

**ar303**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ar303		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 8, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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Editorial and Opinion

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About AMIGA REPORT

Dealer Directory

Contact Information and Copyrights

Amiga Dealer Addresses and Numbers

Where to Get AR

Commercial Products

Mailing List &amp; Distribution Sites

Online Services, Dealers, Ordering

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//      |
=====//=====| Amiga Report International Online Magazine |=====//=====
==  \//      | Issue No. 3.03          January 30, 1995  |  \//      ==
=====| "THE Online Source for Amiga Information!" |=====
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```

Watch this space!

### 1.3 Editor

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## 1.9 compt.sys.editor.desk

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=====
==  compt.sys.editor.desk                               By:  Jason Compton  ==
=====
```

<sigh>

Things just keep getting weirder.

Commodore UK is "making noises" (as Amiga Format's Web page puts it) that they've got the highest bid. In the meantime, CEI is all set (so they say) to submit a new, cash-and-carry bid with a full letter of credit.

In the midst of all of this, the US courts, Bahamanian courts, and Commodore creitors FINALLY agreed on a protocol—that is, a concrete method to handle the liquidation. The decision was to proceed to the auction phase as soon as possible, and to allow examination up to 12 months into Commodore's history for mismanagement.

In response, Irving Gould and Medhi Ali have filed a motion to block on the grounds that they filed for liquidation under Bahamanian law and insist that it be followed to the letter. Between the lines, though, is the fact that Bahamanian law only allows examination 3 months into the past of the company...and last I checked, Gould and Ali didn't win any "Business Executive Of the Year" awards.

Aaargh.

A rumor also claimed that Commodore Canada was refurbishing machines and selling them to dealers, promising a 1 year warranty and new machines within two months.

Well, a representative of Commodore Canada unilaterally denied those rumors this morning.

So, to sum up, nothing particularly new...unfortunately.

Incidentally, I postponed announcing the next AR Coverdisk this week because I don't think anybody noticed that it was coming back.

Let me say this again: The mailing list for the disk has been lost, so if you want to get on, let me know.



For now, that's all. See you next time...

Jason

## 1.10 Reader Mail

```
=====
==                               Reader Mail                               ==
=====
```

From: Dalibor.Kezele@bonus.fido.hr (Dalibor Kezele)  
Subject: Letter To AR

Dear Jason and AmigaReport,

Just finished reading AmigaReport 3.02. I'm happy when somebody is doing something for Amiga instead of talking about it. Amiga is on the critical point of the life and we all have to anything we can to keep it alive. AmigaReport zine does a great job here. I'm reading it from the 1st issue I saw, think that was 2.23 which was released on the end of July.

The design you changed a couple of issue back is great but I still didn't use to it. Also, in last issue you again have the same old mistake with empty spaces on the right border which causes horizontal scrolling of nothing (I have WB open on 640\*256). Everything else is just fine, expecially I like announcements included from CSAA conference on Usenet and top 100 list of modules that you put into last issue. Hope you'd include it into AR in the future. I'm also wondering what happened to CAUG.

Here in Croatia we also do a zine in AmigaGuide format. It's called GUIDA and it's on Croatian language. We're trying to support mostly Amiga, then other things like Informatics and scene happenings. Guida doesn't have so big amount of readers like AR, but we try to keep things together.

These days when we need real news instead of just rumours, AR comes in the right time. Don't quit it!

Dalibor Kezele (dalibor.kezele@120.hrfido.fesb.hr)

PS. "ST" humour sections in the issue 2.24 wasn't understandable for those who aren't Star Trek fans. Hopefully, I'm one of them!

--- --

From: Osmo Ahvenlampi <Osmo.Ahvenlampi@hut.fi>  
Subject: Re: Pipe recursion

Martin Steigerwald <steigerw@stud.uni-frankfurt.de> wrote in Amiga Report 3.02:

>Requirements are: A working pipe command in command path! Maybe you also  
>need OS2.0 or above....

Actually, that's UNWORKING pipe command...

>Then all what you have to do is type: pipe |  
 >When memory is eaten up, cancel all those requesters that may come up and  
 >after all that, when your amiga is still alive type: dir

>My question to all: WHY THIS DOES HAPPEN????? Does this happen with every  
 >pipe command or only with the one I use??? (If you could not reproduce  
 >this, I will tell ya want pipe command I use...)

It happens with the "original" Pipe command by Andy Finkel, found in (for example) finkelshelltools.lha on Aminet. It's a bug in the otherwise quite nice program.

And, it's a reason why I wrote a replacement. util/shell/Pipe-1.5.lha, found on Aminet, does not have this behaviour, and, as an extra bonus, it works with AmigaShell scripts also. Requires OS 2.04, but then again, the Shell it is written for did not exist before that. Tested on OS 3.1 by me, and by an unknown number of people on unknown version versions of OS.. All reported bugs fixed, so it's pretty safe. ;)

--- --- --- --- --- --- --- ---

From: David Anyadike <umanyadi@cc.UManitoba.CA>  
 Subject: Reader Mail: UnpackAR

I've been using a simple script file for the last year to automatically unpack and display the latest Amiga Report after I download it, and I wanted to share it here.

I'm on the Amiga Report Internet mailing list, and get the latest Amiga report mailed to me. When it arrives in my mail box, I save it to my personal file area at the university as, for example, AR302. I then zip it, and download it to my computer. After I download it, I run the following script (I call it UnpackAR) on my Amiga and continue to fiddle online while my 68000 eventually unpacks Amiga Report and displays it automatically. When I finish online, the script already has AR displayed...

;----Start of Script----

```
.KEY ARname
.DEF ARname "a"
mkdir vd0:AR
cd vd0:AR
unzip DH1:<ARname>
uuxt x #?
delete dh1:ar#?.guide#? dh1:Install-ARreport#?
lha x #? dh1:
cd dh1:
delete vd0:AR all
pat "run amigaguide" ar#?.guide
```

;----End of Script----

You'll notice an extensive use of wildcards. By the use of wildcards and it's own work directory in vd0:, it allows more flexibility. This means that you can give the UUencoded file ANY name, and when you zip it the zip archive can be given any name as well (as long as you put the archive name

as the argument for the script). Using whatever your favorite name for the archive happens to be, adjust the '.DEF ARname' default parameter so that no arguments are necessary (A.zip works for me).

Just note the script requires unzip, or any unzipper.  
 uuxt, or any UUdecoder that accepts wildcards.  
 amigaguide.  
 lha, or un-lha-er that supports wildcards.  
 VD0:, the recoverable ram disk (if you don't have it, use RAM: instead)  
 DH1:, like on my harddrive (Any valid device with enough space can be used)  
 pat, the pattern matching script that Commodore included in your S: directory.

Now I know that some people can't use the script above 'as is', so here's some notes to make customizing it easier:

```
.KEY ARname           ;Gets the archive name as a command line argument
.DEF ARname "a"       ;Uses A.ZIP as the default filename, if none given
mkdir vd0:AR
cd vd0:AR
unzip DH1:<ARname>     ;Replace unzip with your unzipper
uuxt x #?             ;Replace uuxt with your UUdecoder that allows wildcards
delete dh1:ar#?.guide#? dh1:Install-ARreport#?
lha x #? dh1:
cd dh1:               ;Note the DH1: references in the last 4 lines -
delete vd0:AR all      ;      replace them if necessary
pat "run amigaguide" DH1:ar#?.guide
                        ;Make sure you have pat in your S: directory
```

The script and it's usage is very simple, and I hope I haven't made it seem complicated. I think it saves me a lot of typing, and speeds up the process by automating it. I used the protect command, as follows:

```
protect UnpackAR +s
```

so I can run the script just by typing "UnpackAR". E-mail me if you find this script useful, or if you have problems.

## 1.11 Workbench Vision

```
=====
==  Workbench Vision                               By:  Katherine Nelson  ==
=====
```

I had a vision of love...

Well, anyway...

In order to circumvent any complaints, I'd like to say now that my outline of what a future Amiga should be like is based upon my experience using one, the answers that I received to my survey about Workbench improvements, and my experience selling software to the PC-clone and Macintosh using consumers. (Yeah, yeah, I know, but I needed the money.)

If anyone disagrees with what I say here, feel free to mail me. I'm aware that probably not everyone will agree with my ideas, which is why I've placed them in the Opinion section.

This'll be a long one, so I'll get started.

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First off, hardware.

I personally have no opinion as to which processor would be best suited for the Amiga, although using the PPC would help issues of cross-platform compatibility as that processor becomes more and more popular. However, I think we could manage just fine with a different one if we tried (and if it were cheaper...). Also, I don't plan on addressing the more technical aspects of hardware design, since I'm definitely not qualified to do that. (Yet)

Video: I realize that many people have 1084s or like to hook up their televisions to their computers. Especially in the larger European market. However, this causes a problem for those who would like to buy the \*much\* cheaper and easier to find VGA and SVGA monitors. So, what I would propose is to have a 24-bit flicker-fixer, similar to what is built in on a 3000. This would enable the use of those cheaper monitors. Plus, a SVHS and/or composite output for the TV users. The 23 pin port would be dropped. Obviously, the graphics capability would be 24 bit or greater.

Sound: 16 bit, of course, with 8 voices. The machines would keep RCA output for the sound.

Joystick/Mouse: From what I have seen, almost no one wants to switch to a serial mouse, so I would keep the joystick and mouse ports as they are, with one exception. A third port would be added that would fit the IBM-style analog joysticks. It would just make things easier.

Keyboard: I would change the port to be compatible with IBM/AT keyboards, to give the user a broader choice. The Amiga special keys would be emulated by software in the OS. Of course, the computers would be shipped with a standard Amiga-style keyboard.

Drives: Disk drives would be 1.44 standard on ALL machines, and perhaps even 2.88 if they could be had for relatively cheap. Hard drives would also be standard. We can't convert anyone to our machine if we show them a floppy-only system. Also, the floppy drive needs to be faster, and SHOULD NOT CLICK.

External SCSI port: There would be one on all machines. Even low end.

Cases: The 4000 case reminds me of an internal CD-ROM drive. The front plate is a different color than the rest of the case. Cases should be white or black, or a combination of the two. No more beige. It's friendly, but doesn't look serious enough.

Final note: The mouse/joystick ports would not be "left-handed" like the A4000 is. The ports would be in the back.

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Second, operating system.

If we can have popular operating systems ported to our machine, that's great, but we need to have a powerful OS of our own to make people choose the Amiga over any other machine that will eventually be able to run other OS's.

The basic structure should remain the same, I think, with both a GUI and a powerful shell. However, the GUI would become easier to use (A beginner can get lost easily when trying to get something they downloaded to work...), and the shell would become more UNIX-like. In short, the Amiga would have to be the perfect machine for Joe User who can't type, and for Joe Hacker who won't touch a mouse.

Without going into great detail about the shell, some features it needs are a move command (Come on! It's about time!), and dir, pipe, and the \* wildcard built-in and fast. We don't want to confuse someone who's used MS-DOS for the past 7 years. Also, file-name completion, cut and paste within the shell, and a scroll bar, to name a few things.

The look of the GUI would be more configurable, with the ability to change the width and height of the window borders, scrollers, titles, and gadgets. This would also combat the problem of strange aspect ratios in different screen modes. Also, the actual style of the gadgets could be changed, such as in MUI. However, as this would be directly written into the system code, it would be a negligible time lag. I think about 3 different sets of gadget looks should be included. There's no point in including a neat option if we don't let the user play with it right out of the box. Of course, other sets could be added.

Prefs would get a huge overhaul. I personally feel there should be only one prefs icon, and it should bring up a colorful GUI interface (much like a Mosaic-viewed HTML document). Each type of prefs would have a button on this interface, with a one-word description, and perhaps even a small picture representation. There would only be one pref button for each type of prefs. (i.e. \*one\* Printer prefs button, one Screen button that would replace Monitor and Overscan)

The Screen prefs would include more screen modes that are compatible with the PC-clone world, such as 640X480, 1024X768, and 1280X1024. One of these (probably one of the first two) would be the default screen mode, and would be in 16 colors. Also, RTG would be used, in order to support superior graphics cards as they became available.

In the Palette prefs, \*any\* color in the palette could be edited, any pen could be locked, and any color could be used for different parts of Workbench, including more options such as Active Window Title and Inactive Window Title, as long as separate options for the text of each. Also, the border color of the Workbench could be selected here.

The Background option would be slightly different as well. The options for Pattern would be removed. Most people use pictures, and they're what's really impressive. Several (15+) nice textures and patterns would be included, suitable for many different color schemes.

---

The Sound prefs would remain the same except with additional options, allowing one to specify different sounds to be played at different system events. Several different sounds, most professional, some amusing, would be included.

There would be an Icon Prefs, from which one could decide what style of icons they wish to use. Each set would be a single file, and when a set is chosen, Icon Prefs would install the separate icons it contains where they belong. This includes updating all drawers recursively on selected partitions, and replacing the images (not the tooltypes) of program icons. Although Icon Prefs would be able to find most system programs, a requester would appear when an icon for a 3rd party program or a missing/misplaced utility was reached. There would be an option to give it the proper path, or to cancel the operation of that particular image change. Default icons could also be updated in this manner. 3 different icon sets should be included.

Furthermore, there would be an Edit button, where icons could be changed or created. This editor would be more powerful than the current one, with the features of a basic paint program. (Incl. brush operations, graduated fill).

Icons would behave much as the NewIcons icons, with color guessing. However, there would only be one image file, since all people with this operating system would be using the advanced type of icons.

The Pointer prefs would use the exact same editor, but be restricted to the usual number of colors unless something were done to change that limitation. The current pointer editor is simply not enough. Also, there would be built-in support for animated busy pointers and perhaps even animated regular pointers. At least 3 pointer styles should be included. Hopefully somehow designed to match the 3 different icon sets, and even the 3 different system gadget sets.

The Font prefs would show the entire font. Better fonts would be included, as well. An Edit button would be included, and the font editor would be the same program as the icon and pointer editor. And Topaz-8 would be completely, totally, forcibly removed from any system the new OS comes into contact with.

A Mouse prefs would be created, which would handle standard mouse options, plus SunMouse type options, and the operation(s) to be performed by the middle mouse button. (3 button mice should be standard with the Amiga.)

Other new prefs would include a Dock prefs and a Menu prefs, which would allow users to easily create menus/menu items and dock/dock items. The default prefs would include the prefs and some included utilities in the menus and the dock(s) as examples.

Moving from prefs (I know, it's about time), Multiview would be streamlined and improved. It doesn't necessarily need to be as slow as it is. Some datatypes (for the same type of file) are faster than others, and this shows the room for improvement. Also, it shouldn't be terribly difficult to be able to save in a different (but similar) datatype than what was opened. (Graphics conversion, sound conversion...)

And whoever gets the Amiga: PAY COMPUSERVE FOR THE USE OF THE GIF DATATYPE. Yes, jpeg is better, but people use GIF, and we don't need another Medhi

---

Ali vs. the blinky cursor type of deal again. Please.

Luxuries like Memory Protection and Virtual Memory should be included, but if they were not, Guru's should once again say "Guru Meditation Error", and give you the error message in some human language instead of just numbers. (And don't send me mail telling me you speak numbers just fine, and can identify any guru.)

Anything included with the OS should be font-sensitive.

Windows, screens, and programs should be able to be iconified, and anything should be able to be moved to its own screen.

We should either convert from AmigaGuide to HTML, or make AmigaGuide look much more like HTML and have inline graphics.

When copying files, there should be a progress indicator, such as when disks are formatted.

I'd like a multithreaded Workbench, but could get by I suppose without it.

And the text-editor should be more useful, at least up to par with Microsoft's Edit, but preferably much nicer. Ed just doesn't cut it.

Now, this is the bare-bones system software. For an additional small sum of money, for those who want it, more pack-in software should be available.

--- --- --- --- --- --- ---

On to pack-ins.

This is what's needed:

- A small paint program, like Paintbrush in Windows, except it can take advantage of all colors available. This would have a feel remarkably similar to that of the icon/pointer/font editor.
- An Address/Phonebook. A sleek, small one that looks simple, yet professional. To be oh-so-cyberspaceish, it would include space for e-mail addresses, as well as beeper, fax, home, and office numbers.
- A simple terminal program. It would support ANSI, zmodem, etc. It could use the Address/Phonebook for it's own.
- A simple directory utility. Even smaller than the shareware DirWork versions, but along the same lines. Move/Copy/Delete/Rename/View Text would be necessary, but Lha X, UUDecode, and others would be nice as well. (LHA and a uudecoder would be included, as well as unzip.)
- TCP/IP software. Now, to keep the internet from scaring the masses (although I can't help to shiver at the prospect of hundreds of thousands of new users on the internet), this software should look and feel comfortable. Therefore, the client programs should be accessed from a button bar.

Sending e-mail would be done through a much similar interface as the Address/Phonebook, where you could either click on a name and the

e-mail address would automatically be used as the destination, or a new one could be inputted. The editor would be user-defined, with the included one as default.

The Telnet client and the IRC client would use the terminal program as an interface, but the IRC client would have an additional button bar, much like Grapevine.

The FTP client would make use of the directory utility for great ease and comfort of use. Of course, rename, move, and delete would not be allowed of remote files without proper access.

The Mosaic client would be familiar because it would resemble the Prefs menu, and because AmigaGuide documents would either look like Mosaic HTML documents, or HTML would be being used instead. Either way, it would be familiar.

Gopher would use the same interface as Mosaic.

I'm not sure how Usenet would be accessed, but perhaps with a combination of the directory utility and the text editor.

- A simple word processor. This wouldn't even need to be as complex as Final Copy II, but would need nice fonts w/many sizes and styles, the ability to include pictures, and paragraph and page formatting options.
- A mod player
- A virus checking program
- Disk utilities such as DiskSalv
- Screen Blanker, with documentation on how to write additional modules.

--- --- --- --- --- --- ---

Well, that's it. Feel free to write to me (my address is behind my button), and tell me what you think.

## 1.12 Outlook on the Future

```
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== Outlook on the Future                               By: Aric Caley ==
=====
```

I'm going to open my big mouth once again and lay out what I believe is the right plan of action for the Amiga. I hope that this makes its way to whoever (CEI or C= UK) actually winds up winning the bid for the Amiga (my personal preference would be CEI, and it looks like they might win).

I maintain that the Amiga market (and Commodore's market historically) is:

Home computer users (basic WP, etc) and game players.



Video and multimedia.

Specialty applications (Kiosks, etc)

Developers/techies.

Roughly in that order (in terms of unit sales)

We don't, and likely won't ever, compete with high-end machines (like SGI's and the like) except in special things like video, and even then only because sometimes the Amiga is much cheaper (Video Toaster).

We can't compete directly with IBM clones.

Another market which I think we can, and should, make inroads to is education. Amiga's could be presented as a very attractive educational computer. First and possibly foremost, they are fun! They are colourful, responsive, and just plain fun. They have a high "fun to cost" ratio. With emulation, they can run almost anything. Multimedia perhaps has its greatest potential as a learning tool. Finally, kids parents can actually afford to buy the same fun computer their kids use at school.

This is all important to remember when you consider what kinds of changes should be made to the Amiga.

Marketing:

-----

What's that? Oh yeah, that thing that Commodore didn't do very well. Actually, I have several very fine examples of great brochures and marketing devices from Commodore -- they are much more professional looking than, say, those from Atari. Problem is, they never followed through on them. Always cutting off funding too soon. And, not getting the materials to the people who needed to see them.

The new Amiga company needs to focus on the Amiga's strengths and its market. "Multimedia" and "Video" need to be stressed, as well as "Fun", "Inexpensive" and "Powerfull". Apple has been going hog wild with their Multimedia campaign, and it's just ridiculous because the Amiga can do it so much better.

We need a new image. With Commodore gone, there is an opportunity to completely change the Amiga's image. I propose the introduction of the Amiga V Series. We won't tell anyone outright what the V stands for, but just between you and me, it means "Video" and it's also the roman numeral for 5 for "Fifth generation". I see five stages in the Amiga's history: A1000, A500/A2000, A3000, A1200/A4000, and finally, the all new born-again Amiga rising like a Pheonix in 1995 (note the 5 in that year). Of course there is also the law of fives for you Discordians out there (see "Principia Discordia"). This is the kind of grand, unified, directed, subtle marketing that we need.

Apple keeps claiming that the 68040 used in their Performa's and Quadras is a "66/33Mhz" chip. Amiga should claim it too. "80/40Mhz" would look good when people are comparing to PowerPC's, Pentiums and 486DX2's and DX3's. If they can get away with that on the 040, it should apply to the 060 as well. "100/50Mhz 060" and "132/66Mhz 060" sounds real tasty.

---

Use buzzwords: RISC, 3D, Multimedia.

Slogans:

"The Amiga V! Machine"

"Multimedia is more than pretty speakers and a CD-ROM drive"

"Realistic Multimedia at a realistic price"

"Only Amiga makes it Possible!" (hey, it's still a great one!)

V for Victory!

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The V machines should have CD-ROMs standard. 3x or 4x speed units on high end machines would be nice. We need SCSI-II on the A4000, and the DSP (basically, WE WANT THE DAMNED A3000+ THAT COMMODORE F\*CKED UP). Naturally, the CD-ROM should be CD32 compatible.

Lets get realistic with the amount of HD and RAM included with systems. 120MB 3.5" IDE drives are under \$100, 250MB for \$150, 560 for \$219. The "V1200" should come standard with at least 120MB HD. "V4000's" should typically have one in the 500MB range, and options for 10MB of RAM or more.

We need to lower the price of the 4000, and get at least one more mid range model between the 4000 and the 1200. We need some kind of basic 040 model for around \$1000.

RISCey Issues:

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RISC is not absolutely essential in the short term, since most Amiga's are used in low-end applications, and the 060 will provide a good amount of power for low-end systems for quite some time yet. I think even something like an A1200 with a 40Mhz 030 would still do well this year.

Long term, RISC is obviously important. Therefore, it should be done \*right\* -- make the best choice of CPU, make it work real well before releasing it. Let Apple and IBM cut their teeth with their adventures with PPC and see how it turns out. We might even want to use more than one kind of RISC, and give people the choice -- perhaps PowerPC for low cost RISC, and MIPS or Alpha for high end kick butt 3D rendering Amigas. Who knows?

As for AmigaOS under RISC. Some say just ditch AmigaOS. Why? Apple is keeping their MacOS on the PowerPC, and we all know "it sucks!" :). It's going to be a long time before they get it 100% ported to native PPC code (if ever) -- right now it's nowhere near 100% PPC native. Apparently a good portion of Mac system code was written in assembly. I may be wrong, but I think most of AmigaOS is written in C. Things like the exec kernel (the multitasking core) are in assembly, but, it's pretty small and could be redone in C and compiled native to the RISC chip we use.

I think AmigaOS could be ported to RISC fairly easily, probably easier than Apple porting MacOS, and it would run really fast -- most likely faster than MacOS. And in the process of porting, we could easily fix things like lack of memory protection and virtual memory, etc.

Look at "AppleOS" -- on the PowerMac it still does not have pre-emptive multitasking or memory protection. They are going to have a very difficult time adding these things and they are not expected for another year. And when they do get it done, it will be big and inefficient. Think of how nice AmigaOS will be on a fast RISC processor! And our software base, though small, already supports Amiga-tized ideas like multitasking and IPC and shared libraries and all that good stuff.

I understand that, apparently, the engineers have/had decided on PA-RISC for the Amiga, and that they plan on porting AmigaOS to it. This sounds like the right track to me and I hope whoever wins the buyout will properly fund the development and completion of this project.

Bundle!

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(not "bungle" or "bunghole", commonly associated with former C= management). Bundle products. It's an easy way to add things, AND it's a good incentive for developers to stay:

- \* Lets get CD-ROM on as many Amiga's as possible.
- \* Virtual Memory. Not real important to the typical Amiga user, but easy enough to add to AmigaOS: just adopt one of the several already available solutions. In a "VM Preferences" application, you could switch it on and off.
- \* Put Envoy back in the OS.
- \* If necessary, bundle one of the third party 060 cards with the A4000 to create the necessary A4000-060; do the same for 33 and 40Mhz 040 cards with better memory systems. The Cyberstorm board looks really nice....
- \* Bundle a regular graphics board? Cybervision also looks damned nice...
- \* "V4000". Video Toaster bundle: Includes card and basic software, CD-ROM, 500MB HD, 8MB RAM. Make this as cheap as possible (I think an A4000 should only be around \$1000, so with a stripped down Toaster bundle a price of \$2000 seems reasonable). Can Apple offer a system with this kind of video power at any price? Included software would include the basic stuff for doing genlocking, titling, a simple switcher with effects, etc. Perhaps just an older version of the Toaster software. Lightwave you must buy separately (which is perfect since NewTek already sells it separately).
- \* Low end video bundle: V1200, genlock, software, 120MB HD, CD-ROM. Includes video titling software, maybe something like Scala, lots of cool pictures and HAM8 animations on CD-ROM. Lets see Apple top this for <\$800

Have you seen that insipid Apple commercial of the kid who does a video about his vacation? Give me a break. The "video" was animation and it was choppy. What did that system cost? It must have had a real time video digitizer -- at least 15FPS (ha!). Meanwhile you could have done better with an A500 and a genlock in 1988.

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Return to OS.  
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The yellow brick road may need a lot of repair and work, but we can do it. OS upgrades should be more flexible. There could be the "basic" upgrade which is like what we have now, and then there is the upgrade that includes the cool bundled stuff (perhaps this version comes only on CD-ROM).

\* CD-ROM "Multimedia" OS Upgrade. Comes with new systems standard. Contains full AmigaOS with online AmigaGuide help. Bundled VM system and Envoy networking (throw in lots of PD goodies that use it). Lots of the best PD software (a term program, ToolManager, Trashmaster, etc). And of course, lots of cool pictures and HAM8 animations to show off with, maybe some AGA games too. Heck, why not throw in a PD C compiler too. It would be nice to have some multimedia authoring software -- maybe Amigavision or Scala?

\* RTG -- work on it, shouldn't be too hard to do. Don't really need to have it built in real quick since all the decent Gfx cards already have solutions, might as well take the time to do it right. Work with the developers to make the official solution the best.

\* Memory Protection. I heard that Commodore had actually implemented it, but it caused some compatibility problems. Well, I say, PUT IT BACK IN!!! Sure, it WILL cause some problems. So, you phase it in. First, warn the developers and tell them how to make their applications compatible. Then put it in. Have a switch in preferences so you can turn it off. Once it is there, high end Amiga owners will simply demand that software be able to use it. Low end Amiga users (most of them!) won't particularly care (they don't have MMU's anyway). Applications that support it will be protected from each other and from errant non-MP programs. Hell, if Apple can phase in MP and Pre-emptive multitasking (We just have to get a standard abbreviation for that one) into the Mac, surely we can phase in MP.

\* Do more work on the Datatypes system (more drivers, make it FASTER! Have it use file notification -- a really easy way to get "Hot linked" updating). It should come with drivers for MPEG and JPEG, Postscript, GIF, PhotoCD, etc. Datatypes are potentially a very powerful, but as yet untapped, feature.

\* Pre-emptive, prioritized multitasking. Ooops! I forgot, we already have that! Too bad Windows does not. Nor does System 7.x on the Mac. The Mac will have to wait for TWO \*major\* upgrades before getting it (they are code-named "Gershwin" and something else equally stupid sounding).

Amiga Pheonix.  
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I still say that the AAA chipset sounds pretty damn nice. Now, I've heard about this supposed 3D/RISC chipset. But I don't know anything about what it can do. It may be really nice for a game console, but it is suitable for a general purpose PC? Could it be combined with AAA to get the best of both? Why not do both chipsets? With RTG they won't have to stick to just one chipset anymore.

AAA still seems like the ticket for Multimedia Amiga's. With totaly

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programable video modes and both DRAM and VRAM configurations, support for fast floppies (3.5MB Quad Density drives), fast serial ports, 16 bit sound, sprites, blitter, copper, HAM modes, 15 and 24 bit true colour, easy genlocking, chunky pixels, and lots more, it is \*the\* "Multimedia" chipset.

Combined with a DSP and an 060 it would still be a pretty nice system, even nicer with one of the RISC CPU's. Call it the "Amiga Pheonix V5000" and we have a winner on our hands. Considering how close AAA was to being completed (working silicon with a few bugs), it seems like an AAA machine could be released this year. And the "PA-RISC/3D-RISC chipset" Amiga could be released in mid 1996.

## 1.13 The Present

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==  The Present, From Where I Sit                                By: E.John Love  ==
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I must say that even though our group of tireless Amiga fanatics at TVI are fairly optimistic regarding the future of the Amiga, I have been hearing more and more comments like "hmmm...maybe we should take a close look at the 3DO" etc. While the CD32 and Amiga 4000 are not exactly leading-edge technology in their respective markets anymore, they are still quite capable machines.

The Amiga User in Profile:

It's funny, because while I do get a sense of harsh transitions and final moments in regards to the Amiga technology and its currently uncertain future, I also get a sense of continuity and business as usual from third-party hardware and software manufacturers. I know that this sounds quite vague, but I think it represents in some way the remaining strength of the Amiga market and the users, both professional and amateur alike. There's a strong spirit of loyalty and cooperation in many other Amigoids with whom I've chatted and worked. Perhaps a little bit of rebelliousness or irreverence to the mainstream, sometimes outright hostility :).

Generally, whether they are formally educated or self-taught, there is an exploratory nature - a real curiosity to see what other things their neat boxes can do. I think they are encouraged to explore, ask questions, and find their own answers due to the open-ended qualities of the Amiga itself. I guess open-endedness promotes open-mindedness. (I will not generalize and make reverse statements about the Mac and IBM - my experience with them is too brief to give anything but a totally Amiga-biased opinion. You can come to your own conclusions. :))

The Future From Here:

TVI and other Amiga development companies may have to face the reality of competing for PC/Windows development contracts at some point in order to survive, there is still a future in the Amiga, both as a development platform and a presentation platform.

I have high hopes that we will have the Amiga in our collective future. It is the over-talented and underappreciated little kid in a big blue

neighbourhood. Perhaps the wunderkind that all the grown-ups love to hate. In many ways, it's a perfect machine for all the mavericks and explorers who want to define their own boundaries. Am I beginning to sound a bit too much like a MicroSoft commercial? That's ironic isn't it? About as ironic as an "Aptiva" commercial that sounds as if it were describing the Amiga 1000. The Amiga fulfills the needs of a certain segment of the computing populace, but other platforms are literally circling over the remains of this fragile marketplace, waiting to fill the gap.

May they not get that opportunity.

E. John Love  
TVI Interactive Systems Inc.  
Vancouver, B.C. Canada.

Email: [e.john\\_love@tvi.wimsey.com](mailto:e.john_love@tvi.wimsey.com)  
URL: <http://www.wimsey.com/~tviweb>

## 1.14 The Fishing Report

### T H E F I S H I N G R E P O R T

by Fred Fish

Amiga Library Services

Jan 10, 1995

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FLOPPY DISKS 1001 & UP  
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When we stopped doing floppy distributions last April, we thought we had made suitable arrangements for the floppy library to be continued by a third party. However, after almost 9 months and not seeing any floppies, we have decided to give this responsibility to someone else. The new "Keepers of the Floppies" are Martin Schulze and Thomas Strauss.

As before, the plan is that selected new material will be taken from each FreshFish CD and organized into floppy sized chunks, and made ready for distribution before the release of the next FreshFish CD. We expect an average release rate of around 20 floppies per month.

One thing that hasn't changed in our plans though is that we will continue to only distribute material on CD-ROM. Martin, Thomas, and certainly other interested third parties, should have no trouble supplying the demand for copies of the floppy distribution.

=====  
MKISOFS UPGRADE  
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It has recently come to our attention that some people using mkisofs to

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master CD-ROM's using RockRidge extensions have experienced problems with the resulting CD's interoperating with non-Amiga systems. This may be due to bugs in the RockRidge support in the current mkisofs port, which is based on version 1.00, released almost a year ago. There is also the possibility that there are other latent bugs in the generated ISO images that may cause problems under certain circumstances.

In a marathon hacking session yesterday, I not only upgraded our internal version to the current 1.01 baseline, but leapfrogged ahead to the current prerelease 1.02 test version. In the process, about 800 lines of source code changes were merged, which represents about 25% of the total mkisofs source code. Of these 800 lines, a very large percentage was in the RockRidge support, so I suspect that many bugs have been fixed by the mkisofs author and other developers. These fixes should automatically appear in the next release of the Amiga version, sometime in early February. We urge anyone that has suggestions for improvements or details about possible bugs to submit them now, so they can be considered in time for the next release.

We will also incorporate other useful changes as they become obvious to us, possibly including a graphical user interface that should make the program more user friendly. One useful new feature in our current internal test version is the capability of the CD-ROM creator to specify the precise name mapping between ISO level 1 names in the regular ISO data structures, and the names used in the RockRidge section. We are also investigating whether it is feasible or not to use RockRidge attributes to preserve all the normal AmigaDOS filesystem attributes, such as the script bit, pure bit, etc. We are still looking for someone to port cdwrite, a tool for writing ISO images to a specific CD-R recorder, or else write an AmigaDOS specific equivalent.

=====  
FRESHFISH CD  
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As we write this we are hard at work on FreshFish Volume 8, which is expected to go into production in the last week of January and start shipping the first week of February.

The major piece of news about the FreshFish series is that it will be expanding to a 2-CD set, starting with Volume 8, with no anticipated increase in price! For the last couple of issues we have been cramped for space (I never thought I'd say a CD is too small), and the only way we can continue to provide an increased flow of new material and updates to the useful tools portion is to either expand to a 2-CD set, or change the structure. Rather than reducing the usefulness of the CD's by eliminating the BBS section or only supplying some material in archived form, we have decided to expand to a 2-CD set.

We expect future issues to continue to be released on a two month cycle. For this one release cycle, the extra month between Volume 7 and Volume 8 gave us some time to expand the base set of material on the CD by including more useful tools, programs, libraries, documentation etc that will continue to be updated with each release. We have also expanded the "GNU" tree to include more non-GNU tools and utilities, all with full source and binaries built directly from that source, to the extent that it now takes almost 24 hours to recompile the binaries on an A4000 equipped with a 40Mhz WarpEngine, 50 Mb of memory, and several 8ms seek time Seagate Barracuda

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drives!

If things proceed as we expect and this section of the CD expands by a factor of 4 or more, we may have to seriously consider building a cross development environment on a Risc machine just to get reasonable recompilation turn around times, with a final compile being done on the Amiga as a cross check, right before release of the CD. We could also hope for fast 68060 accelerators to appear soon.

=====  
GOLDFISH CD  
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GoldFish Volume 1, a 2-CD set released in April of 1994, provides a complete archive of the 1000 "fish disk" floppy library, with all the disks provided in both archived and ready-to-run form. It can be used to produce master floppy disks for further duplication and distribution, using a simple to use program that is provided on the CD-ROM. It can also be used by BBS or anonymous ftp sites to provide convenient electronic access to all the material from the floppy library.

GoldFish Volume 2, a 2-CD set released in December of 1994, includes all the new submissions included on the first 7 volumes of the FreshFish CD series, with all the material updated to the latest available version as of the date of completion of the GoldFish CD. As with Volume 1, all of the material is included in both archived and unarchived form. It also includes the latest versions of the "useful tools" included on each FreshFish CD, such as the GNU utilities, reviews of hardware and software, etc.

Future plans call for GoldFish releases at approximately six month intervals.

=====  
LIGHT-ROM CD  
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In cooperation with Lightwave artist Michael Meshew, we now offer a new CD called "LIGHT-ROM". This is a 647 Mb CD dedicated to 3D artists all over the world, and contains Lightwave objects, scene files, textures, bump maps (JPEG, IFF, & TARGA), fonts, thumbnail renderings, and text files with advice from the rendering pros. It also contains a "Showcase Directory", displaying the talents of selected Lightwave artists from all over the world.

LIGHT-ROM will be updated at approximately 6 month intervals. Contributors will be eligible for a free copy. The retail price is \$39.95 plus \$3.95 for shipping and handling.

=====  
FRESHFONTS CD  
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In cooperation with fonts enthusiast Daniel Amor, we published a new fonts CD in early November. This CD was published as an experiment under conditions similar to the Meeting Pearls CD, whereby users that find the CD interesting and useful are expected to make a shareware like donation to the creators of the CD.

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Thousands of these CDs were distributed free of charge at the Computer '94 show to customers at Stefan Ossowski's Schatztruhe booth. We have also distributed almost all of the CD's that we had allocated for our customers that receive other CD's during November and December. So far the results have been quite disappointing, with at most a few hundred dollars in donations received. We will declare the experiment with the share compilation version officially over on February 1st, 1995, and provide a summary of the results at that time.

Since there does appear to still be a good demand for this CD, with Daniel's approval we plan to do another production run in late January. However these CD's will not be given away free, instead they will be sold at prices comparable to our other products.

=====  
TURBOCALC V2.0  
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We are an authorized U.S. distributor of TurboCalc V2.0, a very powerful Amiga spreadsheet program. TurboCalc has extensive formatting options, supports many different font formats, more than 40 different number, time, and date formats, more than 100 functions covering arithmetic and financial needs, more than 120 ARexx and macro instructions, integrated database, and more. TurboCalc retails for \$115 plus \$6.95 for shipping and handling.

=====  
AMINET CD  
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We are an authorized U.S. distributor of the new Aminet CD. Both the Aminet Gold and the Aminet Share are available. Subscriptions for both CD's are also available, at \$59.95 per year for the Gold version and \$44.95 for the Share version. There are expected to be four releases per year, so the subscription is actually for 4 CD's, regardless of when they actually end up shipping.

The only physical difference between the Aminet Gold CD and the Aminet Share CD is the front cover artwork. Built into the price of the Aminet Gold CD is an automatic contribution to the creators of the CD and sufficient margin to make the disk attractive to low volume resellers and retail sales outlets. Users who purchase to the Aminet Share version are expected to make their own contributions directly to the creators if they feel that the CD is worthwhile and wish to support creation of future Aminet CD's.

We currently have Volume 4 (Nov 1994) in stock. The next volume is expected to arrive in early February.

=====  
MEETING PEARLS CD  
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We now have the second pressing of the Meeting Pearls CD in stock. This CD contains about 150 high quality and high resolution fractals, a ready to run version of PasTeX which includes fonts for FAX and 600 DPI printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX, a lot of utilities, games, etc.

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Because the version of NetBSD included on the CD-ROM includes encryption code that is restricted for U.S export, all imported CD's will only be available for resale within the U.S.

=====  
SPECIAL BBS VERSION OF FROZENFISH  
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By special request from BBS operators, we are issuing a limited number of a custom version of the April 1994 FrozenFish CD, updated with some new material, and called "FrozenFish-PC". This CD has the complete contents of each floppy disk 1-1000 in a single archive and all directory and file names are ISO-9660 level 1 compliant (8.3 format, uppercase only, etc). This means that the CD is completely compatible with IBM-PC based systems, unlike our regular Amiga CD's which are closer to ISO-9660 level 2.

For at least the next month or so, each copy of this CD is an individually created CD-R "gold disk", which is completely compatible with mass production CD's and CD-ROM drives. Sometime soon we expect to do a small production run of this CD and people who received the CD-R versions can upgrade to the production version for \$5 plus shipping costs. The price of this CD is \$24.95 for either version, because of the lower volumes and thus higher production costs per CD.

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ATTENTION ALL AUTHORS  
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Amiga Library Services is actively looking to expand our CD-ROM offerings. If you are an Amiga user with a good idea for an Amiga specific CD-ROM, please consider letting us act as your publisher. We will handle all details concerning actual production of the CD-ROM, advertising, sales, and distribution. All you have to do is have a good idea and to be willing to spend the necessary time to create a ready-to-publish master file tree for the CD.

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ELECTRONIC SUBMISSIONS  
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Material for inclusion in the CD-ROM distribution can now be submitted electronically via anonymous ftp. Please upload your submissions as an lha archive, one archive per submitted program, to the ftp incoming directory on ftp.amigalib.com. Please include a "Product-Info" file in the lha archive. This file describes the material using a standard format that is recognized by the new version of KingFisher and by tools that we use to automatically generate information about the CD contents. If you don't have a copy of the Product-Info specification, it can be retrieved via anonymous ftp from ftp.amigalib.com, in directory pub/amiga.

If you do not have access to anonymous ftp, you can still submit material electronically by mailing a uuencoded lha archive to "submissions@amigalib.com".

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ELECTRONIC ORDERS

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You can email orders to be paid via credit card (VISA or MasterCard only) to "orders@amigalib.com". All such orders must include the full name of the card holder, the card number, the expiration date, and a daytime phone number which can be used to verify the order. We will attempt to acknowledge all such received orders via return email, and to verify an unspecified percentage via phone calls.

Please note that it is considered to be somewhat risky to send credit card information via electronic mail without encrypting it. We are not currently ready to start receiving encrypted orders, but may be able to do so in the future. We cannot be responsible for any fraudulent use of credit card info that is intercepted by a third party during it's transmission.

For an electronic copy of our order form send mail to "orders@amigalib.com".

## 1.15 LIGHT-ROM

### L I G H T - R O M General Information

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#### OVERVIEW

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In cooperation with Lightwave artist Michael Meshew, Amiga Library Services is producing a new CD called "LIGHT-ROM". This is a 650 Mb CD-ROM dedicated to 3D artists all over the world, and contains Lightwave objects, scene files, textures, bump maps (JPEG, IFF, & TARGA), fonts, thumbnail renderings, and text files with advice from the rendering pros. It also contains a "Showcase Directory", displaying the talents of selected Lightwave artists from all over the world.

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#### CONTENTS

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LIGHT-ROM Volume 1 contains the following:

- o Lightwave 3D scene files, objects, surface attributes, and image sequences. All objects are also usable with trueSpace by Caligari, for PC compatible systems.
- o Imagine objects, surface attributes, and text files for Amiga and IBM Imagine artists. (Over 100 megs of objects & text files).
- o Sculpt 3D objects, readable by Lightwave 3D and Sculpt, for Amiga and Mac artiss.
- o GEO objects, readable by Lightwave 3D and Videoscape 3D, and can also be used with Scenery Animator 4.0.
- o A collection of textures, images and bump maps in IFF, TARGA, and JPEG formats, for use in 3D packages such as Lightwave or Imagine.
- o A collection of textures, images and bump maps in IFF, TARGA, and JPEG formats, for use in 3D packages such as Lightwave or Imagine. They are also useful as backgrounds for desktop video applications.
- o A collection of DEM's (Digital Elevation Maps) for use in Scenery Animator or VistaPro. They can also be used in 3D translation

- programs to convert to 3D landscapes.
- o An exclusive "Showcase Directory", where Lightwave artists from around the world can showcase their talents and skills to the rest of the Lightwave community, and advertise their abilities to potential employers.
  - o A collection of old style Toaster CG fonts and wipes.
  - o A collection of text files covering the Video Toaster and Lightwave, from the Internet mailing lists and from various BBS systems. These text files consist of advice and tips from some of the professionals using the Toaster and Lightwave.  
text files consist of advice and tips from some of the professionals using the Toaster and Lightwave.
  - o Thumbnail renderings of Lightwave objects, images, textures and bump maps, included for your convenience.

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#### MULTIPLATFORM CD-ROM

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LIGHT-ROM is a multiplatform CD-ROM. It adheres strictly to level 1 of the ISO-9660 standard, and thus can be read on almost any system that has CD-ROM support.

When Lightwave is released for Windows, Windows NT, and the SGI, in late 1994, LIGHT-ROM will work immediately on those platforms.

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#### UPDATES

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LIGHT-ROM will be updated at approximately 6 month intervals. Contributors will be eligible for a free copy.

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#### HOW TO ORDER

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The retail price of LIGHT-ROM is \$39.95 plus \$3.95 for shipping and handling. Orders can be sent via mail, FAX, email, or voicemail to:

Mail: Amiga Library Services  
610 N. Alma School Road, Suite 18  
Chandler, AZ 85224-3687  
USA

VOICE: (800) 804-0833  
Email: [orders@amigalib.com](mailto:orders@amigalib.com)

Overseas orders can be taken by Email & a credit card. Please ask for exact overseas shipping charges.

For submitting your original work, please request a submissions form from;

Mail: Michael Meshew  
Graphic Detail  
4556 South Third Street  
Louisville, Ky. 40214 USA  
Email: [michael@iglou.com](mailto:michael@iglou.com)

All work must be your own original creations and is subject to approval before receiving your free copy of LIGHT-ROM. You may select either the current issue of LIGHT-ROM or the next issue for your free copy. 3D objects are preferred, but collections of original textures are welcome also.

LIGHT-ROM is currently advertised by several mail orders companies in AmigaWorld magazine.

## 1.16 Amiga Texturemapping Online Conference

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==  Online Conference: Amiga Texturemapping                               ==
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On February 7th, 22:00 MET (4:00 PM EST), Steffan P. Haeuser will be holding a conference about texturemapping on the Amiga.

The conference will be held on IRC channel #amitmap.

The discussion is open to any who wish to attend. Authors of several Amiga texture-mapped demos are expected to be present.

## 1.17 Interview: Urban Mueller

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==  Interview:  Urban Mueller                                           By:  Jason Compton  ==
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[Urban Mueller, one of the minds behind the XPK compression standard and chief administrator of Aminet, submitted to an interview with me recently on IRC. -Jason]

Jason: Many people know what Aminet IS, and see what it DOES, but have no idea HOW it all works in what seems to be such a convenient and efficient manner. What, as chief administrator, do you actually do?

Urban: My work consits of 3 main jobs:

1. Check all the uploads. This means ensure the readmes are correct, and contact the authors if they aren't. Check archives for integrity and for viruses. Pretty boring generally.

2. Write and maintain the various software that works invisibly behind Aminet, like index generation software and mirror scripts. Here I get a chance to create some innovation from time to time, I like that part.

3. Do the CD-ROMs of Aminet. Since I don't just dump a copy of Aminet on to CD but try to create a nice presentation, this is a full time job for me right now. (But I'm gonna graduate in a while).

Jason: How has Aminet grown to be as large as it is? Do sysadmins beat down your door saying "Please, Mr. Mueller, take up over a gig of our drives!"? For instance, I've once read that you've never been closer than 1,000 miles to wustl...

Urban: There was a lot of luck involved. We started on a 50 Meg drive, but kept having to delete older stuff. Friends on IRC offered to mirror us, they could keep more. Wuarchive was one of the sites mirroring us, and when our site in Switzerland shut down, they offered to become the main site. This works amazingly well, I'm answering these questions from my St.Louis account, but I am at home in Switzerland. Why we got mirrored? Because this saves a lot of (expensive) internet traffic. Thats how it became possible that Aminet has some 30G of disk space around the world.

Jason: How much work do you think you put in on Aminet, say, weekly?

Urban: Right now, full time because of the 4 CD set I was making. Normal mode of operation always was around 10 hours/week, except when I was writing new software.

Jason: Ever get tired of working on it? Even when bothersome magazine editors complain because the charts didn't get done or things like that?

Urban: Sounds familiar to me :) Nope, that's perfectly fine, for one single reason: I know that every second I invest in Aminet helps tens of thousands of Aminet users. Right now, we have 10000 users a day on Internet alone, not to mention BBSes and CD-ROMs. I think anyone would keep going if he knew that he can help that many people. Incidentally: YES, I WILL keep going.

Jason: That answered the next question. :) You mentioned that you would be graduating soon. How does one parlay extensive experience in worldwide FTP administration, and a side job establishing a compression system standard, into a job?

Urban: Sort of a difficult combination :) Well, I'm a plain Computer Science student, all of those find jobs around here. However I would much prefer to find anything internet related, as many of my friends have. But that's my problem, not yours, I'll keep supporting Aminet in any case, and my Internet access is secure. If/while the CD-ROM income justifies it, I hope to be able to concentrate completely on Aminet. The list of my ideas for improvements keeps growing, but I just don't get around...

Jason: I know, from experience, how difficult it is to put a monetary value on something you enjoyably do for free anyway. Have the CD-ROM sales helped any? Particularly, has the Gold vs. Share concept worked out?

Urban: Sorry to say, but no, it hasn't. The vast majority bought the Aminet Share (which means no donation for me), and 99% of those people have not paid a shareware fee to us. No one is good at paying shareware fees, not even I. I account that to human laziness mainly, not to the unwillingness to pay. Even in the case

---

of the (very well made) FreshFonts CD, which was given to users \*free\* at several occasions, almost nobody paid. Oh well, there goes an interesting concept.

Jason: So, that means that all future Aminet CDs will carry a profit margin?

Urban: Yes. But - this you've got exclusive - we'll reintroduce the policy of giving free CDs to authors of uploaded software ...if there's anyone who deserves to benefit from the CD proceeds, then it's the people who created all that wonderful software.

Jason: (I thought US\$12 was ridiculously low anyway.) You mentioned a 4-CD set. Care to elaborate?

Urban: I kept being asked about a \*complete\* release of Aminet on CD. Well, here you got it, with some improvements in the access software. Now what can I say without drifting into advertise-mode...

Jason: Watch for a review in an upcoming Amiga Report? :)

Urban: Let's try technical specs. 12500 files. 4 Gigs uncompressed, 2.3G compressed. Games and demos startable by mouse click in the Aminet index. Mods in style sorted index. Thumbnail picture database. Fish disk index, so you find files by Fish disk number. German descriptions for newer files. Price: Under \$40.

Jason: What do you have planned for Aminet? Preferably in order of likelihood to actually appear. :)

Urban: My current TODO list has 100 items... some of those boring stuff like 'get more WWW servers up' and so on. But one really interesting concept is coming up: User feedback for Aminet files. This means that anyone can append notes to somebody else's .readme files. Those could be compatibility notes, recommendations or ratings. I plan to collect those ratings and create charts of the highest rated programs. This becomes necessary because it's really hard to keep up with everything that appears on Aminet. While I'm talking... we haven't noticed the \*slightest\* decrease in the number of uploads since Commodore went under. The opposite is true, it looks more like an up tendency. Another indicator is that the number of people subscribed to our 'new uploads' mailing lists keeps growing. Currently there are 2200 subscribers. [mail HELP to aminet-server@wuarchive.wustl.edu for subscription info] So, even if the commercial developers abandon ship, we don't have to be afraid of sitting around without new software.

Jason: Do you have any words of wisdom for Amiga users-and any words of advice for the future New Amiga Company?

Urban: You imply I'm wise... fundamental error. But let's try: To the users, all I can say is keep going. The Amiga community is special, let's try to keep it that way for as long as possible. To any future Amiga Inc. (hear me, guys?) I'd like to say: The Amiga pool of FD software is absolutely unique, its size is almost on par with those of much, much more popular systems like IBM and Mac. Seize

---

that chance! We need to bring that power to the people, to everyone, including Joe A. User who has never heard of FTP.

Jason: By selling them Aminet CDs. :)

Urban: Hehe. Not necessarily, but I wouldn't object :)

Jason: Well, I thank you for your time, Urban. All I can say is keep up the good work, and good luck with the ventures that lie ahead. We'll keep up our end of the bargain and keep filling the docs/mags directory.

Urban: Of course I'd like to thank all the people who helped make Aminet what it is now; too many to mention. Special Thanks to Matthias Scheler who helps with moderating files.

## 1.18 Tribute to Jay Miner

```
=====
==  Tribute to Jay Miner                                By:  Julie Peterson  ==
=====
```

[It's hard to decide where to put this, so I decided to make it an article all to itself. It's not important because an A1000 is being sold, it's important as a way to show how people felt about Jay Miner... -Jason]

Reprinted with permission from Julie Peterson.

```
From: LadyHawke@cup.portal.com (Classic - Concepts)
Newsgroups: comp.sys.amiga.marketplace
Subject: FS: Vintage A1000/extras good working order
Date: 10 Jan 1995 13:18:12 -0800
Organization: The Portal System (TM)
Lines: 62
Sender: pccop@unix.portal.com
Distribution: na
Message-ID: <130641@cup.portal.com>
NNTP-Posting-Host: newsl.unix.portal.com
```

I swore I would never sell this, but ... I don't use it any more, and it seems to me to be a crime to have a perfectly good computer sitting around not being used.

This A1000 is special - besides being an early one. It has Jay Miner's signature - that's one of the main reasons I was never going to sell it.

I used to talk to Jay (Padre) on the Portal Amiga Zone chat moderated by Harv Laser, and on his BBS. And one time, half joking, at a conference in California (Jay was in good spirits at that show, he was telling me about the work he was doing with medical hardware - the way he put it, he felt he was 'giving something back' to the medical industry that gave him a second lease on life for his own medical problems) I told him I should have brought my A1000 for him to sign. To my surprise and delight he said, "I would love to sign your one thousand". So I took him up on it,



but instead of trying to carry or ship the whole computer, I just brought the lid, and Jay was gracious, smiling, and true to his word.

I miss Jay. I know many people do. I will never forget the determination and courage he showed at the Pasadena show where Commodore finally came to their senses and recognized him in a small ceremony and presentation of an A4000 computer. Earlier, to my amazement, from a wheelchair, Jay had been telling me that Commodore had never really said thank you to him in any significant way, but he was happy about being at the conference and among happy Amiga users. Despite his medical problems, Jay participated actively and fully in all aspects of the conference, on the trade show floor, at the sessions, in the 'apres trade show' activities accompanied by Don and Mike Nelson (who flew over from England to interview Jay for a Euro magazine - does anyone have a copy of the article they could send me a photocopy of??). We had a great dinner at the Olive Garden with Don, Jay, Doug (Walker) and Mike where Jay talked about the whole history of the Amiga. It was really interesting. Jay's 'concept' of the first Amiga was quite different from what Commodore released as the A1000. The picture in his head was much more like the A2000 (with more memory, slots for expansion, etc.), but Commodore was anxious to keep the costs and price down and get it shipping right away. He also said he never really realized what an impact the Amiga would have on video - the Amiga literally spawned the Desktop Video revolution, in much the same way Apple brought the desktop publishing industry to consumer desktops. Well, there's much more, but I won't take more bandwidth for that.

Anyway, I don't really want to sell this A1000 (includes computer, 1.5 MByte Spirit inboard RAM expansion and commodore 256K (to make 512K) RAM expansion for a total (I think) of 2 megs; keyboard; Commodore genlock (watch tv on your monitor while computing!) and mouse). I'm keeping the 1080 monitor to use with my Toaster. SO, since I also don't want a working computer to sit idle (it bothers my conscience), I tried to think of options. Give it to someone bedridden in the hospital, give it to a third world country, etc.

Here's what I decided to do. I will sell it to the highest (reasonable offer) at my final discretion and I'm going to donate half the proceeds either to an organization that does organ transplants or research in that area, or to an organization that assists seniors or handicapped children. I would also encourage everyone to become organ donors. Someone's selfless generosity gave Jay four more years of life and gave all of us four more years of Jay Miner.

email offers to LadyHawke@cup.portal.com  
p t b

## 1.19 Haynie on 3DRISC

```
=====
==   CBM's Plans for the RISC-Chipset                               By:  Dave Haynie  ==
=====
```

Reprinted from Usenet with permission from Dave Haynie.

#33630 comp.sys.amiga.misc 8k

From: dave.haynie@scala.com (Dave Haynie)  
Newsgroups: comp.sys.amiga.misc,comp.sys.amiga.hardware  
Subject: Re: CBM4s Plans for the RISC-Chipset  
Date: Tue, 24 Jan 1995 23:21:15 GMT  
Organization: Scala Inc., US Research & Development

In <3f0c67\$nfh@news.tuwien.ac.at>, e9226006@stud1.tuwien.ac.at (Nenad Steric) writes:  
>Just found this article in c.s.a.advocacy and thought it would interest someone here too.  
>Following the original article : ...

>Here are the highlights of an interview of Chris Ludwig, an ex-member of  
>CBM's engineering staff, at the World of Amiga exposition, printed in  
>the french mag "Amiga News" January 1995.

>AN: Who decided the choice of the CPU [HP-PA]: the developement team  
>or CBM?  
>

>CL: It was CBM's decision. We spent a lot of time choosing the best  
>CPU for our needs. Our decision was based on these factors:  
>compatibilty with existing HP products because they've bought  
>Apollo (graphic stations manufactured) and compatibilty with 68000  
>(there is a 68000 emulation mode in the PA-RISC).

Wrong. The HP-PA was chosen for use in The RISC Project (Hombre) primarily based on the needs of that project. HP-PA code is reasonably dense for a RISC processor, the instruction set is easily extensible, the core is small enough to sit on a chip occupied by other functional units (blitter, copper, system control), etc. There is no "68000 emulation mode" in PA-RISC, the Apollos Commodore had were 680x0 based and not an issue anyway.

>AN: Is this emulation hardware ?  
>

>CL: Both. In a lot of cases, the instructions' architecture is  
>similar to the 68000 and there are also software emulation tricks,  
>so that makes the porting easier.

HP-PA offers the same feature that makes porting from 680x0 to SPARC or PowerPC easier -- big endian word ordering. That's it. We had some concern and the early stages of a future plan for use of the Hombre chipset in high-end Amigas (based on my "Acutiator" system architecture), but that would initially be as a graphics card, not a host CPU. The first target for Hombre would be a next-generation CD32 replacement with no software compatibility.

>AN: So it will be quite easy to create a portable AmigaDOS for  
>HP-RISC?

>CL: Exactly.

Nope. Lots of the AmigaOS was in assembly, and would have to be rewritten. There's a good chance data alignment issues would be an additional problem, even on C code, though Apple solved some of this by building in special compiler options for alignment control.

---

>It was one of the main reasons for the choice of HP's CPU.

Not even in the top 10 as far as the reasons for the choice.

>CL: We already got software emulation of the four parts of the chipset,  
>they are working well so we're quite happy.

>AN: Will these four chips be a single chip later ?

The design called for two chips. The PA-RISC core, blitter, copper, etc. live in a "system control" chip, roughly analogous to Agnus/Alice/Andrea, at least in a rough sense. The other was the actual video display chip, the same basic idea as Denise/Lisa/Monica. Neither design was finished; more work was done on the former, but it's a much larger chip. And there was basically one guy working on it, Ed Hepler. Tim MacDonald (AAA Monica designer) worked on the display chip for awhile, before he left C= and went to work on display chips for Compaq.

>CL: Of course, it will, but we don't need extraordinary backup, at least  
>not much more than what we needed in the past. We can certainly do it  
>in 18 months with reasonable backup.

The initial schedule of 18 months was for the Hombre game machine hardware. There's no real OS here, just a library of routines, including a 3D package, which would probably be licensed. The Amiga OS was not to have run on this system in any form. An AmigaOS port to RISC for "Amiga" RISC machines was something those of us in the high-end group were certainly in favor of, but it was not at the time under consideration by management. Of course, at that time, Commodore was going down fast, so there no money for any of that stuff.

>AN: Windows NT will running on it.

>CL: Yes, Windows NT works on PA-RISC and we won't do anything to prevent  
>it (WinNT) from working on our system.

Supposedly an NT port is underway for PA-RISC, but not yet released. Even at that, there's no reference platform for building binary compatible systems. Clearly this could be solved by the HAL (Hardware Abstraction Layer) that NT talks to on all machines, kind of a higher-level BIOS. Yet despite the clear logic of that approach, the short sighted weenies who seem to control the system architectures (if you can call them that) of the Next Generation Personal Computers don't seem to have advanced much beyond the 1970s when it comes to these areas. Look no further than the PReP nonsense for a good example; Apple and IBM have spent years arguing about hardware trivialities that shouldn't be anything a "shinkwrapped OS" should ever have to be directly concerned about. Maybe NT did better, but maybe not.

Even if you had NT, what would you really have? My guess is a slower way to run Windows 3.1 programs than you current get on cheap PClones. Native NT applications are rare. Native NT applications that support MIPS and Alpha platforms, which have been shipping for quite some time, are rarer still. Rarer even still are applications compiled for PowerPC, since only Motorola is pushing that. Microsoft could have gone to a CPU-neutral distribution format, but again, why do something the right way, only the users benefit. And they're not to be trusted.

>It will be a system running three OS (including HP's own OS).

---

We never intended to run HP-UX, and at least at the time, HP was very nervous about direct competition (which is why the PA-RISC isn't available off the shelf like SPARC, MIPS, PowerPC, etc.). It would have been impossible to legally run it.

>AN: Mr Amor of CEI told on Portal last day that he wasn't quite sure on  
>the choice of the RISC chip. He said Macs and PCs are heading to the  
>PPC,

That's a valid concern for "computer-level" machines, such as what most people think of as a RISC-Amiga (eg, any RISC machine running a native port of the AmigaOS). It's a non-issue with games machines, there aren't two machines out there with compatible CPUs, and the CPU is the least of your worries, since every graphics subsystems is even more different from one another than the host CPU. Again, PA-RISC was the choice of what's best for the Hombre chipset and probably a games machine or low-cost, high performance smart 3D graphics subsystem (Hombre will be both if it's ever built).

>[...] In short: It's important for them to have a cheap chipset version  
>for multimedia stuff, video games ... Some of the old screenmodes will  
>be present and new ones should be impressive

Hombre doesn't support any of the existing modes. It does support 16 and 24-bit true color displays, I don't know if there's a LUT mode or not. The main emphasis is on 16-bit direct color. You could have four 16-bit playfields active at once, and there were blitter mathematics (something like in AAA, only better) that could operate very efficiently on 16-bit pixels.

>heard and seen from Sega's Saturn specs, it should not even come close to  
>the new Amiga Chipset specs,

Strictly speaking, Hombre is not an Amiga chip set. While it supports some of the Amiga ideas, it's no more Amiga compatible than an SVGA chip (less, actually, since all SVGA chips support planar as well as chunky displays, at least up to 4 bits/pixel). This shouldn't be a big deal anyway, the planned Retargetable Graphics system for AmigaOS 4.0 was to support chunky pixels, though much more work was needed for that, especially to handle direct mapped color.

|                      |                          |                      |
|----------------------|--------------------------|----------------------|
| Dave Haynie          | ex-Commodore Engineering | See my first film    |
| Sr. Systems Engineer | Class of '94             | "The Deathbed Vigil" |
| Scala Inc., US R&D   | C= Failure n. See: Greed | info@iam.com         |

"Caught a bolt of lightning, cursed the day he let it go" -Pearl Jam

...And, Mr. Haynie's response to my request for reprint permission was also illuminating:

```
#20 jcompton 4k
From: Dave Haynie <dave.haynie@scala.com>
Subject: Reprint right request, sir.
Date: Wed, 25 Jan 95 11:17:52 EST
Reply-To: Dave Haynie <dave.haynie@scala.com>
```

Yeah, sure. I guess you should mention that in both cases, we're acting on whatever information we have on the Hombre project. This was kept pretty hush-hush, not only because it was The Secret Project, but since Ed Hepler was for the first two years or so the only guy working on it, he didn't necessarily have lots of design review meetings. My only direct involvement with the project was simply ensuring Ed knew about my requirements for Hombre to be used as a PCI card, which was in the specs last I saw them. I certainly haven't seen anything about the project since June, but I do know what was said about it last Spring. The only software work at the time was Dr. Alan Havemose's investigation of 3D libraries; no plans were underway for any kind of AmigaOS port at the time.

Many issues hadn't been resolved by the time I left. It was assumed that most of the "generic peripheral" type things would hang off the PCI bus, though few should be necessary for a games machine. They hadn't decided on the audio subsystem; there was at one time talk about adopting the 8 channel subsystem from Mary (AAA), but there was also talk about using an off-the-shelf sound chip or cheap DSP.

Should Hombre ever see the light of day, there's certainly the possibility that more traditional Amiga features could be incorporated, especially if AAA is not also resurrected (keep in mind that during most of the life of the Hombre project, it was assumed that AAA would exist and it would be much too expensive for games machines or very low end personal computers). It's possible that a port of the Amiga OS could be done, but it would be lots of work, even if they could get together enough Amiga programmers to get the thing going intelligently. And of course the emulation technology has been around for awhile. A 680x0 is not that hard to emulate, especially since applications under the AmigaOS run in user mode, so no supervisor instructions (all the MMU codes, for instance) need be emulated. And emulation should be much faster than under the Mac, since library calls are all indirected jumps, not A-line traps.

## 1.20 Simple GUI's for AmigaDOS 3

```
=====
== Simple GUI's for beginners with AmigaDos 3                By: Paul Moore ==
=====
```

You may not think you're cut out for programming on the Amiga, but it's amazing what you can do with a little help from a couple of new commands present with Amigados 3 and above.

Okay, you're not going to be able to produce that masterpiece you've always dreamed of, but you could improve on a few of those shell-based programs that you use, cutting down on the time spent typing and remembering all the commands you need.

Here's an example. If you use the archiver lha from the shell, to extract a file you might need to type in the following:

```
lha x work:downloads/ar301.lha work:files/magazines/ar
```

A bit of a hassle, I'm sure you'll agree. All this could be eliminated

with a little knowledge of the commands RequestChoice and RequestFile in your c: drawer.

Let's look at a more simple example. To view a text file with Commodore's included 'more' program, you need to open a shell and type in something like 'more work:files/text/myfile.doc'. Using RequestFile we'll make an interface that will allow you to select the file you want from a standard file requester.

First we need to look at what parameters you need to know. In this case, it is simply the name of the file you want to view. This is held in a string, which you give a name such as \$textfile. For convenience we will store this string in the RAM:env drawer.

Okay, here's the script, it is pretty simple but it'll show you the basics of RequestFile. You simply type this up as a text file in your favourite text editor, and save it as plain ASCII text. I have numbered the lines below to illustrate points, you would not do this when creating your own script.

```
1 ; Simple requester front-end for More
2 ; By Paul Moore, 1995
3 C:RequestFile >env:textfile TITLE "Which text file?"
4 more $textfile
5 ; That's it!
```

Lines 1,2 and 5 are what are known as comment lines. These allow you to make any remarks to yourself or others in your script for later examination. They are preceded in the case of AmigaDos scripts by ';'. Arexx and C use /\* and \*/ for comments.

Line 3 is where RequestFile comes into action. This produces a requester which allows you to select a file. The file and it's whereabouts on your hard disk are stored in the string 'textfile'. The 'TITLE' option allows you to add your own title to the requester.

Line 4 is the same as the command you'd have to type in if entering the location from the shell (like 'more work:myfile.txt') except that the string 'textfile' is used. The file will be displayed as normal, but you won't have to type in the location of the file every time you run the script, unlike using More manually from the shell.

Type the above lines into a text editor and save them (without line numbers!) as ASCII text. You can test the script by typing

execute (location of script) eg execute work:myscript

We'll look into making the script run on it's own later.

Right. Now we'll make it a bit more complex and use the command RequestChoice. This creates a requester with buttons, like the Retry/Cancel requesters you often come across.

For our second script we'll keep the text viewer part from the first script, but add the facility to edit a text file using 'Ed' the editor that comes with your amiga.

---

We want to have the choice of either editing or viewing a file, so we create a simple button choice with RequestChoice. Requestchoice uses a similar format to Requestfile; here's the line we need to start it:

```
C:requestchoice >env:operation "Paul's Script" "Choose the operation you
want to carry out" "View" "Edit" "Quit"
```

This should be all on one line.

The first part takes in the operation string. This is followed in quotation marks by a heading for the window. Then a sub heading for inside the window, and then by the three buttons, "View", "Edit" and "Quit".

The two operations, view and edit, we'll make into two separate procedures, or operations. These are given names with LAB. There is a procedure for staring off, for viewing and for editing. LAB separates each part.

Now we need to make a decision. With RequestChoice this is by assigning numbers to each button and deciding IF it is one statement or the other. The number 0 is always for the last option, Quit. 1, 2 and so on are used from left to right for the other options so in our case, 1 is "View" and 2 is "Edit". This is how it looks in the script:

```
if $operation eq "0"
C:endcli
endif
if $operation eq "1"
skip view
endif
if $operation eq "2"
skip edit
endif
```

So let's now look at how the entire script comes together;

```
; Simple GUI to allow you to select to view or edit a text file.
; By Paul Moore, 1995
```

```
LAB start
C:requestchoice >env:operation "Paul's Script" "Choose the operation you
want to carry out" "View" "Edit" "Quit"
if $operation eq "0"
C:endcli
endif
if $operation eq "1"
skip view
endif
if $operation eq "2"
skip edit
endif
;
; This is the procedure for viewing the text file with More
LAB view
C:RequestFile >env:textfile TITLE "Which text file?"
more $textfile
C:endcli
```

```
;; This is the procedure for loading Ed to edit a text file
LAB edit
C:\RequestFile >env:editfile TITLE "Which text file?"
ed $editfile
c:endcli
```

Instead of having to type 'execute' and the filename to run it every time there are two ways of making your scripts executable or, self-running. The first is to create an icon for it with any icon editor and save it as a Project type icon. Then using the 'Information...' option in the Icon menu on Workbench, change the default tool to IconX and select Save. Now you can run your program by double clicking on the icon.

The second method is to use the 'protect' command. Type something similar to the following:

```
Protect work:myscript +s
```

You can now run the script by simply typing in its name.

It's as simple as that. So what else could you do with similar scripts? You could create a GUI front-end for Lha (an option to extract, add or list archives created with RequestChoice followed by file handling with RequestFile), or how about a program to allow you to select which of your favourite programs to load from a series of buttons, using RequestChoice? You could use it to simplify tasks like converting sound samples to different formats with AmiSox or make a nice front end for BigAnim. The choice is yours!

## 1.21 Call to Arms: Rewrite the Amiga OS!

```
=====
== Call to Arms: Rewrite the Amiga OS! By: Maarten Ter Mors ==
=====
```

On comp.sys.amiga.misc, a discussion has been going on for some time now about whether or not to do something about the rather sad state of the Amiga today. The buyout is taking ages and even when it finally will be concluded, the future will remain a big question mark: which machines will be produced? Will the first year be exclusively devoted to making fast money with volume sales of the CD32? When will the first new Amiga come out, 1996? How about the high-end machines? Will the new Amiga run Windows NT?

I think we can all agree that the OS is the Amiga's most striking feature today. Of course there are great benefits in video, with the standard 15 kHz display frequency, but apart from that, a lot of the Amiga technology is getting a bit long in the tooth. While the rest of the world is moving on to 64-bit graphics cards, RISC and God knows what else, the majority of Amiga users is stuck with ECS or AGA, a 32-bit processor at best and 16-bit sound if they're lucky.

So what we intend to do is rewrite the OS. No, seriously. At first it will just be a replacement OS for Amiga computers, but once we've got it all finished in a portable language, it's a piece of cake (by comparison)



to port it to any other hardware. Just think of the processing power of a DEC Alpha, combined with the elegance of the Amiga's operating system.

However, as you guessed, this is not going to be a trivial task. Right now, about a week after a careful inquiry in c.s.a.misc, we have the support of a small number of programmers, two, possibly three, coordinators of whom two could also do some programming and a very fast net site to send mailing lists from, set up an FTP site etc. However, this is not nearly enough; we're not going to be able to write an entire OS with a dozen people! So what we ask of you is simple: we want you in on this. We need a lot of everything (see below for more detail): programmers, coordinators, testers, lawyers, netters, more programmers, journalists and so on, and so on. If you're enthusiastic about the Amiga, and you don't want it to go down the drain, volunteer now! Flood my mailbox with support messages! Even if you really don't know in what way you could contribute, join, join, join! The Amiga needs you!

(er...sorry...got a bit carried away there :-)) Anyway, what we'd like to know is if we can count on enough support to make it worth starting on. The provisional plan, as it is in my head, is to get as many people together as we can. We will all connect them to a mailing list, in which we will ask for suggestions, ideas, etc. as soon as the coordinating committee will have been formed. They will then take all these suggestions into account and come up with a proposal that outlines what we intend to do and how. This is then posted back to the rest of the team, who can respond to it, make amendments, etcetera.

The committee (does anyone have a better word for this? To me 'committee' sounds like something you'd put in a government.) will then make a second design and after that, we'll start developing in teams. For more info, I suggest you read the original post I put up in c.s.a.misc, below:

=====-->

#### 1) PROGRAMMING.

Not the first point by accident. Of course this is going to be the major chunk of work, so we need everybody who is enthusiastic about this and who can work in a team (essential bit, that !). I think everyone can take part, no matter how much or how little programming experience they have.

It's just important that everyone involved should be willing to listen to the other members of the (hopefully large) development team to correct bugs, adapt things to fit better with other parts of the OS, and so on.

##### 1.1) LANGUAGE.

I think it's essential that we use ONE programming language (preferably even one compiler) for all our code and that it shouldn't be assembly either. Why? Well, with the current development in processors, I think it would be unwise to stick with the 68000-line of processors, or with any other, for that matter. Should the RISC Amiga appear, or should we want to run our newly-made OS on a PowerMac, all we would need on the other platform is a compiler for that particular language and off we go. I propose C or C++, but

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that's because I use the former myself and so I'm prejudiced :-)  
Other suggestions are welcome.

#### 1.2) LICENSE.

All the programmers involved should agree to donate their code to the good cause and they should not expect to make any money from the new OS. Every active member will have to sign some sort of document that shows their agreement to this.

The copyright of the OS would lie best, I think, with the entire group and not with the individual (like 'OpenWindow() and CloseWindow() Copyright Joe Bloggs', 'CreateMsgPort() and DeleteMsgPort() Copyright Irving Gould' etc.). This would make it easier to sue MicroSoft if they decided to nick (part of) our OS. However, I'm no legal expert, so maybe I'd better shut up and let someone with a degree in law shed some more light on the subject.

#### 1.3) THE WHEEL.

I don't know about you, but re-inventing wheels is not one of my favourite pastimes. We should use as much existing material as possible and, while we're at it, incorporate as many useful utilities into the new OS as possible (KingCON, Toolsdaemon and a DoubleSpace-like system based on XPK libraries spring to mind), whereas other things are fine as they are (ARexx, for example, works fine as an external program). Also, we want the people who have made so many essential enhancements to the existing Amiga OS already in on this: Dave Haynie, Nico Francois, Mike Sinz, Olaf Barthel, Johnatan Potter, to name just a few, we need you here!

#### 2) COORDINATION.

This is another tough cookie. One person, or better still, a small group of people (say five) should direct the development process and tell people what to do and what not to. This doesn't mean they would be in charge of the operation in the sense that they would be the bosses and everything they wanted would happen, it's just that they will keep track of developments, avoid people from programming in opposite directions or working on the same thing independently, etc. The coordinators would also be the ones to take action in the form of officially releasing versions of the OS, giving out information to the media (see below), sue MicroSoft :-)  
and so on. They can't do this with just the five of them, they have to rely on the services of:

##### 2.1) LEGAL ADVISORS.

We're likely to need more than one of these, since there are different laws in different countries. We don't want to do all the work just to have it taken away from us by some big company.

##### 2.2) THE MEDIA.

It is important to keep people informed what's happening, so we need to have a link to the things people read. Can we count on Amiga Report?

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[Sure. -Jason]

### 2.3) THE TESTERS.

Very important group this, and a very big one too. In my own programming experience, I have found that a 100 K program can hold more bugs than there are stars up in the sky (this may have had something to do with my programming skills :), so a complete OS will probably contain as many as the number of times actors say 'f\*ck' in the movies these days. The programmers will do some testing of each other's work, of course, but real alpha- and beta testing is a job in its own right sometimes and that's where the testers come in. The coordinators will gather all the bug reports and pass them on to the programmer(s) who are likely to be responsible. Anybody with an Amiga can be a beta tester, so volunteer now!

### 3) RESOURCES.

Obviously, we'll need computers. Everybody has his/her own Amiga to develop or test on, but that's not enough. We need a WWW site, with (as someone else proposed) two entries : one for the general public to browse and keep in touch with the progress and one for the developers/testers themselves, to submit new material or retrieve it. We need a newsgroup, or preferably even two or one and a mailing list. One newsgroup is for general discussions about the OS, suggestions from the rest of the Amiga community etc. The other newsgroup (or the mailing list) is for dedicated discussion between developers, the coordinators and maybe the testers. This is public, of course, since we're not working on anything secret here, but people who have no real business there but to read are strongly urged to stay out of the discussions, especially since they will not be that meaningful to people not involved in the project anyway.

So what I want is someone who has a large system connected to the Internet, that can handle the considerable amounts of data involved in this sort of thing and preferably independent (i.e. it cannot be restricted by a university's management or by the president of the company you work for). He or she will become the project's distribution manager, who will handle the technical side of the newsgroup(s), mailing list(s), WWW pages, FTP requests and so forth.

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Unless I forgot something very crucial, in which case you must remind me at once, this is about it. We can use the support of everybody, as long as he or she is enthusiastic about the Amiga and concerned about its future. We can use the aid of companies to sponsor our efforts in any possible way, but bear in mind that it's mainly going to be a charity effort to save the Amiga and nothing profitable such as buying the marketing rights to sell the OS when it's finished.

Oh, we need a name :-) Actually I liked Phoenix, but I think there's a clone BIOS by that name. Any ideas?

## 1.22 Chasing the Demon

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== Chasing the Demon                                     By: Robert Niles ==
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Quite a while ago I placed a request in comp.sys.amiga.marketplace, a newsgroup on UseNet, requesting items to purchase. One was the 2091 with two megabytes of RAM. The other was some CDROMS.

A few weeks later, on a thursday, I received an email message from DRFEEZE@DELPHI.COM. He stated that he had some 2091's with RAM available for \$45.00.

Well naturally I thought this was a good deal. I didn't think that these were brand new 2091's, but maybe some old ones that he might have repaired. I've seen plenty of these type of guys before, who would buy used and broken equipment, repair them if needed and resell them for a small profit.

I replied, telling him to contact me in which he did. I ended up ordering the 2091 and a 1MB Agnus, both of which came to a total of \$68.00, to be sent to me via COD.

I really started to wonder about this guy. I hoped that he was legitimate, but when one purchases something over the net, you can never be sure that the item(s) are going to be exactly what you wanted, in the condition that you wanted. It's a chance, sometimes a big one.

The next day I was reading through the newsgroups, again in c.s.a.marketplace where another reader named Mat Hall placed a note stating that he sent this DRFREEZE \$310 for a A1200 via Western Union and didn't receive the A1200 as expected.

Ugh...now I really began to wonder. I contacted Mat Hall to find out what became of his "purchase" on friday. He told me that DRFREEZE emailed him, and had him contact him. Via the telephone DRFREEZE was a person named Devlin Chase from Orrville, Ohio. They set up their deal, and Mat went down to wire the money. Mr. Chase definately went to his local Western Union to pick up the funds, but Mat never received his Amiga 1200.

At this time Mat and I decided to do a little investigating.

I logged onto Delphi, a commercial online system to see if I could find more information about this DRFREEZE. On the main menu, I went into an area in which I could find out more information on users. It's a bit like the InterNet "finger" command. It tells you the username and the realname of the user...and the user can put in more information about himself if he/she wishes. Anyways, doing a who-is on DRFREEZE, the name Damion McCool was returned. Quite different from the name originally given to Mat telling me that this guy was not legitimate.

Next I went into the Amiga group there on Delphi to read some of the messages. After a while I found a post there from a user warning everyone to stay away from this Mr. Chase. In the note he stated that

Mr. Chase, known as Devlin Chase is also known as Pactor and that he works with a woman named Betty Jean Yodar. That they have posted advertisements of equipment for sale, accepted the money but never ship the goods. He stated that they don't answer the telephone, but if they do they quickly hang up. He stated that they have tried to say that Mr. Chase had committed suicide. This person on Delphi lost over \$500 from a deal that did not go through.

Next I tried directory assistance asking for the telephone number of Devlin Chase. The operator stated that they was no listing for anyone with the last name of Chase. Pretty much a dead end, this only told me that this wasn't his real name, or he didn't have a telephone number.

I called Mat again.

We found out this:

Mr Chase logs onto hosts like Delphi and America Online who have a test period in which anyone with a credit card can sign up for a few days or so to try out the service. Mr. Chase gets on these, reads the forsales, replies via private mail to make his deal. He then cancels his account of that system. Those who can wire him the money, those who refuse can send it to his address, which actually is the address of his accomplice, Betty Jean Yodar. The address that he gives is:

412 Park Ave.  
Orrville, OH 44667

This is the address of Betty Jean. But if you write out a check, he has you make it out to Devlin Chase. This doesn't tell us if it's his real name, but it does tell us that he has the means to cash the check if written under this name.

The telephone number that he has given out - 216-683-7881 again, is not under Mr. Chase's name, but that is where he resides, as he has answered it there many times for me. We can't find out his real name, directory assistance will not tell us his name.

Mr. Chase has called himself Devlin Chase, Damion Chase, Pactor, Damion McCool. On the phone, he breaths heavily as if he has just climbed up a couple flights of stairs. His accomplice is Betty Jean Chase, which is either himself under a different name, or it could be another person altogether. BettyJean Chase has an account on Compuserve, ID# 74452,674. The address he give is the one noted above.

While nothing of our meager investigation resulted in some sort of prosecution of Mr. Chase, we are still compiling information. Please let us know if you might have any additional information. This Mr. Chase has been hitting the Amiga community hard.

Most of all beware. If you purchase something, have it sent via COD, inspect the contents if possible before accepting the package, and as always if something sounds too good to be true, it most likely is.

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## 1.23 Grand Gala Amiga Report 1995 Reader Survey!

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==          The Grand Gala Amiga Report 1995 Reader Survey!          ==
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It's that time...time for us to figure out how we're doing, what we should do in the future...basically, the pulse of the Amiga Report public.

Please fill out whatever you like, and get back to us. Send replies to Jason Compton .

And, thanks to Michael Meshew and Fred Fish, TEN Light-ROM CDs will be given away to ten random readers who respond to the survey. Even if you don't own a CD-ROM drive, the CD label is pretty.

Incidentally, everyone who has already submitted a reply IS still eligible.

Replies are due February 21, 1995.

So, let's get underway.

The best way to answer is to clip these answers out of the document and answer them below the question.

Part I-Tell us about yourself.

1. Please tell us what system you use (briefly, we don't need to know every peripheral and card, just the model number and processor).
2. Would you consider your machine and your usage to be that of a high-end, middle, or low-end?
  - 2a. How long have you been an Amiga user?
  - 2b. How many Amigas do you own currently, and how many have you owned lifetime?
3. What other Amiga magazines do you read?
4. How often do you read Amiga Report, and how? (Are you on the mailing list, a distribution BBS, FTP, on a non-affiliated BBS...?)
  - 4a. How long have you read Amiga Report?
5. Do you have full internet access, E-Mail/Usenet, or no internet access?
6. Please tell us what country you hail from, and what language or languages you are fluent in.

Part II-Tell us about the magazine.

1. What sections of the magazine do you consider the best or most important?
-

- 1a. What sections of the magazine do you consider the worst or least important?
2. (For those who have seen earlier layouts) How does the current layout of the magazine compare to previous incarnations?
3. How does Amiga Report's feature quality compare to other Amiga magazines? (Be as specific as necessary)
4. Do you feel information is clearly and fairly presented in Amiga Report?
5. What do you think we're missing? What would you like to see more of?
- 5a. On the same token, what do you think we shouldn't have? What would you like to see less of?
6. Of the following sections of the magazine, please indicate how you feel about them by the following classification-  
Always Read / Sometimes read / Rarely read / Never read  
  
News/Press Releases/Features  
Reviews  
Opinion/Editorial  
Reader Mail  
FTP Announcements  
Dealer Directory  
Distribution BBS list
7. Back in 1993, Amiga Report carried more general-industry news. Would you like to see that return?

## 1.24 Hardware Survey

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== Hardware Survey                                     By: Katherine Nelson ==
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Here's the start of the Hardware Wish List survey... More questions will be in later issues.

1. Joystick
    - a. Keep it how it already is
    - b. Switch to analog joystick
  2. Mouse:
    - a. Keep it how it already is
    - b. Switch to serial mouse
  3. Keyboard
    - a. Keep it how it already is
    - b. Switch to IBM compatibles/Amiga keyboard emulation for IBM keyboards
-

4. Should 15 KHz be used for anything except video?
  - a. Yes
  - b. No
5. Where should the processor/graphics/sound/etc. components be located?
  - a. On the board (hard to change)
  - b. On separate cards (slows it down )
6. What should the low-end Amiga cases be like?
  - a. How they currently are, one-piece with keyboard attached
  - b. A slim-line "pizza box" case, like low-end Macintoshes, with separate keyboard

We're still taking submissions for this one, so if you haven't sent in your response yet, do it SOON!

Send responses to Katherine Nelson

## 1.25 Magic Workbench vs. NewIcons

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== Magic Workbench vs. NewIcons By: Katherine Nelson ==
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Alright, not too many people sent me their opinions on this one. Only 29 people to be exact. It better be because few people have seen both icon packages, and not because no one is reading this. :)

Since so few people responded, I've just included the raw scores.

| Icon Package | # Votes | Reason                                             |
|--------------|---------|----------------------------------------------------|
| Newicons     | 18      | More colorful, less "sad", like the color handling |
| MagicWB      | 9       | "polished", hate isometric, "professional", no AGA |
| Standard     | 1       | Look just fine                                     |
| Mac          | 1       | More tasteful                                      |

NewIcons were overwhelmingly preferred, but many still swear by Magic Workbench.

The best solution would most likely be to use the NewIcons system, but have different "styles" of icons available. No doubt after some time, this will happen anyway, with so many icon artists out there.

## 1.26 Common Utils/Commodities/Etc.



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== Common Utils/Commodities/Etc. By: Katherine Nelson ==
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In the Workbench Wish List poll, I also asked people what utilities, commodities, and hacks they use to improve their 'Benches. What follows is the resulting list of programs.

People tend to use more than one utility, so comparing them by votes isn't very accurate. Instead, I will just list the most often used utilities in order without specifying how many people for each.

Also, since MANY utils were mentioned, I'm only including the ones near the top of the list. If you've written a utility and it doesn't appear on this list, don't worry. Some people no doubt mentioned it.

Furthermore, the summaries are very superficial. Each package probably does more than is mentioned.

Magic Workbench (iocns)

ToolManager (docks, appicons, and adds to tools menu)

Magic Menu (makes menu appear at pointer)

ToolsDaemon (create menus/submenus, add items/hotkeys)

MUI (configures MUI type apps)

NewIcons (new icons & new way of handling them)

Requester replacer (arq, reqtools, etc..)

KingCON (replacement shell)

CycletoMenu (turns cycle gadgets into menus)

PFS (new file system)

Iconian (Better icon editor)

MultiFileSystem (Access PC0: as DF0:, etc.)

Clicknot/NoClick (stops drive from clicking)

Yak (multi-purpose commodity)

So, if you haven't tried any of these commodities/hacks/utils/etc., you might want to check 'em out to see what they're all about.

## 1.27 Review: ImageFX 2.0

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== Review: ImageFX 2.0

By: Jason Compton ==

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We're the owners of those computers that are supposed to be great for graphics, right?

Of course we are. But these days, it's not enough to just show Juggler animations. Of course, some of those Euro-demos still turn heads, but they're not interactive enough to make your average non-Amigan feel like the Amiga is a worthwhile machine.

So, what to do? Load up ImageFX 2.0 and blow something up. Or electrocute it. Or twist it into a tight rod. Or put inside a crystal ball and set it on a witches hand. Or...you get the idea.

Of course, it'll take more than just the idea of impressing someone to get everyone to run out and buy the US\$250 package from Nova Design. So let me point out the sort of thing you'll get.

Actually, let me first tell you what you WANT. You'll probably want an AGA or 24-bit card Amiga: don't get me wrong, you can still do fairly nice things in HAM-6, but the more colors, the nicer things get.

You'll also be wanting some serious hard drive space. While the software itself only occupies 4 floppies, pure 24-bit images get rather large, and if you're doing some amazingly serious work (like, for a color print in a magazine or the like) you're looking at multiple megs.

And, as always, processor speed. Nova says any Amiga with a hard drive, 2.04, and 2 megs of RAM is the bare minimum, recommending 8 megs of memory and an 030. I'll get right to the point and say that if you don't have an 040, you'll want to work up an appetite before you do any serious effects, because the time required will be in the "go make a sandwich" realm. On the lighter side, ImageFX DOES have built-in virtual memory, but, of course, it's never as good as the real thing.

Back to the program. What you get with the ImageFX 2.0 package is:

1 large black box. It's good to see that Amiga companies are catching on to the popular conception that "large boxes mean good programs". Too bad Amiga programs aren't displayed next to DOS programs, the box sizes of ImageFX and SoftWood's products would certainly grab attention.

4 aforementioned disks

Some online-service subscription info. (Hey, gotta pay for that big black box somehow!)

All that good license/warranty stuff.

1 black manual with hundreds of pages. It's informative, but has a major flaw to be mentioned later...

Once you've installed the software (rather painlessly) you'll pop open the drawer you stuck it in and, if you're observant, you'll notice the gift of Cinemorph on there! I can't say I'm overly surprised, since it's virtually been given away for a good year now. But here it is, recompiled in late

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'94 with an ImageFX "gate" (invoking Cinemorph will also bring up an ImageFX control panel).

Ah, but don't worry about that, you paid for ImageFX! So, loading that up instead, you're greeted with a big black screen and the ImageFX control panel: a row of "drawing tool" buttons, 3 rows of picture control and effect buttons, and a side bar of load/save/render options.

So, since it's tough to do serious effects without something to do them to, you'll want to load up a picture. ImageFX supports a staggering amount of loadable formats: 31, according to the count from the manual. The popular formats from other platforms are there, meaning that ImageFX fits in neatly with any multi-platform graphics processing system. Once you pick your pic, it loads and...oh, dear, it doesn't look much like you expected. ImageFX displays its buffer in "preview" mode, to cut down on display time and to keep things moving smoothly. I do understand their reasoning, and it certainly does keep things moving faster than a full AGA or 24-bit display would...

Now, you have to choose what to do. Well, you can have a marvelous time here. I can safely say, from mere idle mucking about with ImageFX, that there are more effects than you'll find useful in your lifetime, unless perhaps someone is paying you to feel otherwise. It would take an issue dedicated to ImageFX to tell you how I feel about each and every effect, but I have no intention of making this more than a two-part review, so I'll focus on some of the more interesting ones...

Under the Balance option, you can do just about anything you like to the appearance of the image, screwing with the sliders in RGB, HSV, or CMYK format, as well as messing with Gamma levels. Great stuff.

Composite allows you to play with the mathematical wonders of matching up images. A quick stop to the manual will outline the several types of composite operations available to you.

If you're bored, or creating an animation, you'll spend a lot of time in the Transform menu, where you can flip, shear, and roll to your heart's content.

Color effects formalize the process outlined above of randomly screwing around with the appearance of an image without actually changing the drawing. A good dozen or so will keep you busy.

Distort effects are largely in that category of "impress the masses", with swirl and warp being the mainstays of the class, along with the ever-popular spherize, to trap your favorite picture in a ball.

The Effect class is where you let it all hang out. Here, among others, is where you find the Lightning, Radial Star, and Lens Flare effects. One of the best images we've created involves a sleepy-looking me with a bolt of blue energy nailing me in the forehead. There are enough independent options to the Lens Flare effect to occupy hours of time, if you're worried about getting that just-right appearance.

Swap and Alpha options allow you to define a number of independent images from which you can make your magic operate.

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Hooks are what seem to be the equivalent of Photoshop "plug-ins", allowing independent modules to be called from the main program. (the manual boasts that many of ImageFX 2.0's built-in features originated as hooks, which could explain why there are relatively few hooks included.)

ARexx support is...extensive, as evidenced by the dozens of included scripts for a variety of purposes. (Some of these will be discussed next issue.)

Oh, when you're done with all of this, saving will be in order. Saving can be done in 20 different formats, and rendering to 24-bit cards is supported. No worries here.

ImageFX 2.0's documentation is quite extensive. Online help is at every turn, and covers the bases if you don't want to lunge for the manual. It doesn't tell you what a Tibbet quantization is, but if you want to know what Quantization does, it'll let you know. (The online documentation was written by Portal Amiga Zone Sysop Harv Laser, who also frequently can be found on the pages of Amiga World. It should come as no surprise that Portal sign-up information can be found in the ImageFX box...)

Now, remember what I was saying about the manual? It does an excellent job of explaining what is going on and how and why you should/can use an option. The problem is that it tries to SHOW you, in pictures, what will happen. This wouldn't be so bad if the manual wasn't printed in dithered grayscale. I suppose the Amiga market can be blamed for that necessity. At any rate, the included picture examples are nearly useless. But a good thought, nonetheless.

Next issue I'll cover some of the effects more specifically, and give a more in-depth look at a few of the program's aspects such as the ARexx support.

To close for now, I'll say this: I've seen ImageFX and an EGS Spectrum convince three different people who had never seen an Amiga before that they should own one. Too bad it was November 1994 and nobody in the room was selling one...

## 1.28 Review: airTaxi

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== Review:  airTaxi by David C. May                By:  Jason Compton ==
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Commodore 64 nostalgia mode engaged.

Muse Software was a great company in its day, early to mid eighties. Most notably, they're responsible for the "action/adventure" games Castle Wolfenstein and Beyond Castle Wolfenstein (Nothing to do with the 3D perversion by a similar name. In some ways, the 64 version is still more fun), and Space Taxi.

If Muse had consistent qualities, it was for enjoyable gameplay and crude digitized sound. They would cram little voice snippets into that small memory to add atmosphere to their games. (Who could forget Hitler pacing

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back and forth in his bunker, frequently stopping to say "Heil!" to the seated Nazi officers, who would reply in a deeper voice the same "Heil!"?)

Space Taxi wasn't about Nazis, but it made use of voice samples as well. The premise was this: you drove a small flying vehicle and shuttled people from pad to pad on a screen which could have anything from candy to a marching Nazi to block your path.

It was, in short, a fun game. I remember discovering that the level of my choice could be reached by shutting off the disk drive on level 1, playing it X times, then turning the drive back on: X+1 would be loaded.

I've seen other Space Taxi clones on the Amiga, but none that captured the spirit of the game as well as David May's airTaxi. Even though the original samples have been replaced by much less scratchy incarnations, the old feelings come back with every call of "Hey, Taxi."

May has put a lot of sophistication into the game. No longer just an experience for one player, with the right tools (a parallel-port joystick adapter) and 4 friends, you can have up to 5 taxis cruising around the screen at once. However, based on results of my games with Katie, two's a crowd, as things can get pretty cramped on the screen, and collisions are fatal.

The upshot of the game is still the same: fly customers from one pad to another, and get paid based on how long it took you to get them there. This, of course, means that if you're not a quick and efficient cabbie, you'll be a cabbie operating at a loss, since fuel is necessary and expensive. There are three types of customers: red, yellow, and white, who offer increasingly large tips. However, since you get penalized for killing customers (as in, getting yourself killed with a customer onboard) according to how much they tip, if you get killed with a white customer in the car early on, you may as well hit ESCape.

The levels are often quite complex, offering zero gravity environments, drafty areas, hell-bent destructive seeking satellites, and magnetic spheres to make your job difficult.

The game is written in AMOS and is ECS, playable on just about any configuration, and is NTSC. It's also a mere US\$5 to register, and the shareware levels should be more than enough to convince you. Arcade fans and those who shiver in anticipation at the words "Pad 3, please" will want to pick this up.

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USA

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## 1.29 Review: Deluxe Galaga 2.5

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== Review: Deluxe Galaga 2.5 by Edgar Vigdal By: Jason Compton ==

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I feel like a fool for not reviewing Deluxe Galaga sooner.

For those who haven't been in an arcade for the past 10 years or so, Galaga was a next-generation Space Invaders game, in which you defended yourself against endless waves of alien attackers. These attackers, though, took dive-bombing raids at you. A very few of the attackers had the ability to literally scoop your craft out of the sky-allowing you to shoot it down later and join up with it, forming a more powerful fighting machine.

It was quite a bit of fun. (Movie-watchers will note that the main character of WarGames plays it at least once during the early parts of the movie)

Vigdal came along and decided to do an Amiga version. Of course, Galaga was written during an age where powerups were unheard of, but in the 90's, powerups are what define an arcade game. So, we have the concept of money that can be used to buy more ships, firepower, or speed. Many of those goodies fall from the baddies when they're shot, and the action is capped off with "level bosses", challenge screens and kamikaze levels, and two types of bonus levels.

The game has evolved considerably over time. Initially, the selection of weaponry was more limited, power-ups seemed a bit rarer, and the likelihood of a bullet scoring a kill on an alien was about as likely as the likelihood of the bullet to pass right through. Now, though, Galaga is a top-notch arcade extravaganza, nearly flawless in its execution and intense fun to play. Registering the game for a pittance (US\$10) is well worth the effort: you get an enhanced version, most noticable in the sound file, which adds old-arcade style voice effects to the game.

At this point, it sports 75 unique levels, which (if you're good) just wrap around and become more difficult if you survive. With three difficulty levels, you'll be kept busy.

Seasoned Deluxe Galaga players will want to note some recent additions:

Memory game: Sort of weird, I think, but a bonus screen that puts up a grid of tiles, gives you a time limit, and challenges you to match what's under the tiles, anything from points to money to rank markers. A skull ends the bonus round immediately.

Built-in Autofire: Autofire has become a powerup, meaning that all you have to do is hold FIRE to make it work.

200 dollar coins: Mo' money.

Armor: Build up resistance to dying.

Even Higher Weapons: Weapons now go up to the cryptically named "War.I. Plasma", which costs 3000 coins and is incredibly powerful.

The game is ECS, and runs on anything with a meg. Don't be fooled, though: build a stand-up console around an A1200 and market it to the older gaming set. They'll put quarters in it.

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DGalaga 2.5 is a great presentation of a classic gaming concept. Quite well done.

Edgar Vigdal  
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NORWAY  
edgarv@powertech.no

## 1.30 BCINet CD-ROM

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== Review:  BCINet CD-ROM                                By:  Jason Compton ==
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Better Concepts, purveyors of quite a few original CD-ROMs of the font, music, clip-art and adult variety, have decided to delve into the realm of the online collection of Aminet with their BCINet CD.

BCINet's material is "...hot off the archives of the Internet!" To get this out of the way:

Aminet is a separate entity, and its moderators weren't involved in the compilation of this CD. The material on BCINet is significantly "different" from a direct Aminet compilation.

Now to the point: BCINet is a collection of hundreds of megs of, essentially, all around good, up-to-date software. The material is archived in directories resembling the Aminet hierarchy, and can be accessed directly as such, or with a graphical front-end program.

If you choose the direct route, you just do a lot of un-LHAing. The graphical front end offers a more automated way of copying and/or accessing what you want. I found the graphical front-end a nice idea, but a bit awkward to work with: for example, if you left-click on a directory (as you would normally do on the Amiga), you will always be asked if you want to select the entire contents of the directory. Right-click avoids this, but I find that a bit backwards, since left-click is the more "instinctual" of the choices. The interface program also seems to have trouble with the first mouse click you issue to it if you've switched screens. In short, it's a good effort, but unless you're doing some heavy-duty moving around of files, a directory management program like DirWork will probably suit you just fine.

As a general-purpose compilation of useful software, BCINet succeeds. The software is a great selection, all up-to-date and functional, since Aminet is screened rather well. (Sadly, the Deluxe Galaga archive on the disc is corrupted, though)

Its recommended price of US\$15 puts it about dead-center between Aminet Share and Gold CDs. Future BCINet CDs are planned to keep the material up to date.

Better Concepts Inc  
10 Mandon Terrace  
New City, NY 10956

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800-25-AMIGA

## 1.31 amiCheck 1.35 Review

```
=====
==  Review:  amiCheck 1.35                               By:  Jason Compton  ==
=====
```

It's always nice to know where your money is going and where it's at, and how much you'll have left if you send some somewhere else. There have been paper-and-pencil ways to keep track of this since people started worrying about things like money, but those are no fun. You have to do all the work yourself.

So, as usually happens with these things, the call goes out for "simple, easy-to-use, yet powerful" software that takes care of the problem and balances your checkbook and/or business accounts.

According to Douglas Dyer, his desire for just such a program is what made him write amiCheck. And as far as I can tell, he knew what he was doing.

The main job of amiCheck is to keep track of where money is going and how it came in and out of your life. The main action takes place on a Workbench window, with 8 checkbook-style line entries and a host of options below. From left to right across the bottom are your running balances (both current and statement), data entry options (depositing/withdrawing, reconciling the statement and editing templates, to be discussed later), editing existing entries, and reporting on your current budget situation, balance, and net worth.

Check entries, the bread and butter of the program, are straightforward. The check number, date, and amount, along with the name of the payee or payer go in input boxes, and multiple memos are allowed. Furthermore, you can classify the check in one of any number of configurable categories: salary, mortgage, rent, food, computer equipment, phone calls, cat litter...anything you see fit to track. You can also flag the check tax deductible, voided, or printed.

When it comes time to track where your money is going, the program filters use your categories, along with your choice of qualifiers, to calculate exactly what has been spent where. Quickly. Alternately, you can graphically examine your transactions, either on a whole or as determined by your filters. Again, done quickly. In fact, amiCheck's strongest suit is its ability to track transactions in a variety of forms, all efficiently and logically.

The templates allow you to preprogram types of transactions you'll encounter frequently—a fixed salary or mortgage, for example, or perhaps a donation to the Fund for Starving Programmers.

amiCheck is, according to Dyer, bug-free as of now. I have noticed cosmetic errors appear in text gadgets: occasionally, words that amiCheck creates in boxes will have a few extra characters attached, or a short word replacing a long word will not blank out all of the end of the long word. (i.e. if "Check" replaces "Investments", occasionally you get



"Check s") But amiCheck runs solidly on OS 2.04 and above, and the cosmetic errors aren't too much to worry about.

amiCheck is based on GUIFront, a compact system reminiscent of MUI, distributed with the archive. The up side is that the GUI is slick, compact, and fast. The downside is that some people just don't like prearranged GUIs. I, personally, am happy to find a well organized interface, and in this Dyer has succeeded.

amiCheck and GUIFront both come in 68000 and 020 versions. The documentation is available in AmigaGuide and PostScript format, and is helpful in the more complicated areas. Example accounts are included, and 15 minutes spent with one will make all of amiCheck's power clear and understandable.

The future promises enhanced check printing, and an upgrade to 2.0 is free for all registered 1.35 users.

For US\$25.00, Dyer has created an easy-to-use system of managing your money. If and when Amiga Report ever has to worry about money as a business, I will trust the money management to amiCheck.

Located on Aminet in biz/misc.

amiCheck 1.35  
Douglas M. Dyer  
5124 Observation Way  
Alexandria, VA 22312  
USA  
dyer@alx.sticomat.com

US\$25.00 + \$3 shipping if outside the US  
703-941-8133 (amiCheck info line, not an order line)

## 1.32 Mortal Kombat II Review

```
=====
== Review: Mortal Kombat II                               By: Sean Caszatt ==
=====
```

Hello again, Amiga gamers!

I hope all of you had a very prosperous holiday season. We didn't get the present that I am sure most of us wished for, an end to the Commodore buyout situation, but I guess we'll just have to make that a wish for an future holiday. (I hope it's not NEXT Christmas though!)

This time out I managed to get my hands on one of the this Christmas' hottest selling games, the Amiga version of MORTAL KOMBAT II.

MORTAL KOMBAT II REVIEW

-----  
Unless you've been living in a cave (or some similarly cliched remote place), you know what the whole story behind MORTAL KOMBAT...right? OK, I'll explain a little bit about the whole plot. The first game revolved

---

around a tournament arranged by a bad guy named Shang Tsung that basically forced the best fighters in the world to fight each other. It was all quite similar to an old Bruce Lee movie.

MORTAL KOMBAT gained some notoriety because of its unusually violent "fatalities" or "finishing moves." These are performed when an opponent is defeated by the use of normal fighting moves such as standard kicks and punches. A fatality is something a bit more pronounced like ripping your opponent's spine out or tearing their still-beating heart from their chest. This was frowned upon by those groups that know better than you do what's good for you. The violence in MORTAL KOMBAT is also pretty much responsible for the "ratings" now found on most videogames today. It also sparked numerous clones and, of course, a sequel.

The original Amiga MORTAL KOMBAT was a solid translation of the original game. It may not have looked much like the arcade version, but it retained much of the spirit and fun of the quarter-eating game. When MORTAL KOMBAT II came out for the Super Nintendo and Sega Genesis, many Amiga gamers wondered if an Amiga version was planned.

Originally, Acclaim maintained no version was forthcoming. However, shortly after Thanksgiving, the Amiga version materialized out of nowhere. The European Amiga magazines simultaneously heralded it's arrival on their covers and one even included a demo of it on a coverdisk. To paraphrase the advertising for the game, "Nothing can prepare you...for such disappointment."

Is it really that bad? Well, yes and no. The programmers admitted that the game's animated backgrounds would have to be sacrificed in the name of playability on the Amiga. The gameplay would be compromised if objects in the background moved, I guess. As improbable as that sounds, I can accept that. What I can't accept is pretty much everything else.

The game comes on three disks and it's not hard drive installable. Strike one! I can't give a game an entirely positive review if it's not hard drive installable. In this day and age, I don't want to dig out the disks and play...I want it on CD-ROM or on my hard drive. Disk based games should have died with the Commodore 64. (Yes, I am aware that there is a hard drive installer hack circulating out there, but it wasn't included in the box.)

If they can't make a game hard drive installable, then they should at least make an effort to keep the disk swapping to a minimum. Strike two! You'll swap the disks at least four times before you even get to the first round of action on a system with only one disk drive. Systems with two disk drives will swap disks a bit less, but it is still very annoying.

Once you finally get to the game, you'll notice that the graphics are heavily dithered and appear to be the same as those found in the Sega Genesis version of the game. That's to be expected, though...the Genesis and the Amiga have a lot of technical similarities. "Not a big deal if the gameplay is there," I tell myself.

It's not there. MORTAL KOMBAT II suffers from hideous control problems. The arcade version is controlled by a joystick and six buttons. The console versions can duplicate this (or come close to it) because of the nature of their control pads. The Amiga is saddled with the one

---

button joystick control factor and in this type of game, it hurts. You'll find yourself struggling to perform moves that are easy to do on the arcade or console versions. The game does provide an option for two-button control, but the majority of gamers out there don't have two button sticks or gamepads. Using the two-button option does improve the control somewhat, but not enough to warrant the purchase of a two-button controller strictly for this game.

It's really a shame, because the game is fast and looks like it'd be great fun if you could control it. Even on the easiest difficulty setting, the computer will pummel you as you vainly attempt to defend yourself. It's not pretty to watch. It's even less fun to play. You'll find yourself doing the same moves over and over again because that's all you can seem to do. If you encounter a character that can defend against these repetitive moves, you're toast.

The control was less of a problem on the original MORTAL KOMBAT because the characters all had fewer possible moves and combinations of moves. MORTAL KOMBAT II simply pushes a the limits of a joystick too far. If the game had excellent graphics and was hard drive installable but had the control problems, I still wouldn't recommend it. The gameplay is missing (and with it, the heart of the game). In its place is a pale imitation of the arcade game on three non-installable disks.

A special note to those planning to purchase the game: The game looks like an NTSC game, but running the game in NTSC unveils a number of problems including sound and graphics glitches and, in some cases, the game not working at all. The game does need to be run in PAL to avoid these problems. I've managed to get the game to work on every Amiga I've tried it on using Chris Hames' Degradar. Also, if you've got 2 megabytes of CHIP RAM, you'll hear all the sound effects in the game and the game seems to access the disk drives a lot less. On systems with less than 2 megabytes of CHIP RAM, you'll be missing a few sounds and the game will load animations from the disk drives a lot more often.

I really wanted to like this game. I loved the Amiga version of the original and I like the arcade version and console versions of MK II. Some players who are more dexterous with a joystick may dispute my problems with the control of the game, but I tried four different sticks hoping to cure the problem. None of them made the game any easier to play. Maybe, if a CD32 version is ever released, it will take advantage of that machine's extra buttons. One can only hope.

RATINGS: WORST <-----> BEST

Playability: \* \* \* \* - - - - - 4 out of 10

Graphics: \* \* \* \* \* - - - - - 5 out of 10

Sound: \* \* \* \* \* - - - - - 5 out of 10

Overall: \* \* \* \* \* - - - - - 5 out of 10

Video Mode: PAL

Manufacturer: Acclaim/Midway

## 1.33 The Emulation Rambler!

```
=====
==  The Emulation Rambler!                                By:  Jason Compton  ==
=====
```

It's been a while, I admit...there haven't been many wild emulation developments taking place, though.

Oh, of course, there's Emplant, but it's a full-time job keeping up with the intricacies. In simple terms: The Mac emulation is at the point where calling it "solid" is very fair. The PC emulation is still not available for sale.

ReadySoft has stopped supporting the A-Max altogether. Surprise, surprise...considering the brush off they gave me at the Summer CES and the way they treated it at their presentation-dead last in the binder-o-products.

We're STILL waiting for PC-Task 3 here. It's shipping and being sold, but Quasar wants to make me wait for V3.1 before I review it.

But, now, to the object of this article, the Vic-20!

Ah, yes, the machine that launched the machine that launched Commodore to never-since-seen heights. The older brother of the 64 that paved the way for its success. Or, as you could also look at it, the machine with a 22 column display that shipped standard with 4k of memory.

Hey, all right, sounds like fun!

The Vic-20 emulator does a rather good job of bringing that feeling to the Amiga, but instead of the distorted fashion in which those 22 columns filled a 320x200 display, the author has chosen to reduce it to a 64-like aspect ratio, meaning that the screen display is much smaller, but much more proportional. Perhaps it's not as authentic, but it IS easier to look at.

The emulation consists of a single executable in 68000 or 68020 compiled formats and a few external ROM files. Now, off the top, let's point out: those ROM files are copyrighted, but I doubt anyone will be beating down your door for them.

The main executable has some useful tooltypes to regulate your emulation. First off is memory: those Vic-20s were expandable, and the emulation reflects it. I've been able to increment by 4, 8, 16, and 32k. Other numbers seem to behave a bit improperly.

Another tooltype serves to regulate the speed of the emulation. You'll discover the usefulness of this based on your machine. On an 040/25 4000, the emulation is too fast on all but the slowest setting.

The real fun, of course, lies in playing games (sorry, serial and parallel aren't emulated, so it seems unlikely that you'll be writing papers or IRC'ing with your Vic-20 emulation). A few are packaged with the software, the rest are available from ftp sites listed in the

documentation. The games may be loaded in directly with tooltypes (encouraging you to create icons for each individual game, rather than constantly changing them), or with the regular LOAD command in VIC BASIC, since it's patched to bring up an Amiga requester.

All right. There isn't even anything so complicated as Elite, and there's certainly not going to be a Doom-beater. But some of those games are rather clever, and it's always fun to see how many cartridge images you can find written by Commodore celebrities (I've got two Andy Finkel-authored carts, and one copyrighted to Commodore UK, but no author given. Many others were in some way copyrighted to Commodore, because of their rather strict policy on publishing for their machines at that time.) Graphics are emulated smoothly and accurately, and I THINK sound is. I don't have a basis for comparison, but it sounds like it belongs to a pre-64 machine.

For obvious reasons (like the fact that the Vic was an 8-color machine) the emulation works on virtually all systems.

Documentation is included for the brave souls out there who might want to create their own software images using a live Vic-20. It's one of those things that requires a "It's not our fault if you blow your house up" disclaimer, though, so it's entirely up to you. If you're not so brave, an FTP site is included that will lead you to dozens of cartridges.

I have a Vic-20 in a closet. I picked it up for free from a friend of a friend and haven't yet been able to make it work properly. This should be enough to tide me over--after all, you can't get original Gorf for the Amiga. So, if you have an irresistible urge to play classic Omega Race, or perhaps Buck Rogers, and maybe try to type in a few BASIC programs from that issue of Compute's Gazette from 1984 you have laying around, give this emulator a chance.

## 1.34 Adult CD-ROM Reviews

```
=====
==  Adult CD-ROM Reviews                               By: Mark Seelye  ==
=====
```

Sexual Fantasies  
-----

This disc is a bootable CD32 disc intended for Amiga systems, since all of the pictures are IFFs. The pictures are organized by hi-res and low-res conversions. The high-res directory is just a large string of HAM-8 pictures in no particular directories.

The low-res directory contains many subdirectories. The picture variety is bigger, and so are the number of pictures, but the quality is a lot lower. Part of it is because they are HAM-6 conversions, but some of the pictures were less-than-256 colors when they started. It's hard to make those look better.

The disc also contains animations, but most of those are of really low quality and not worth the time.

Overall, the content is seriously hardcore. Not for the faint of heart, as they say. It's a shame that so many pictures were of such low color quality.

#### Sheer Delight

-----

This is a softer disc. The picture quality is also much better overall. The pics are in general of women only, broken up into several directories.

The pics are more "tasteful". Some are still clothed, and the nudes are more "natural".

Just like SF, the disc is CD32 bootable and comes with built-in viewing programs. There are a few "adult sound files" which I guess were there to take up space.

#### Plain Brown Wrapper

-----

This disc is a completely different arrangement. The pictures cover basically anything you can think of, but it's not Amiga-only. The disc is supposed to be for all platforms, as it contains IFFs and GIFs.

The picture quality is good for the IFFs and as good as you can get for the GIFs. But it looks like someone screwed up, since on my 486, DOS and Windows choke when they try to load the GIFs—because the filename extension is ".gif" and DOS/Windows don't like lower-case letters. I had to view them as IFFs with Alchemy, because the IFFs don't have extensions.

Overall, Sheer Delight is the best disc: the women are pretty (and hot) without being scary. Unfortunately it's also the most expensive at around \$35.00. Plain Brown Wrapper is fine if you don't have to boot your CD32—it's about \$25.00. Sexual Fantasies is something like \$17.00 now, which is a good price since it's not as good as the others.

Better Concepts  
10 Mandon Terrage  
New City, NY 10956  
1-800-25-AMIGA  
1-914-639-5095

## 1.35 Aminet CHARTS - Jan 22

The 10 most downloaded files from Aminet during the week until 22-Jan-95  
| Updated weekly. Most popular file on top.

| File      | Dir       | Size | Description                           |
|-----------|-----------|------|---------------------------------------|
| -----     | ---       | ---- | -----                                 |
| ar302.lha | docs/mags | 75K  | 0+Amiga Report 3.01, January 15, 1995 |

|                    |            |      |                                            |
|--------------------|------------|------|--------------------------------------------|
| SD3V13.lha         | disk/misc  | 132K | 0+High-speed disk copier and formatter.    |
| aiff_dtc.lha       | util/wb    | 25K  | 0+AIFF/AIFC datatype, v1.11                |
| LhADir111.lha      | util/dir   | 17K  | 0+Use LhA archives as normal dirs in DOpus |
| AmiTCP_tnserv.lha  | comm/tcp   | 68K  | 0+Telnet daemon for AmiTCP, version 1.1    |
| FW30int-030pch.lha | biz/patch  | 177K | 0+Speed improvement for FinalWriter 3.0 In |
| TOMCAT.lha         | game/demo  | 2.3M | 1+Demo of true Full-Motion Video Game      |
| ObjectArchive.lha  | util/arc   | 48K  | 0+Access archives (lha, tar...) like disks |
| minerunner13.lha   | game/jump  | 77K  | 0 Loderunner that runs im multitasking (V1 |
| hyperace1.lha      | game/2play | 488K | 0+4 player racing game                     |

## 1.36 Aminet CHARTS - Jan 29

| The 10 most downloaded files from Aminet during the week until 29-Jan-95  
 | Updated weekly. Most popular file on top.

| File               | Dir        | Size | Description                                |
|--------------------|------------|------|--------------------------------------------|
| VChck650.lha       | util/virus | 116K | 0+Version 6.50 of Virus_Checker. Amiga Vir |
| cyberman.dms       | game/misc  | 299K | 0+COOL Pac-Man clone DOOM-like             |
| fpWAV_dt40.2.lha   | util/dtype | 12K  | 0+Simply the best WAV datatype around!     |
| fpVOC_dt40.2.lha   | util/dtype | 13K  | 0+Simply the best VOC datatype around!     |
| Device-Handler.lha | disk/misc  | 8K   | 0+Device-Handler 1.1, useful for tar       |
| FView130.lha       | gfx/show   | 71K  | 0+FastView V1.30 - A very fast IFF/GIF/JPE |
| REKOdt392.lha      | util/dtype | 14K  | 0+Datatype for REKO cardsets, needs WB 3.0 |
| AmiPOP116.lha      | comm/net   | 76K  | 0+Amiga POP3 Client V1.16                  |
| Rings.lha          | util/wb    | 37K  | 0+"Moving Ring" graphic toy for 3.0 WB     |
| GBlankerMod1.lha   | util/blank | 77K  | 0+3 new blankers for GarshneBlanker        |

## 1.37 Bumpee 1.44

TITLE

Bumpee

VERSION

1.44

RELEASE DATE

6-Jan-94

AUTHORS

Leon Woostenberg (leon@stack.urc.tue.nl)

DESCRIPTION

Bumpee is a simple-to-use revision control program for your E sources. The use of a standarized versionstring, introduced by Commodore-Amiga with AmigaOS 2.04, offers a neat way to keep track of the executables generated during program development.

Bumpee provides a module that automatically adds this versionstring to your executables, and also offers you constants and macros providing the version information for use in your program.

#### SPECIAL REQUIREMENTS

Bumpee needs at least AmigaOS version 2.04, and either the demo or registered version of Amiga E, version 3.1a or higher. A valid, battery back-upped, system clock is useful.

#### HOST NAME

Aminet FTP servers, like ftp.doc.ic.ac.uk (146.169.2.1)

#### DIRECTORY

/pub/aminet/dev/e

#### FILE NAME

Bumpee1\_44.lha (8716 bytes)

#### PRICE

Free.

#### DISTRIBUTABILITY

Bumpee is freely distributable software. The archive must be copied as a whole. The source code in the archive may be used to recompile the program, however do not distribute altered or unaltered recompilations under the name Bumpee. So, this is NOT public domain.

## 1.38 ManageCDPics 1.2

#### TITLE

ManageCDPics

#### VERSION

1.2

#### AUTHOR

Markus Hillenbrand  
Weserstraee 9  
36124 Eichenzell-Lschenrod  
GERMANY

e-mail: m\_hillen@informatik.uni-kl.de

---



## DESCRIPTION

With ManageCDPics you can create some kind of picture databases for all your CD-ROMS, and even for your harddisk. The pictures are listed in several listview gadgets, you can start an external viewer to look at the pictures, and you can start a slideshow.

## NEW FEATURES

Slideshow with several features. (background loading, time delay, force screen modes, loop etc.)

## SPECIAL REQUIREMENTS

OS 2.x to use the program itself.  
OS 3.x to use the slideshow.  
A lot of CHIP memory for showing pictures with high resolution/colors.

## HOST NAME

Available on any Aminet site, for example:

ftp.uni-kl.de [131.246.94.94]

## DIRECTORY

/pub/amiga/aminet/disk/cdrom

## FILE NAMES

mcdpl2.lha

## PRICE

Free.

## DISTRIBUTABILITY

(c) 1994 Markus Hillenbrand

If you use this program regularly, you should send a post card to the author.

## OTHER

If you have a graphic card, you may have troubles in showing HAM pictures, so don't use them.

## 1.39 HTML-Heaven 1.0

## TITLE

HTML-Heaven

---

## VERSION

1.0

## AUTHOR

Paul Kolenbrander

Email : paul@serena.iaehv.nl  
Post : Postbus 5295  
NL-5603 BD EINDHOVEN  
The NETHERLANDS

## DESCRIPTION

HTML-Heaven is a suite of three programs intended to make the creation and maintenance of WWW (HTML) pages easy. The programs in the suite interface with your favorite editor (providing it supports text insertion via ARexx) to provide you with a very comfortable working environment. Now inserting HTML commands is as simple as pointing and clicking the mouse.

## NEW FEATURES

- \* Three different programs to choose from. Your environment may contain of one or more of these programs.
- \* Interfacing with your favorite editor means no need to learn how to operate yet another editor.
- \* Using the standard Amiga GadTools interface eliminates to need for additional third party libraries.
- \* All HTML commands are also available from the menu. Even if the program is in iconified mode.
- \* All three programs feature identical menu-layout. Making for an easy learning curve and intuitive working.
- \* The programs will adjust themselves to the default font of the screen they open up on.
- \* Most popular editors are supported. Such as Ed, GoldEd, CygnusEd, EdWord, FRexxEEd & SE. Supporting other editors is just a question of adapting the sample script as is specified in the HTML-Heaven AmigaGuide documentation.
- \* A HTML primer in AmigaGuide format is included in the archive.

Registered users get further features:

- \* Tooltypes/CLI parameters to specify:
  - Public screen to open up on. (Default Workbench)
  - X and Y position to open the window at.
  - X and Y position to iconify the window to.
  - Specify a (fixed width) font to use.
  - Specify which Arexx script to use.
  - Specify the width and height of the window.
- \* On-line help. Setting Help in the menu to on, will result in a short explanation on any HTML command selected.
- \* No 'reminder' requester when the program ends.
- \* The use of a key-file means free and easy upgrading by just FTP'ing the latest version of the suite.

## SPECIAL REQUIREMENTS

HTML-Heaven requires:

- \* Workbench 2.04 or above.
  - \* Around 500KB of free memory.
-

\* About 200KB of floppy or harddisk space.

#### HOST NAME

- ftp.iaehv.nl (/pub/users/paul/amiga/HTML-Heaven.LHA 91KB)
- www.iaehv.nl URL <http://www.iaehv.nl/users/paul/index.html>
- ftp.luth.se and other Aminet FTP site.

#### DIRECTORY

/pub/aminet/text/hyper/HTML-Heaven.LHA

#### FILE NAMES

HTML-Heaven.LHA  
HTML-Heaven.readme

#### PRICE

The registration fee for the HTML-Heaven package is as follows:

- Nederland Dfl 15,-
- Europe DM 15,- / Dfl 15,-
- Rest of the World US\$ 15.- / Dfl 20.-

#### DISTRIBUTABILITY

The unregistered version is freely distributable.  
The registered version and it's keyfile are \*NOT\* freely distributable.

The suite of programs is copyright 1994 by Paul Kolenbrander.

#### OTHER

To encourage their users to register, the freely distributable versions does not support any ToolTypes/parameters and will not supply on-line help. Furthermore a 'reminder' requester will appear on exiting any of the three programs.

## 1.40 AntiMatter 2.0

#### TITLE

AntiMatter

#### VERSION

2.0

#### AUTHOR

Adam Levin-Delson (aklevin@bix.com)

#### DESCRIPTION

AntiMatter is a single-player Intuition-based strategy game based upon the board game "Black Box". Your Amiga hides "atoms" in an AntiMatter "chamber"; by firing plasma "rays" into the chamber and observing where they exit you must determine the location of the atoms.

#### NEW FEATURES

---

- Stereo sound      - Four-channel stereo sound follows the action!  
                     - Conforms to the Amiga's "channel-locking" convention,  
                     allowing channels to be stolen by higher priority  
                     requests, and then returned to the original owner.
- Animated pointer - 30fps animated pointer using proprietary vertical-  
                     blank interrupt handler.
- Configurable      - The player can choose how large a chamber to use  
                     (6x6 through 14x14) as well as how many atoms will  
                     be hidden (3 through 8).
- OS-sensitive      - Runs under AmigaOS 1.3, 2.x and 3.x and on all  
                     680x0 processors.
- Low memory-usage - Opens a low-res screen and uses a "shading" pattern  
                     to extend the number of unique markers.  
                     - Chip RAM audio samples are recycled for the various  
                     sound effects.
- Well tested       - Developed using Enforcer and Mungwall.

#### SPECIAL REQUIREMENTS

AmigaOS 1.3 or higher.

#### HOST NAME

Available on any Aminet mirror, for example ftp.wustl.edu (128.252.135.4)  
or ftp.cdrom.com (192.216.222.5).

Also available on BIX, from Fred Fish and in the Usenet newsgroup  
comp.binaries.amiga.

#### DIRECTORY

Aminet: /pub/aminet/game/think

BIX: amiga.games/listings

#### FILE NAMES

AntiMatter.lha (31632 bytes)

#### PRICE

Free.

#### DISTRIBUTABILITY

Copyright (c) 1988-1995 Adam Levin-Delson All Rights Reserved

Permission is hereby granted to distribute the AntiMatter  
executable and documentation via electronic means and in Amiga  
software collections for which no charge or only a small amount  
of money more than production costs is charged.

---

## OTHER

Source code for AntiMatter is available from the author for US\$10.  
The source code is not freely redistributable.

## 1.41 Colonial Conquest II 1.1

## TITLE

Colonial Conquest II

## VERSION

1.1

## COMPANY

None

## AUTHOR

Christian Mumenthaler  
mumi@mol.biol.ethz.ch

## DESCRIPTION

Colonial Conquest II is a complex space strategy game for one or two persons. The aim of each player is to colonize a maximum of the 26 earth-like planets that are shown on the universe map. Every planet has its own surface composed of oceans, forests, mountains, deserts etc where different machines (power-plants, irrigation robots, space port etc) have to be built to guarantee a rapid grow and a high production of the colony. People can direct the machines or work as scientists which will make the technology level rise and allow new inventions (battlestars, planet scanners, energy cannons etc).

Each player will have to explore the universe, build war ships for space battles and troop transporters for the invasions of other worlds.

The game is easy to handle as it has an intuitive, mouse-based interface. It also has decent graphics with some rendered HAM images.

It includes an intelligent computer opponent, espionage, 50 different life forms to be discovered, space and ground combats and much more.

## NEW FEATURES

Version 1.1 fixes all bugs that have been reported since

---

the release of the first version.  
I have also improved the graphics where I could and included optional random events like meteorites, food/energy losses, fleet accidents, stargate collapses etc.  
There is also a money system now which allows to sell food to the EMPIRE and buy some services in return.

#### SPECIAL REQUIREMENTS

Colonial Conquest is a PAL game, but it works on NTSC machines too (vertical screen scrolling). Besides this, it should work on ALL Amigas with MORE THAN 1MB of RAM.

Use Left-Amiga + A to multitask.

#### HOST NAME

Any Aminet site (ftp.wustl.edu, ftp.luth.se etc)

#### DIRECTORY

/pub/aminet/game/think

#### FILE NAMES

ColConqII\_v11.lha  
ColConqII\_v11.readme

#### PRICE

Colonial Conquest is GiftWare. You can send a donation, a postcard or a mail to the author if you liked the game.

#### DISTRIBUTABILITY

Freely distributable if not more than a nominal fee is asked for the copy! The Copyright remains by the author Christian Mumenthaler.  
Read the "Copyright"-file carefully if you want to do something else than just play the game and have fun!

## 1.42 GNU Emacs 19.25, Beta 2.0

#### TITLE

GNU Emacs 19.25, Amiga BETA RELEASE 2.0, available for download

#### VERSION

This updates the previous version of emacs (18.58 a1.26) to a resonably current FSF version.

#### COMPANY

---

The Free Software Foundation 'n me.

#### AUTHOR

A whole host of people including quite a few Amiga people. I don't know who all to thank, but Richard Stallman and David Gay come to mind.

You can reach me at [dgilbert@gamiga.guelphnet.dweomer.org](mailto:dgilbert@gamiga.guelphnet.dweomer.org)

#### WARNING

Even though, as GNU software, this comes with NO warrenty, this comes with even less warenty. This is a BETA version. It works on my machine.

#### DESCRIPTION

Emacs is a very powerful, but sometimes cryptic, text editor. Its basic features are similar to those of the MEmacs editor which comes with AmigaDOS (in the Tools directory), but has numerous other facilities:

- unlimited undo.
- language specific editing, with automatic (re)indentation.
- a dialect of lisp as extension language, leading to extreme reconfigurability.
- abbreviations for commonly typed words.
- complete on-line manual.
- powerful search & replace facilities (including wildcards).
- direct mail and news reading ability
- everything you could every desire in an editor and some of what you'd like in a good OS

#### NEW FEATURES

Since the previous release (1.26), the major change has been to move to emacs-19.25. Emacs-19 has many new features and optimizations. Many of the new lisp packages require Emacs-19.

#### OLD FEATURES

- menus, mouse, clipboard, rexx and workbench support.
- public screen support
- For the most part, it's working "good enough" --- I'm using for most everything. I havn't, however, deleted 18 from my disk yet ;).

#### MISSING EMACS-19 FEATURES

- multiple "frames" (what emacs calls windows) support.
- fonts/faces (emacs does support choice of \*one\* font)
- mouse support isn't completely Emacs-19 compliant.

#### SPECIAL REQUIREMENTS

- AmigaDOS 2.04
  - At least 2MB of memory (emacs uses about 750k + memory for the
-

- files being edited).
- 5MB of free disk space for the binary version, 20MB for the source version (but you can remove some of the files once it has been installed). If you want to build it, don't even ask...
- Emacs works with a 68000 (A500,A2000), but is a bit slow. It is very pleasant to use with a 68030/25MHz ...

#### KNOWN BUGS

- exec-path just doesn't seem to work right. Some things that call external programs won't find them. Sometimes there is a way around as in vc-path for vc. However, anything you put in gnuemacs:etc (an extra assign to gnuemacs-19.25) will be found as will anything in s: I honestly havn't figured this one out yet.
- "vm" creates buffers with \*huge\* filenames. The format is used to generate a buffer name from a "forwarded" buffer puts in a colon. This causes a lockup. This may be true for other buffer names with a colon.
- I havn't tested menus yet. I am told someone has munged the menus to work just like other vl9 menus. Someone should verify this.
- clipboard interaction doesn't work exactly as expected. If you cut from some other app, then use kill-region, then use yank followed by yank-pop, you don't get what you cut.
- Some issues with env-vars remain. Emacs keeps internal copy which may not be appropriate on the Amiga. I havn't decided how to hack this up yet.
- It seem inexplicably slightly slower in screen movement from the 18 port. May be due to creaping featureism.

#### WHERE TO GET IT

The following distributions are available:

I will be uploading these to ftp.wustl.edu first. They will start life in pub/aminet/new, but should move to pub/aminet/utils/gnu on the aminet site closest to you.

##### o binary only:

All the files necessary to use emacs. Has only a subset of the lisp files, the rest may be got from a standard emacs distribution.  
Distribution:

size: 2219649 bytes  
md5sum: 29f173e21896600ad014a47026ddff53 a2.0bEmacs-bin.LHA

##### FTP:

site: ftp.wustl.edu (aminet)  
file: pub/aminet/utils/gnu/a2.0bEmacs-bin.LHA

##### BMS:

site: gamiga.guelphnet.dweomer.org  
file: new:downloads/a2.0bEmacs-bin.LHA (pub/aminet/new)

##### o full amiga version:

---



All the files necessary to compile emacs, all the lisp files, etc.  
Should be noted that this file is \*big\* ;)  
Distribution:

size: 7480551 bytes  
md5sum: 29f173e21896600ad014a47026ddff53 a2.0bEmacs-bin.LHA

FTP:  
site: ftp.wustl.edu (aminet)  
file: pub/aminet/utils/gnu/a2.0bEmacs-src.LHA (pub/aminet/new)

BMS:  
site: gamiga.guelphnet.dweomer.org  
file: new:downloads/a2.0bEmacs-bin.LHA

- o "Good luck" version:  
You can get any individual file from here... but caviat emptor!  
It's my devel dir... and it's open under the spirit of GNU to all.  
(but please don't get the whole thing uncompressed!)

BMS:  
site: gamiga.guelphnet.dweomer.org  
dir: imp:cwork/emacs-19.25

- o Complete distribution, latest version  
Distribution: DAT, 8mm, cartridge tape  
mail dgilbert@gamiga.guelphnet.dweomer.org for pricing.

This port was based extensively on the work of David Gay (a1.26) which  
was based on that of Mark Henning (gnuemacs v1.10).

#### DISTRIBUTABILITY

This is all GNU software, and is available under the standard  
GNU Public licence, V2.x or later. See file COPYING in the  
distribution for more information.

## 1.43 Clouds 1.1

### TITLE

Clouds

### VERSION

1.01 (first release)

### AUTHOR

Krzysztof Kobus  
ul. Chopina 38/2  
71-450 Szczecin  
Poland

e-mail: kk@felix.univ.szczecin.pl

## DESCRIPTION

"Clouds" is the first program on Amiga platform, giving you visual modeling and realistic animation of turbulent motion of clouds. It is based on spectral synthesis method. The method employs a variety of intuitive parameters describing natural properties of clouds phenomena, as cloudiness, contrast, wind direction, strength of wind and turbulent changes. Such wide range of controls allows a creative animator to generate all kinds of clouds, gases, mists and so forth. Resulting images can then be used as backgrounds, textures in 3-D programs or alpha channel information - to mention just a few possibilities. The program has standardized user interface and is fully controlled via ARexx.

## SPECIAL REQUIREMENTS

Recommended:

- 2MB of RAM
- 68020
- OS 2.04

## HOST NAME

every Aminet site, for example  
ftp.luth.se

## DIRECTORY

/pub/aminet/gfx/misc

## FILE NAMES

Clodus1.01.lha (45755 bytes)

## PRICE

The shareware fee is \$20 (US)

## DISTRIBUTABILITY

Copyright (c) 1995 by Krzysztof Kobus  
The program is shareware.

## 1.44 Amiga Report Mailing List

```
=====
==                               Amiga Report Mailing List                               ==
=====
```

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to jcompton@bbs.xnet.com and in the body of the message ask nicely to be added to the list.

ie: Please add me to the mailing list for Amiga Report magazine. My

---

addresss is <your net address>.

Your account must be able to handle mail of any size to ensure an intact copy. For example, many systems have a 100K limit on incoming messages.

```
** IMPORTANT NOTICE: PLEASE be certain your host can accept mail over **
** 100K! We have had a lot of bouncebacks recently from systems with a **
** 100K size limit for incoming mail. If we get a bounceback with your **
** address in it, it will be removed from the list. Thanks! **
```

\*\*\* The following is only for Australian readers! \*\*\*

To circumvent the new pay-per-megabyte system for Australian Internet communication, Paul Reece has been kind enough to set up an AUSTRALIAN-ONLY mailing list, to save his fellow countrymen some money.

You can join the list by sending mail to: `majordomo@info.tas.gov.au`

with the single line (in body of message):

subscribe ar

Amiga Report will then be bounced to you.

## 1.45 uuencode

```
=====
==                               UUDecoding Amiga Report                               ==
=====
```

If you receive Amiga Report from the direct mailing list, it will arrive in UUEncoded format. This format allows programs and archive files to be sent through mail by converting the binary into combinations of ASCII characters. In the message, it will basically look like a lot of trash surrounded by begin <filename> and end, followed by the size of the file.

To UUDecode Amiga Report, you first need to get a UUDecoding program, such as UUXT by Asher Feldman. This program is available on Aminet in

`pub/aminet/arc/`

Then you must download the message that it is contained in. Don't worry about message headers, the UUDecoding program will ignore them.

There is a GUI interface for UUXT, which should be explained in the docs. However, the quickest method for UUDecoding the magazine is to type

`uuxt x ar.uu`

at the command prompt. You will then have to decompress the archive with `lha`, and you will then have Amiga Report in all of its AmigaGuide glory.

If you have any questions, you can write to Jason Compton

## 1.46 Copyright Information

```

=====
==
==          -   -   -   -   -
==        /\  | \  /| || // \  /\
==       / \  | \  /|| || (<  / \
==      /--- \ | \ / || || \_|| /--- \
==     /_____ \
==
==      Amiga Report International Online Magazine
==      January 30, 1995           Issue No. 3.03
==      Copyright 1995 FS Publications
==      All Rights Reserved
==
=====

```

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## 1.47 Amiga Report Writing Guidelines

```

=====
==      Amiga Report Writing Guidelines      ==
=====

```

The three most important requirements for submissions to Amiga Report are:

1. Please use English.

2. Please use paragraphs. It's hard on the eyes to have solid screens of text. If you don't know where to make a paragraph break, guess.

3. Please put a blank line in between paragraphs. It makes formatting the magazine much much easier.

Note: All questions regarding submissions, or the submissions themselves, should be sent to the Editor.

## 1.48 Editor's Choice

```
=====
==                               Editor's Choice                               ==
=====
```

These are selected products, reviewed by myself, that I've liked. So, I've landed them and decided to sell them at the lowest price I'm authorized.

All prices are in \$US.

| Product                                                                                         | Issue Reviewed | Approximate Retail Price | Amiga Report Reader Price |
|-------------------------------------------------------------------------------------------------|----------------|--------------------------|---------------------------|
| Swiftly 3-button mouse                                                                          | 2.28           | \$39.95                  | \$22.75                   |
| GPFax Amiga Fax Software<br>(Class 1 and 2)                                                     | 2.30           | \$100.00                 | \$60.00                   |
| Micro R+D CD-ROM Volume 1<br>(Includes Transition graphic<br>converter and loads of<br>artwork) | 2.25           | \$79.00                  | \$53.95                   |
| Micro R+D CD-ROM Volume 2<br>(Includes entire Nature's<br>Backdrop series)                      | 2.26           | \$99.00                  | \$59.95                   |

Orders may be placed via check, money order, or postal cheque, made out to Micro R+D. Visa/Mastercard accepted via post or E-Mail. No CODs.

Mail all orders to Jason Compton . Orders will be processed by Amiga Report and drop-shipped from Micro R+D.

In the US, add \$5/\$10/\$20 for UPS shipping, ground/blue/red label, respectively. Overseas: It is recommended that you consider \$20 to be the minimum cost for shipping. If you plan to order more than one item, E-mail for shipping cost.

Sidewinder's Future Shock II CD is now available through Amiga Report.

Featuring 15 Amiga-generated tunes totalling 71 minutes, Eric Gieseke's work is captured on an Amiga-independent media.

Available for US\$12.00. Please add \$5 for shipping.

Make check or money order payable to Jason Compton . Orders will be drop-shipped from Sidewinder Productions.

For overseas orders, please contact through E-Mail before ordering.

## 1.49 Delphi

```
=====
==      Delphi Internet Services -- Your Connection to the World!      ==
=====
```

Amiga Report International Online Magazine and the Amiga Report Coverdisk are available in the Amiga SIG on DELPHI. Amiga Report readers are invited to join DELPHI and become a part of the friendly community of Amiga enthusiasts there.

### SIGNING UP WITH DELPHI ~~~~~

Using a personal computer and modem, members worldwide access  
DELPHI services via a local phone call

### JOIN -- DELPHI -----

Via modem, dial up DELPHI at 1-800-695-4002  
then...  
When connected, press RETURN once or twice  
and..  
At Username: type JOINDELPHI and press RETURN,  
At Password: type AMIGAUSER and press RETURN.

For more information, call  
DELPHI Member Services at 1-800-695-4005

### SPECIAL FEATURES -----

- \* Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more! (Internet option is \$3/month extra)
- \* SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.
- \* An active Amiga SIG hosting conferances, Usenet, Latest wares, and FTP Gopher coming soon
- \* Large file databases!
- \* SIGs for hobbies, video games, graphics, and more!
- \* Business and world news, stock reports, etc.
- \* Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

---

## 1.50 Portal

```
=====
==                               Portal:  A Great Place For Amiga Users                               ==
=====
```

The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information  
-----

The Portal Online System is the home of acclaimed Amiga Zone, a full-service online SIG (Special Interest Group) for Amiga owners and users.

You can dial into Portal to access the Amiga Zone in various ways: direct dial to our San Jose, CA area banks of high-speed modems (you pay for the phone call if it's not local), or through any SprintNet indial anywhere in the USA, (with a small hourly fee) or via the World-wide Internet "telnet" program to portal.com (no hourly fee).

Even Delphi and BIX users can Telnet into Portal for a flat \$19.95 a month, with \*unlimited\* use.

Portal is NOT just another shell account. Its Online system is fully menu-driven with on-screen commands and help and you can easily customize it for your terminal program and screen size.

Some of Portal/Amiga Zone's amazing features include:

- \* 2.5 GIGabytes of Amiga-specific file space - we have so much Amiga Stuff online, we've lost count!
- \* The \*entire\* Fred Fish collection of freely distributable software, online. ALL 1000 disks!
- \* Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
- \* Twenty Amiga vendor areas with participants like AmigaWorld, Elastic Reality (ASDG), Soft-Logik, Apex Publishing, and others.
- \* 38 "regular" Amiga libraries with over 10,000 files. Hot new stuff arrives daily.
- \* No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
- \* Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. We have given away thousands of bucks worth of Amiga prizes - more than any other online service.
- \* Vast Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.
- \* Amiga Internet mailing lists for Imagine, DCTV, LightWave, EGS, Picasso, OpalVision & others feed right into the Zone message bases. Read months worth of postings. No need to clutter your mailbox with them.
- \* FREE unlimited Internet Email with 5 meg of free storage.
- \* A FREE UNIX Shell account with another 5 meg of free storage.
- \* Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
- \* Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun,

UNIX, Science Fiction, Disney, and dozens more. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever. You never worry "Ooops... Am I paying for this area?" again!

- \* The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
- \* Portal was THE FIRST online service to offer a full package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. And you get FREE unlimited usage of all of them.
- \* Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- \* Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

To join Portal or for more information call:

1-800-433-6444 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time  
 1-408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time

1-408-725-0561 (modem 3/12/2400) 24 hours every day  
 1-408-725-0560 (modem 96/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in in the USA,  
 or telnet to "portal.com" from anywhere.

Call and join today. Tell the friendly Portal Customer Service representative, "The Amiga Zone and Amiga Report sent me!"

[Editor's Note: Be sure to tell them that you are an Amiga user, so they can notify the AmigaZone sysops to send their Welcome Letter and other information!]

The Portal Information Network accepts MasterCard, Visa, or you can pre-pay any amount by personal check or money order. The Portal Online System is a trademark of The Portal Information Network. SLIP, UUCP and custom domain accounts are also available.

## 1.51 GENie

```
=====
==                GENie: Internet access, online games, more                ==
=====
```

\* What is GENie?

GENie is a commercial on-line service that offers many services at a reasonable monthly rate. Some of the general services are:

- Over 150,000 software files to download
- Uploads to GENie are free of any connect charges, so upload those Public Domain programs to add to the Starship Amiga Roundtable's vast selection of programs for free!



- Real-time chat
- Dozens of special-interest discussion areas
- Challenging multi-player games with graphics (yes, there are Amiga front-ends)
- Worldwide news, weather and sports
- Electronic mail to and from the Internet
- FTP Service which provides users with interactive access to any of the millions of files available for public access on the Internet
- Usenet Newsgroups Service which allow users to participate in the global discussion areas collectively known as USENET
- Outbound Telnet Service which enables users to connect to other host computers through the Internet
- GENie Mall with nearly 40 different vendors
- Starship Amiga Roundtable which contains gigabytes of Amiga-only files
- Commodore Roundtable for VIC-20, C-64, C-128 and other Commodore computers
- Other Amiga software companies have their own Roundtables for customer support such as Soft-Logik where all the latest program patches and support files are available for their products
- AmiAladdin Support Roundtable for getting the latest updates to the GENie Aladdin software which is used to make maneuvering the GENie menu system much easier and faster. This is a specific area for the Amiga version of this software which is free of charge
- Hundreds of other areas and services available

\* How do I sign up for GENie?

You may sign up for GENie service by one of two methods:

- (1) Using your modem (8N1 half duplex 300/1200/2400 baud) dial 1-800-638-8369. Upon connection immediately enter HHH (Return), don't wait for any on-screen prompt. At the U#= prompt type SIGNUP (Return). You may use a major credit card account or your checking account (US only.)
- (2) Call GENie client services via voice at 1-800-638-9636 or 1-301-251-6475 from outside the US and Canada.

## 1.52 Aminet

Aminet  
~~~~~

To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to docs/mags. All the back issues are located there as well.

Sites: ftp.cdrom.com, ftp.wustl.edu, ftp.tas.gov.au, ftp.doc.ic.ac.uk

## 1.53 World Wide Web

World Wide Web  
~~~~~

AR can also be read with Mosaic (in either AmigaGuide or html form). Reading AmigaReport with Mosaic removes the necessity to download it. It can also be read using programs found in UNIX sites such as LYNX.

Simply tell Mosaic to open the following URL:

<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/News/AR/index.html>

Or, for those in Europe, the Polish site is:

<http://sun1000.ci.pwr.wroc.pl/AMIGA/AR/>

Mosaic for the Amiga can be found on Aminet in directory comm/net, or (using anonymous ftp) on max.physics.sunysb.edu

Mosaic for X, Macintosh(tm) and Microsoft Windows(tm) can be found on ftp.ncsa.uiuc.edu

## 1.54 Distribution BBSES - Australia

```
=====
==                               Distribution BBSES - Australia                               ==
=====
```

--NEW ZEALAND--

\* BITSTREAM BBS \*

Running XENOLINK Professional BBS Software v1.91  
 Sysop: Glen Roberts    Co-Sysop: Peter Lowish  
 FidoNET 3:771/850.0    AmigaNET 41:644/850.0  
 +64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class

--SYDNEY--

\* CONTINENTAL DRIFT BBS \*

Sysops: Murray Chaffer, Andre Lackmann, Dale Cohen  
 USENET, Internet E-mail, Fidonet, Aminet  
 (+61) 2 949 4256

## 1.55 Distribution BBSES - Europe

```
=====
==                               Distribution BBSES - Europe                               ==
=====
```

--FINLAND--

\* AMIGA-NIGHT-SYSTEM \*

Janne Saarme, Sysop  
 InterNet: luumu@fenix.fipnet.fi    FidoNet: 2:220/550.0  
 +358-0-675840    V.32bis

---

\* LAHO BBS \*

Juha Mkinen, SysOp (Amiga-areas)    Tero Manninen, SysOp (PC-areas)  
+358-64-414 1516, V.32bis/HST    +358-64-414 0400, V.32bis/HST  
+358-64-414 6800, V.32/HST    +358-64-423 1300, V.32bis

## \* MOONLIGHT SONATA DLG \*

Keyboards: Erno Tuomainen  
Fidonet: 2:221/112.0  
+358-18-161763 - ZyXEL V32b 19200

## --FRANCE--

## \* RAMSES THE AMIGA FLYING \*

Sysop: Eric Delord    CoSysops: Philippe Brand, Stephane Legrand  
Internet: user.name@ramses.gna.org    Fidonet: 2:320/104  
+33-1-60037713 V.32bis    +33-1-60037716 1200-2400

## --GERMANY--

## \* DOOM OF DARKNESS \*

Sysops: Marc Doerre, Bernd Petersen  
Email: marc\_doerre@doom.ping.de  
+49 (0)4223 8355 19200 V.42bis/Zyx  
AR-Infoservice, contact Kai Szymanski kai@doom.ping.de

## \* LEGUANS BYTE CHANNEL \*

Andreas Geist, Sysop  
Usenet: andreas@lbcmbx.in-berlin.de  
49-30-8110060    49-30-8122442    USR DS 16.8  
Login as User: "amiga", Passwd: "report"

## \* REDEYE BBS \*

Sysop: Thorsten Meyer  
Internet: sysop@redeye.muc.de  
+49-89-5460535 (V.32b, Zyxel EG + / USR V.34)

## \* STINGRAY DATABASE \*

Bernd Mienert, Sysop  
Email: sysop@sting-db.zer.sub.org.dbp.de  
+49 208 496807 HST-Dual

## \* VISON THING BBS \*

Infect East German HQ, Keks ASCII Design World HQ  
Running CNET 3.xx w/about 800 MB HD Space  
++49(0)345 663914 19200  
Handle: Amiga    PW: Report

## --GREECE--

## \* ODYSSEY BBS \*

Sysop: Konstantiniadis Manos CoSysop : Aggelos Poulakis  
email: konem@hol.ath.forthnet.gr    2:410/128.17@fidonet  
+++ 301-412-3502 (MNP5,v42bis)    after 23:00 local time

---

--IRELAND--

\* CUGI BBS \*  
Sysop: Matt Brookes.  
Fidonet: 2:263/155  
+353 1 837 0204 V32bis

\* HIGHWAY TO HELL BBS \*  
Sysop: Iain Black    Cosysop: Damien Ryan  
Fidonet 2:263/154    Internet: iblack@dit.ie  
Online from 22:00 - 08:00 GMT    +353-1-847 5217

--ITALY--

\* AMIGA PROFESSIONAL BBS \*  
SysOp Claudio Zanella, 35133 PADOVA - ITALY  
Amy Professional Club, Italian Amos Club  
+(39)-49-604488

\* SPEED OF LIFE \*  
The AMIGA Alchemists' BBS  
FidoNet 2:332/505    AmigaNet 39:102/501  
ZyX 19.2k/V32/V32bis/V42bis    +39-59-226454

--NETHERLANDS--

\* AMIGA ONLINE BS HEEMSTEDE \*  
Your SysOp is Michiel Willems  
Fidonet: 2:280/464.0, 2:280/412.0    Internet: michiel@aobh.xs4all.nl  
+31-23-282002    +31-23-470739    14400 Supra

\* THE HELL BBS \*  
Sysop : Robin Vermaat    Cosysop : Tony Verschoor  
Fido-Net : 2:281/418.0    e-mail : root@hell.xs4all.nl  
+31-(0)70-3468783 (v32bis Supra)

\* X-TREME BBS \*  
Pygor & The Doctor  
Internet: u055231@vm.uci.kun.nl  
+31-167064414 (24h)

--NORWAY--

\* FALLING BBS \*  
Christopher Naas, Sysop  
EMail: christon@powertech.no  
+47 69 256117 28.8k

--PORTUGAL--

\* CIUA BBS \*  
Celso Martinho, Sysop

---

FidoNet 2:361/9 Internet: denise.ci.ua.pt  
+351-34-382080/382081 (V32bis soon V34)

--SPAIN--

\* GURU MEDITATION \*  
Javier Frias, SysOp  
Running Remote Access  
+34-1-383-1317 V.32bis

--SWEDEN--

\* CICERON \*  
SysOp: Per Peman  
E-mail: peman@solace.mh.se  
+46 612 22011

--SWITZERLAND--

\* LINKSYSTEM LINK-CH1 \*  
contact: rleemann@link-ch1.aworld.de  
Mails and News from/to UseNet  
+41 61 3215643 V32bis/Zyx16800 +41 61 3832007 ISDN X75/V110  
Local newsgroup link-ch1.ml.amiga-report

--UNITED KINGDOM--

\* AMIGA JUNCTION 9 \*  
Stephen Anderson, Sysop  
Internet: sysadmin@junct9.demon.co.uk FidoNet: 2:440/20  
+44 (0)372 271000 14400 V.32bis/HST

\* CREATIONS BBS \*  
Sysop: Mat Bettinson  
E-Mail: mat@darkside.demon.co.uk 2:254/524@Fidonet 39:139/5@Amiganet  
+44-0181-665-9887 Hayes Optima 288 2400 - V.FC

\* METNET TRIANGLE SYSTEM \*  
Jon Witty, Sysop  
FidoNet: 2:252/129.0  
44-482-442251 2400 Voice: 44-482-491752 (anytime)

## 1.56 Distribution BBSes - North America

```
=====
== Distribution BBSes - North America ==
=====
```

--BRITISH COLUMBIA--

\* COMM-LINK BBS \*

---

Steve Hooper, Sysop  
Fido: 1:153/210.0 AmigaNet 40:800/9100.0  
InterNet: steve\_hooper@comm.tfbbs.wimsey.com  
604-945-6192 USR DS 16.8

--CALIFORNIA--

\* TIERRA-MIGA BBS \*  
Sysop: Gib Gilbertson  
FidoNet: 1:202/638.0 AmigaNet: 40:406/3.0 Internet: torment.cts.com  
619.292.0754 V32.bis

\* VIRTUAL PALACE BBS \*  
Tibor G. Balogh, Sysop Leland Whitlock, Co-Sysop  
Sysop Email: tibor@ecst.csuchico.edu  
916-343-7420

--ILLINOIS--

\* EMERALD KEEP BBS \*  
Michael mac Nessa, Sysop  
FidoNet: 1:2250/2 AmigaNet: 40:206/1  
618-394-0065 USR 16.8k DS

\* PHANTOM'S LAIR \*  
Peter Gawron, Sysop  
FidoNet: 1:115/469.0 Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0  
708-469-9510 708-469-9520

\* THE STYGIAN ABYSS BBS \*  
Sysop: SIR SAMMY  
FIDONet-1:115/384.0  
312-384-0616 USR Courier HST 312-384-6250 Supra V.32 bis (FREQ line)

--MAINE--

\* THE KOBAYASHI ALTERNATIVE BBS \*  
Support for IBM/Windows, Amiga, MAC and CNet BBS Support  
Usenet and FidoNet Echo Areas FidoNet: 1:326/404.0  
(207)/784-2130 (207)/946-5665

--MEXICO--

\* AMIGA BBS \*  
Alejandro Kurczyn, Sysop  
FidoNet 4:975/7  
(5) 887-3080 9600 V32,MNP

\* AMIGA SERVER BBS \*  
Sysop: Jose Estrada  
Now with 17 CDs available  
Number: 5158736

--MISSISSIPPI--

\* THE GATEWAY BBS \*

Sysop: Stace Cunningham    CoSysop: Dan Butler  
InterNet: stace@tecnet1.jcte.jcs.mil    FidoNet: 1:3604/60.0  
601-374-2697 Hayes Optina 28.8 V.FC

--NEBRASKA--

\* OMAHA AMIGANET \*

Andy Wasserman, Sysop  
FidoNet: 1:285/11    AmigaNet: 40:200/10  
402-333-5110 V.32bis

--NEW JERSEY--

\* T.B.P. VIDEO SLATE \*

Mark E Davidson, Sysop  
Full Skypix menus + normal and ansi menu sets.  
201-586-3623 USR 14.4 HST

--NEW YORK--

\* THE BELFRY(!) \*

Sysop: Jesse Erlbaum  
stiggy@dorsai.dorsai.org  
718.793.4796    718.793.4905

--ONTARIO--

\* COMMAND LINE BBS \*

Nick Poliwko, Sysop  
Canada's Amiga Graphics & Animation Source  
416-533-8321 V.32

\* REALM OF TWILIGHT BBS \*

Thorsten Schiller, Sysop  
Usenet: realm.tdkcs.waterloo.on.ca    FIDO: 1:221/302    Fish: 33:33/8  
519-748-9365 (2400 baud)    519-748-9026 (v.32bis)

--TENNESSEE--

\* AMIGA CENTRAL! \*

Carl Tashian, Sysop  
Internet mail: root@amicent.raider.net  
615-383-9679    1200-14.4Kbps V.32bis

\* NOVA BBS \*

Wayne Stonecipher, Sysop  
AmigaNet 40:210/10.0    40:210/1.0    40:210/0.0    FidoNet 1:362/508.0  
615-472-9748 USR DS 16.8

--WASHINGTON--

\* FREELAND MAINFRAME \*

John Freeland, SysOp  
Internet - freemf.eskimo.com  
206-438-1670 Supra 2400zi      206-456-6013 Supra v.32bis

\* PIONEERS BBS \*

Michael & Marthe Arends, Sysops  
FidoNet: 1:343/54.0  
206-775-7983 Supra 14.4k v32.bis  
Login: Long Distance      Password: longdistance

## 1.57 Distribution BBSes - South America

```
=====
==                               Distribution BBSes - South America                               ==
=====
```

--BRAZIL--

\* AMIGA DO PC BBS \*

Francisco Moraes, sysop  
Fidonet: 4:801/44      Internet: fimoraes@dcc.unicamp.br  
Weekdays: 19-07 (-3 GMT)      Weekends: 24 hours      +55-192-33-2260

## 1.58 Dealers - Asia

```
=====
==                               Dealers - Asia                               ==
=====
```

--JAPAN--

Grey Matter Ltd.  
1-22-3, Minami Magome  
HillTop House 2F suite 201  
Ota-ku, Tokyo 143  
Tel: +81 (0)3 5709-5549      Fax: +81 (0)3 5709-1907  
BBS: +81 (0)3 5709-1907      Email: nighty@gmatter.japan-online.or.jp

## 1.59 Dealers - Europe

```
=====
==                               Dealers - Europe                               ==
=====
```

--BELGIUM--



CLICK! N.V.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
VOICE: +32 (0)3 828.18.15 FAX: +32 (0)3 828.67.36  
INTERNET: vanhoutv@nbre.nfe.be FIDO: 2:292/603.9

--FINLAND--

DataService Oy  
P.O. Box 50  
Kuurinniityntie 30  
02771 ESPOO  
Voice: +358 (9) 400 438 301 Fax: +358 (9) 0505 0037

--SPAIN--

Amiga Center  
Argullós, 127  
08016 Barcelona  
Tel: (93) 276 38 06 Fax: (93) 276 30 80

Amiga Center Alicante  
Segura, 27  
03004 Alicante  
Tel: (96) 514 37 34

Centro Informático Boadilla  
Convento, 6  
28660 Boadilla del Monte (Madrid)  
Tel: (91) 632 27 65 Fax: (91) 632 10 99

Centro Mail  
Tel: (91) 380 28 92

C.R.E.  
San Francisco, 85  
48003 Bilbao (Vizcaya)  
Tel: (94) 444 98 84 Fax: (94) 444 98 84

Donosti Frame  
Avda. de Madrid, 15  
20011 San Sebastián (Guipuzcoa)  
Tel: (943) 42 07 45 Fax: (943) 42 45 88

GaliFrame  
Galerías Príncipe, 22  
Vigo (Pontevedra)  
Tel: (986) 22 89 94 Fax: (986) 22 89 94

Invision  
San Isidro, 12-18  
28850 Torrejón de Ardoz (Madrid)  
Tel: (91) 676 20 56/59 Fax: (91) 656 10 04

Invision

---

Salamanca, 53  
46005 Valencia  
Tel: (96) 395 02 43/44 Fax: (96) 395 02 44

Norsoft  
Bedoya, 4-6  
32003 Orense  
Tel: (988) 24 90 46 Fax: (988) 23 42 07

PiXeLSOFT  
Felipe II, 3bis  
34004 Palencia  
Tel: (979) 71 27 00 Fax: (979) 71 28 28

Tu Amiga  
Plaza Pedro IV, 3  
08120 La Llagosta (Barcelona)  
Tel: (93) 560 76 12 Fax: (93) 560 76 12

vb soft  
Provenza, 436  
08025 Barcelona  
Tel: (93) 456 15 45 Fax: (93) 456 15 45

--NORWAY--

DataKompaniet ANS  
Pb 3187 Munkvoll  
N-7002 Trondheim  
VOICE/FAX: 72 555 149 Internet: torrunes@idt.unit.no

--UNITED KINGDOM--

Almathera Systems Ltd  
Southerton House / Boundary Business Court  
92-94 Church Road  
Mitcham, Surrey / CR4 3TD  
VOICE: (UK) 081 687 0040 FAX: (UK) 081 687 0490  
Sales: almathera@cix.compulink.co.uk Tech: jralph@cix.compulink.co.uk

Brian Fowler Computers Ltd  
11 North St / Exeter  
Devon / EX4 3QS  
Voice: (0392) 499 755 Fax: (0392) 423 480  
Internet: brian\_fowler@cix.compulink.co.uk

CYNOSTIC  
Office 01, Little Heath Industrial Estate / Old Church Road  
Coventry / CV6 7NB  
Tel: +44 (0)203 681687 Fax: +44 (0)203 638508  
David Cassidy email: bsupa@csv.warwick.ac.uk

VISAGE COMPUTERS  
18 Station Road / Ilkeston

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Derbyshire / DE7 8TD  
Tel/Fax: +44 (0)602 444501 Internet: floyd@demon.co.uk

## 1.60 Dealers - North America

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|    |                         |    |
|----|-------------------------|----|
| == | Dealers - North America | == |
|----|-------------------------|----|

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--CANADA--

Atlantis Kobetek Inc.  
1496 Lower Water St.  
Halifax, NS / B3J 1R9  
Phone: (902)-422-6556 Fax: (902)-423-9339  
BBS: (902)-492-1544 Internet: aperusse@fox.nstn.ns.ca

Computerology Direct  
Powell River, BC  
V8A-4Z3  
Call 24 hrs. orders/inquiries: 604/483-3679  
Amiga users ask for HEAD SALES REP for quicker response!

Comspec Communications Inc  
74 Wingold Ave  
Toronto, Ontario, Canada M6B 1P5  
Computer Centre: (416) 785-8348 Sales: (416) 785-3553 Fax: 416-785-3668  
Internet: bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

MusicMart: Media Sound & Vision  
71 Wellington Road  
London, Ontario  
VOICE: 519-434-4162 FAX: 519-663-8074 BBS: 519-645-2144  
FIDO: 1:2401/200 InterNet: koops@gaul.csd.uwo.ca

--UNITED STATES--

AmegaByte!  
5001 Garrett Ave.  
Beltsville, MD 20705  
VOICE: (800) 834-7153 VOICE: (301) 937-1640  
FAX: (301) 937-1658 INTERNET: amega@globe.net

Amigability Computers  
P.O. Box 572  
Plantsville, CT 06479  
VOICE: 203-276-8175  
Internet: amiga@phantm.UUCP BIX: jbasile

Amiga-Crossing  
176 Gray Road, Unit 5  
Cumberland, ME 04021  
VOICE: (800) 498-3959 (Maine only) VOICE: (207) 829-3959  
FAX: (207) 829-3522 Internet: ewhite42@portland.caps.maine.edu

Amiga Video Solutions  
1568 Randolph Avenue  
St. Paul, MN 55105  
Voice: 612-698-1175 Fax: 612-224-3823  
BBS: 612-698-1918 Net: wohno001@maroon.tc.umn.edu

Apogee Technologies  
1851 University Parkway  
Sarasota, FL 34243  
VOICE: 813-355-6121  
Portal: Apogee Internet: Apogee@cup.portal.com

Armadillo Brothers  
753 East 3300 South  
Salt Lake City, Utah  
VOICE: 801-484-2791 Internet: B.GRAY@genie.geis.com

Computer Link  
6573 middlebelt  
Garden City MI 48135  
Voice: 313-522-6005 Fax: 313-522-3119  
clink@m-net.arbornet.org

Computers International, Inc.  
5415 Hixson Pike  
Chattanooga, TN 37343  
VOICE: 615-843-0630

Digital Arts  
122 West 6th Street  
Bloomington, IN 47404  
VOICE: (812) 330-0124 FAX: (812) 330-0126  
BIX: msears

HT Electronics  
275 North Mathilda Avenue  
Sunnyvale, CA 94086  
VOICE: 408-737-0900 FAX: 408-245-3109  
Portal: HT Electronics Internet: HT Electronics@cup.portal.com

Industrial Video, Inc.  
1601 North Ridge Rd.  
Lorain, OH 44055  
VOICE: 800-362-6150, 216-233-4000 Contact: John Gray  
Internet: af741@cleveland.freenet.edu

Magic Page  
3043 Luther Street  
Winston-Salem, NC 27127  
910-785-3695 voice/fax  
Spiff@cup.portal.com

MicroSearch  
9000 US 59 South, Suite 330  
Houston, Texas  
VOICE: 713-988-2818 FAX: 713-995-4994

---

Mr. Hardware Computers  
P.O. Box 148 / 59 Storey Ave.  
Central Islip, NY 11722  
VOICE: 516-234-8110 FAX: 516-234-8110  
A.M.U.G. BBS: 516-234-6046

PSI Animations  
17924 SW Pilkington Road  
Lake Oswego, OR 97035  
VOICE: 503-624-8185  
Internet: PSIANIM@agora.rain.com

Raymond Commodore Amiga  
898 Raymond Avenue  
St. Paul, MN 55114-1521  
VOICE: 612.642.9890 FAX: 612.642.9891

Software Plus Chicago  
2945 W Peterson Suite 209  
Chicago, Illinois  
VOICE: 312-878-7800

Wonder Computers Inc.  
1315 Richmond Rd.  
Ottawa, Ontario, Canada K2B 8J7  
Voice: 613-596-2542 Fax: 613-596-9349  
BBS: 613-829-0909

Zipperware  
626 S. Washington  
Seattle, WA 98104  
VOICE: 206-223-1107 FAX: 206-223-9395  
E-Mail: Jon.Funfar@p0.f203.n138.z1.fidonet.org

## 1.61 Editorial and Opinion

```
=====
==                               Editorial and Opinion                               ==
=====
```

compt.sys.editor.desk     Some Commodore rumblings...

Workbench Vision         What it should be.

Outlook on the Future     The Amiga V?

The Present               A developer speaks out.

## 1.62 News & Press Releases

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| News & Press Releases |                             |
|-----------------------|-----------------------------|
| The Fishing Report    | Fred Fish's update          |
| LIGHT-ROM             | The Lightwave object CD-ROM |
| Texture Map Chat      | A conference on Feb. 7      |

## 1.63 Featured Articles

| Featured Articles             |                              |
|-------------------------------|------------------------------|
| Interview: Urban Mueller      | The administrator of Aminet  |
| Tribute to Jay Miner          | A very special 1000 for sale |
| Haynie on 3DRISC              | Haynie refutes Ludwig        |
| Simple GUI's for AmigaDOS 3   | A beginner's guide           |
| Rewrite the Amiga OS!         | A call to arms               |
| Chasing the Demon             | Or, "Why COD is good."       |
| Amiga Report 1995 Survey      | Still time to tell us...     |
| Hardware Survey               | Tell us what you think...    |
| Magic Workbench vs. NewIcons  | The results are in!          |
| Common Utils/Commodities/Etc. | The things people use.       |

## 1.64 Reviews

| Reviews           |                                        |
|-------------------|----------------------------------------|
| ImageFX 2.0       | Nova Design's image processor          |
| airTaxi           | Hey, Taxi!                             |
| Deluxe Galaga 2.5 | Classic arcade action-with powerups.   |
| BCINet CD-ROM     | Not quite an Aminet CD...              |
| amiCheck 1.35     | Who says we have no business software? |

Mortal Kombat II      Round 2...FIGHT!

The Emulation Rambler      The Rambler checks out a Vic-20

Adult CD-ROM Reviews      If you like that sort of multimedia

## 1.65 FTP and Product Announcements

|                           |                                    |
|---------------------------|------------------------------------|
| =====                     |                                    |
| ==                        | FTP and Product Announcements      |
| =====                     |                                    |
| Aminet CHARTS - Jan. 22   | Aminet's most wanted               |
| Aminet CHARTS - Jan. 29   | Aminet's most wanted               |
| Bumpee 1.44               | An E-language revision controller  |
| ManageCDPics 1.2          | A glorified slideshow program      |
| HTML-Heaven               | Make and keep WWW pages easily     |
| AntiMatter 2.0            | A one-player puzzle game           |
| Colonial Conquest II      | Conquer colonies. :)               |
| GNU Emacs 19.25, Beta 2.0 | The editor, ported, at your risk.  |
| Clouds 1.1                | Generate animated cloud formations |

## 1.66 About AMIGA REPORT

|                       |                                     |
|-----------------------|-------------------------------------|
| =====                 |                                     |
| ==                    | About AMIGA REPORT                  |
| =====                 |                                     |
| AR Staff              | The Editors and writers             |
| Writing Guidelines    | What you need to do to write for us |
| Copyright Information | The legal stuff                     |

## 1.67 The Staff

|         |               |
|---------|---------------|
| =====   |               |
| ==      | The Staff     |
| =====   |               |
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Assistant Editor: Katherine Nelson  
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Games Editor: Sean Caszatt  
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\_E. John Love\_  
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\_Mark Seelye\_

## 1.68 Where to Get AR

```
=====
== Where to Get AR ==
=====
```

The AR Mailing List

Aminet

World Wide Web

Distribution Sites

Commercial Services

## 1.69 Distribution Sites

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```
=====
==                               Where to find Amiga Report                               ==
=====
```

Arranged by Continent:

Australia

Europe

North America

South America

Sysops: To have your name added, please send Email with the BBS name, its location (Country, province/state) your name, any internet/fido net addresses, and the phone number of your BBS

## 1.70 Dealer Directory

```
=====
==                               Dealer Directory                               ==
=====
```

Arranged by Continent:

Asia

Europe

North America

Dealers: To have your name added, please send Email with the name, address, phone, and net address (if available) of your establishment.

## 1.71 Commercial Products

```
=====
==                               Commercial Products                               ==
=====
```

Editor's Choice

Jason's picks

Commercial Online Services    Sign-Up Information

## 1.72 Commercial Online Services

```
=====
==                               Commercial Online Services                               ==
=====
```

Delphi	Getting better all the time.
Portal	A great place for Amiga users.
GEnie	Internet access, online games, more.