

G·L·E·N·C·O S O F T W A R E

15 ALFORD LANE WHITEHOUSE FARM
STOCKTON CLEVELAND TS19 0QP
TELEPHONE STOCKTON 606358

Dear Sir/Madam

Congratulations on purchasing Sprites Alive. We know you will not be disappointed at the incredible power this program delivers.

Glenco Software is a new company, whose aim is to provide top quality, value for money programs. Sprites Alive is our first major project.

You have purchased one of the two Sprites Alive packages available:

Basic version.

The Basic version of Sprites Alive adds over 70 new RSX commands to Amstrad Basic. The commands are linked together using the computers Basic. You may upgrade to the Compiler version whenever you require. To upgrade the package to the Compiler version, please contact us on 0642 606358 after 4.30pm to find out the upgrade costs.

Compiler version.

The Compiler version of Sprites Alive contains all the commands from the Basic version. There is also a Basic Compiler included with the package that will allow your programs to execute up to 16 times faster than normal.

NOTE: These instructions refer to both versions of Sprites Alive, Basic and Compiler. If you do not own the Compiler version, please ignore any references to it.

Take your time in getting accustomed to Sprites Alive, the large number of powerful commands at your disposal may seem a bit daunting at first. However, once you are familiar with the program, you will be able to design professional type games and effects easily !!

With all the tedious and difficult programming already done for you, all that needs to work hard is your imagination !!

NOTES ON USING THE SPRITES ALIVE PACKAGE

Due to the memory requirements of the Sprites Alive programs, you can not have any ROM's attached to the computer. The ROM's use up valuable memory space that our package requires to work effectively. You may have the AMSDOS disc ROM (Rom 7) attached. We have found that using K.D.S's ROMDOS with our programs has no ill effects. Do not confuse this with RODOS, RODOS requires too much memory.

The Sprites Designer program requires 128k of memory to operate.

The Sprites Compiler program requires 128K of memory to operate.

The Sprites Alive supervisor will work with any machine.

Programs created with the Sprites Compiler will operate on any machine.

All programs must be executed from a machine that has just been RESET (Shift-Control-Esc). When the compiler has created a program, the machine MUST be reset before attempting to run the compiled program. The NODES designer program will not work whilst the supervisor is active.

The Basic supervisor has 6 demonstration programs supplied on the disc (DEMO1 to DEMO6).

The Compiler version has 5 Basic demonstration programs supplied on the disc (DEMO2 to DEMO6), these programs work with the Basic Sprites Supervisor. There are 2 Compiler program demonstrations.

Due to the limited amount of disc space left available, only the source code and drawing information is stored on the disc. YOU must compile the source code onto a blank disc in order to get the demonstrations to work. The compiler demo's are called WIPEOUT and BLOCKUP. The source code is on the SPRITES side of the disc, the Drawing data is on the DESIGN side of the disc. There is a file called BLOCKUP.SCR on the SPRITES side of the disc that needs to be transferred to the disc that contains the compiled demonstrations. To transfer the file, run the program called TRANSFER.

We recommend you use the Basic Supervisor program until you are familiar with the commands before you start to use the Compiler.

We are planning to market a utilities disc, for use in conjunction with Sprites Alive. If you have any ideas for a program you would like to see written to be used in conjunction with Sprites Alive, please let us know. If we use your ideas, you will receive a free copy of the updated program. We will be including on the disc some interrupt driven music routines, and a utility that will allow you to use drawings created with the Advanced Art Studio package.

Overleaf is the Sprites Alive Basic/Compiler registration form. Once you have used the package for a number of weeks, we would appreciate it if you could send us the registration form. By sending us your registration, it allows us to send out information on any updates when they become available. Please address the registration form to:

GLENCO SOFTWARE, REGISTRATIONS, 15 ALFORD LANE, WHITEHOUSE FARM, STOCKTON ON TEES, CLEVELAND, TS19 0QP

We believe you have purchased one of the most powerful graphics programming utilities ever written for the Amstrad CPC range of computers. We tested the Sprites Alive Compiler against all other similar packages. We used an identical program in all cases (altered to use each systems syntax). Sprites Alive always came out on top.

Sprites Alive was found to operate up to 10 times faster than Pandora, and 3 times faster than the Laser Compiler.

We are also planning to release a disc containing the best programs written using the Sprites Alive Compiler. If you feel you have written a good quality program, please send it to us (we will return your disc). We will be paying royalties on every copy sold.

Please write to us and tell us what you think of Sprites Alive. Our programmers look forward to hearing your comments (Good or Bad?).

With your help, Sprites Alive will remain the best sprites package available for the Amstrad.

As updated versions of Sprites Alive become available, you will be able to upgrade your version for a small fee. Keep watching the press for more details.

If you do have any problems with the package, you may contact us on (0642 606358). Please ask for Glen, please phone after 4.30 pm.

Name Age Sex (M/F/?)
 Address
 Postcode
 Telephone STD Number
 Computer Version 464/664/6128 Colour / Mono
 Peripherals owned

 Would you consider yourself a Serious user (YES/NO) Which Serious software
 do you own
 Date Sprites Alive purchased / / Version Type (Compiler/Basic)
 Which magazines do you regularly buy
 How did you hear of Sprites Alive
 Why did you buy Sprites Alive
 Do you own any other sprites package
 How does Sprites Alive compare to this package

How do you rate Sprites Alive : 0 - very poor 10 - Excellent

THE APPEARENCE

Packaging Presentation Manual

USING THE PACKAGE

Writing style of Basic Manual Understandability of Basic Manual
 Comprehensiveness of Basic Manual Comprehensiveness of Compiler Manual
 Understandability of Compiler Manual Writing style of Compiler Manual
 Ease of using the Supervisor program Ease of using Designer Program
 Ease of using the Compiler Program Speed of the Basic Supervisor
 Speed of the Compiler Overall performance Basic Supervisor

Overall performance of the Compiler

Did the package initially seem too complex (YES/NO)

If YES to above, How long before you became 'at ease' with the package

Do you feel the package is good value for money (YES/NO)

Did you find the programs 'user friendly'

Please use the back of this sheet if you need to.

Would you like any other commands added to the Supervisor (YES/NO)

Do you have any criticisms of the package

.....

Any other comments

.....