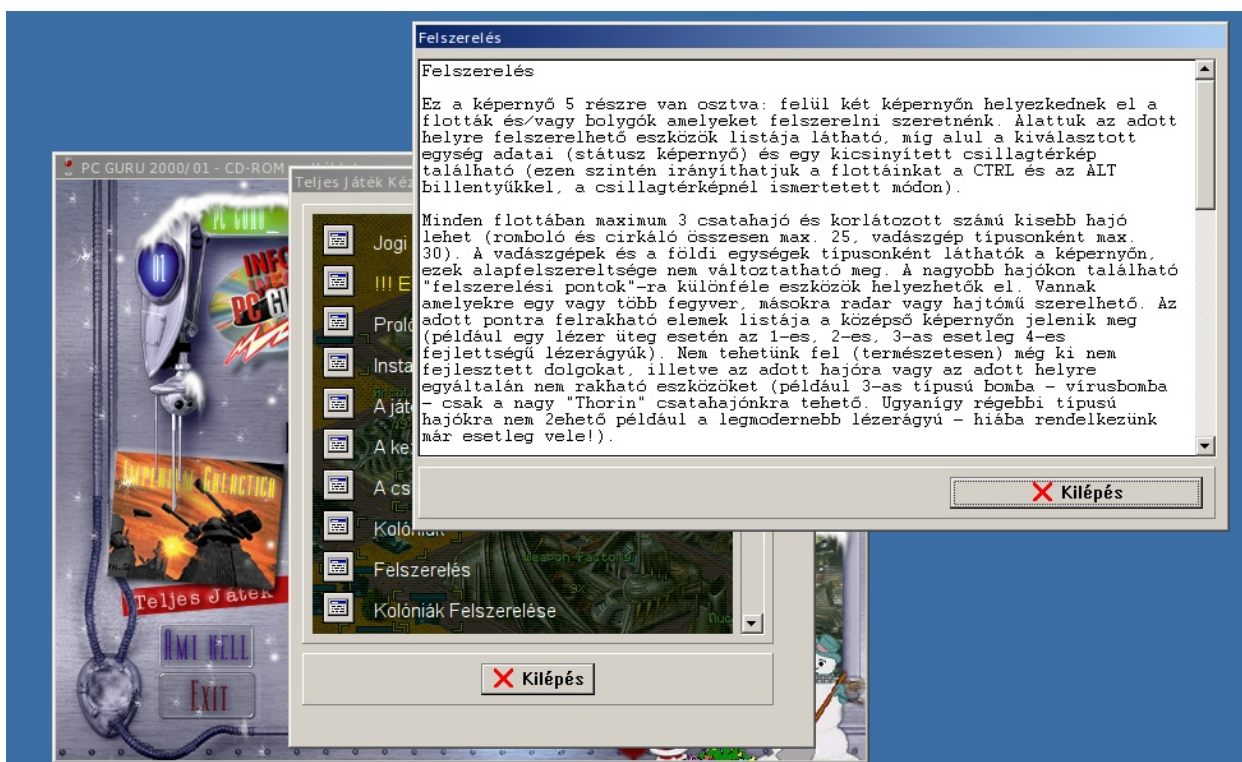

Table of Contents in the Imperium Galactica manual.

The "Equipment" page of the manual.

This stuff was great I dunno if you played it, Bernd. It's not just developed by a Hungarian studio, but real (noname) actors played in its videos – horribly ofc –, they were silly and funny for that reason. Nevertheless it had a good, unique gameplay, battles both in space and on planet surface, unit designer interface, research, diplomacy, colony builder, whatever. The manual covers all that it's just like a manual of any other game.

Link for open-ig, a Java remake of this classic - it contains all the necessary game files, so no need an original copy, like in the case of OpenMW:
https://github.com/akarnokd/open-ig

Under the Imperium Galactica icon is the button (AMI KELL) for the much needed utilities: latest version of DirectX 7 for running games, the horrendous and dreaded QuickTime, WinZip because if you put Win as a prefix to the names of programs they will be automatically much better (just like WinRAR and WinAce and Windowns), and of course HMView for viewing HTML files offline and of which I've first heard about just now.
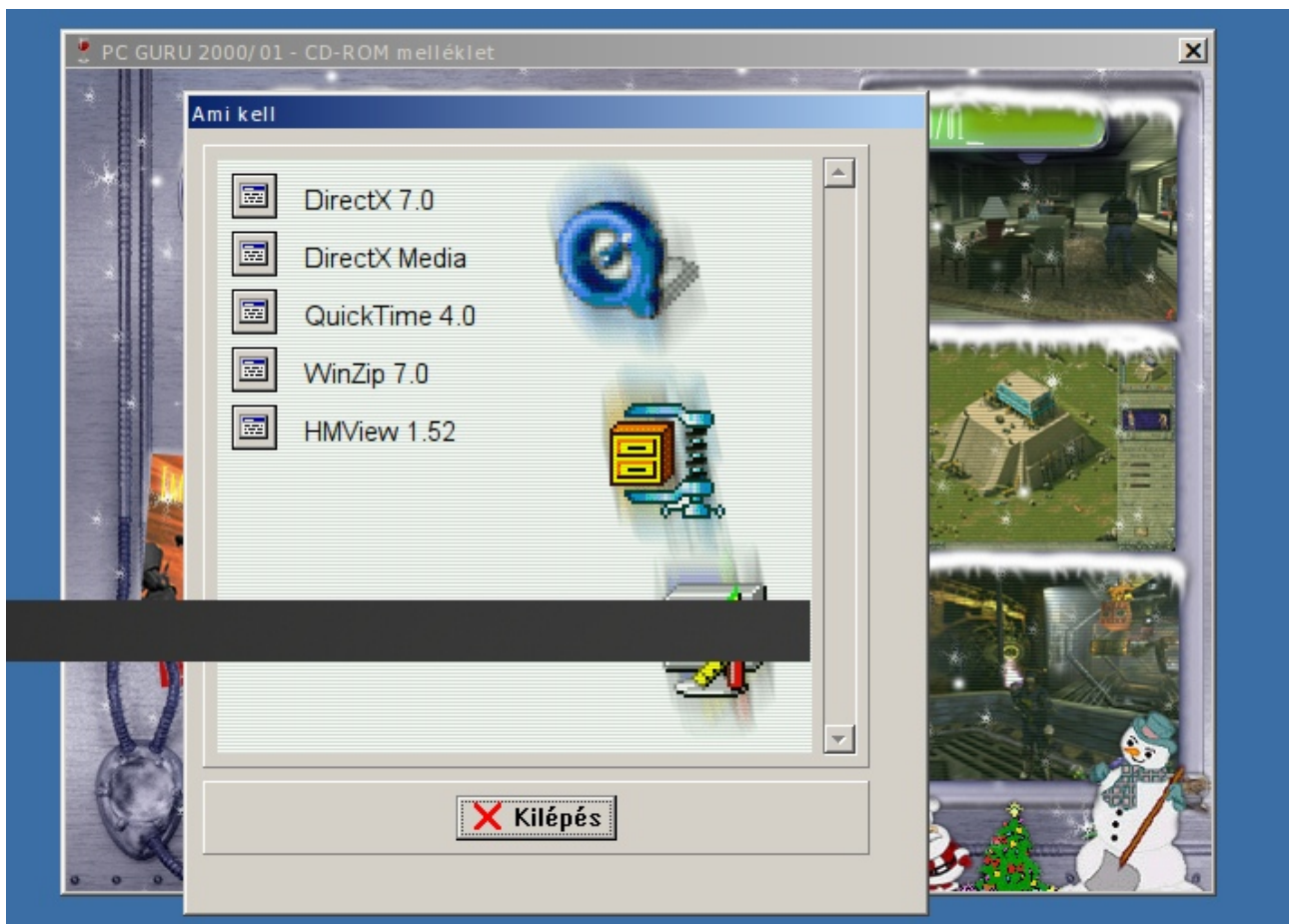
A bit of graphical glitch, and nothing value as lost.

Check out this Main Menu again. What does it offer to us?


This would autorun ofc.

Main Menu

Everything what the target audience of the era could be interested in.

Game Demos

We get used to the fact that we (I mean people who buy games) can only buy unfinished games which are only playable with community maintained patches or 1488 DLC's. [What? Did someone say Paradox, Bethesda?] Also we get used to the fact that they don't even lie anymore and simply offer version 0.0000001, pre-alpha, buggy messes with incoherent bits of codes. [Disclaimer: the above lines are entirely work of fiction written for comedic purposes any similarities to Scam Citizen is pure coincidence.] But there was a time when a game was released after it was finished. Of course later they released a patch or two tops but in general they were finished businesses. But to fuel the hunger of the hordes of gamers they fed them playable demos which were freely accessible.

For some - especially for the Hungarian audience - the only source of demos were these mags, like PC GURU.

Every demo on the CD has a short description with the system requirements like the first one on the list, the B-Hunter:
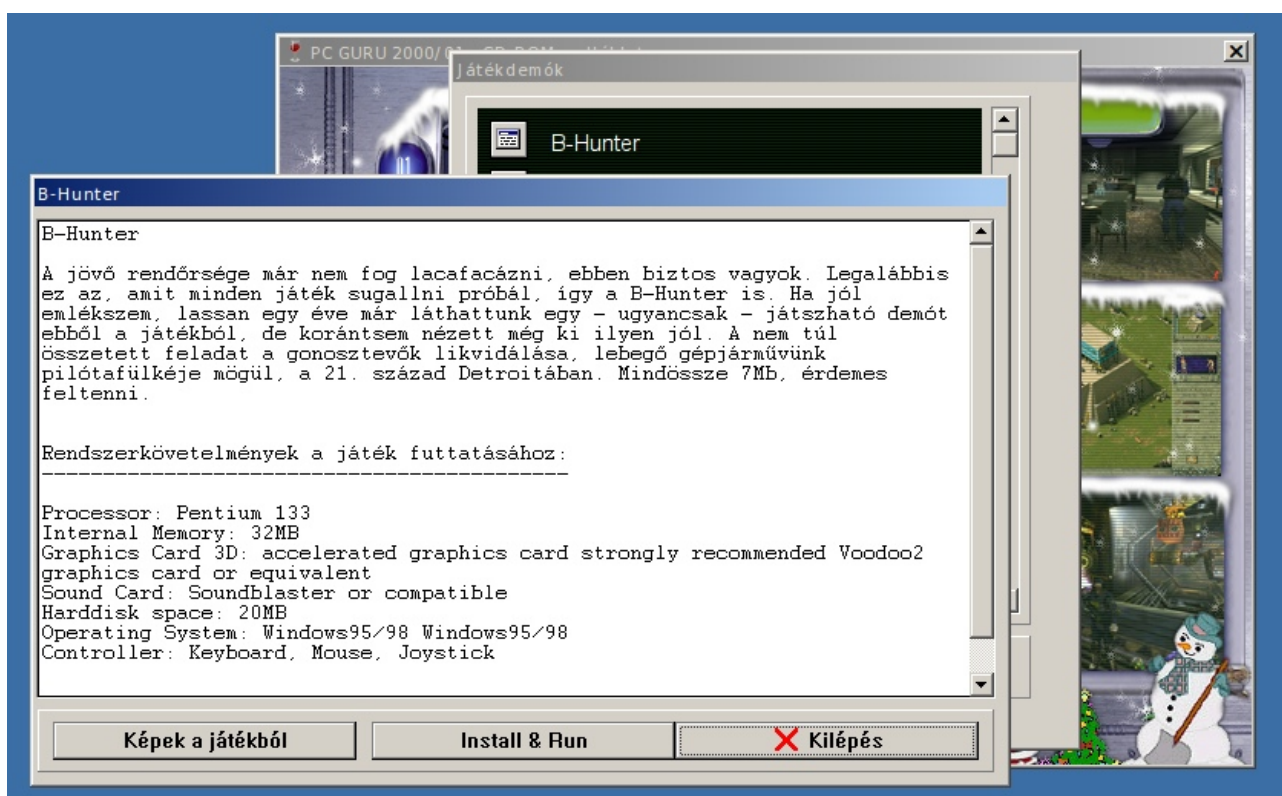
"The police of the future won't dick around I'm sure. At least this is what all games try to suggest, just like the B-Hunter. If I remember correctly it's about a year we saw a playable demo from this game, but it didn't look so well like now. From behind the cockpit of our hovering vehicle eliminating the bad guys in Detroit of the 21st century is the not so complex task."

It needs about a Voodoo2 to run. Wow.

Of course they gave some screenshots of the demos too, and every one of them can be installed via the magazine's interface.

I think one of the most interesting demo on this disk is Hangsim.

An in game sailplane…

...and a hang glider.

The player can control different gliders, this makes it a pretty unusual choice for a simulator.

The most prestigious one is the Quake 3 Arena of course and I have to mention a real-time strategy, the Theocracy, which was also developed by a Hungarian studio.

Quake 3 Arena

Theocracy

Animations

Two files for two games: Icewind Dale and Halo.[2]

Icewind Dale is a 352 x 240 .mpg ...

… and Halo is a 480 x 360 .mov

The Halo video is a three an a half minutes long section of a showcase, presented by Steve Jobs at Macworld 1999 expo.
https://youtube.com/watch?v=Lxdgo1rFcxU
Man, real time render with OpenGL is liek space age or sumtin. Actually that must have been fuckin impressive, I missed out Halo completely.

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2   For the thread I converted the mov files into webms. While there might be a way to embed video files into a pdf, it might have its own issues, so I including screenshots instead.

Cheats & Trainers

What is the Gamer without Cheats? Well, probably a Gamer because with cheats he's a Cheater. Hmm. Anyway, every computer mag ever that had topics on games had a short column devoted to cheats and cheating. Unfair ways of beating games were born with the games themselves. Especially since some games give unfair advantages to the AI's side - and cheats are a handy for playtesting too.
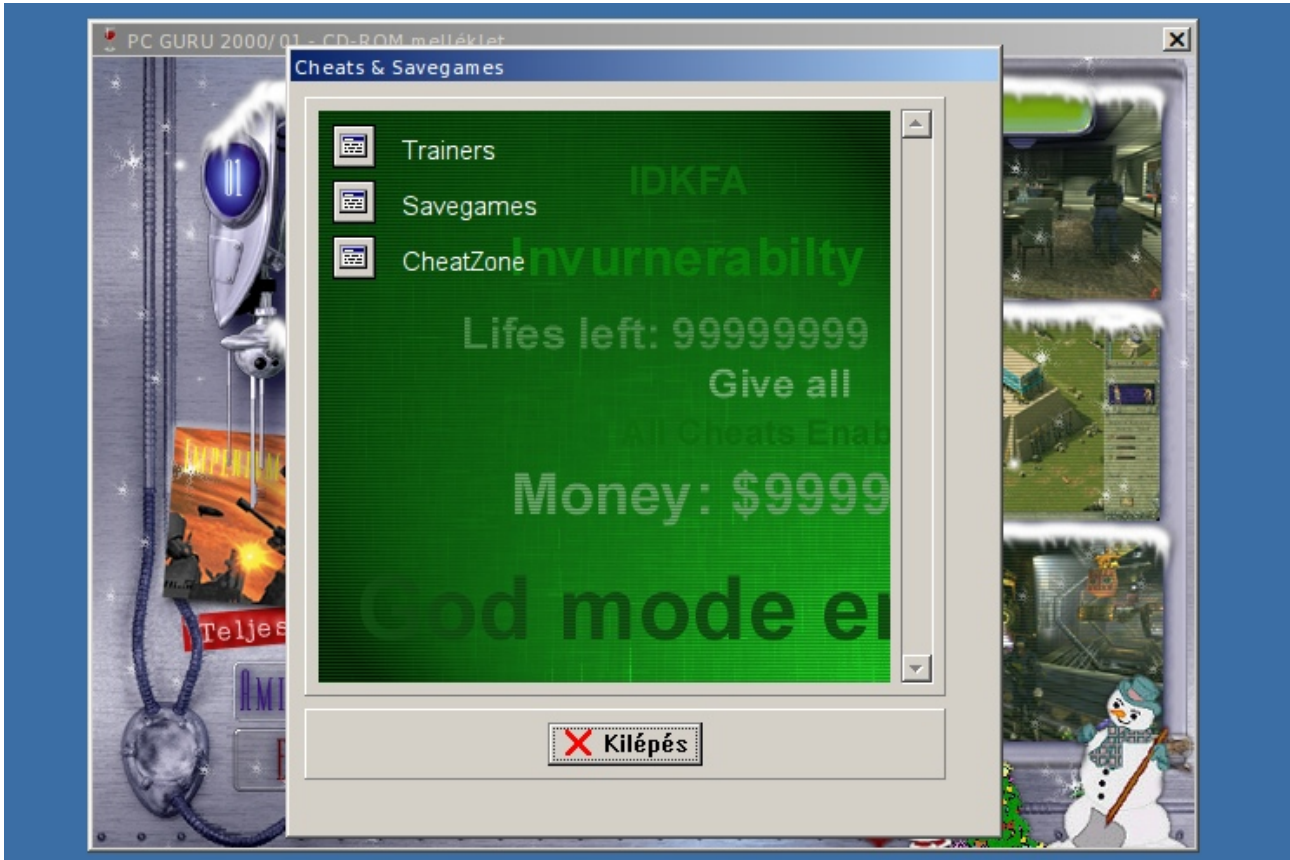
>moneyz: 99999999999999999

The editors of the mag gave a palette of helpful directions for those who stuck at some point and cannot advance - as it was worded in a more gentle way decades before this CD.
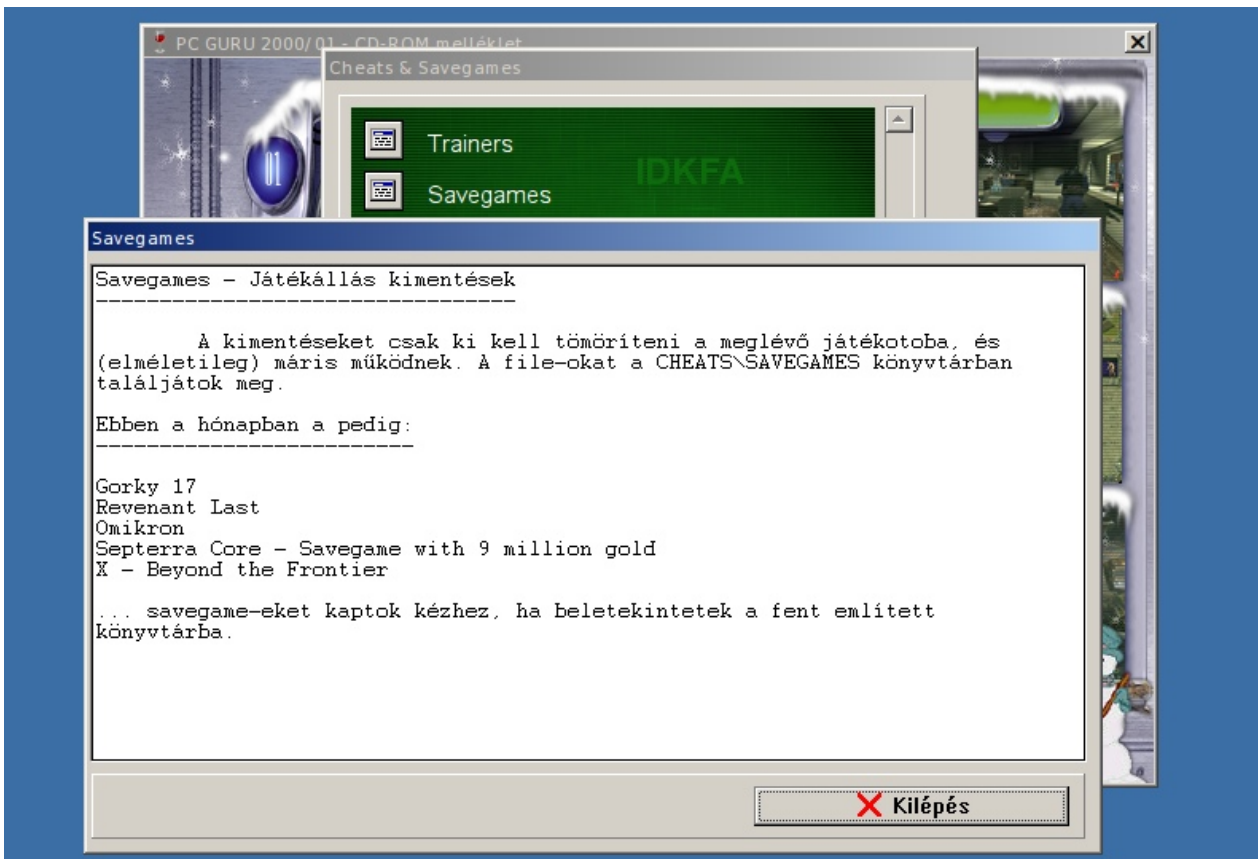
Three types of help was written on the disk:
1. trainer programs which had to run with the game simultaneously;
2. savegames with some useful advantages;
3. cheatcodes and key combinations and other ways of cheating.
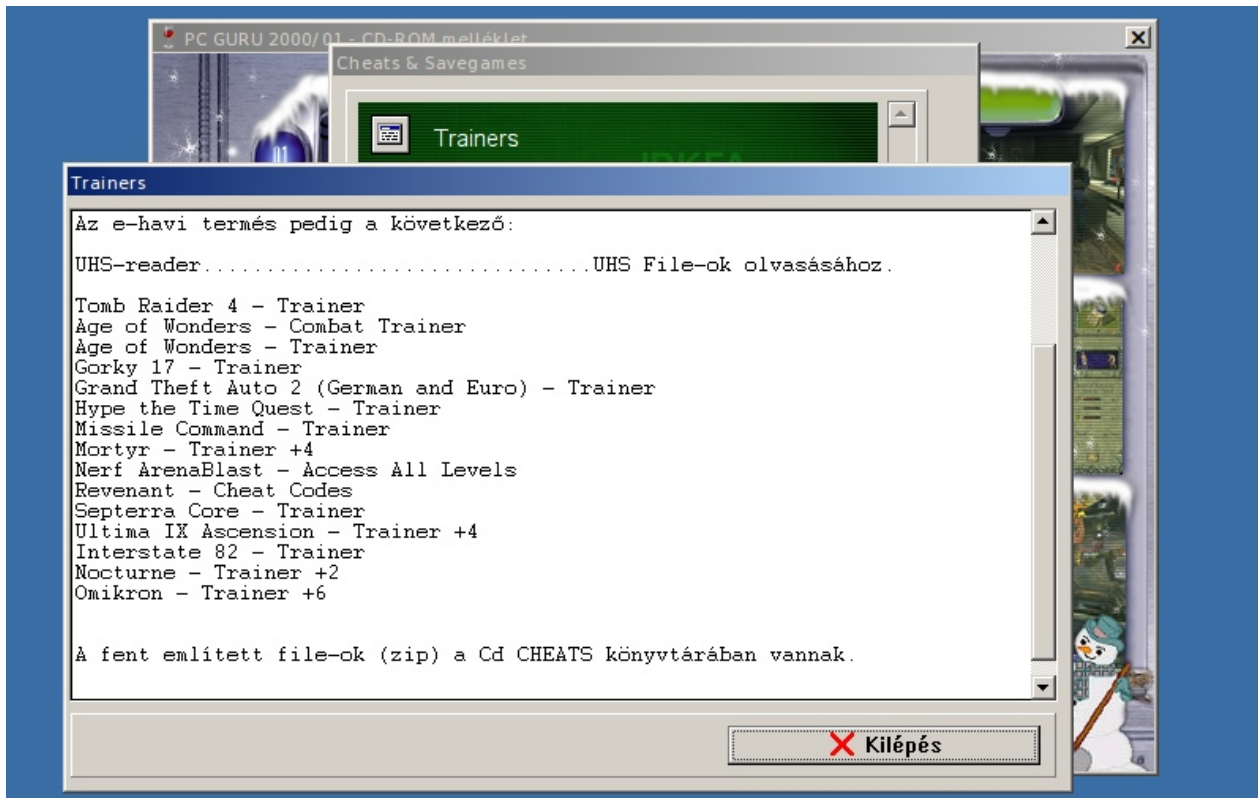
Trainers

The first two is pretty straightforward they need to be extracted from archives on the CD to the installation directories of the games.

Savegames

The cheats come with a few page long html file: CheatZone, a quasi-magazine in a magazine. It contains all the cheats from the mag published in every months in '99 and a catalogue which lists these since March of '98.
Good list, my head spins from these titles.

And the list goes on.

They even gave contact infos of the editor of CheatZone and people could send them cheats. Or ask for MOAR.

Just send a mail. Or an e-mail.

Patches

We all know game developers are complete retards who can't write a line of code without a dozen bugs. So after they sold you their piece of crap they give you patches as a correction of their mistakes.

It's like you buy a knife, blade broken by design, then the factory sends you a piece of duct tape to fix it.

Here's the list of shame for the first month of 2000.
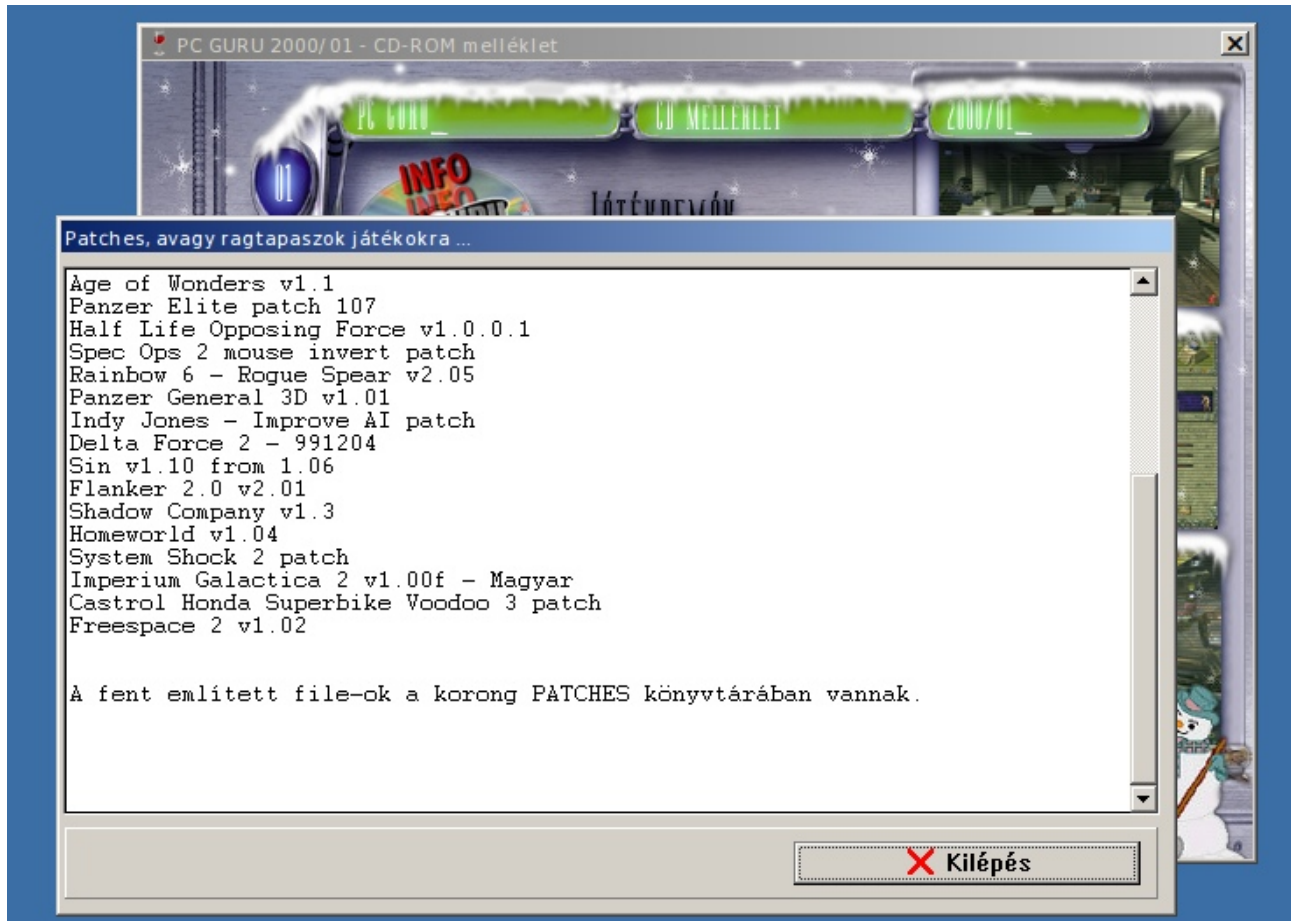
Imperium Galactica 2... Et tu ,mi fili, Brute?

Desktop Themes & Screen Savers

How our desktop looks is an important subject. Who could do his everyday stuff be it work or fun when his desktop looks awful. De gustibus non est disputandum, everyone has different preference so customization is necessary. The CD offers some options as back then not everyone had internet to download anything.
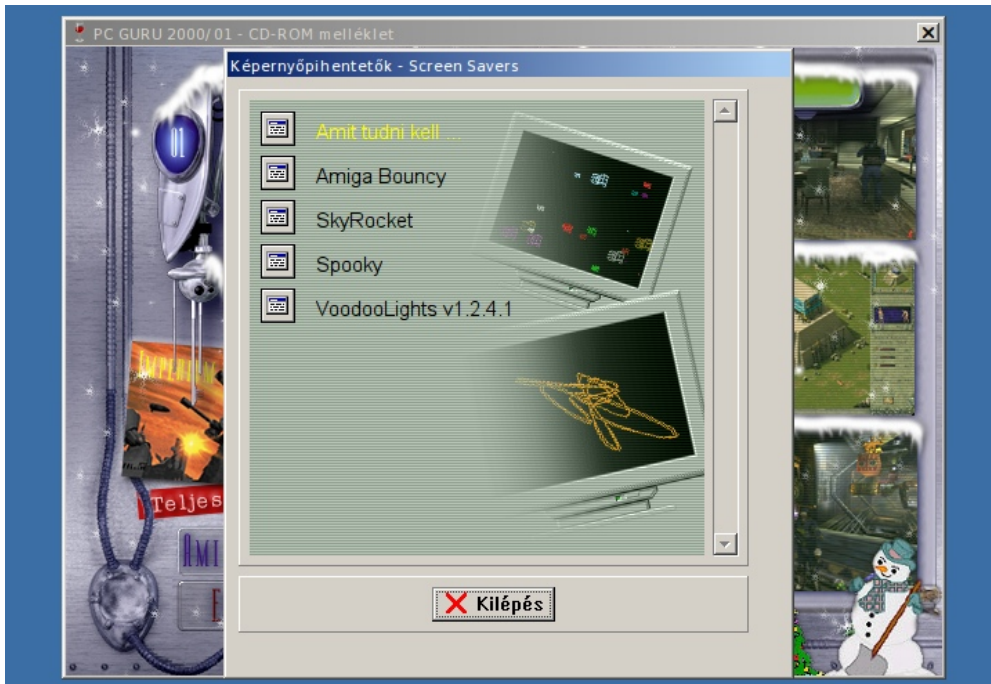
Four screensavers and a readme.

Sadly I can't give you examples of the screen savers just a list but some screenshots were appended to the desktop themes so here are four of them.
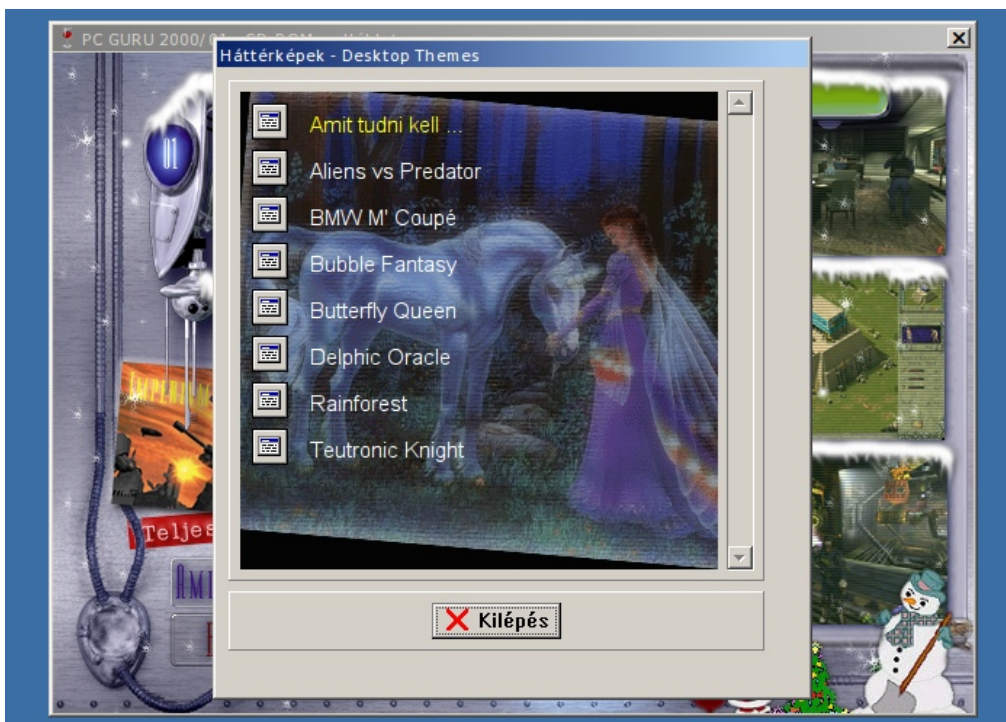
The full selection of themes.

Rainforest

Teutronic Knight
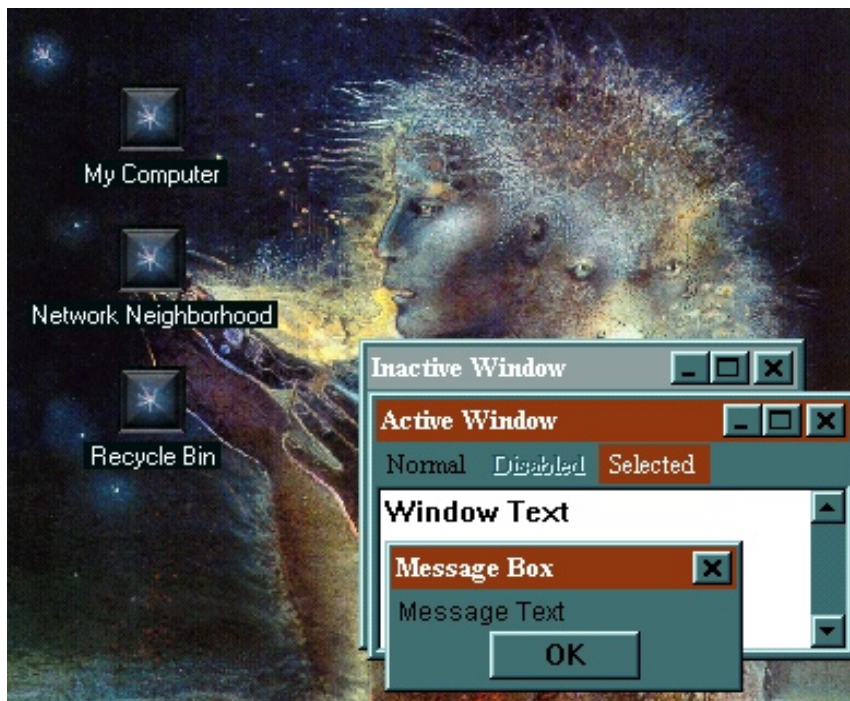
Delphic Oracle (I think)

BMW (I'm pretty sure it is)

The themes can be installed via the navigation system of the mag. The stuff are archived in self extracting files so I can look inside, there's really everything: sounds, icons, cursors, wallpapers.

Curious thing: when I click on the Teutonic Knight theme I get an error message that the file cannot be found and if I click ok, then the mag Crashed To Desktop. The CD has the files of course, something else must be the problem. Oh, well.

Shareware Games

They give us a handful of shareware games too. Those can be fairly decent.

Game list

3D Blocks is a Tetris type of game, Billionaire is a board game similar to Mono-poly. In Bubble Puzzle you have to shoot colourful bubbles to rows colourful bubbles descending from the top. Crazy Balls is the type when a ball bounces around in a field and you have to chop down parts of the field with a snake for-cing the ball into smaller and smaller fields. MahJongg is MahJongg, Swarm As-sault is an rts with bugs. And now I mean insects.
Cell Block A is a mystery. No screenshots, and during testing it just crashed as soon as I run the executable. It's supposed to be a boxing or wrestling game.
Orbit is the one which seems interesting from this selection. It's a spaceship simulator, similar to elite. I chose this one to share screenshots of.
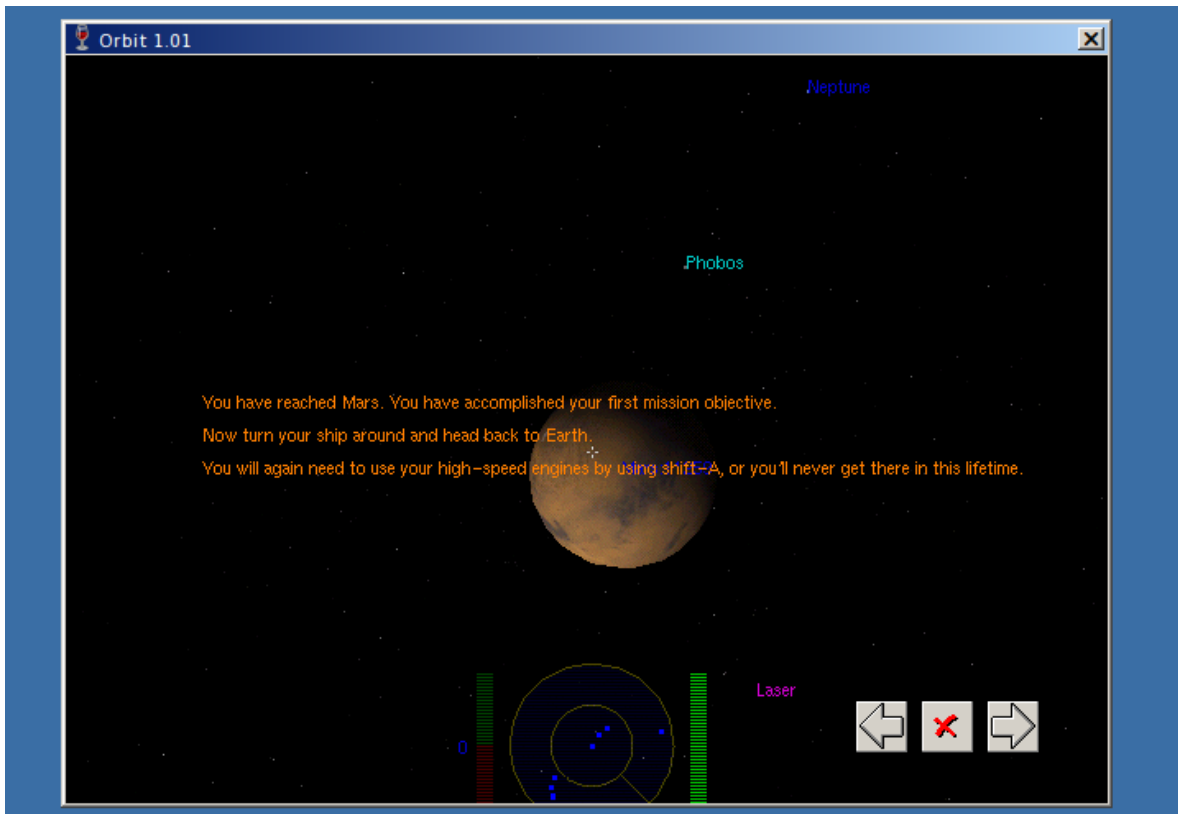
In orbit in Orbit.
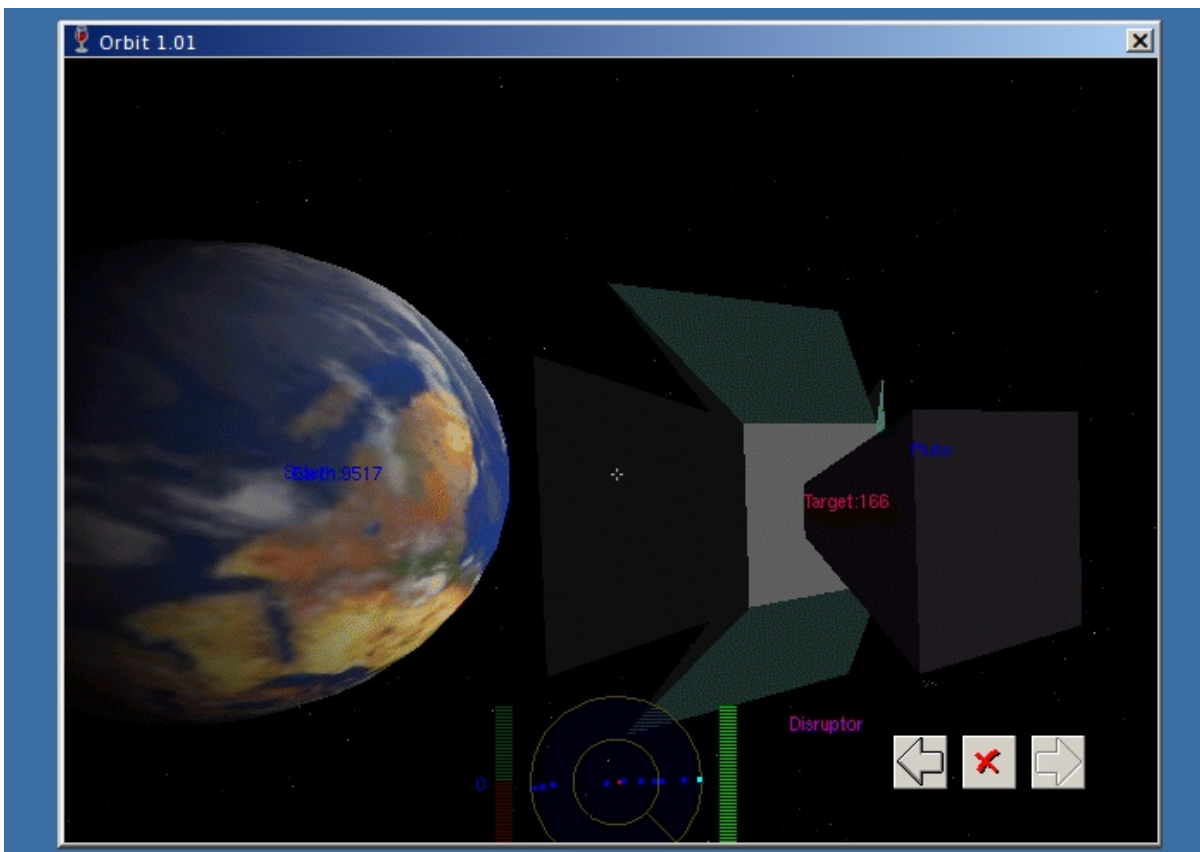
Some man made object at Earth.

Shareware Utilities

Quite a few exciting applications. The editors included screenshots of them, of which I took screenshots for you.
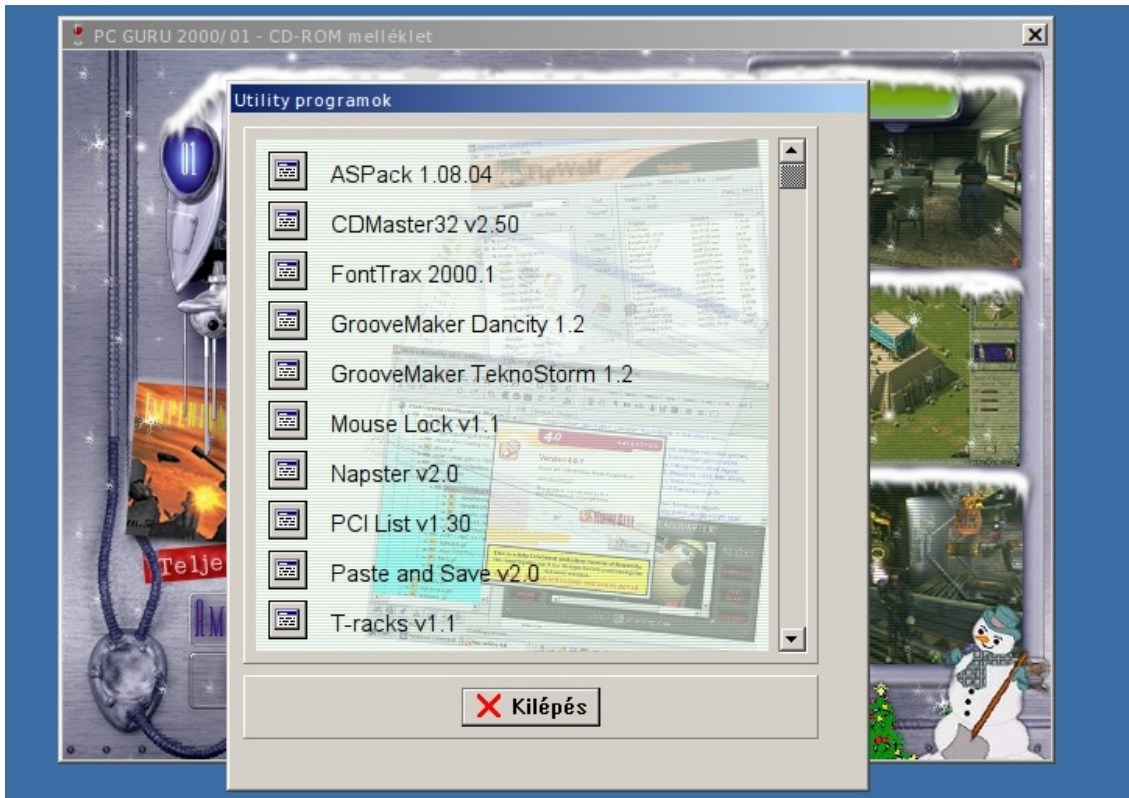
List part 1
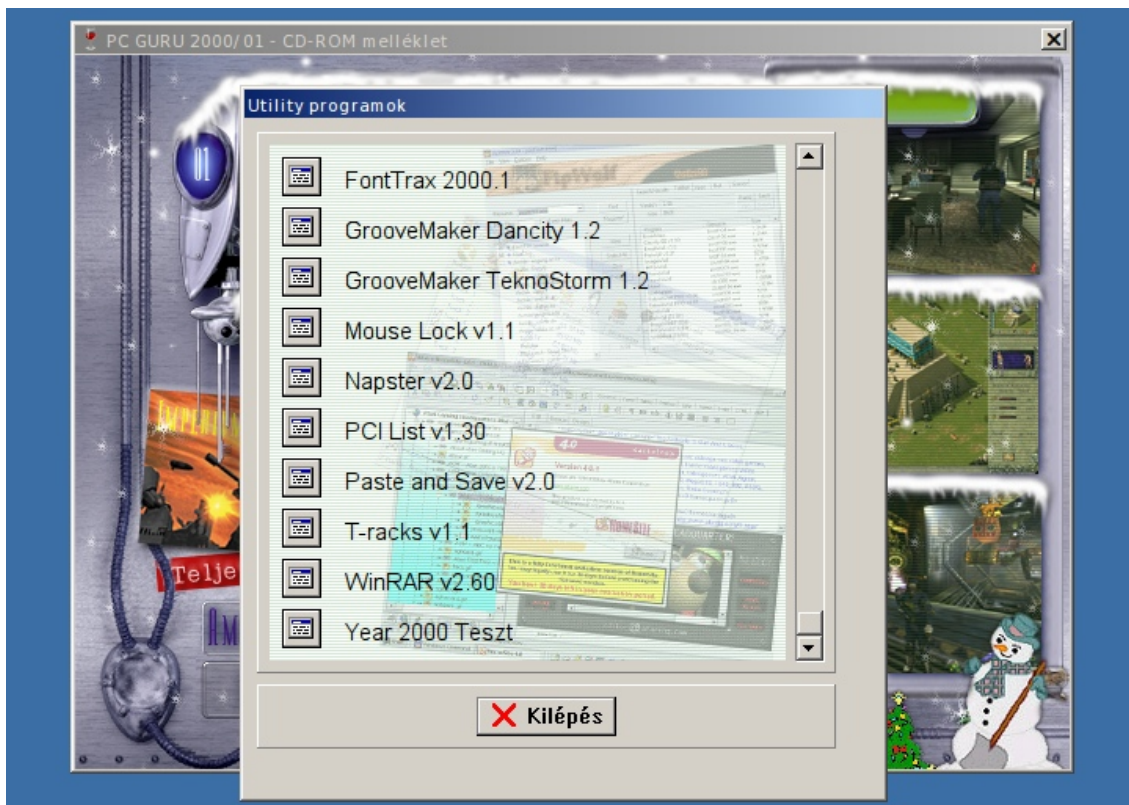
List Part 2

The first thing I want to draw your attention is at the end of the list. Year 2000 Test.

Press "Any Key" To Continue

Back in late '99 everyone was freaked out that the computers couldn't handle the 99-00 change and they thought bank accounts will be deleted, nuclear missiles will be launched and all the accumulated porn will vanish from the computers. In one word: Apocalypse was nigh. The media inflated the hysteria a bit (a lot) because you know how it is, it's good for business. Then the exberts came and reassured everyone things are in good hands only certain types of computers are susceptible for the error and there are several ways to make sure your porn is safe. This program is that kind of a Y2K checker thingy.
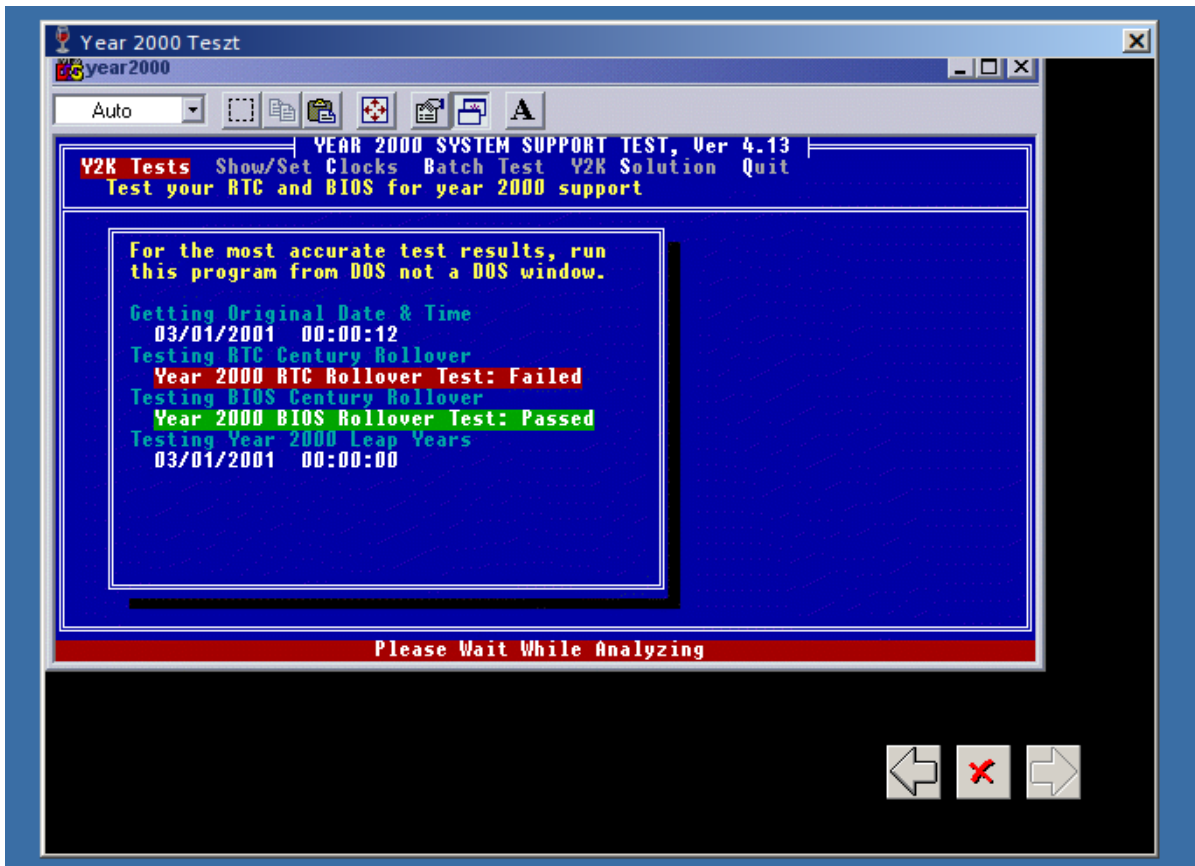
Testing, testing...

I don't have to introduce RAR to you of course, T-racks is a funky audio editor for WAV and AIF files.

Very old school with those electron tubes

"Paste and Save "saves your copypasted texts to the hard drive for easier accessibility if you need something later.
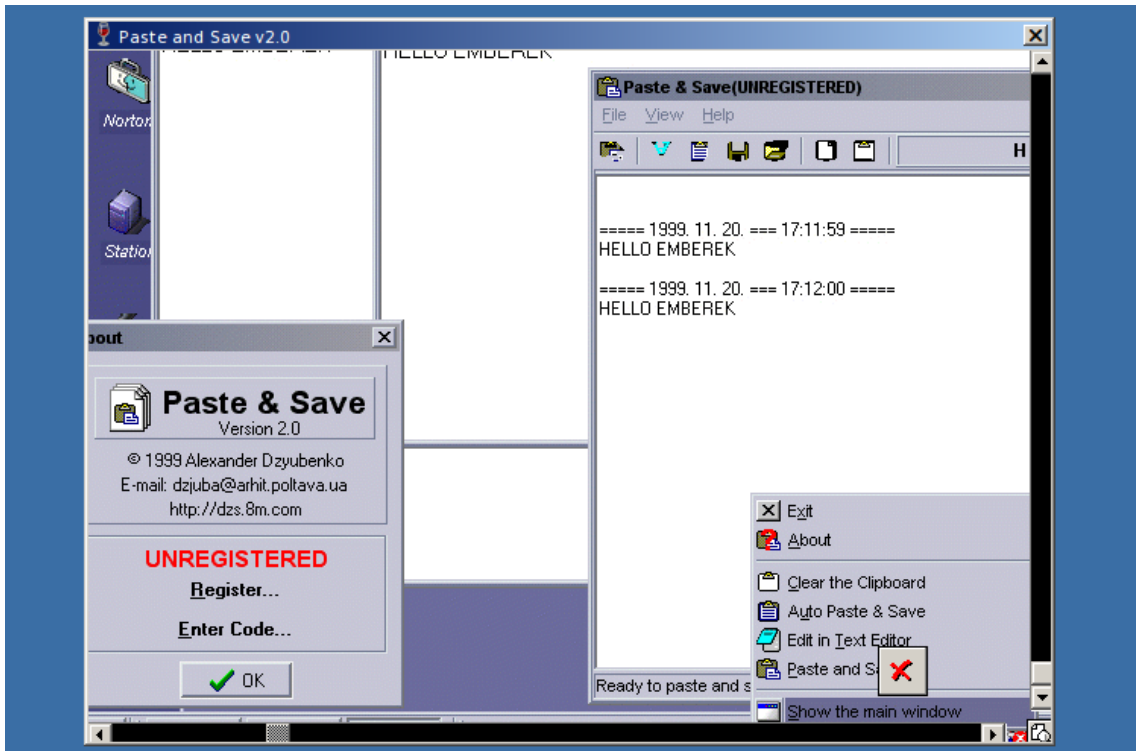
Copypasting never made easier

PCI List does not only list PCI devices but AGPs, IDEs and USBs too - and their properties. Also we can check on them how they work. I would call it a bench-mark tool.
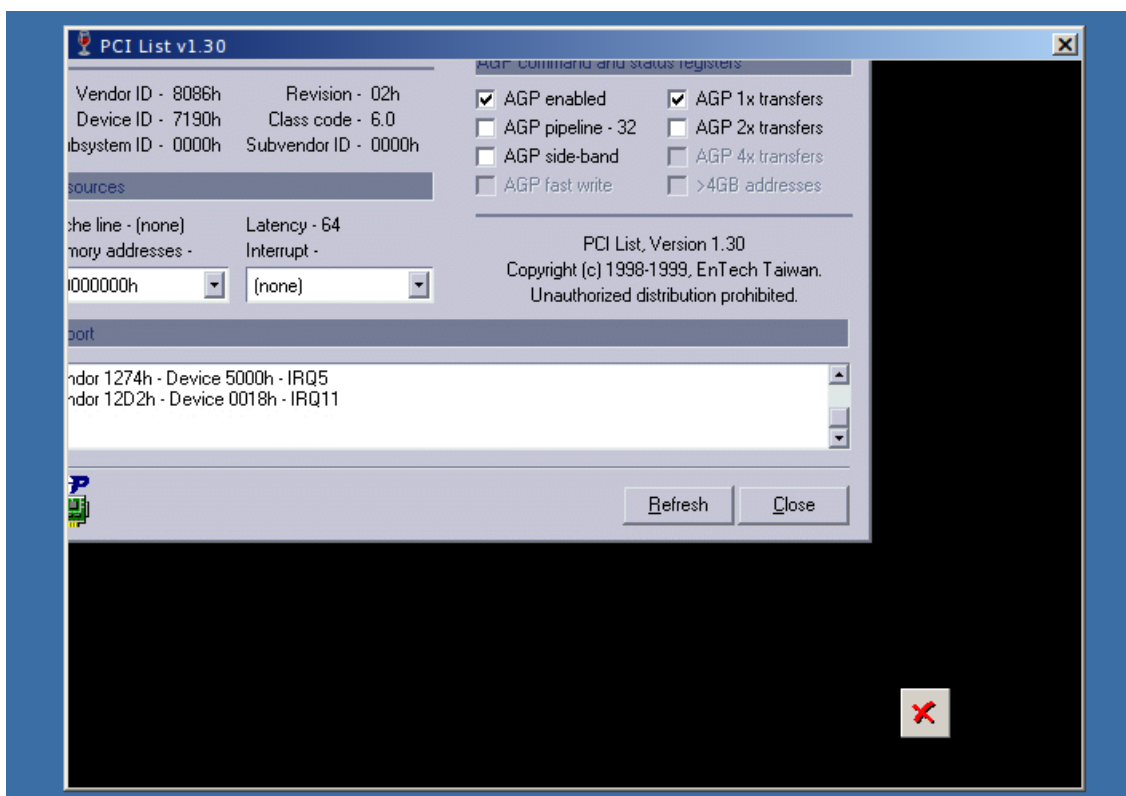
AGP was the thing back then, now it's old tech

Who don't know Napster? Me. I've never had the luck. However, I heard about it later after it's demise. PC Guru - a mag who helps mateys to pirate their audio treasures, arrr! The screenshot made by the editors is shit.
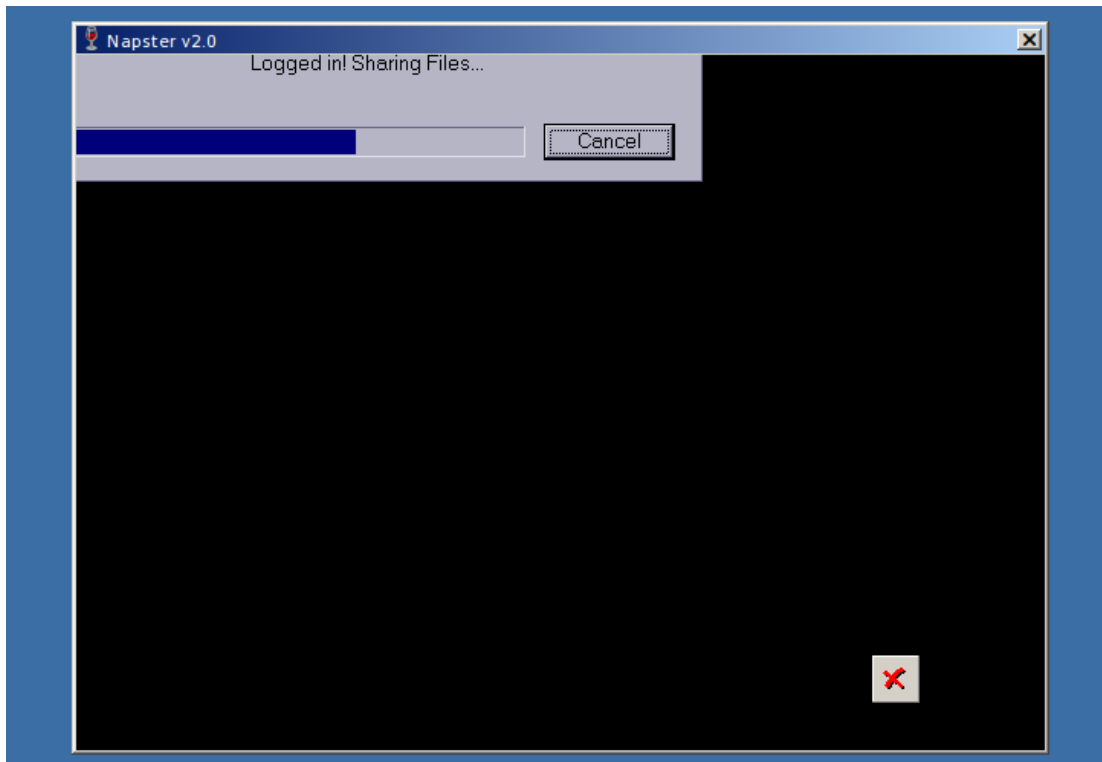
Pioneering P2P file shareing

Lock Mouse locks the screen - not just the mouse -, and protects it with a password you set.
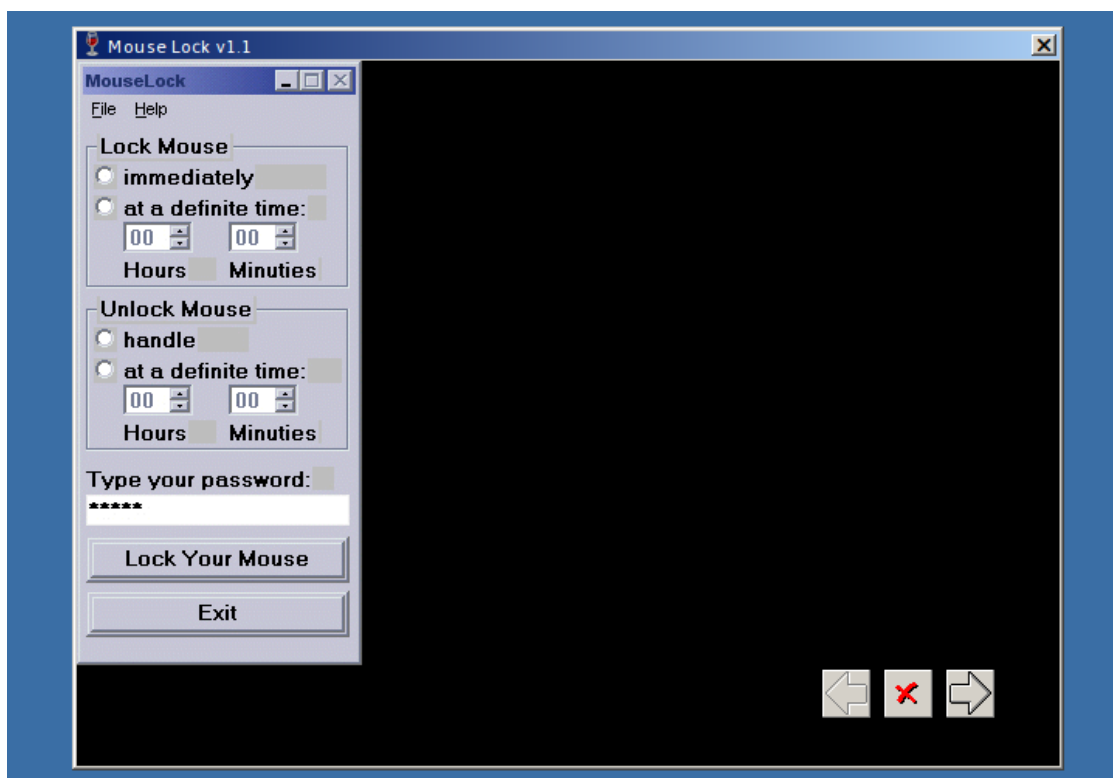
With advanced timer options

GrooveMaker is another entirely different audio editor for creating groovy beats for you to become the composer all the top hits.
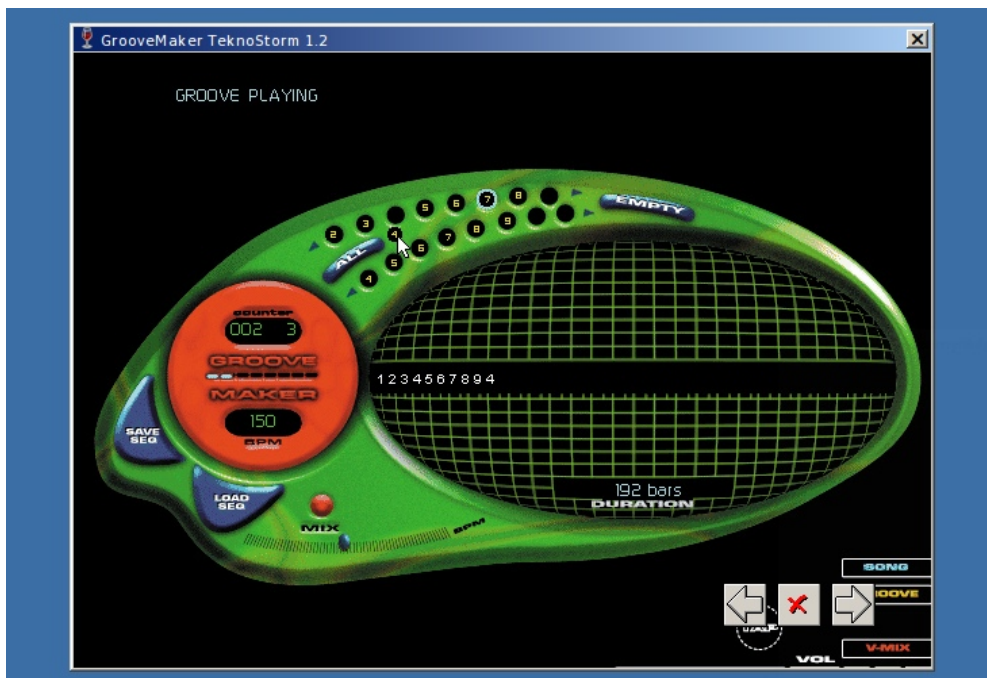
Dumm, dumm, duts, duts

FontTrax is a font managing application also a registry checker because...
"The Font Section of your Registry can be a source of trouble"
...you know.
Of course if you want your PC safe from those pesky font troubles we all suffered from, you definitely should purchase the Disk Diagnostic tool for this great and essential program.
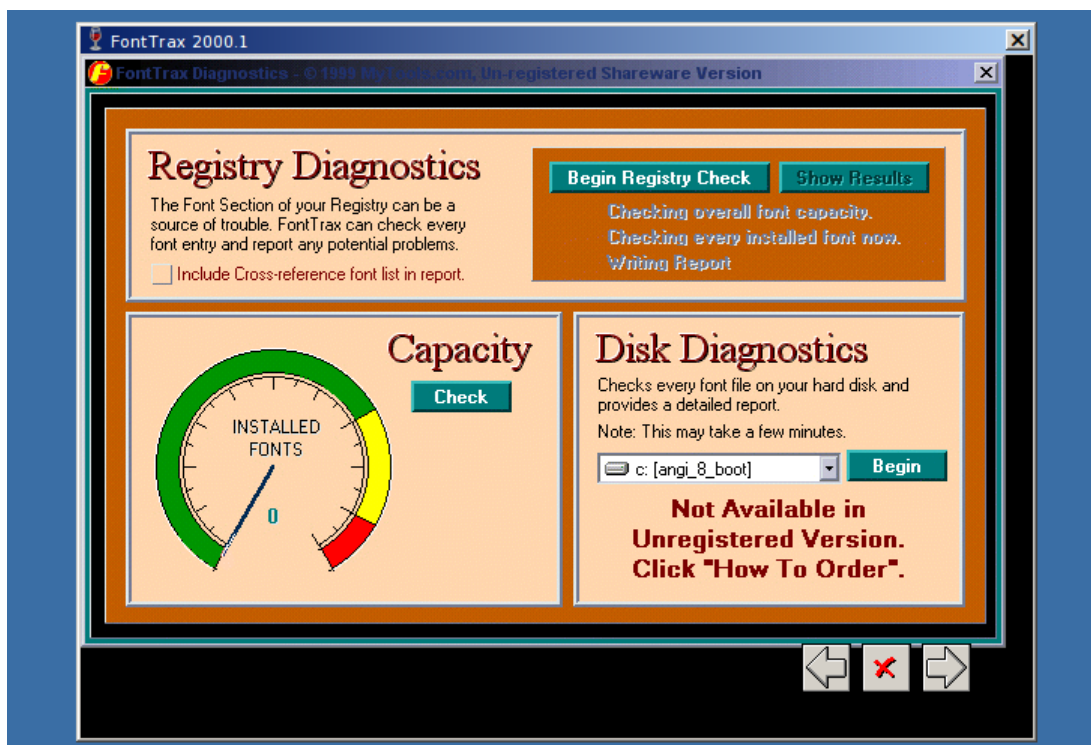
What's a font capacity anyway?

CDMaster plays audio CDs and capable of MP3 grabbing too.
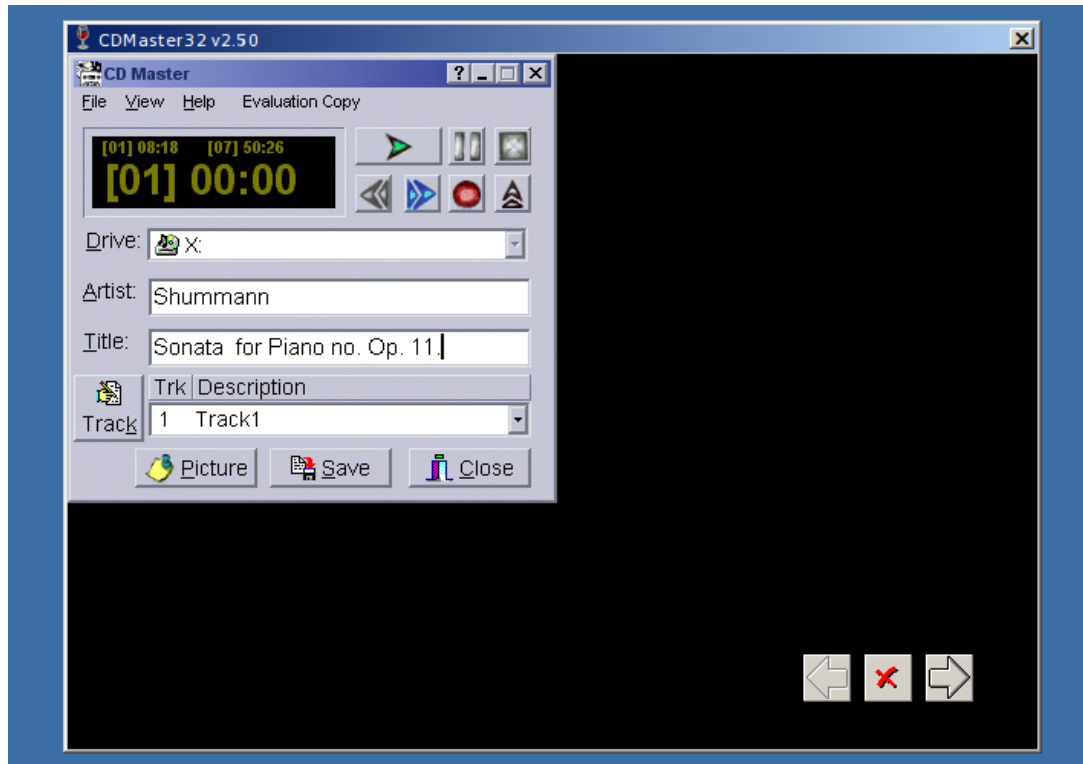
For creating backup copies of course

Only one left, then that's it for the shareware utils.
ASPack. It's a Windows based clone of PKlite, an executable compressing utility for MS-DOS.

By EnTech Taiwan again

The exe still remains executable and decompresses if you start it. ASPack compresses dll's and OCX files too. It supposedly makes our PC even more faster than "format c:", as these compressed, therefore smaller files are loaded faster in the memory. They also use less disk space. It's like magic.

It's very efficient it compresses files to 40-70% of their original size. It can compress that bloatware Photoshop from 6 MB to 2,5 MB!
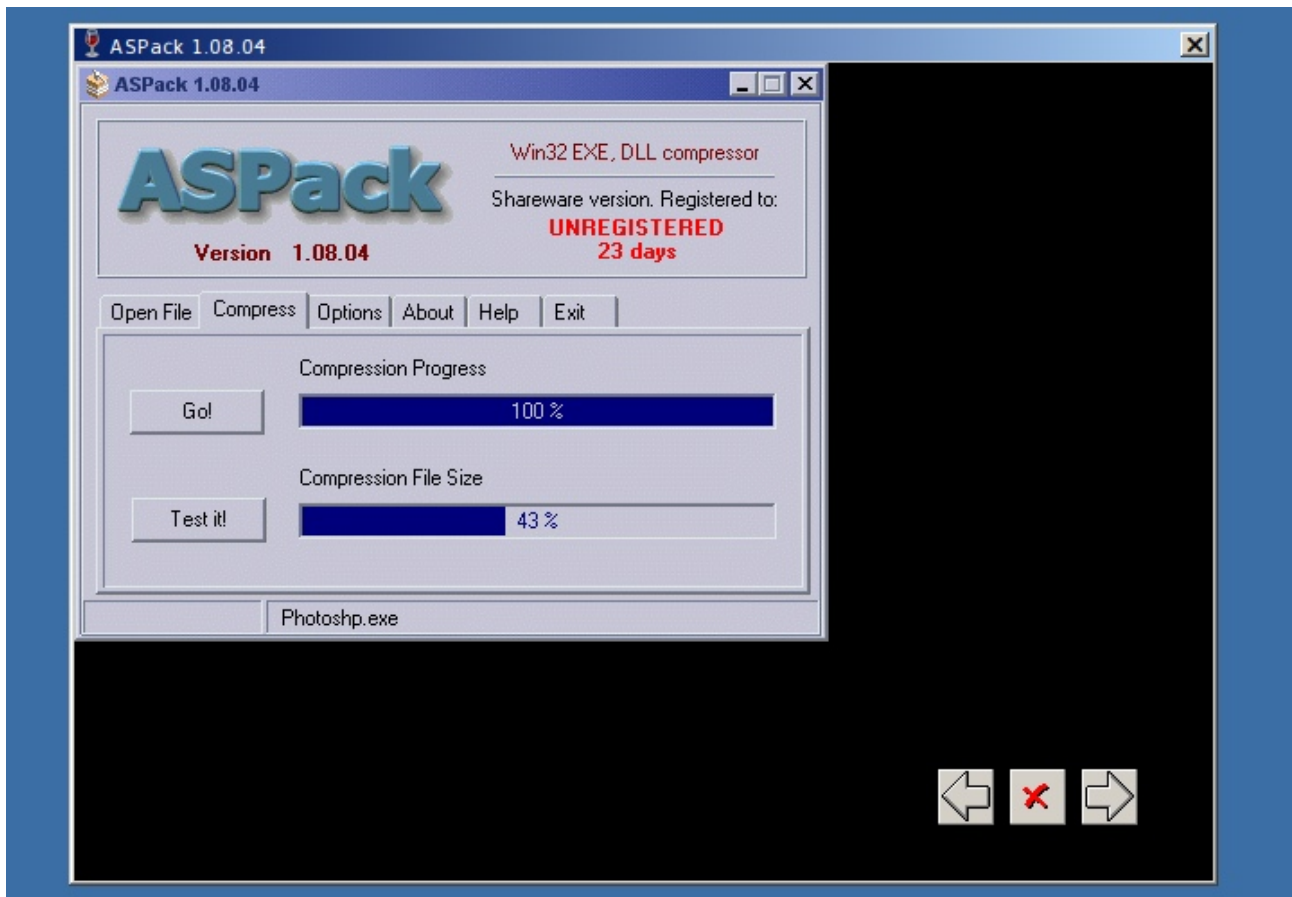
Compressing

3D Mania

Wtf is this?
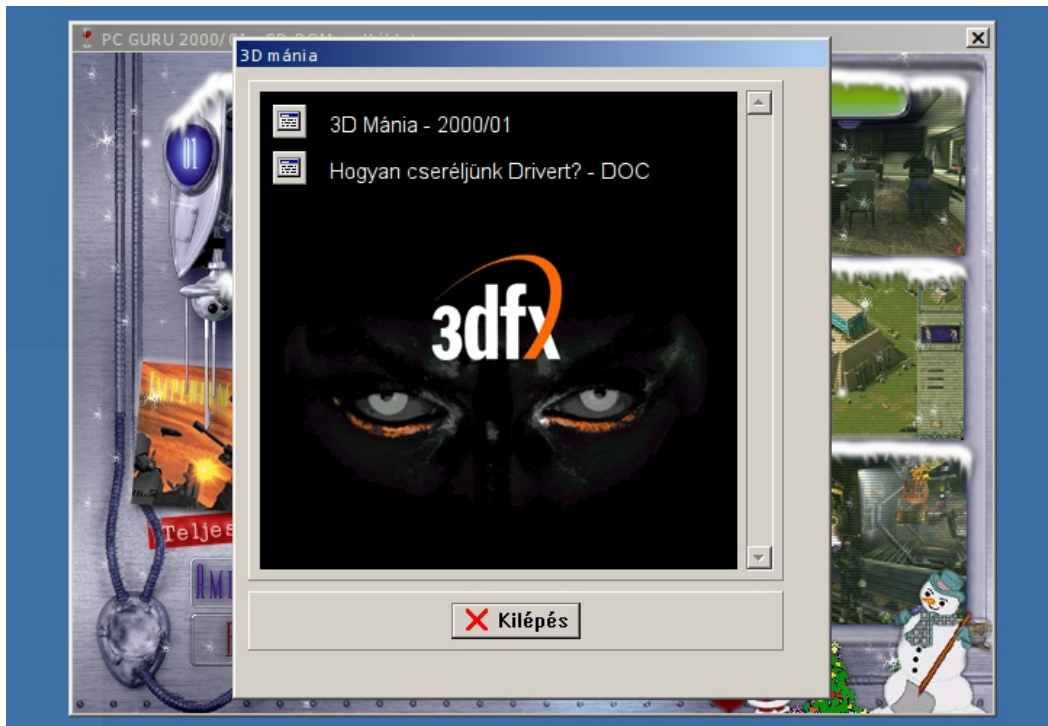
I srsly dunno

We won't be much smarter as the columnist was too busy to make an actual article. Too bad I was actually curious. They give us the freshest drivers for the freshest 3D cards instead.
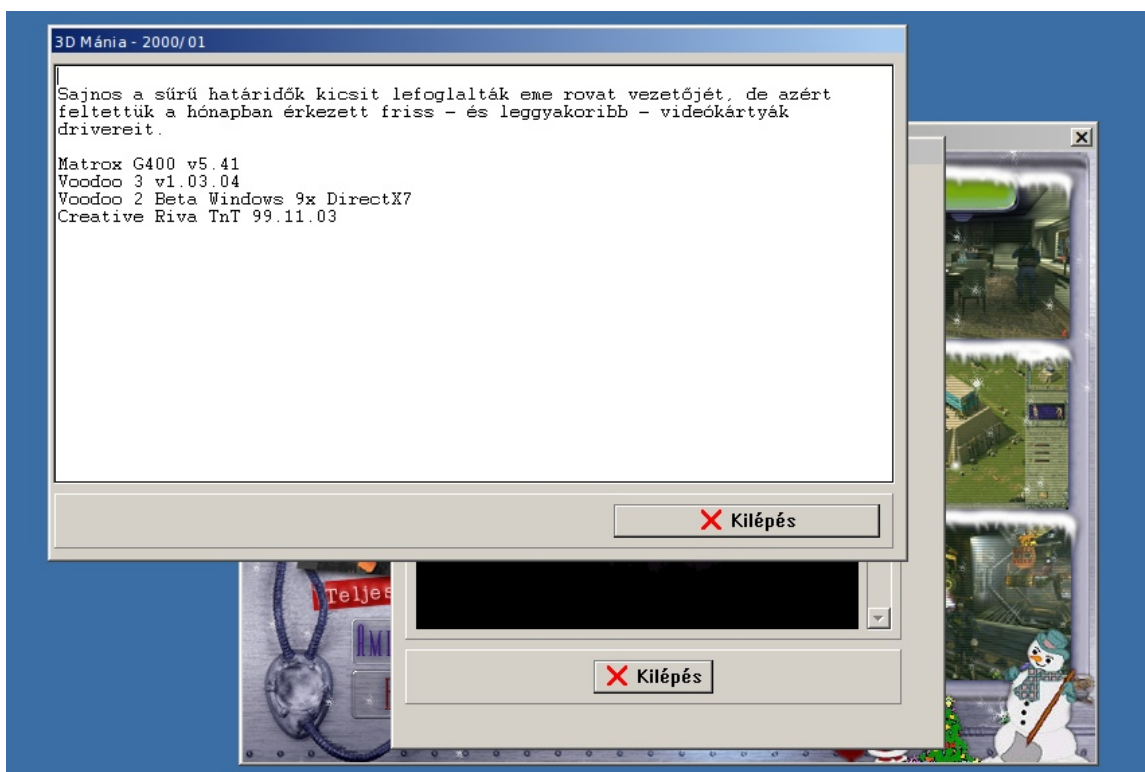
Voodoo was hot shit for a while then Riva TNT overtook for a bit

Does Bernd know how to change the driver of his graphix? An editor called Chris gave a how to in .doc format:

1. right click on My Computer, then choose properties;
2. choose Device Manager, then inside that the graphics controller card, double click or choose it and select the "Properties" option;
3. click on "Update Driver2;
4. click Next then choose the lowest option i.e. which says that we can choose and install the driver ourselves;
5. now "Show All Hardware" and "Have Disk" buttons are next;
6. here you have to give the unzipped Driver's location, do that then "Finish" button. That's all.

Thank you Chris!

Extra Offer

I bet there are plethora of interesting things here.
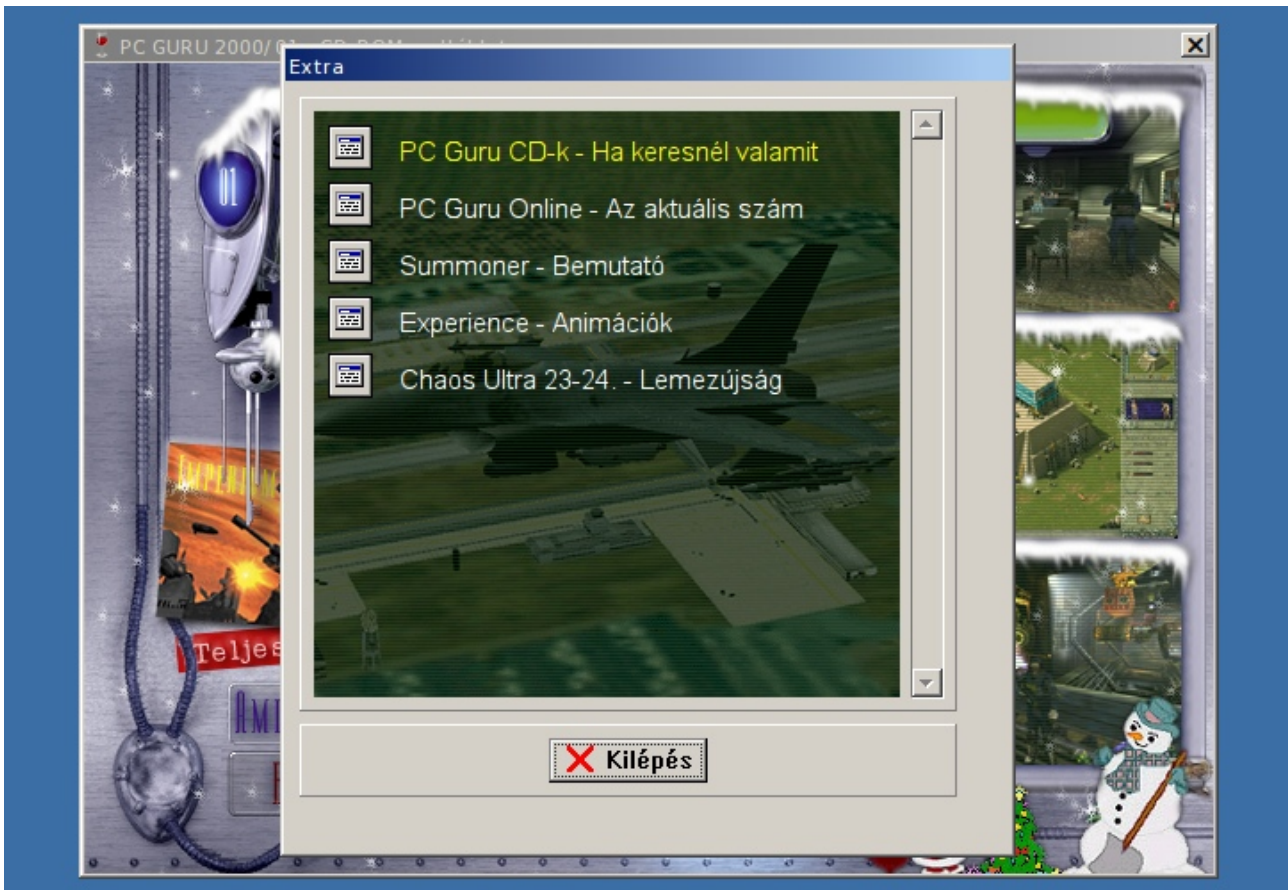
No eXXXtras on these CDs however

These are the options:
"PC Guru CDs - In case you look for something"
"PC Guru Online - Recent issue"
"Summoner - Showcase"
"Experience - Animations"
"Chaos Ultra 23-24 - Disk Magazine"

The first option gives a short description what's going on: it's a catalogue - in the form of an installable program - of the contents of the CD's issues up to that day with handy search function. Useful stuff if you want to find something but don't want to manually check every CD. Nice.
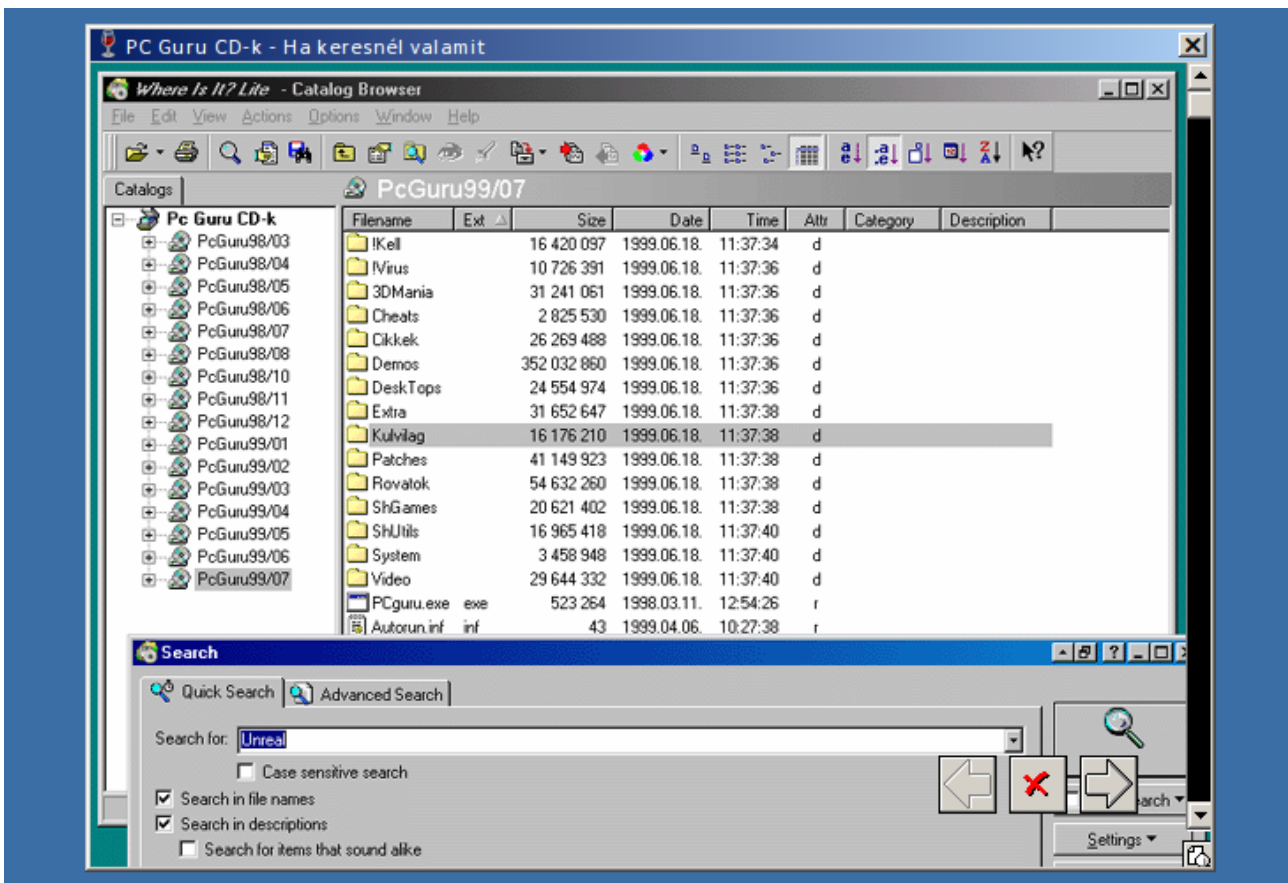
Handy tool

As Bernd with the Eagle Eye skill noticed, there's an entire magazine on the CD.

And not just one mag!

PC Guru Online is... [drumroll]... PC Guru Online. Many people didn't have internet back then so they were so nice and made a self extracting version of the OL mag. Bunch of HTMLs, with images to populate the static pages, and little JS here and there.

Opening page of the online mag

Let's take a peek.

Oh: Lucas Arts hinted a new online RPG of the Star Wars universe is coming. The columnist, Mocsy (pronounce: Mochi), wonders that it probably would be a good idea for him to get internet. He meant the reader really should get inter-net.

No idea what's this mmo and if it ever came out

Online Gamez: two pages typical and a bit effusive rpg writing on EverQuest to incite us to call the nearest ISP. MMOs are on the rise.

ONLINE GAMEZ

EverQuest

Mondj mesét, a legszebbet, az örök történetet, melyben otthonra lelhetek, s valóra válik minden, amiben hittem, amivel születtem, megtalálva utunk régmúlt, s mégis időtlenül létező erdőkben, mezőkön, völgyeken és hegyeken át, titkokat fedezve fel, közösen álmodva, teremtve jobb világban szebb jövőt, ahol együtt leszünk újra…

A mese megszületett, s már ezrek álmodják. Csatlakozz te is hozzánk, engedd meg, hogy megmutassam kicsit, milyen is az EverQuest…

Norrath történelmének hajnalán Veeshan, a kristálysárkány vérét hullatta Velious fagyos bolygójára, s hatalmas karmaival sebeket hasított a rideg felszínbe. Bármily furcsa, ezek a feltépett sebek okozták az új világ születését, hisz nyomukban megjelentek a fellegek közt az örök tudás, erő és mágia fenséges képviselői, s elkezdődött a Pikkelyek Kora… Ekkor már az istenek is felfigyeltek Norrath világára, mindannyian részt akartak venni hajnalának alakításában, benépesítették az erdőket, mezőket, völgyeket, s e birodalom életre kelt…

Nem mesélném most el e bolygó történelmét, hiszen ha eljöttök, úgyis alaposan áttanulmányozzátok majd, hogy jobban megértsétek és átérezzétek mindazt, ami ott van, volt, lesz. Sokkal fontosabb, hogy vázlatosan lássátok, mi vár rátok itt.

Ebben a szerepjátékban is több faj (half elf, wood elf, dark elf, high elf, erudite, gnome, barbarian, halfling, human, dwarf, ogre, troll) és karakterosztály (wizard, shaman, bard, cleric, druid, enchanter, rogue, magician, monk, necromancer, paladin, ranger, shadowknight, warrior) közül választhatsz, akik a klasszikus alapképességekkel rendelkeznek (strength, stamina, agility, dexterity, wisdom, intelligence, charisma). Ezek alapján az EverQuest látszólag olyan lenne, mint a kategória hasonló képviselői - igaz, több mint hétszáz féle varázslatával azért kicsit kiemelkedik az átlagból –, ám ez esetben, nincs kezdet és vég, lineáris játékmenet. Sőt, be kell valljuk, ha teljesen lemeztelenítjük az offline RPG-ket, a mélyben igazán mind a hack-and-slash stílust képviselik, csak kicsit tartalmasabb formában. Talán a Baldur's Gate volt az első, amely ki tudott ebből kicsit emelkedni (de az is a multiplayer résszel). S ez az a pont, ahol az EverQuest jóval többet nyújthat, közelíthet a valódi szerepjátékokhoz, hisz a kapcsolattartás, a világ megismerése, a saját karakter történetének és személyiségének alakulása, melyet befolyásol mindenki, akivel valaha is találkoztál, beszélgettél és vállvetve harcolt éppolyan hangsúlyos ebben a programban is. Hol van még olyan játék, melyben kiülhetsz a mólóra bámulni a tengert, a hajnali erdőben tovareppenő tündér mellett szaladhatsz kacagva, s kidőlt fákról ugrándozhatsz az esőben, esetleg csak leülhetsz barátaiddal egy tisztáson, megbeszélve ügyes-bajos gondjaid?! És akkor még nem is szóltam a guild életről (de ezt csak azért teszem, mert magam még nem csatlakoztam egyik céhhez sem)! Mindezzel nem azt akarom mondani, hogy az EverQuestben nem kell szörnyeket aprítani, sőt. De más, nagyon más, s nem feltétlenül az a lényeg. És ez jó. Számomra öröm, hogy a pap karakter még nem ontott vért, és töretlenül fejlődik, akkor is, ha csak óvja, védi és gyógyítja társait. Itt valóban te formálod karakteredet, aki viselkedésével és tetteivel megtalálja majd helyét e világ társadalmában!

LAPOZZ! >>

First page of the review

Fanatik Pagez adds with a shovel or two on this pile but on the single player rpg front.

Reminding me of After Action Reports

These are all reviews, MnM VII and Darkstone are quite similar written in the same conventional style like the on on EverQuest, a short pseudo-literary into then listing of skills and attributes and races and classes and all these crap follows. But the one on BG is more curious. It's like a fanfic or a journal told in first person. Stuff liek this:

''"I rushed to the inn might be some ranger showed up who can help to find me the path. But I didn't see unkown faces in nither corner not one. My instinct however didn't left me rest I bought my gear from Winthrop I spent my hard earnt money for the joy of this large bellied one."''

And it goes on through 15 pages. This is a whole walkthrough in this style. You can rarely find such gem on the whole internet.

All right this online mag could be a whole topic in itself so I stop here.

Summoner – Showcase
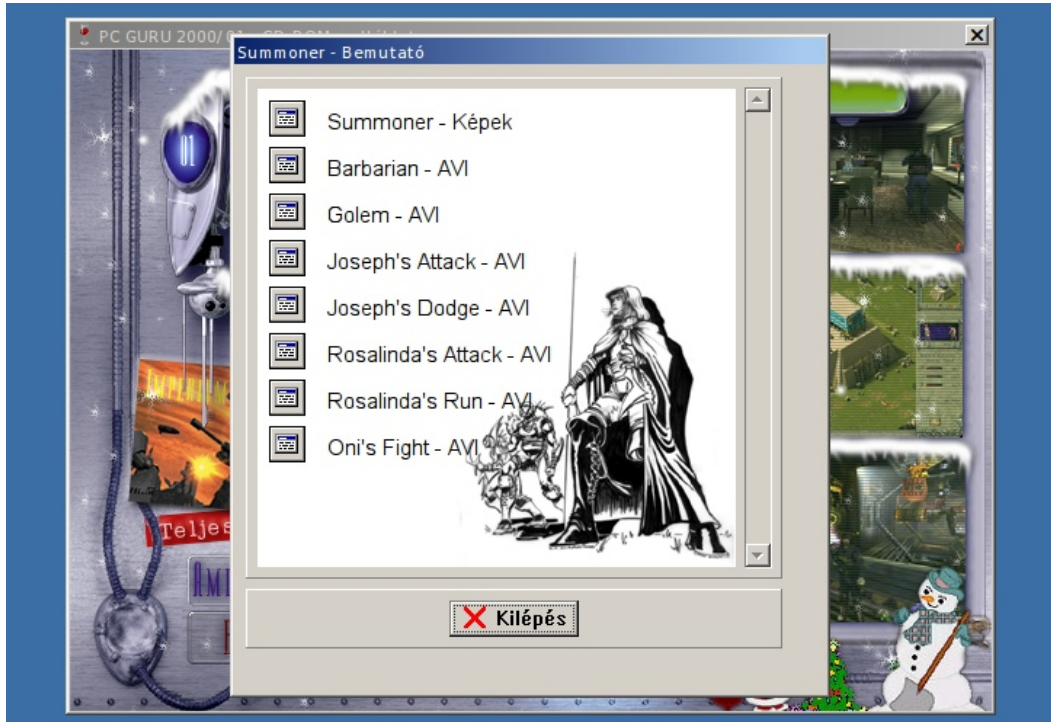
Pics and vids

What the hack is that? It seems this Summoner is an rpg by Volition I've never tried. It even has a sequel. This stuff on the CD is a preview with lots of images and seven animation I share two screenshots with you, I leave out the videos for the reasons stated way above. Hm 640x480 is just too darn small.

A giant hall

Giant... giants?

Another animation block: Experience.
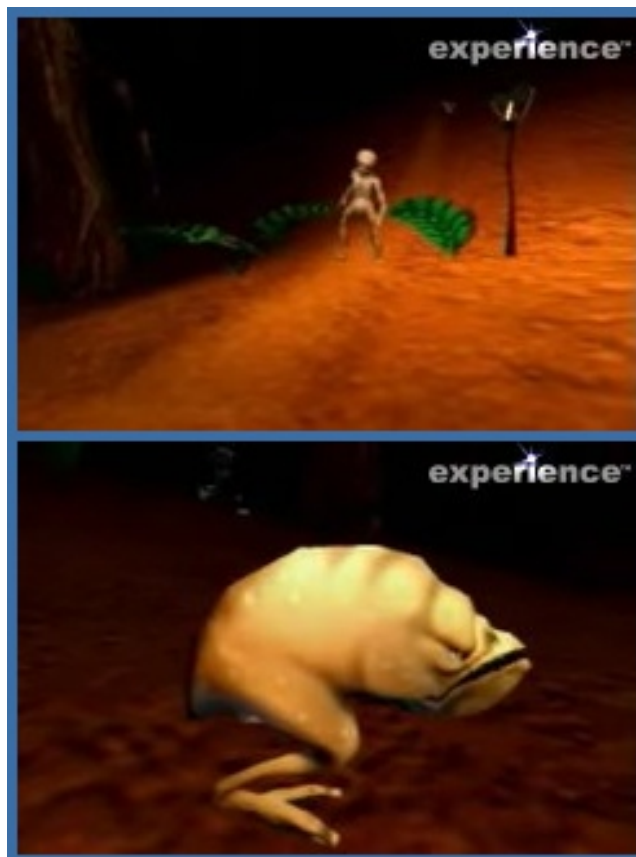
Reminding me of Morrowind monsters

These are more beefy, longer with sound. But I've no idea what are these. Couple of screenshots again instead of the videos.

Oh, the next one... Is... The... BOMB. Chaos Ultra 23-24. - Disk Mag!!!
This is a double issue from Hungary's first (and doubtlessly only and last) role playing disk magazine. Genius!

Issue "XX3"

Now Hungary is a relatively small country from the late Eastern Block. Back then – way before this CD was burnt – most people had never heard of rpgs here. And even today people would rather connect it to computer gaming. There were a small fierce hardcore rpg fanatics base who not just followed the western games but created their own first sets, worlds and games in the early '90s. Their enthusiasm rooted in the old sci-fi and fantasy literature and even the first Hungarian rpg system was driven by novels. But this is starting to get off topic.

With mostly the friend of a friend distribution system, and with the help of college, uni and army years younger generations got acquainted with rpgs and they passed it along to their younger brothers who introduced their peers and so on. Then with vidyas others met with rpgs those who previously could never heard of those irl for some reason. Then these could read first about them in the magazine, called Chaos Ultra which was distributed on the CD appendix of several PC magazines and was made by hobbists who gave their work away for free. Then came the internet.

First it was doubtful I could make a screenshot. The mags were made as MS-DOS programs, later got their own website, it was doubtful the .exes would run, so I first browsed the website.

Treasure Cove

This website - as I edit this pdf in 2020 - isn't online anymore. Disaster for the humanity. On the other hand I found a website, which gives downloadable access to quite a few disc mags, among them CU:
https://diskmagz.com/

Generally, Chaos Ultra was written in funny sometimes edgy style, which was something entirely different one could read elsewhere, so this gave it a unique character. Most of the time they wrote short stories, reviews on rpg systems (foreign and home made) and rpg contests, about how they play certain systems (anecdotes), some meta articles about the mag itself. They wrote about books, both reviews and criticism, about anything related to rpgs (sometimes even about crpgs), about music and concerts and about much else.

Main menu of Chaos Ultra "234" (CU23)

So this is Chaos Ultra 23/24 running in Dosbox, that made it possible to look into them. God bless DosBox.

The magazine application has mouse, music, and bookmarks. They even spiced it with a range of charsets and theme music settings (with shut up function luckily, since on the long run it gets tiring) which are easily accessible from any article. Btw the music was created or ~~stolen~~ communized by one of the editors of the Chaos Ultra mag.

Charactersets

The text of the main menu always has some kind of theme, or at least they name the same options differently (still it's recognisable what's what). For example: in CU23 the words get -us suffix so they sound Latinish or in CU24 the last option (Exit) got the name of "Now you can turn off your computer" (which probably I don't have to explain - but if I have to, then underage b&). Funny guys.

Chaos Ultra 234

Teleport a CU23-be
Belevelezetô
Nívjegy, avagy ki vagyunk mi
Szép ígéretek (meg sok), avagy kiadói tervek
Novellák és miniregény
Börtönök meg Sárkányok-rovat
In vitro (veritas)
Kritikák és ismertetôk
Mi úgyis jobbak vagyunk, mint...
'Mi ez a sz... szemét?''-rovat
Egyéb bizbaszok, mifenék és izébigyók
Most már kikapcsolhatja a szárítógépét

Nah, I just can't turn it off

Every issue has a shorter-longer Introduction, and a credit. Generally has a short stories/novels section (all of them their or the readers' works sent by mail, some fanfiction), a resident DnD (well ADnD at that time) column, other rpg columns under several different options in the menu (WH40K, BattleTech, ShaRun, Rifts, Call of Cthulu, etc., etc... and of course M.A.G.U.S. the most popular Hungarian rpg, some LARP). There's always some adventure or at least adventure ideas for less imaginative DMs. Or for those who run out of ideas. Stuff (NPCs, items, spells etc.) for games. Humour and untranslatable (usually lame) wordplays everywhere. Reviews of books, films, music, rpg systems, and rpg contests. Reader's letters, questions and answers. Interviews. Meta stuffs. Also every page has line counter for reasons.

Ghosty   Chaos Ultra 234   BEVEZETO.TXT

tudathasadást. Azért hát,   mert szép kerek számot szeretnénk   ám csinálni nektek
legközelebbre. Ehhez viszont az kell,   hogy most osztódjunk. Most az következik,
hogy cikket tarhálok, mert az soha sem elég (éértitek ugye...).
    Másodkik téma: Miééééér utáljuk mi a sztárwársz ebizód van-t? Ez most teljesen
SZVSZ kategória (GYK: szerény véleményem szerint).   Elôször is ott vannak azok a
gagyi alienek, tudjátok a lapáfülû,   gyíknyelvû izék a vízalatti városukkal, meg
színes labdáikkal. ºk igazán nem kellettek volna. (Itt megjegyzem, a többség ezt
kifogásolta.)   Másodszor   a   robotok.   Az   elôzô-következô   három   részben
rohamosztagosok voltak és így emberek, azokat manapság nem lett volna esztétikus
felszabdalni, mert akkor nem a célközönségé lett volna a film, pedig így sem az.
Szal, szerintem csak ennyi, és teljesen 1et értek az 576-osokkal abban, hogy
anakinmak szenvedni kellett volna a végén. Nem csak úgy uck muck fuck bocsika,
hogy odalôttem és felrobbant az egész. Nam mind1. Lesz szép part 2., nagyjából a
következôkrôl: anankin (csakazért is kicsivel) és a királynô falling nagy
lovéba, meg talán Palpatine is ekkor lép szintet... Ez passz, mert már nem
emléxem, de a lényeg: leonaro.dicabrio-mentes lesz és ez jó.

Intro, they really hated SW Episode One

No reason to make more screenshots, just texts in Hungarian.

Columns

Set aside Chaos Ultra, and continue with PC GURU, still some reviewing to do. We're done with the extras, now the Columns are coming.
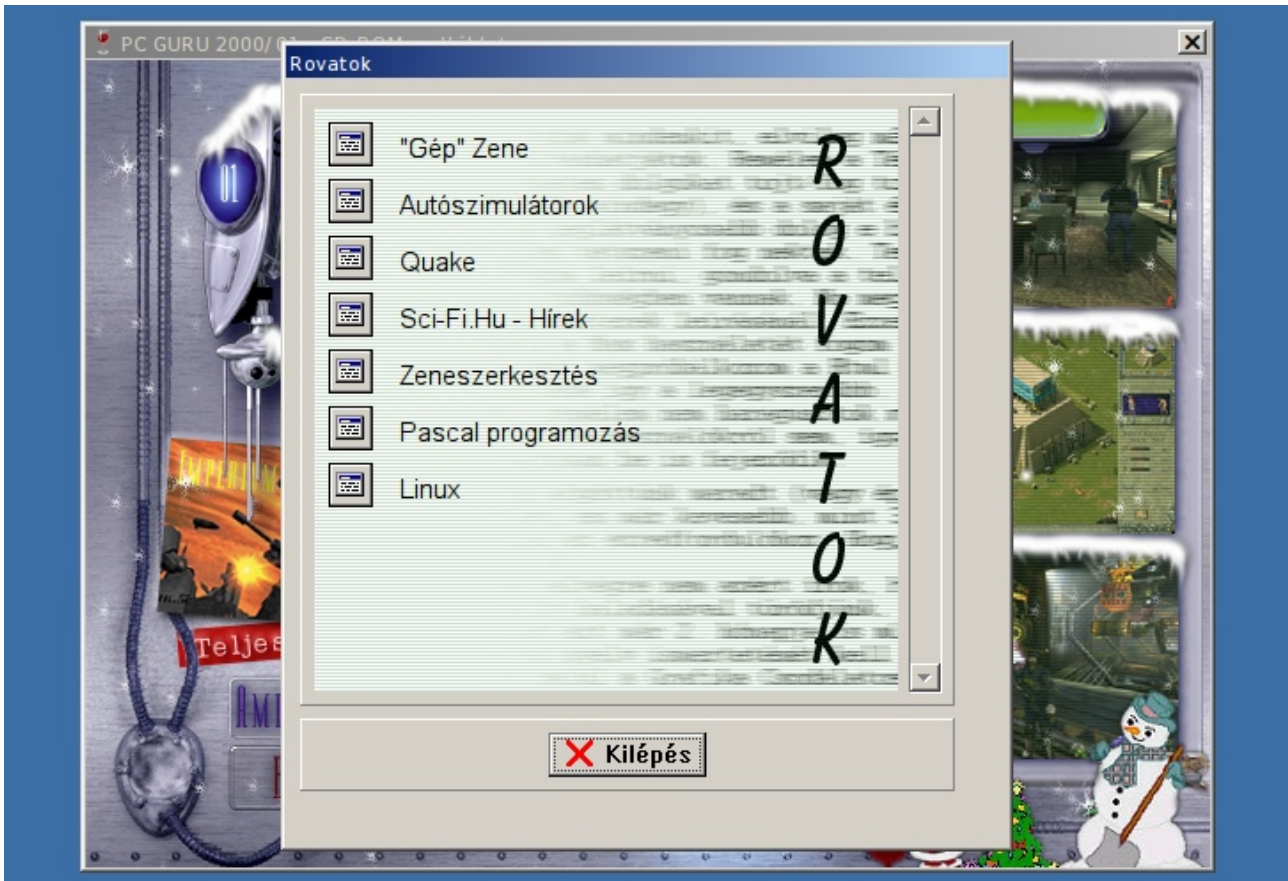
The selection

- "Machine" Music
- Car simulators
- Quake
- Sci-Fi.Hu - News
- Audioediting
- Pascal programming
- Linux

"Machine" Music
This is a long text. Awfully written about Korn, System of a Down, and Limp Bizkit. It's like this: "The new Korn album is out, sadly I haven't heard it yet." or "System of a Down was the opening band on the concert of Slayer, sadly I wasn't there." or "Jonathan Davis now is a very good father and loving husband. He's already eaten the poo and drunk the pee all the band members except the drummer."
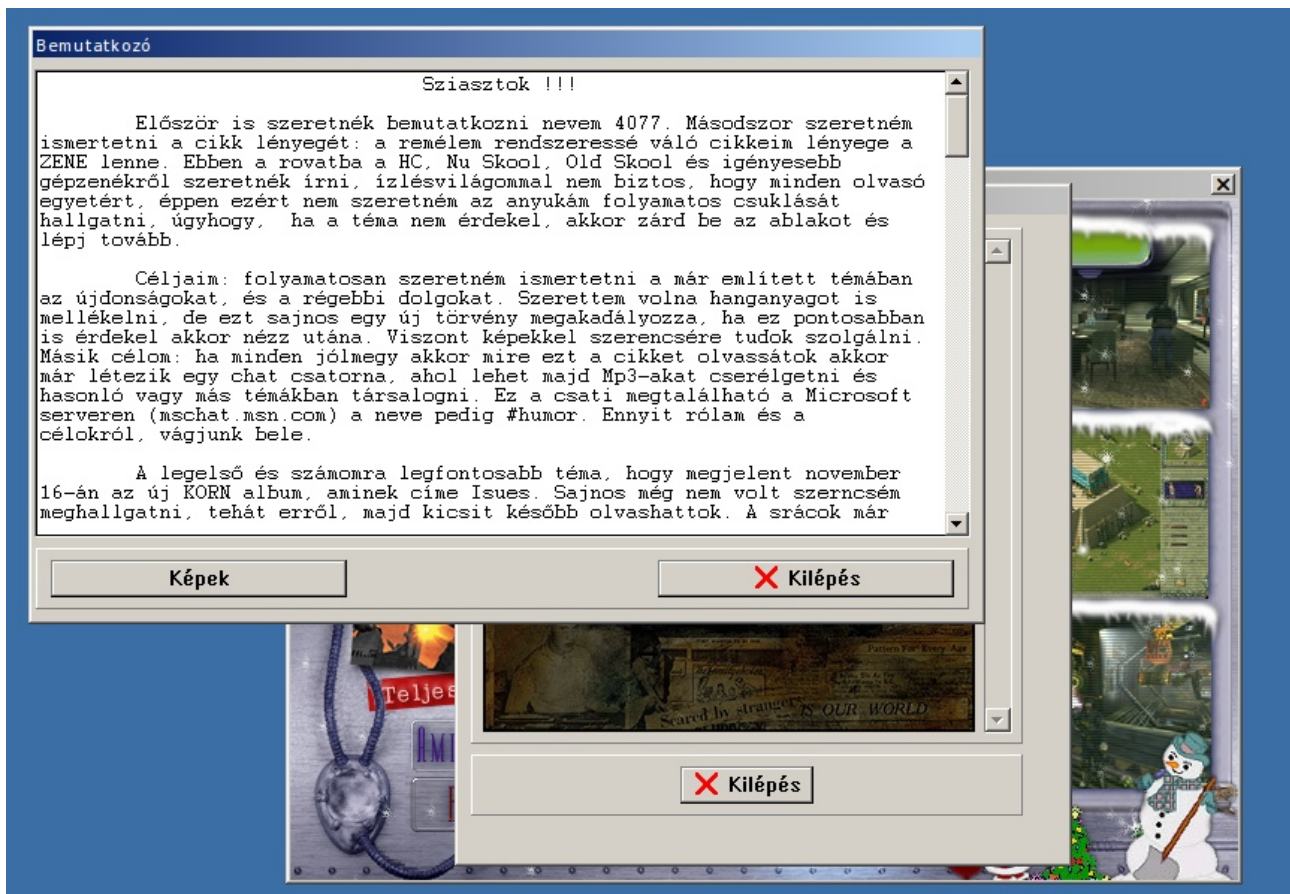
4077 introduces himself and the subject matter

This is fun, I'll try and translate as close to the original as I can:
"Few words about the albums [Korn]: on the first disk a track can be found titled Dady [sic!] in which he sings about his father. You can imagine it's lyrics and the state he was in meanwhile [viz. when J.D. was a kid his father raped him]. For those who don't have good imagination I will write it. I'd rather not write the lyrics verbatim but he doesn't sing that how he loves his father and it's so bad I don't see you nowadays. On his psychic condition I'd only mention that supposedly he sang this song only two times in his life: first during the re-cording of the album which ends with him getting a fit of crying and cries about two minutes. The second time was a concert when he didn't just start to cry but he got an epileptic seizure despite he isn't sick and the concert had to be interrupted and they had to call ambulance."
Oh, I forgot to mention: this columnist calls himself 4077.

Car simulators
It seems like a collection of a bunch of different things which can be found in a self extracting archive. Mostly images, screenshots and textures, but tons of other stuff as well: statistics (on irl competitions, F1, rally, Nascar and bunch of other things I've no knowledge about) in html format, some news, sounds and patches for vidya, probably some mods, other audio and some utility applica-tions to deal with certain file formats. These all centered around cars, racing and simulators.

1999 ← ≡
A pilóták világbajnoksága

Hely	Pilóta	Pontok	Futamok 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	Mika Hakkinen	76	-	10	-	4	10	10	6	-	4	-	10	6	-	2	4	10
2	Eddie Irvine	74	10	2	-	6	3	4	1	6	10	10	4	3	1	-	10	4
3	H-H.Frentzen	54	6	4	-	3	-	-	10	3	3	4	3	4	10	-	1	3
4	David Coulthard	48	-	-	6	-	6	-	-	10	6	2	6	10	2	-	-	-
5	M.Schumacher	44	-	6	10	10	4	-	2	-	-	-	-	-	-	-	6	6
6	Ralf Schumacher	35	4	3	-	-	2	3	3	4	-	3	-	2	6	3	-	2
7	R.Barrichello	21	2	-	4	-	-	-	4	-	-	-	2	-	3	4	2	-
8	Johnny Herbert	15	-	-	-	-	-	2	-	-	-	-	-	-	-	10	3	-
9	G.Fisichella	13	3	-	2	2	-	6	-	-	-	-	-	-	-	-	-	-
10	Mika Salo	10	-	-	-	-	-	-	-	-	-	6	-	-	4	-	-	-
11	Jarno Trulli	7	-	-	-	-	1	-	-	-	-	-	-	-	-	6	-	-
12	Damon Hill	7	-	-	3	-	-	-	-	2	-	-	1	1	-	-	-	-
13	Alexander Wurz	3	-	-	-	1	-	-	-	-	2	-	-	-	-	-	-	-
14	Pedro Diniz	3	-	-	-	-	-	1	-	1	1	-	-	-	-	-	-	-
15	Olivier Panis	2	-	1	-	-	-	-	-	-	-	-	1	-	-	-	-	-
15	Jean Alesi	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	1
17	Pedro de la Rosa	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
17	Marc Gene	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-

+ + | **Futamok** | **Győzelmek** | **Pole pozíciók** | **Leggyorsabb körök**
Grafikus megjelenítés | **Konstruktőrök világbajnoksága**

Másik világbajnoki év [____] [Ok]

Keresés   Ugrás   Kezdőlap

Formula One Grand Prix Hungary 1999 official Homepage

IN ASSOCIATION WITH amazon.co.uk   motorsport.com   Siii MULTIMEDIA

© FORIX - João Paulo Lopes da Cunha
Hosted by Software Metrics

Table of F1 pilots and results

I'm not even sure what to share.
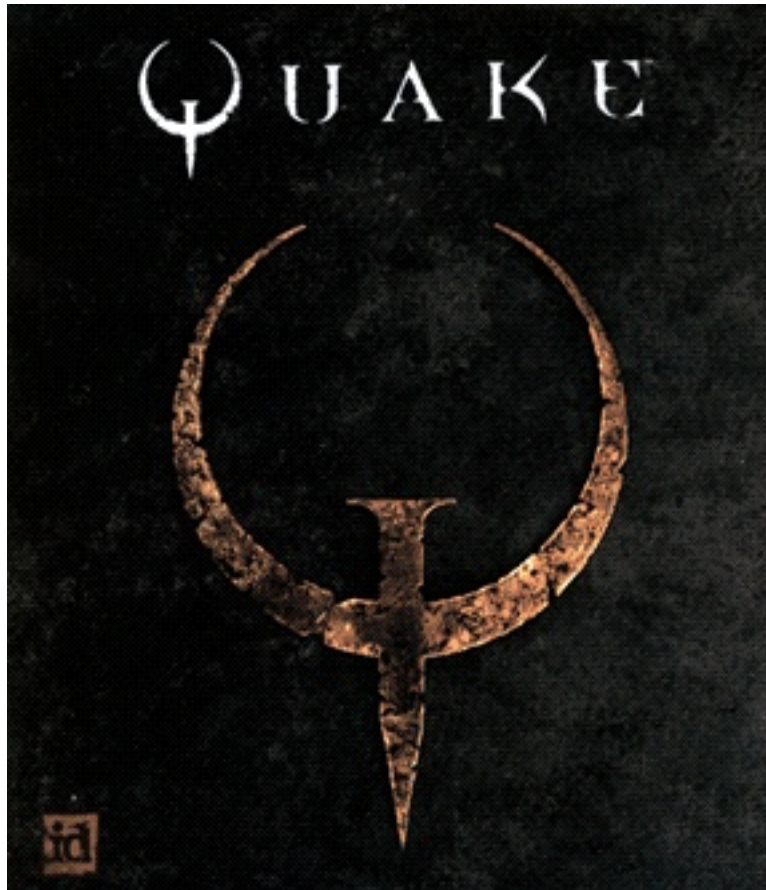

Lacking in context

This is supposed to be humour.

Coulthard and wife

Wives and gfs of F1 pilots.

Quake

Iconic logo

Patch, OpenGl support, Win 9* support, multiplayer support and gamespy for Quake, also some demos. I suspect I'd need to install Quake if I wanted to watch those. I tried to tinker with them and made it work, converted them something usable on today's internet, but here, again in pdf format…

Demo loaded

So let's move on.

Sci-Fi.Hu - News (or Olds)

Wide range of news, reviews, recommendations from the world of science (kind of) and science-fiction.

At the beginning of the third millennia the top three popular movies in Hungary were:

1. Star Wars -2: The Phantom Penis
2. The Mummy
3. Matrix

Btw, Bernd, you could have applied for a try out for the role of Anakin Sky-walker at Robin Gurland. At least this article gives a PO Box address of that dude for this purpose.

The columnist writes that the Hungarian dubbed DVD version of Matrix and The Fifth Element will be released soon. I mean back in 2000.

New tv show: Quantum Leap! It was old in 1999 already. Not for us tho.

The article tells us a certain publisher re-released Neuromancer by William Gibson in hardcover. Nice.

More News:

A Tornado of the RAF crashed into the sea near Torness Nuclear Power Station back in November 1999. The pilot missed the power plant by 800 metres. Two years after they will be more successful in the US I'm sure.

Torness nuclear power station

Japan imports prairie dogs in growing number from the US as pets. However during a random check showed: their parasites can spread bubonic plague. I bet Japan will be uninhabited by 2010.

Honduras builds a floating town for 115 000 people. It will have every kind of luxuries you can imagine and will cost 8,5 billion dollars. They plan the town mobile so it will float around the world. I'm waiting impatiently it's opening.

Inspired by the movie Aliens Australian engineers build a robotic exoskeleton called Robolift which will be able to move cargo up to 500 kgs.

Twelve great scientific publishers will join together on the internet and the publish 3 million scientific articles over it.

The American Museum of Natural History shatters our hopes on cloning a mammoth. The DNA of the Siberian ice cube animal is too fragmented to be used to this purpose.

American bacteriologist found the cure of cancer!

Egyptologists found the oldest alphabet of the world! The wondrous finding was uncovered near Luxor it was probably invented about 1900-1800 BC.

Chinese geologists are planning to drill into the Earth to 5000 m deep. Their budget is somewhere 168 million yuan.

Russian nuclear power plants are ready for the challenge of Y2K. An American team of experts travelled to Moscow and Pidorsburg, and were very satisfied

with the demonstration they got: Russian equipment is so old that nothing can b corrupted by the change of date.
And now, some music.

This sci-fi column has a second article, the #100 celebratory issue. The editor announces that SF NEwS will cease in this form and become a website. It seems they merged with solaria.hu (which is now galaktika.hu). I'm not sure entirely a bit hazy their phrasing, some background knowledge would be needed.
I'm gonna make a selection of the contents, trying to highlight the more interesting tidbits.
Battletech Days was organized by the Hungarian BattleTech Alliance with a board, card, and computer game competition. I haven't known BT was this popular.
New Dune tv-show or moar liek a miniseries was made with six episodes. Director: John Harrison; Prince Leto: William Hurt; Paul Atreides: Alec Newman. Was this completed? I've not seen it. Oh, yes it was, just checked imdb.
Wings of Tomorrow. Again a new tv program, in this case on Spectrum. From the times when documentaries weren't reality tv-shows. It's about the present and future of aeroplane manufacturing. They present such examples as Edwards and Zhukovsky air bases, or B-2 and Su-37 aircrafts, and give voice to people concerned such as Yevgeny Frolov and Paul Metz test pilots.
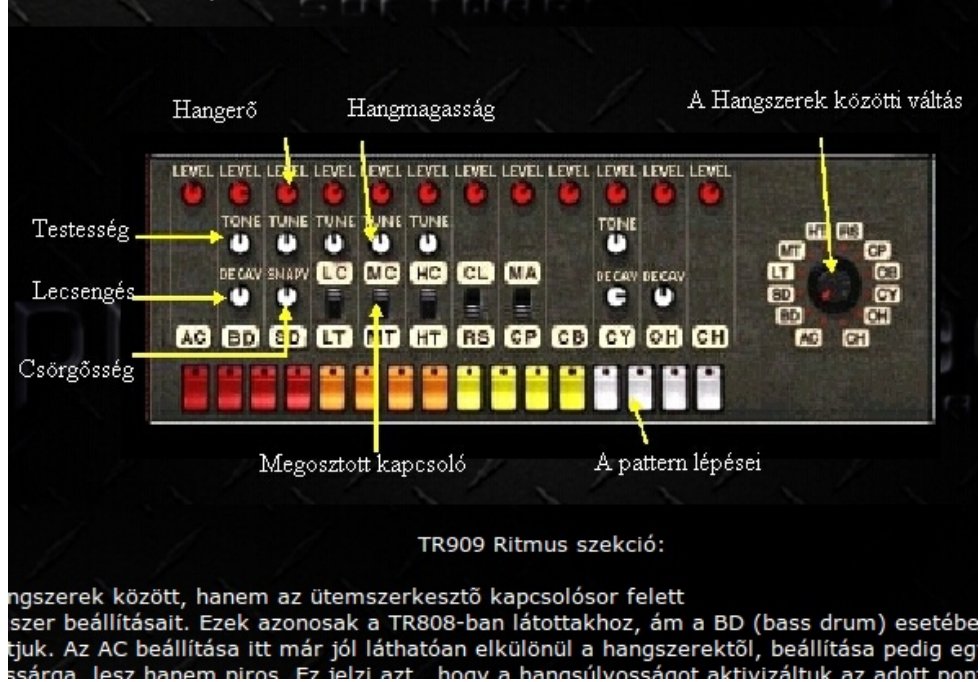New dangers are lurking in the cyberspace: certain websites use information gathering "web bugs" to collect data on the users then they sell it to advertising companies. Now Advertisers, government bureaucrats, and lawyers specialized in data privacy are looking into the case because it's very concerning and problematic. I'm sure they just sensationalize this and errything will be just fine. Our data is safe and sound.
Exoplanets are real, third of the human DNA is decoded, and new dinosaur was found in Oklahoma.

Audioediting
It's an html document about Rebirth 2.0.1 which is an emulation of two Roland TB-303 analogue synthesizer, a TR-808 and a TR-909 drum machines.

A little slice from the big document

It seems it's the end of a series on this topic.

Screenshot in the screenshot

The columnist (called dr Rigor Mortis) gives us a demo and a patch of this application, also some pattern editor and mods and conversion programs.
It seems like a review on the rhythm section.

Pascal programming
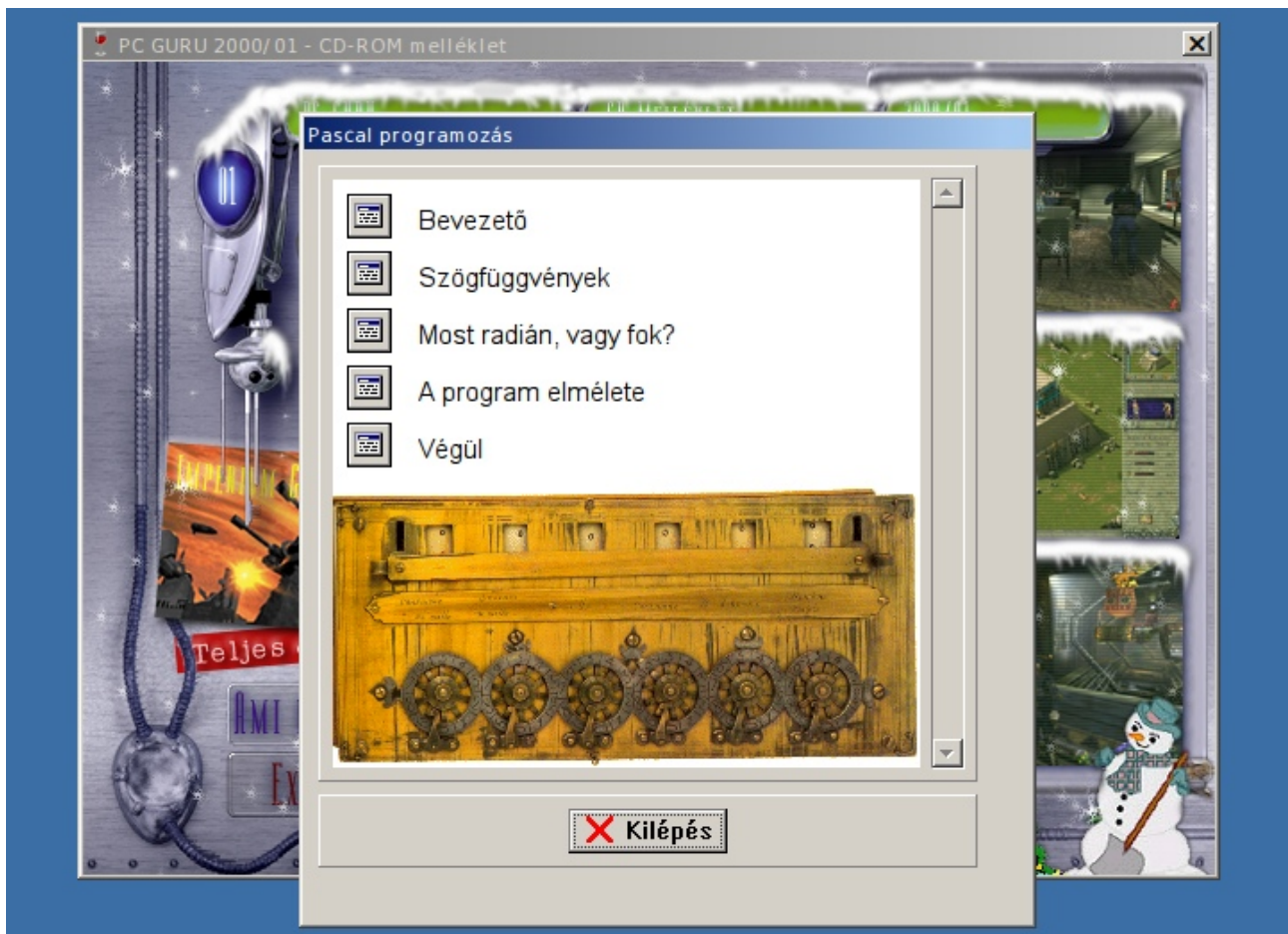
I remember Delphi, Pascal, and Turbo Pascal being a thing on these CDs

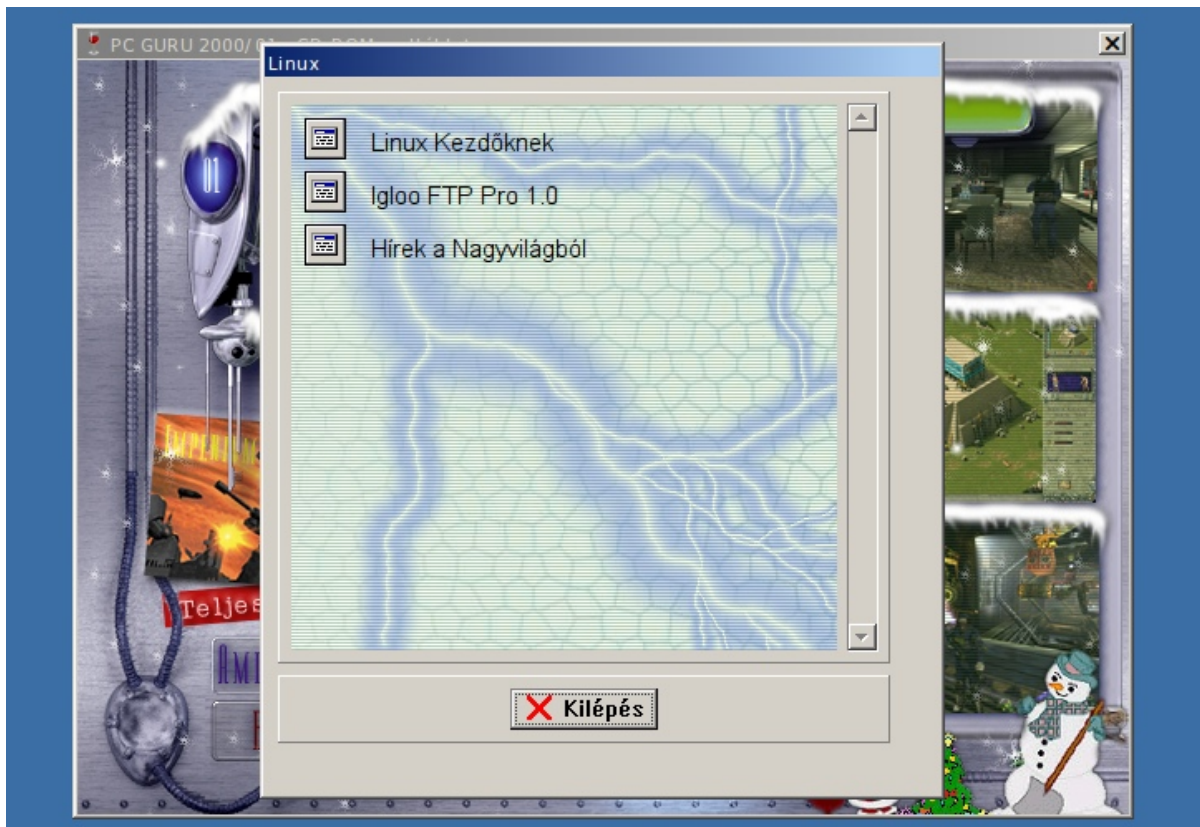I'm not sure I want to go deep in this. Here's the contents:
- Intro
- Trigonometric functions
- Radians or degrees?
- The Theory of the Program
- In the End

No actual practice in this issue only theory on 3D programming. So I made a screenshot on a graphical help I found in "The Theory of the Program" option.
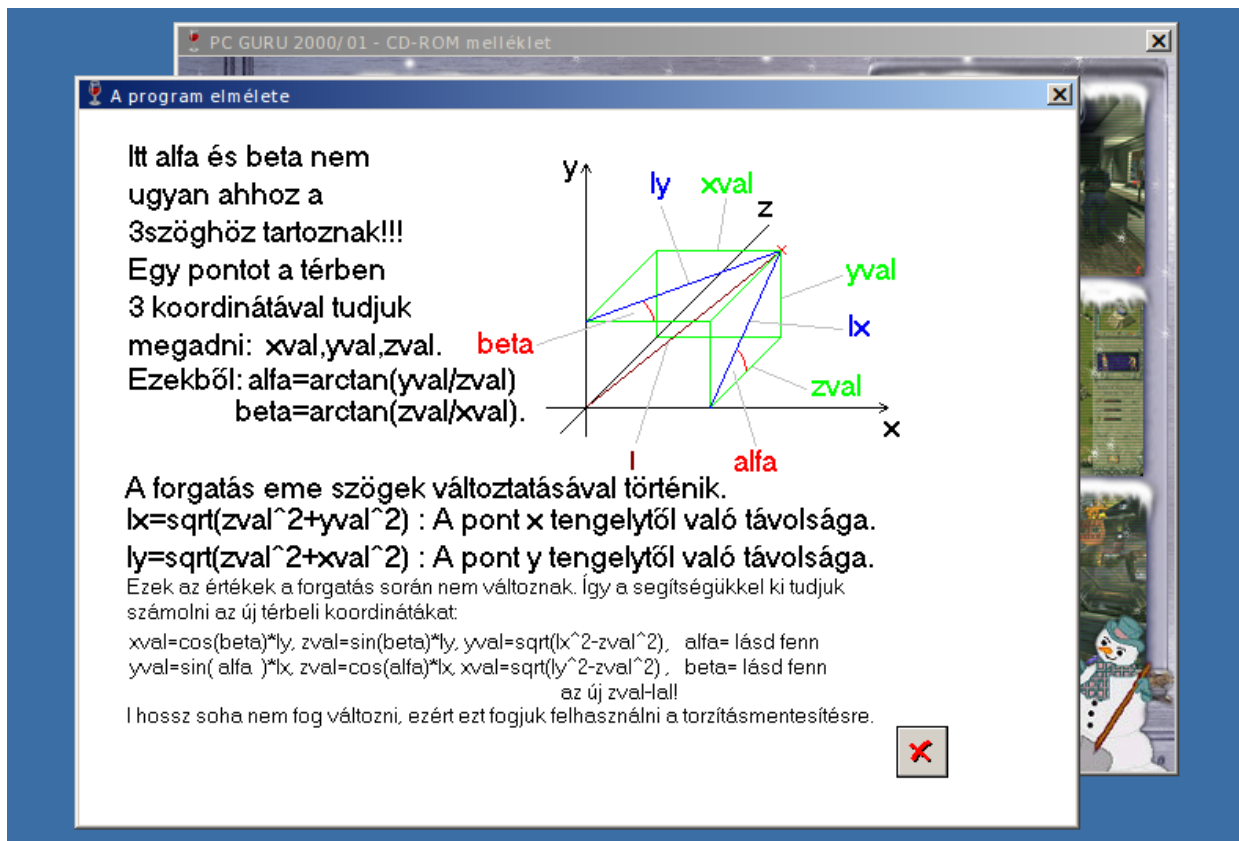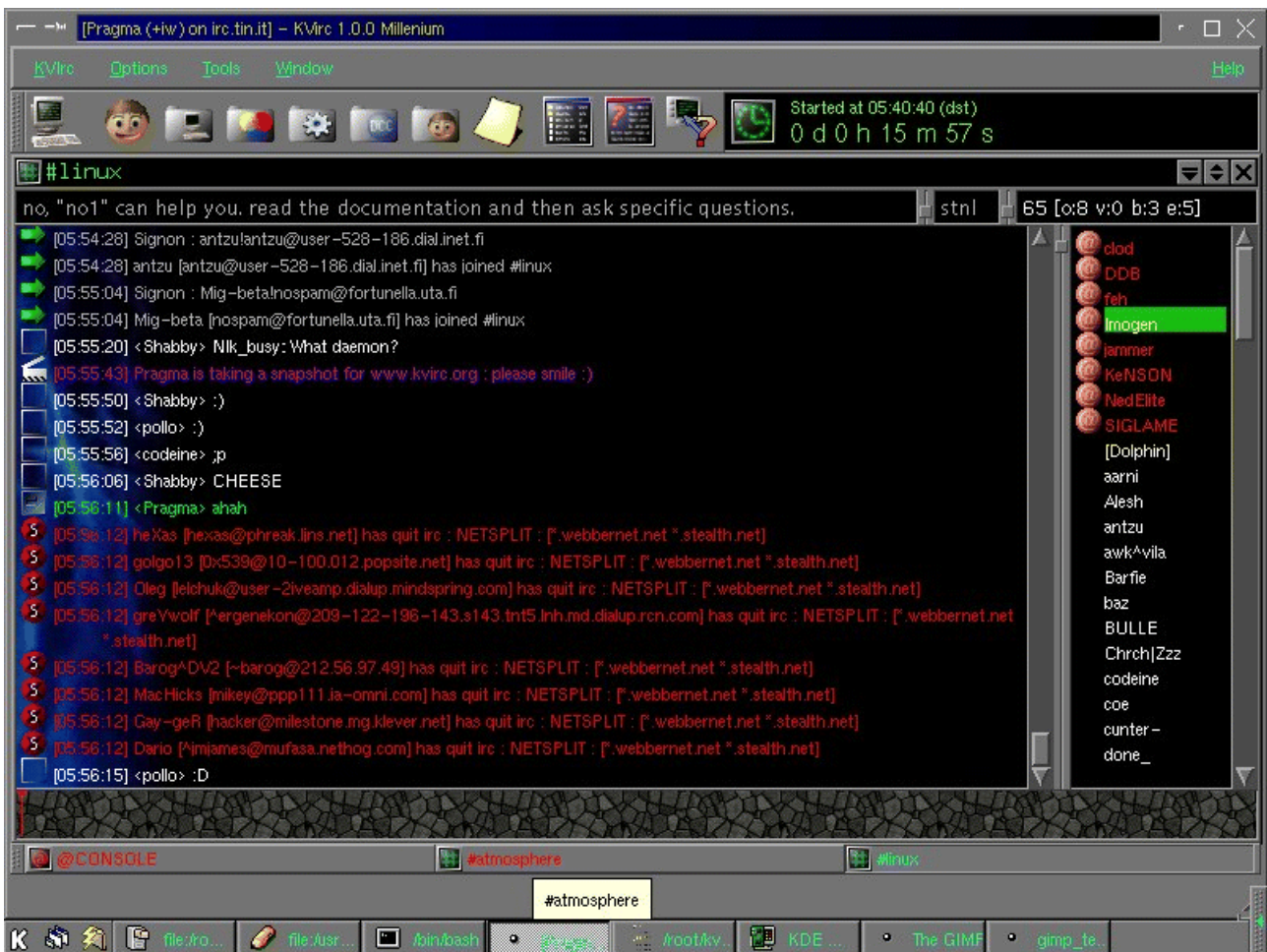
Theory all right

What's the word on Linux in early 2000?

Linux wasn't that popular back then as now...

- Linux for beginners
- Igloo FTP Pro 1.0
- News from the World

The author included screenshots what seems to be a KDE desktop and a KVIrc client. KVIrc 1.0.0 – more on this later – that is old. In fact couldn't find a screenshot with casual DDG and Google search. So I will share them here.


KVIrc 1.0.0

They were nice to start with some advice how a beginner should start his adventure with Linux. That's how:

1. get a book;
2. if you are a masochist then start installing a Linux without help;
3. no Debian or Slackware;
4. recommended: COREL Linux or WinLinux2000 (don't forget: even Ubuntu needs 4 more years until its first release);
5. use KPPP after the installation of KDE as connecting failure with PPP is a frequent problem;
6. if browsing the nets only works with typing the IP into the browser but fails with domains then you forgot to set DNS, edit /etc/resolv.conf and set the nameservers yourself;
7. don't worry, Linux is Y2K compatible...;

8. problematic packages: PINE pre-4.0 (but everyone uses MUTT anyway) and pre 8.0 TCL/TK.
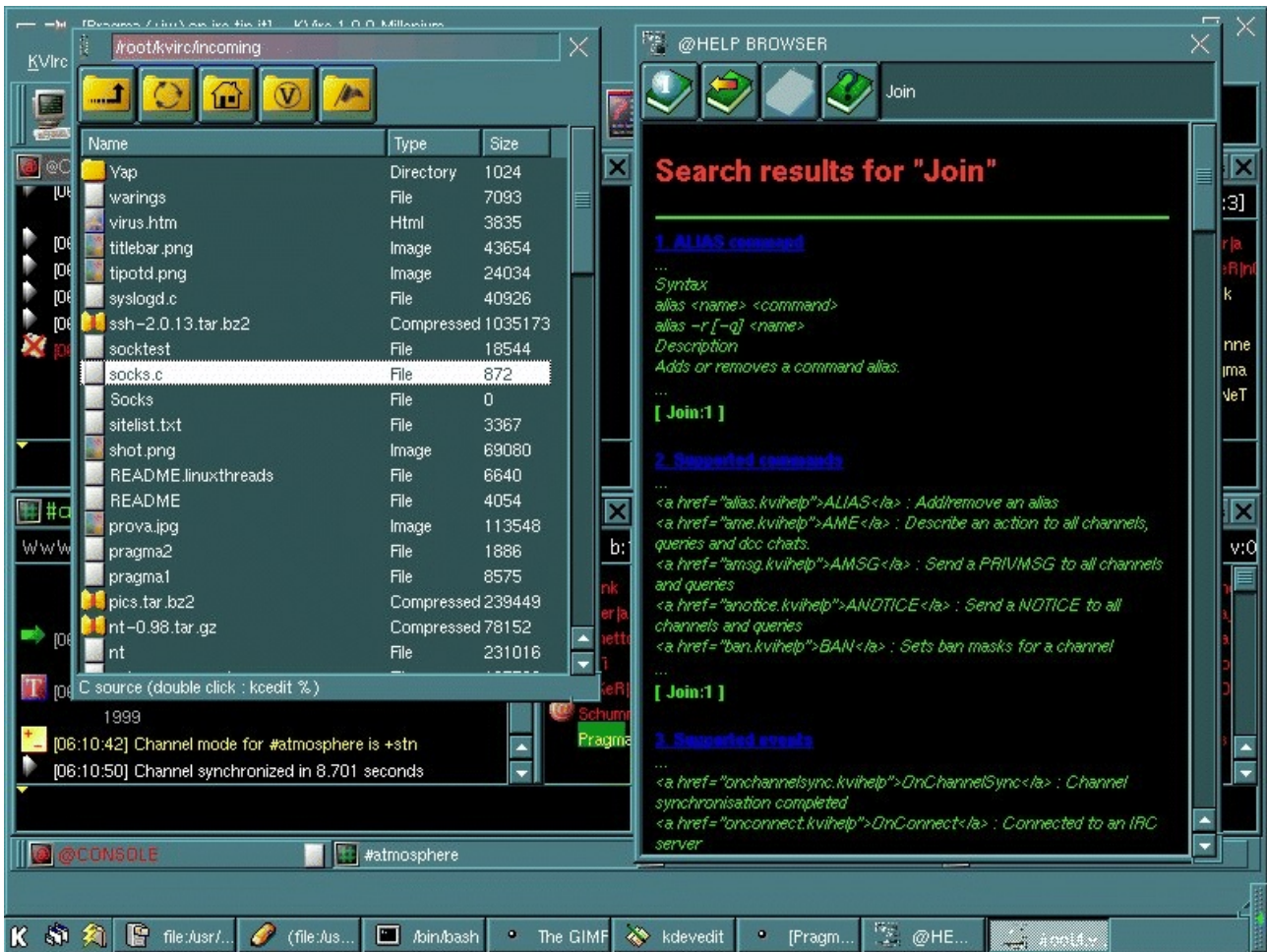
Features, features

Igloo FTP Pro 1.0 is here soon. It will be a shareware that can be used for 30 days without restrictions. (Except that time limit...) It does everything an FTP program can, moreover it's comfy and nice. Also it has FTX support for mirror-ing stuff between FTP servers without dling to our machine (or some such).
You can convert rpms to debs with ALIEN as an Igloo 0.9.8 was enclosed in the Linux dir of the CD.
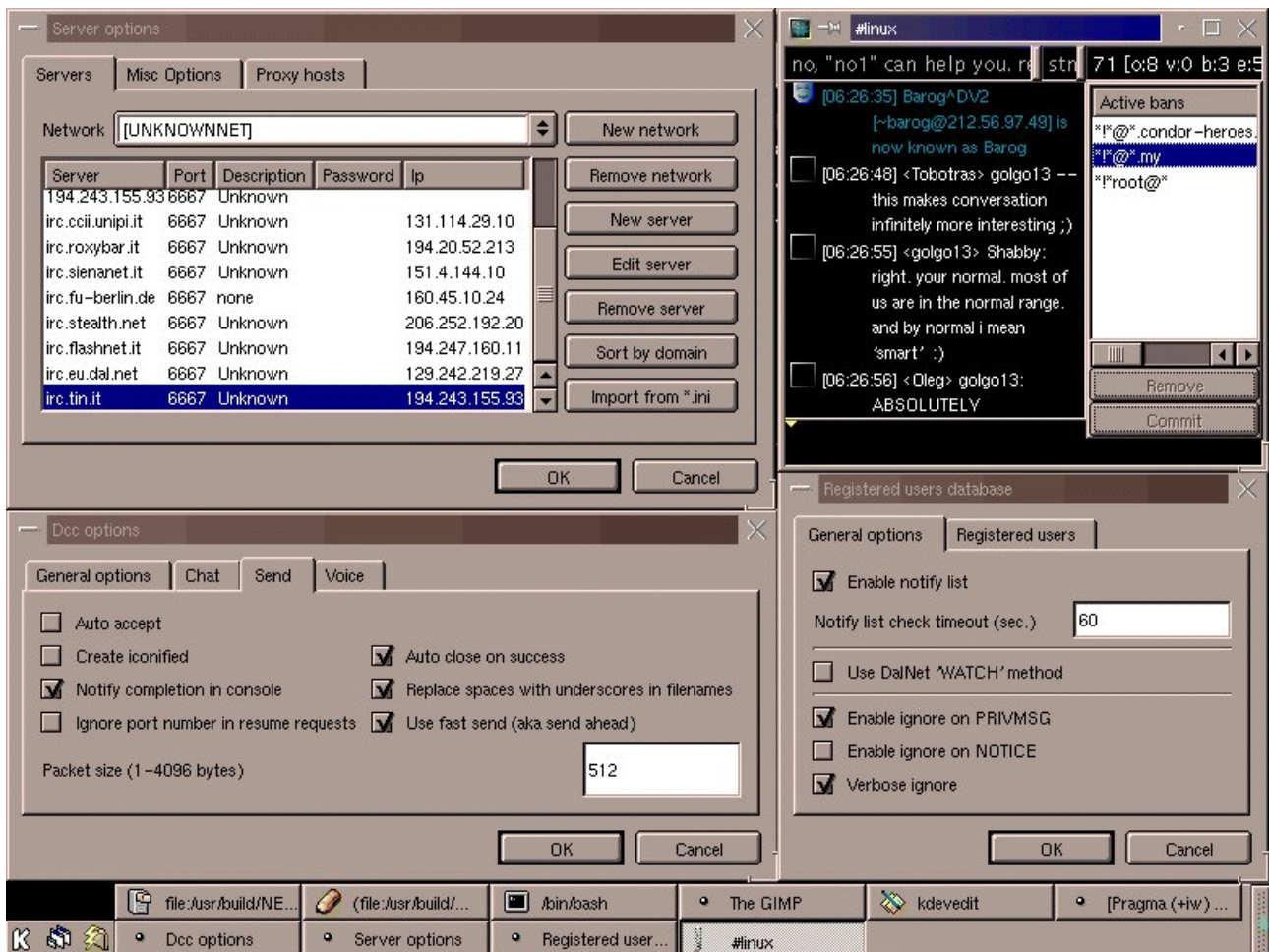
Server options

News:

KDE2 alpha comes on December 15 with the KOffice package which contains everything except Katabase and Kimageshop apps. The Alpha isn't stable (who would have guessed that???) so it's not for everyday use.

Magellan: will be released with KDE2 alpha and it's based entirely on QT2 and KDE2. This is the most expected application of all.

KVIRC: IRC chat program, nice and has a bunch of useful utilities. Based on QT2 but don't need KDE2. Next year is it's likely release (which is 2000 as this stuff was written still in '99).

Kernel 2.4 is nigh! In January.

That's all for the Columns. Next: Outside World

Outside World

Turned out it's just a fancy name for movie reviews. Some good stuff tho: Fight Club, Sixth Sense, Go, The Messenger: the Story of Joan of Arc (we like Milla don't we), End of Days and Brokedown Palace. Not really reviews but re-commendations I suppose. It's time for some bloody business on the Seven Seas. Arr.


Some grill from some moovie

Virus Protection

They start with a "Good to Know", where they lay stress on prevention. Also they appended a trial version of McAfee which starts up with boot and resides in the RAM. They recommend to get one full copy of that prog. However the CD comes with a new Dat_File every month which can be copied into the trial version's folder and used indefinitely.

They also offer another application: Sophos Anti-Virus for Windows 95/98. Which one was better I wonder.
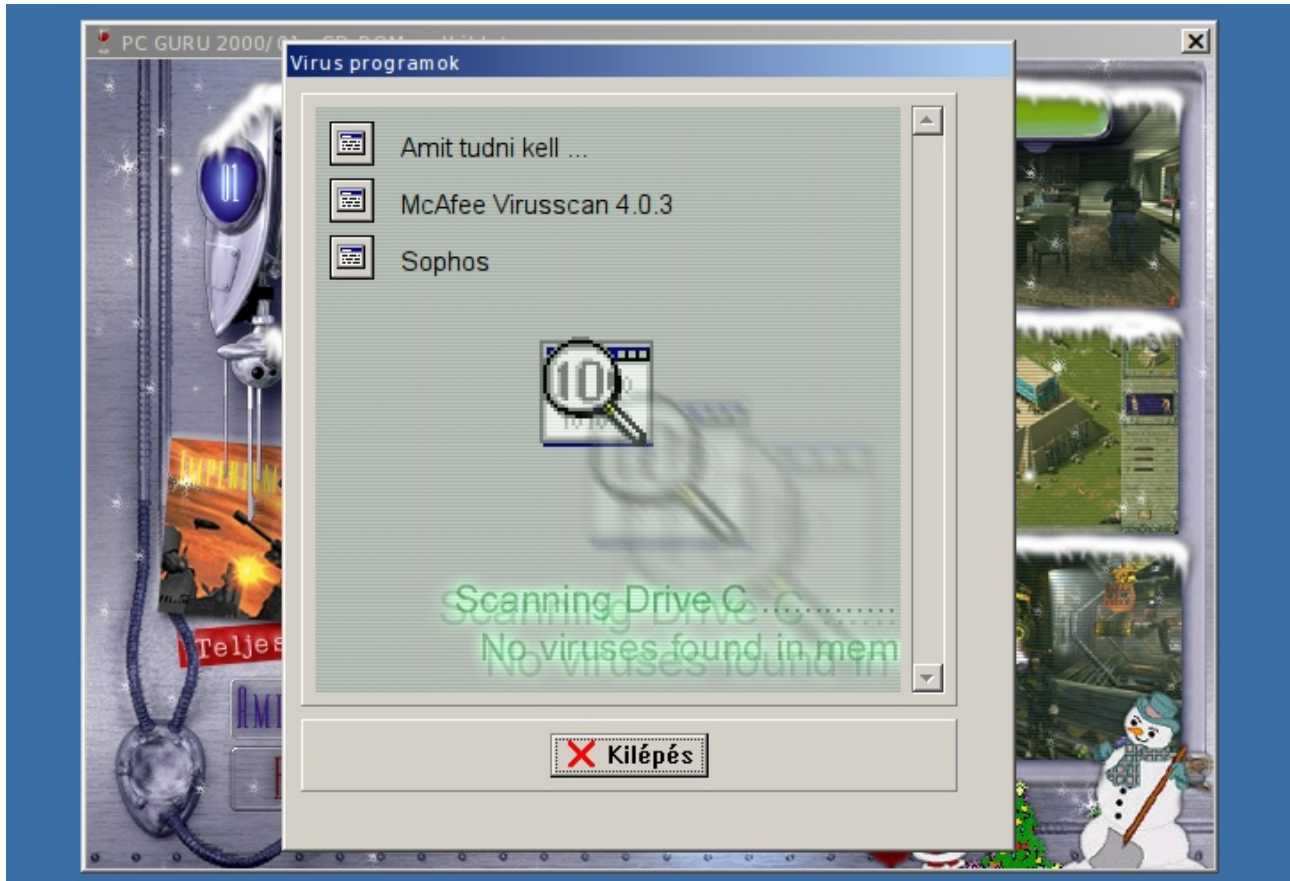
Viruses were real threats at that time

This is all for this disk. Within the limits of this pdf, Bernd, I remain indebted with the videos, the limits of the genre. The Quake demos turned out to be kinda boring, it's better playing it, then watch others to play.

For closing thoughts: this CD is a nice bundle of assorted goodies, cool surprises, dated - ofc - infos, writings of varying quality. Some nostalgia were had, some laffs too. I enjoyed this trip into the past, and from the replies it felt Bernd too. The thread turned out well, and while this pdf couldn't preserve the whole content, anyone who scroll through this will still find it entertaining.