

Analytics Video Manager

Amiga AMOS Examples from Demonoid Productions



Stone Oakvalley · 25 videos

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About

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A compilation movie that show a wealth of my AMOS v1.3 and AMOS PRO coding, effects, demos and more from my Amiga period in 1990-1997. It can't get more nostalgic than this.

All video clips was captured using an Pinnacle Studio DV500+ from a real Amiga 1200 and its video and audio outputs. Real deal, no Winuae or lame framerate grabbing here, folks!

We're talking broadcast quality, 50fps, just the way it was and should been done!

All accompanied by several of my Amiga Soundtracker/Protracker modules all recorded from real hardware in my recording project SOAMC= !

References:

<http://www.stone-oakvalley-studios.co...>



Commodore Amiga History

by ByteBox
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T-rex 3d animation and GTA IV

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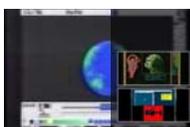
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Exitof99 5 months ago

Haha, I used AMOS for the same thing, to make a Mortal Kombat clone starring my band members. It was a novel thing to have a band based video game in 1990s. I made mine modular, so that anyone should be able to add their own characters (with the right knowledge).

Reply



Hans Karloff 7 months ago

7:29 that hooded monster guy is from Helloween "Walls Of Jericho" -cover art.

Reply



Paulo Silva 1 year ago

@StoneOakvalley are all these snippets available online? maybe you would be curious on porting or seeing these snippets recoded to sdlBasic? (sdlBasic is an interpreter very close to Amos, maybe you know about it)

Reply



roberthazelby 1 year ago

Some absolutely amazing stuff there. After watching the first couple of clips I was expecting 10 mins of some really basic AMOS stuff, but instead you've demonstrated some stuff I never thought was possible with the package. Fantastic!

Reply



Όνομας Επώνυμος 2 years ago

You reminded me of the good old days :)

Reply



MustNotRead 2 years ago

ah, those were the days. i was about 12 when I got my copy of STOS (Atari version of AMOS). It was so exciting discovering how to program, pixel and create music . i can't explain it but STOS was like a box of magic i could play with!

Reply



HoraceAndTheSpider 3 years ago

great work for AMOS coding. Any plans to release any code (which the video shows you still have) for those of us still using it, to get inspiration from?

Reply



Cool Commodore™ Basic Scripting/Programming

by supermaletperson
6,663 views



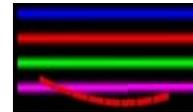
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jubiw3

3 years ago

excellent job with Amos!

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