



http://www.bitfellas.org/e107_plugins/content/content.php?content.1939

Page 1/3

88 Trip

Adok, Sun 26 Dec 2010

Trip

By Adok/Hugi

Trip was a Swiss scene diskmag released by the group Cruz. Its editors were Jobe and Ramirez in issues 1-7, and Sweeper in issues 9-11. Trip can be downloaded at scene.org and works with DOSBox. Most of the issues have been downloaded 500 to 800 times.

Trip #1

Trip #1 was from March 1997. It had an ANSI style interface coded by Genoz with graphics by several artists including Noah and Rorshack. There were a news corner, BBS adverts, BBS list and several articles, e.g. a The Party 1996 report, an article about the future of the Amiga computer and some texts about music. The engine supported smooth scrolling, which however doesn't work correctly in DOSBox. A small but not all too bad mag.

Trip #2

Trip #2 from April 1997 again featured an ANSI style interface and articles on similar topics as in the previous issue. A new regular column was Shinigami's ANSI cartoon, which was quite nice. An ASCII magazine called Cult which was never finished was also included in this issue of Trip. This "mag in the mag" contained an interviews with Spleen of Surprise!Productions and several short reviews.

Trip #3

Trip #3 (May 1997) contained another cartoon, some articles about the Nintendo 64, an interview with Inocid, a X'97 party report and a couple of other texts. Again it had new ANSI graphics, which looked quite good.

Trip #4



http://www.bitfellas.org/e107_plugins/content/content.php?content.1939

Page 2/3

The June 1997 issue started with a hi-res title picture. The rest of the mag was in ANSI style though. There were fewer articles than in the previous issue. One of them was an interview with Deimos. The usual columns were also included in this issue.

Trip #5

After a rather long break Cruz released a new issue of Trip in October 1997. The reason for this break was that Genoz coded a completely new interface. Now the mag was running in an SVGA mode. The number of articles in Trip #5 wasn't very high. Most of the articles came from Jobe, the main editor. Some of the topics were hacking the IRC and how to escape from the army service. No scene-related contents, therefore not too interesting an issue all in all.

Trip #6

This issue (from November 1997) had even fewer articles than the previous one. In fact there were only two (!) articles. Both of them were written by CP and dealt with the PC world as "a dying world" and "Digital Insanity". The other texts were the regular stuff - a short editorial, a small amount of news, the results of the Trip intro compo, information on a bug in Trip's engine and the credits. This was the first issue of Trip that had music in it. The author of the music is unknown, the tune was just taken from somewhere.

Trip #7

The December 1997 issue contained four articles: some sort of poem about a warez scener by Cockroach, a review of the PSX emulator and two articles about IRC - Eggdrop bots and how to crash another chatter's computer by using ssping.

Trip #9

The number eight was skipped, the eight issue of Trip was named Trip #9. It was released in May 1998. It contained about 130 kbytes of texts. The topics of the 13 articles were e.g. "What the hell is a demomaker?", the c64 scene, the Polish PC scene, Mekka & Symposium 1998, the game "Atomic Bomberman" and BeOS. The background music was an old tune by Melcom called Atlanta.

Trip #10

In October 1998 the tenth issue of Trip was released. It had a new design by Sweeper, Ato and Ironmaze, and music by a Swiss scener named Picard (not the Hungarian coder). This issue contained 120 kbytes of articles. In one of them, Unlock talked about C64



http://www.bitfellas.org/e107_plugins/content/content.php?content.1939

Page 3/3

emulators and how to transfer data from C64 disks to PC to run the programs on the emu. There were also a report about the Escape 1998 and Chuchichaestli parties, and tutorials on Eggdrop bots and CGI programming. Moreover, the results of last issue's polls were presented. 21 people had taken part in the polls. The questions were: "What do you think is the best thing about being a scener?", "Describe the scene in mostly 5 words", "What do you like best about the scene?", "How did you come into the scene?", and "Did you ever regret entering the scene in any way?". Too bad most people wrote only short answers.

Trip #11

The last issue of Trip (from April 1999, released at Mekka & Symposium 2k-1) had a new engine, which was coded by Fairway and Tash. The graphics were made by Sid and Sweeper, and the music was the work of The 7th Son. Trip #11 contained about 80 kbytes of articles, among them a Turkish PC scene report. In another text, called "Our nicknames should be patented!", Dake of Calodox listed addresses of web-sites which accidentally contained the handles of Swiss sceners. Another useful article was Picard's "Chord harmonies for trackers": a list of chords that sound good. Overall, nice but tiny.

Adok/Hugi