COMPUTERHOLICS

Trick Your Game Machine

By Shovon The Bot

ying that you are a hardcore gamer, right? But playing fun until your machine is a highly modified. Moreover, upcoming games are not quite 'upcoming' anymore, so, ick out your game machine if you want to stay prepared n't even bother to trust what the local vendors say to you. any system they sell is an ultimate (only the God knows ord 'ultimate') game machine no matter how frequently ages while playing QuakeIII or NFS. If you want to make hine here are some tips.

st of all, you'll have to get the fastest processor, then as board can handle. If you want a brand machine, go for achine is a bit expensive. (Tk. 63 thousand without a ould have been a lot more pricey considering its 533EB processor and 133 Mhz VC SDRAM. In fact, this outperforms even the fastest non-coopermine PIIIs- Athlon 700 Mhz processor. On the other hand, a clone thlon 700 Mhz (the maximum speed that the 100Mhz CPU and at least 128 MB of PC-100 RAM, should do fine r the IBM machine.

you're a 3Dfx fan, dreaming about latest Voodoo3, then let g. We are going through a whole new millennium and VGA g way. In fact, I don't understand why one should live with s all the hottest features including 32-bit rendering, which is your game to look awesome. So, if you are still firm on ack. Playing games is hery [illegible] aphic work and if you then get a partner and pl[illegible] Bu' (at least, it won't Are you asking for my[illegible] Well, thank you; it's mer Kentor 32 (Tk. 10000). I[illegible]d will give your games the image quality that is simply stunning. Its RIVA TNT2 xtraordinary transparency even like smoke from skidding blem is that this board is really quite available at local ere is another board equipped with the same Nvidia chip, opular with gamers and available at most of the vendors' nd's Viper V770 ultra (Tk 9[illegible]). On the other hand, never use AGP board if you have an AMD CPU. Otherwise it may cause cts resulting in the worst image quality ever. Rather, go for a G400Max board (Tk. 12[illegible]) for your AMD K6-2, K6-3 or . For 3D applications Millennium's G400Max chip uses "3D he same instruction set used in AMD CPUs, resulting in better een the VGA and the CPU. The other important thing is the hich AGP board you use, make sure that you have the latest l drivers give a boost to your board's performance and they are free to download at the respective board manufacturers' website. For the boards mentioned above, look for an updated driver at the following sites; www. guillemot.com, www.diamond mm. com and www.matrox.com/mga.

Sound Card and Speakers: If you're sure your mom is not going to suffer double strokes when she hears bursts of so many explosions, gunshots and crashing sound bursting out from your room then get rid of those terrible headphones. But if things are not like that, then the closest things that you're missing about your games are their cool environmental audio effects. Good visual effects tell only half the story about any game that features environmental audio. Creative Labs Sound Blaster Live Sound card and Cambridge FPS-2000 digital speaker system will give you a whole new digital experience. FPS-2000 receives digital signals directly from SBLive's DIN output and decodes them into four separate channels in your surround sound set-up. It fully utilizes the Positional Modeling of Creative Labs Environmental Audio Extension (EAX). But you can have even a better choice if your system has a DVD-ROM drive with a hardware MPEG decoder which has a Dolby AC-3 output tunnel. Eastern's DA-AV5 is a good choice among AC-3 speaker systems. AV5's Dolby processor decodes AC-3 signals which includes 5 separate digital channels for five satellite speakers and one sub-woofer. This set up gives an effect that is quite 'full of life'! But DVD game titles are not available as much around here. So this will be an expensive choice for you, but this is really worth it.

Controller If you ain't willing to load up your desktop with lots of game controllers then get the Logitech Mouse Man Wheel USB mouse (Tk. 2500). Though it comes with a PS/2 converter its responsiveness is just the next to the best while connected via USB. For most of the "shoot'em" up games, Mouse Man does just fine. But if you wanna get right into your games then go for Microsoft's SideWinder Free-style game pad. Want a cheaper one? It is Creative Labs Blaster Game Pad Cobra. But I'm not sure how it responses. And; for your flight sim games, Logitech's WingMan Extreme Digital 3D is simply the best.

Most of the hardware, mentioned above is very easy to get at the local computer stores. But whatever you buy, make sure that you buy from the dealer or retailer authorized by the manufacturer of the respective product. So, bye for now!

Note Two whole new AGP boards, Creative Labs' 3D Blaster GeForce Pro and Diamond's Viper II, recently hit the local PC stores. These boards are equiped with NVidia's GeForce 256 and S3's Savage 2000 chips respectively. According to the chips' manufacturers both the chips are the first generation Graphics Processing Units (GPU), as transformation and lighting (calculation of polygons and light amount of 3D objects) the effects, usually handled by the CPU, are now integrated on the chips' pipelines. This would offer better 3D image quality taking loads off the CPU. On the other hand, 3Dfx is working on its new VSA-100 chip. This chip will support 32-bit rendering a feature that is not present in its current Voodoo3 chip. This chip will also support Motion Blur effect while the S3 Savage 2000 supports Direct X Texture Compression (DXTC) effect a feature that uses high level texture compression. Both of these effects would give photo realistic images on 3D scenes.

GAME REVIEW

F1 SIMS

By SP

erful times for racing-sim fans on the last two years, there have been top-notch simulations in nearly m superbikes to road rallying! CT sports-car racing. EA Sports' new F1 2000 is another strong spite a few problems in the real sion, the game will doubtless achieve at least one goal: It will prove produce a racing-sim that's as real and exciting as the best racing games on the market.

open up a new browser window ahead to your favorite online store to buy a copy, you should bear in e does have a few potential problems, such as its steep system requirements. EA Sports recommends a with 128MB RAM, which is probably slightly higher than what the average consumer is using - but the such hardware is only average according to F1 2000's internal rating system. What it all boils down to is o see this game in high resolution in its full glory, you'll need at least a 600MHz machine with a fast 3D ch, you may find yourself gradually reducing the game's detail setting and even turning off the mirrors to imation needed to drive an F1 2000 car at 200 miles per hour.

s is that some judicious tweaking will eventually provide a frame rate you can live with and also race with, avoid the maniac antics of the computer-controlled drivers who've apparently decided they're participat- 2000 instead. It's to be expected that most F1 crashes take place at the start of races, but at times F1 2000 especially when you check out and see drivers viciously slamming into you when there's plenty of o pass safely by. And earning the pole position is no guarantee of safety, because for some mysterious osing cars tend to blow by you at mind-boggling speeds off the start line as you either spin out of control or hit by some crazed Frenchman.

no one said F1 was for wimps, and once you get adjusted to the bump-tap-crash tactics of the computer can get set to enjoy the most authentic F1 game currently available - at least as far as modern- cerned. Every track and driver from the 2000 season is available in F1 2000, though some tracks seem a bit hey do on TV. F1 2000 lets you create your own persona as you race for the championship, and its quick-race use. You get to bypass qualifying and warmups, but you also have the ability to choose your start position, to the garage and fine-tune your car, or load a predefined setup based on your experiences in the mode.

cuits are available in any mode you choose, which gives you every opportunity to learn the distinct nuances shifting that separate winners and losers. The game's engine sounds are a bit tinny, though they do ed the location of vehicles sounding alongside you, and the game's garage setup options are about as ou'll ever find in any racing game. You can buy. They're not just for show, either: If you fiddle with tire ratios, differential lock and other settings, you'll immediately feel the difference out on the track. uits include a track for every taste: Monaco for the speed freaks, Suzuka for the corner burners, Monza and on and on. You can easily customize your controller for use with F1 2000, though activating force s to have a major impact on the game's frame rate. So aside from the overly aggressive computer opponents 's sleep hardware requirements, the only knock against F1 2000 is its lack of an online multiplayer ce, as the only way to hook up online is by exchanging IP addresses and hoping the lag isn't too bad. But a t the F1 2000 web site reveals that you'll be able to test your mettle on virtual courses against the times ers at the most recent F1 events. So-called matchmaking service can't be far behind. any that many racing-sim fans believe to be a serious contender, EA Sports has now proven it can run n just about any circuit imaginable. s in large part to F1 2000. If your system can handle the game, then it's one of the best F1 racing sims

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By Monzur Morshed
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I am pretty sure that you find the concept of getting a free domain name unbelievable. I also thought that it impossible when I got this news from RA. But it's true. You can get your own www.ABCD.com or net or org from Namezero and it's absolutely free! Namezero.com (formerly iDirections.com) is a private, pre-IPO Silicon Valley company that is changing the way people and small businesses use the Internet. The partners of Namezero are Microsoft, Sun, Dell etc.

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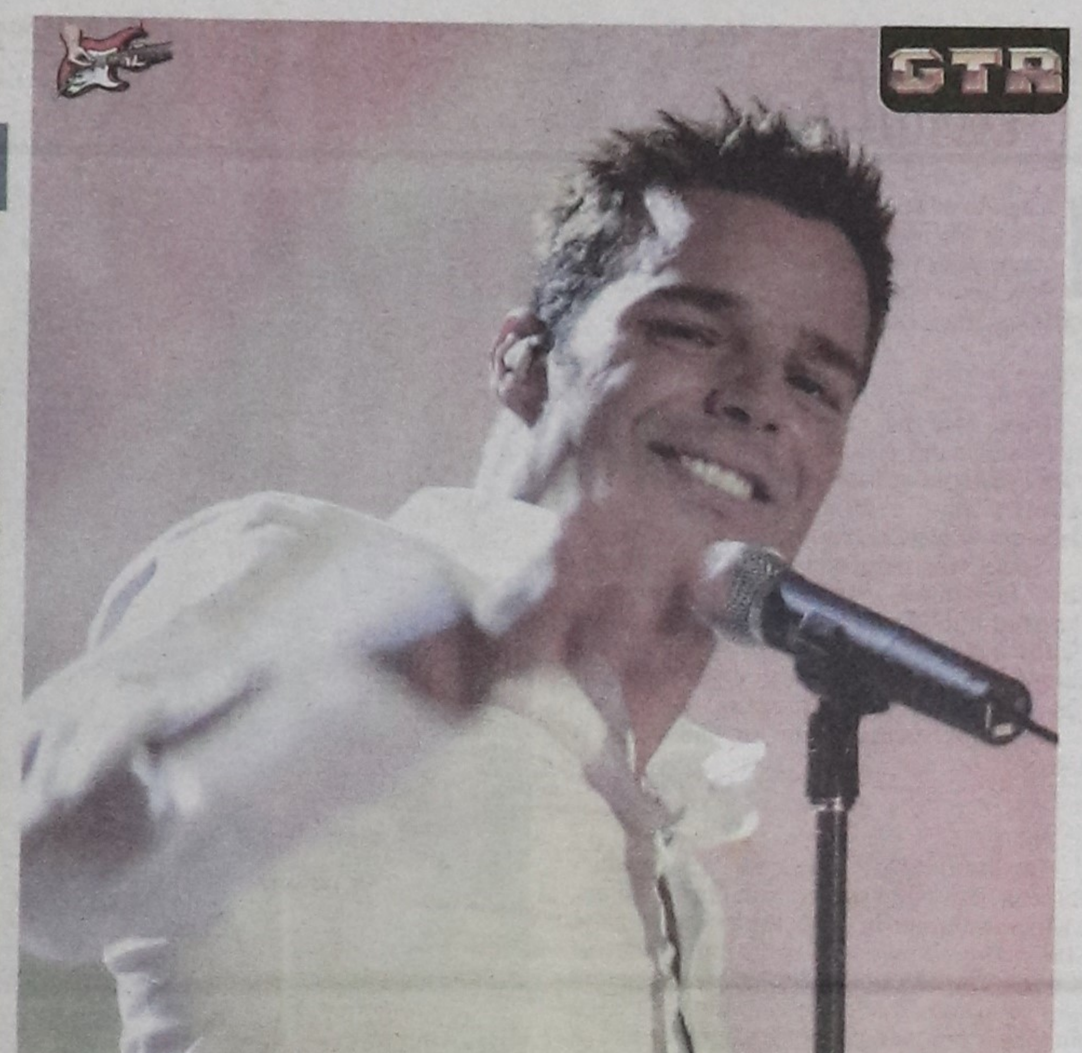

LIVIN' LA VIDA LOCA

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INTRO: (horns adapted for guitar) play twice
E|-----------------------------------------------------------------------|
B|-----9---9----------10---10---9----------9---9----------------------|
G|---------------9-11-------------------------------8-8-11---11---9--|
D|-----------------------------------------------------------------------|
A|-----------------------------------------------------------------------|
E|-----------------------------------------------------------------------|
VERSE: (stay on the C#m chord and play "ska")
"SOLO" (I): (no distortion but with a dirty clean sound. Use tremolo)
E|-----------------------------------------------------------|
B|-----------------------------------------------------------|
G|-----------------------------------------------------------|
D|------------4-4p6-------4p6-----------------------------|
A|--4---4-4-7-----------7-------4-7-4-4---4-4-7-4---4------|
E|-----------------------------------------------------9--|
(slide down with tremolo pickin_/)
VERSE: PRE-CHORUS (I)
F#m  G#m
A    B      G#
CHORUS
C#m  B   C#m
C#m  B   C#m
C#m  B   C#m
C#m  B   C#m
B   C#m
B   C#m
(then play the horns-part)
VERSE
PRE-CHORUS (II)
F#m                                G#m
A                                  B
     G#
CHORUS
SOLO (II)
  (A)
E|-----------------------------------------------------------------------|
B|-----------------------------------------------------5-----------------|
G|-----------------------------------------------------------6------6-4--|
D|------------4-4p6-------4p6---4-----4-4-4-4-6-----------------------|
A|--4---4-4-7-----------7---------7-----------------------------7-4-7---|
E|-----------------------------------------------------------------------|
  (B)
E|-----------------------------------------------------------|
B|-----------------------------------------------------------|
G|------------------------6-------4-4-4-4---4-6-----|
D|------------4-4p6---------------4-4-4-4-6-4-6-----|
A|--4---4-4-7-----------7-----------------6---------|
E|-----------------------------------------------------------|
PRE-CHORUS (I)
CHORUS
2 times before repeating "She's livin' la vida loca"
END
SOLO (II) (a) 4 times, and finish with
E|--------------------|
B|--------------------|
G|--4-4-4-4---4-6-----|
D|--4-4-4-4-6-4-6-----|
A|----------6---------|
E|--------------------|
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