

**ar313**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ar313		
<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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=====//=====
== July 11, 1995          \//                      Issue No. 3.13 ==
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=====//=====| Amiga Report International Online Magazine |=====//=====
==  \//      | Issue No. 3.13                      July 11, 1995 |  \//      ==
=====| "THE Online Source for Amiga Information!" |=====
|_____|

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## 1.7 compt.sys.editor.desk

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== compt.sys.editor.desk                               By: Jason Compton ==
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In just a couple of days, I'll be on a plane to Calgary, Canada for the AmiJAM '95 show. I'll be giving a couple of speeches there.

Sorry for the delays in getting this issue out. Both Katie and I have been working quite a bit lately, and the magazine release just kept slipping farther and farther away...

(Incidentally, for those of you who think AR looks good, it's all her fault. I have very little to do with it. If she didn't lay this thing out, it would never get done.)

So, what's there to talk about? Well, I just got a press release from Amiga Technologies (and so did you, it's in the issue.) Pretty standard stuff, the sort of commitment-type rhetoric we heard at the May 30th press

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conference. Nothing earth-shattering like "Hey, we hired some engineers" or "Hey, here's our marketing plan for the next 6 months."

SPEAKING of marketing, here's some news. (Hey, we included this press release, too!) The Amiga 4000T, 040/25, 6 megs of memory and 540 megs of hard drive space, is being set at an initial street price of \$3500.

Now that you've picked yourself up off the floor, let me explain.

Ed Goff, legal counsel for Amiga Technologies, former legal counsel and VP of Commodore, and de facto head of North American operations for Amiga Technologies, was the "bad guy" who got to declare this price. In a phone conversation with me, he claimed it was due to production costs, and that the price could/would drop after 1995. I was not the first to point out to him the fact that it put the Amiga in a very uncomfortable price position against the competition, which can deliver more raw horsepower for much less money.

I don't know where it goes from here. Goff and Amiga Technologies certainly haven't heard the last about this price, as it is not a good sign. Of course, if they sell all their inventory at this price the day they release the machines, they're utter geniuses and will have raised copious amounts of operating cash. Still, I'd like to see a 4000 that I might be able to afford, maybe, someday...

Ah well. Enough for one issue, there's plenty to read, so off you go.

Jason

## 1.8 Commercial Products

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== Commercial Products ==				
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Commercial Online Services		Sign-Up Information		
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Opinion	News	Articles	Reviews	Announce

## 1.9 Reader Mail

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== Reader Mail ==				
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From: Seth Harman <seth@worf.netins.net>

To whom it may concern,

Seeing as what has been happening with the Amiga as of late, I have been spending alot of time discussing with other people many wishes that we have as to the direction that Amiga Technologies should take. For the machine to succeed in today's market it needs, obviously, to be as attractive as possible to potential buyers. The current Amiga user base, while somewhat large and quite loyal, not only pales in comparison to the current PC and Mac markets, but is also not adequate enough, in my opinion, to keep the machine alive for an extended period of time. This leads me to the main point of this letter.

One of the things that I feel is tantamount to the survival of the Amiga in the future is software. Obviously software availability is an issue but I'm more concerned with what Amiga Technologies/ESCOM plan on including with the machines they are going to sell. Included software is a necessity in today's market and is an important factor in machine price, obviously, due to the added cost of the software itself that the company incurs. With price as a HUGE issue in recent Amiga history I think this is something that whoever is in charge of making a decision needs to think about very carefully.

Recently, rumors have surfaced that the next Amigas will be shipping with some version of SCALA as included software. I'd like to point out, first of all, that I have nothing to indicate that this rumor has any substance or not. But, in case it does, I'd like to make it clear that myself and many others feel this is not a good idea.

In case you may have forgotten, Commodore tried something strikingly similar to this a few years ago when they started including AmigaVision with many new Amigas sold. From my personal experience and the experience of others this was an utter waste of money. Frankly, no one used it. Granted, there were a few people that spent alot of time on it creating elaborate presentations for fun but no one that I have had contact with could name a single thing they would consider useful come out of that particular program. Now I would like to state up front that I believe SCALA to be light years ahead of AmigaVision but I still don't see what possible use could come out of this program for the typical user. I have heard from some people about all of the current projects around the globe that involve SCALA in some way or the other but all of them were things like computer generated displays at major theme parks or baseball stadiums. SCALA is probably perfect for these applications but I see no real use in the home market for this program.

From speaking to many different people I have determined that one thing people believe Commodore to have done right (and I use that phrase loosely) was to include Final Copy in a package with the 1200's and 4000's. Thinking about that I went on a quest to discover what software was most commonly shipped with machines sold to home users. [Note: My quest involved mainly looking at what was shipping with PC's and Mac's but I really didn't have any other choice] The two most common things I saw being sold as a package with a machine were a word processor and maybe a game or two. In some cases a utility type program, usually a file manager, was also included (Norton Desktop being the most common one I encountered).

With this evidence in hand I began to ask people what they thought should be shipped with Amigas. Mainly I heard "A word processor, a game or two, and a paint program." The first two I agree with but the second one I'm not

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so sure about. Anyway, my theory on all of this is that people should be able to buy a machine as a package, so that they can go home, plug it in, and start getting some productivity out of it. A word processor is a perfect choice for this since it can appeal to many people regardless of age or profession. The game aspect is also important since I can't name a single person that doesn't like a good game now and then. Also, what better way to show off an area the Amiga excels in (graphics) than with a good game?

The other piece of software I think should seriously be considered is Directory Opus. This program is, hands down, one of the most useful pieces of software in existence for the Amiga. Out of all the people I know that use Amigas, I only know of a handful of people that don't use Directory Opus, and almost all of them run some other type of file manager anyway. I think that if the marketing people at Amiga Technologies/ESCOM were to do a little research into this they'd find out that I'm not too far off the mark.

In summation, I think that Amiga Technologies/ESCOM should learn from what Commodore attempted to do and also look at what other companies on competing platforms are doing. If the particular combination of software I'm suggesting works for PC's and Mac's, there must be a reason and I feel that reason is because that is what people want. If you want to sell machines you must heed the wishes of the market. And once you draw that market in, I think the Amiga has the power to keep them around.

Seth Harman  
seth@worf.netins.net

-----

From: "Thomas Hemmer" <HEMMER@Cris.FH-Coburg.DE>  
To: jcompton@shell.portal.com, HEMMER@Cris.FH-Coburg.DE

Hi Jason,

15 minutes ago, I got AmigaReport 3.12 and (of course) immediately started reading. There's one letter to the editor (hey, that's you ;-)) that I can't let be uncommented. It's from Bill Silvey and he complains about the small number of A4000T Escom will send to North America. Only 10,000, he said.

Hey, man! This means (according to ESCOM) 10,000 in 1995! Of a total production of 25,000 in 1995. They actually can't produce more! It's not so easy to get the parts and start assembly in a Fab somewhere in the world, where probably never any AMIGA was built (Remember that the former production line of 4000s was in the C= Plant in the Phillipines). It's a hell of a job for Amiga Technologies GmbH to get this 25,000 A4000Ts ready for the Christmas Market, not to forget the 120,000 A1200s they want to sell this year. So, and what's about 10,000? Too less for the American AMIGA market? Really? That's 40%!!! Never had the American market 40% of the sales, NEVER! As I heard that Escom wants to sell 10,000 A4000Ts to North America, I thought "Well, that's a large number, but o.k. they ever had a higher percentage of the high-end-models there, why not. And ESCOM could wash away all fears of American AMIGA users, that they won't be supported" That's what I thought til I read this letter in ar312.

ESCOM will announce a distributor (or more) for the US and Canada. If you're lucky, CEI will be among them. There will be a R&D department in the US, probably in Norristown. What else do you want? What causes this fears? Maybe you (the amican users) are a bit jealous that from now on the news and rumors are faster spread in Europe. And maybe the support will be better in Europe than in the US. But unil April 94 it was the other way round. You got the news and the best support (remember CATS, we never had such good support). Now you're a bit away from the decisions. Are this the reasons for your paranoic now-the-world-is-going-under-mentality? Do you really think we Europeans (or we Germans) couldn't make the AMIGA a success? So you have to remember firms like MacroSystems (Draco, WarpEngine...), phase 5 (Cybervision64, Cyberstorm, Blizzard, FastLane Z3 ...) etc. And remember: more than THREE million AMIGAs (maybe nearly 4) were sold in Europe. If there ever was an economic success of the AMIGA, then it was totally european-made!

I personally think that ESCOM was the best what happened to AMIGA since 1990. And they were the BEST choice at the auction. Neither Alex Amor nor David Pleasance had nearly as much financial power as ESCOM. So be a little more optimistic! The AMIGA will be resurrected and new AMIGA-models will (according to Dr. Peter Kittel and others) have all the features that made AMIGA successful.

Come on, you americans, relax! Its going to be better, maybe better than it ever was!

## 1.10 Change of CD's

The Frozenfish CDROM that was mounted at Uni Wuerzburg has been replaced with a copy of the new Meeting Pearls 2 CDROM.

You can access the MP2 by FTP:

```
ftp.rz.uni-wuerzburg.de pub/amiga/mpearls2
```

or by WWW:

```
ftp://ftp.rz.uni-wuerzburg.de/pub/amiga/mpearls2/index.html
ftp://ftp.rz.uni-wuerzburg.de/pub/amiga/mpearls2/indexe.html
```

(the first URL leads to the German-language pages, the second one to the English-language pages).

I am the admin of the Amiga subtree of Uni Wuerzburg's ftp server. If you have any questions or suggestions, feel free to send e-mail to [jow@rz.uni-wuerzburg.de](mailto:jow@rz.uni-wuerzburg.de).

-- Juergen Weinelt

## 1.11 Cheaper Chunky

From: Scott Ferrero <sferrero@enterprise.powerup.com.au>  
Subject: Re: Chunky mode GFX Card for Amiga  
To: Jens Schoenfeld <sysop@nostlgic.tng.oche.de>

It seems that two Amiga developers have been hit by the same brainstorm. Scott Ferrero (sferrero@enterprise.powerup.com.au) and Jens Schoenfeld (sysop@nostlgic.tng.oche.de) have both been working on a DCTV-style Amiga attachment designed to bring a low-cost chunky graphics mode or two to the aging Amiga graphics system.

The most obvious application would be towards "texture-mapping" games such as Doom, however both have grander plans for their as yet unreleased devices.

Mr. Ferrero has been keeping me up to date on their independent progress, and they are now considering joining forces. Watch this space.

## 1.12 MasterISO Copy

Paul Reeves of Asimware Innovations Inc. recently announced that the program NG-Master, a freely redistributable ISO 9660 CD-ROM mastering package, was in fact merely a slightly modified version of Asimware's MasterISO software, essentially only altered text strings.

Mr. Reeves sent AR a demo version of MasterISO and the NG-Master distribution. While we are not in a position to verify his claims with a disassembly comparison (and such things are touchy issues), and we don't even have the complete MasterISO distribution to compare with, rest assured that we'll look into it.

## 1.13 Amiga Production

[I normally don't like to do this sort of direct reprinting, but Stets knows his stuff and I haven't been able to get a hold of the relevant parties for our own article...and it's important news. -Jason]

AMIGA PRODUCTION TO BE RESUMED IN U.S.

By DAN STETS  
Knight-Ridder News Service

PHILADELPHIA -- In a surprise move, Escom AG, the German computer company that bought the remains of Commodore International Ltd., plans to start manufacturing Amiga computers in the United States by August.

The Amiga, a sophisticated personal computer that had multimedia capability years before competitors, has been out of production for more than 18 months.

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Edward Goff, who works for Escom as a consultant, said he hoped to have Amiga 4000 model towers, which contain the main workings of the desktop computers, available for distribution by the end of August.

Escom had planned to restart making Amigas in China, or possibly Europe, but so far has been unable to work out a manufacturing agreement with a Chinese company. A European company has agreed to do some Amiga assembly.

The circuit boards for the computers will be produced by Zober Industries Inc., a contract manufacturer, in Croydon, Pa. The computers themselves will be assembled by Quikpak Corp. of Norristown, Pa.

Executives of the two firms said details of the manufacturing had not been finalized.

Goff was vice president and general counsel of Commodore. He and two former Commodore engineers now are working as consultants for Escom, with the assignment of starting production here.

Commodore, which had its North American headquarters in West Chester, Pa., went into liquidation in May 1994. Escom paid \$10 million for the company's core assets and technology in April.

At that time, Escom President Manfred Schmitt said he wanted to resume production of all Commodore products in China if possible. Commodore had last done its manufacturing in the Philippines.

However, Petro Tyschtschenko, general manager of a newly formed Escom subsidiary, Amiga Technologies GmbH, said the Chinese would not be ready to begin manufacturing for at least a year.

Tyschtschenko said in a telephone interview last week that Escom wanted to produce 22,000 Amiga 4000s this year. The circuit boards for all the computers will be made in the Philadelphia area, and about 10,000 of the machines will be assembled near Philadelphia for the North American market, he said.

The remaining 12,000 circuit boards probably will be shipped to Scotland, where the computers themselves will be made by a contract manufacturer that used to assemble some machines for Commodore. These 12,000 machines will be sold in Europe, he said.

"I think we can start production in July or August," said Tyschtschenko.

The company also hopes to manufacture 100,000 to 120,000 of the smaller Amiga 1200s this year in Europe for the European market, he said.

Escom has formed a separate Commodore subsidiary that will begin making multimedia computers based on Intel's Pentium microprocessor this year, Tyschtschenko said. These machines will be sold in Europe under the Commodore label.

"It is completely separated from Amiga," he said.

Goff said Escom was looking for alliances with companies interested in licensing Amiga technology for other applications, such as set-top boxes for television.

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Escom also will be seeking the best way to further develop Amiga technology, Goff said. In the past, Amigas have appealed to the higher end of the computer market and have been used for video processing, especially in North America.

## 1.14 PowerPC

In Motorola's quarterly PowerPC report, Escom is listed in a crowd of about 75 companies as one using the PowerPC chip.

Mind you, this is not proof-positive that Amiga Technologies will use the PowerPC. But it is an indicator that there has been some sort of communication between the two parties, and that can't be bad.

[Thanks to Motorola employee Eric Rainbolt for the report. -Jason]

## 1.15 ShapeShifter

### TITLE

ShapeShifter

### VERSION

3.0

### AUTHOR

Christian Bauer

EMail: bauec002@goofy.zdv.uni-mainz.de

SMail: Christian Bauer, Langenastr.65, 56070 Koblenz, Germany

### DESCRIPTION

ShapeShifter is a multitasking shareware Macintosh-II emulator for the Amiga computer. It allows to run Macintosh software concurrently to Amiga applications without hardware add-ons or modifications.

Some of the emulation's features:

- Color display up to 256 colors on AGA Amigas (16 colors on ECS) and up to 16,7 million colors on graphics cards (Picasso-II, EGS, Merlin and CyBERgraphics cards are supported)
  - No MMU required, even runs on A1200
  - Macintosh hard disks can be simulated in Amiga files or Amiga hard disk partitions  
[unregistered version has no hard disk partition support]
  - Can use Amiga floppy drives, serial, parallel and SCSI ports from the Mac  
[use of SCSI not possible in unregistered version]
-

- Mac HD disks can be read directly with an HD floppy drive, Mac 800K disks cannot be read, Mac 720K disks, however, can
- Multichannel sound output and parallel-port sound digitizers supported
- Access to Ethernet networks with MacTCP
- Text clipboard sharing between Mac and Amiga
- File handler to access Macintosh volumes from the Workbench
- Speed comparable to a real Mac with equivalent hardware

The most important changes in V3.0:

- The SCSI routines are more compatible (e.g. SCSIProbe and the HDT drivers now run)
- You can select which floppy drives ShapeShifter will use as the first and the second Macintosh drive
- You can select which volume to boot from
- The serial driver has been heavily improved and now supports fully asynchronous transmission and has better support for parallel devices
- Removed the bug that could make ShapeShifter crash when using the "serial.device" from the Amiga side while the emulation was running
- ShapeShifter now supports MacTCP with Ethernet cards
- The "Merlin" graphics card is now supported
- ShapeShifter can now display the Macintosh desktop in a window on the Workbench
- On the 68040, the MMU is used to speed up the graphics refresh
- ShapeShifter runs on the 68060 and with VMM

#### SPECIAL REQUIREMENTS

OS2.1, 68020 processor, 4MB of RAM, HD floppy drive recommended. A copy of a Macintosh 512K or 1MB ROM and the Macintosh system software are not included, but required. The ROM can be read off of a real Mac by using a supplied program, the system software can be bought from Apple. Note, however, that reading the ROM is only legal if you have bought the ROMs or own a real Macintosh.

#### AVAILABILITY

Aminet sites: /misc/emu/ShapeShift3\_0.lha  
ftp://ftp.uni-mainz.de/pub/amiga/misc/ShapeShifter3\_0.lha  
ftp://server.biologie.uni-erlangen.de/pub/shapeshifter/ShapeShifter3\_0.lha  
Next Generation BBS, Germany (ShapeShifter support BBS)  
Port 1: +49-261-805012 (Zyx19.2)  
Port 2: +49-261-84280 (V.FC)

#### PRICING

The requested shareware fee is DM 50,- or US\$ 40.  
Upon registration you will receive a keyfile that enables the disabled features (SCSI and hard disk partition support).

#### DISTRIBUTABILITY

Shareware (DM 50,- or US\$ 40 requested)

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## 1.16 ShapeShifter FTP

Hello!

The official FTP server to get ShapeShifter updates and additional utilities from is now

```
server.biologie.uni-erlangen.de (131.188.170.4)
```

It will always carry the latest version (V3.0b at the moment) as soon as it comes out and you will find other useful things there such as Mac printer drivers for Epson and DeskJet compatible printers.

The Mac stuff on this server will be BinHex4 (.hqx) encoded. Mac FTP tools should be able to decode this automatically, otherwise you may use "StuffIt Expander", "Compact Pro" or a similar program.

Questions regarding the management and network part of this server should be directed to Carsten Melberg <cnmelber@biologie.uni-erlangen.de>.

And, yes, the V3.0b update is now out. The changes to V3.0 include:

- DeviceDisk drivers are opened with a flag value of zero (instead of TDF\_ALLOW\_NON\_3\_5)
- 1MB ROMs now work in 24 bit address space
- ShapeShifter now works without FPU (oops...)
- Processor exceptions occurring on the Mac side are intercepted
- In case of an error on startup, the Mac screen is always closed
- Floppy disks inserted before the emulation started weren't checked for HD/DD

Bye,  
Christian

--

/ Christian Bauer, Langenastr. 65, 56070 Koblenz, Germany  
\ EMail: <cebix@ng-box.wwbnet.de> or <bauec002@goofy.zdv.uni-mainz.de>

## 1.17 Young Monkey

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                        young monkey studios
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'young monkey' began as the vision of two musicians. Over a decade ago, it was just two people, an analog drum machine, two analog synthesizers, a Commodore 64 and lot of hoping and dreaming. Much has changed since then... 'young monkey' has grown to include a professional audio/video production facility, recording studio, creative design studio, and a hardware and software development studio. Projects have included film soundtracks, audio recordings and book publications to name just a few. We have even managed two TopTen alternative dance songs. Even through all that, one thing still holds it all together... 'young monkey' is a birthplace for new ideas and dreams.

---

'young monkey' has always been about creativity and originality. In order to meet this expectation of ourselves, we began developing custom software and hardware to facilitate creative ideas. There has been much interest in our developments and we have often been approached about our one-of-a-kind devices and software. With this in mind, we have started assembling the pieces... it is time to share dreams.

If you have dreams of your own or want more information about 'young monkey', contact us at:

Internet  
-----  
info@youngmonkey.ca

- or -

dhomas@unb.ca

Mail  
-----  
young monkey studios  
797 Mitchell Street  
Fredericton, NB  
CANADA E3B 3S8

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#### GENERAL INFORMATION

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#### Future Development

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One important thing to note about 'young monkey' is that we use all of our software and hardware products ourselves. For this reason, our products will continue to evolve long into the future. All of our products are designed by people who use the products on a daily basis. We have included many time saving features developed through years of experience and put the features that are needed most often right at your fingertips.

We are very excited about what we have to offer, and look forward to helping others towards finding their own dreams. We are very open to suggestions and new ideas and hope to hear from others out there.

In addition to other software products, not listed here, we are currently developing low-cost DSP and MIDI hardware for integration with our software and for third party applications.

#### Technical Support

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We understand the frustrations of buying computer products and not being able to get needed support. We have been in that position ourselves.

'young monkey' will offer Internet support through EMail, a WWW Information System, FTP and more. We also have a couple surprises in the works. Of course... you can still send us letters through the postal service.

Free software updates will be available online as often as daily. If a bug

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is found, you will not have to wait six months, or more, for a new release. We will do our best to fix the problem and have an update online as soon as possible.

#### Developers

To facilitate the need for our customers to develop their own ideas for integration in our products, 'young monkey' will offer several developer programs.

### GENERAL PRODUCT INFORMATION

#### OS Compliant

All software code follows Amiga OS guidelines and rules to ensure OS compatibility.

#### Intuitive Interfaces

User-friendly design: including WYSIWYG-like features that all programs should have, such as smart gadgets. For example: If a particular numeric entry gadget should not allow negative values, it will not let the user enter a negative sign, rather than changing it after you press enter. -or- If a gadget will have no effect at a particular time, it is disabled.

#### External Control

Where applicable, all software will be extensively controllable through ARexx.

#### Third Party Support

Where possible, support will be added for third party system enhancements, such as: MIDI libraries, graphics cards and audio hardware.

### PRELIMINARY DETAILED PRODUCT INFORMATION

Please note: not all features are listed and not all listed features will be ready for the first release, but will be available in following updates.

As well as operating independantly, a special software control system will allow integration of these programs within each other. For example: The ability to directly read waveform data from a sampler disk (via the 'Sampler Utility' module) into a waveform buffer within 'WaveFormer'.

#### SIMthesizer

'SIMthesizer' is a waveform generator/modifier that combines mutiple synthesis technologies, including: analog, digital, wavetable, additive, subtractive, granular, frequency modulation, phase modulation, waveshaping,

phonetic speech, Ghunöga, Re-Haus and more.

As well as generating new sounds, 'SIMthesizer's' extensive waveform modification features can be used to enhance existing sound sample data.

The 'SIMthesizer' design engine is very intuitive and can be easily understood by both novices and experts. Multiple components, called 'Elements', are arranged on a grid and joined together as 'SIMths'. Commonly used element configurations can be combined as macro elements, called 'modules'.

#### Education

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The simplicity of 'SIMthesizer' makes it an ideal educational tool, as well. Beginning with as few as 2 elements (Sound Source element + Output element) waveforms can be generated and visually/audibly studied. As the sound designer gains an understanding of audio basics, new elements can be added to create enhanced and more complex sound structures.

Many tutorials and sample 'SIMths' will be included.

#### Emulation

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In attempting to emulate existing synthesizer technologies, several important factors must be considered:

##### Instability

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Hardware components used in early analog synthesizers often colored sounds with parasitic variations. Though sometimes unwanted, these variations could be used to enhance sounds. Used properly, "thicker" and uncontrolled/unexpected, but desirable, harmonic content can be generated. Newer technologies no longer capture the element of surprise like the good old days: "ZAP! Sizzle! What happened. What it is doing. WOW! What a great sound!"

##### Inherent Noise

-----

All synthesizers contain some level of inherent noise, caused by parasitic imperfections in the electronic components. This noise is always present in the background and contributes to the instrument's signature 'sound'. As more studios turn to full digital recording, engineers are sometimes finding it necessary to introduce noise into digital recordings to get a particular 'feel'.

To better emulate these kinds of factors, 'SIMthesizer' includes several enhanced features:

##### Parasitic Parameters

-----

'SIMthesizer' allows the assignment of Parasitic parameters in several areas. This exciting feature provides the sound designer with the capability of creating subtle to extreme variations on built-in algorithms.

##### Signature Profiles

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'Noise' Signature Profiles of various manufacturer's products will be included as controllable parameters.

In keeping with 'young monkey' philosophy, every original copy of 'SIMthesizer' will have a different internal Parasitic factor. This ensures that sounds created on one copy of 'SIMthesizer' will not sound exactly the same as on another.

## Elements

-----

Where applicable, elements have extensive parameter and modulation capabilities.

### Sound Sources

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Oscillator: Sin/Cosine, Sawtooth/Triangle, Pulse Width

Sample: External sound sample data file

Wavetable: Multi-sample loops

Phonetic Speech: Phonetics based waveform generation

Noise: Color controlled parametric equalization where noise spectrum can be defined using an RGB palette selector. This feature provides the ability to create noise content other than the standard White/Pink.

- Modulation parameters: Pitch, symmetry, amplitude.

### Outputs/Monitors

-----

Oscilloscope, speaker, file, standard MIDI transfer.

### Envelopes

-----

Fully controllable/programable Envelopes are available for modulation of Sound Sources, Wave Shapers, Filters and other Envelopes.

: Exponential, dampen, DC offset, gate, linear envelope

- Modulation parameters: amplitude.

### Mathematical Functions

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These functions provide a means to mix and modify sounds.

: Sum, multiply, average, gain, integration, differentiation, cross-fade.

### Feedback / Echo / Delay

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Multi-Element feedback registers allow generated signals to modulate themselves and/or other element's parameters.

### Filters

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Provide a means of emphasizing/suppressing harmonic content.

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: Low, high, band pass, notch reject, all pass.

- Modulation parameters: Cut-off frequency, resonance/Q

#### Transforms

-----

Allow direct modification of waveform shape using algorithms based on gamma curves, parabolas, sinusoids, linearity, non-linearities (such as diodes) and arbitrary shapes.

- Modulation parameters: dependant on the shaping algorithm.

#### Clipping

-----

Should any potential clipping occur at any point in the sound generation process, the 'element icon', where clipping would occur, is highlighted and the sound designer may examine the waveform and consider modifications. Because 'SIMthesizer' generates sounds in a higher resolution than the output waveform, clipping will not actually occur, but warnings will be generated to show elements where clipping would exist on the output waveform.

#### Data Conversion

-----

8/12/16/24/32 bit data conversion.

Raw, IFF-8SVX, AIFF, NeXT, Sun, Wave, U-Law, A-Law, AVR, Mac, IRCAM, Voc, SampleVision, etc.

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#### WaveFormer

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'WaveFormer' is a waveform editing system designed to work standalone or in conjunction with professional sampling hardware and third party audio cards. Support for hard disk recording hardware is planned.

Includes many time saving features such as 'free-hand repair mode' which adjusts bad sample data. For example: given levels '0 5 10 32767 10 0', the level 32767 is very likely to be incorrect. To repair it, simply drag the mouse over the offending sample and it is adjusted to '0 5 10 5 10 0'.

#### Features

-----

##### Waveform Transformation

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Morphing, enhanced digital effects, Fourier analysis and transforms, free-hand edit, algorithm editing, cross-fading, percent complete indicator for intensive calculations, non-destructive (undo).

##### Waveform Viewing

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Simultaneous full and zoomed displays, multiple graph methods (Min/Avg/Max, Min/+Avg/-Avg/Max, Filled, Points, etc.), multi-colored, enhanced split-view (ideal for loop alignment).

### Auto-Location

-----

Multiple definable increment/decrement values for scrolling,  
jump-to: start/end/mark/loop start/loop end/ range start/range  
end/last edit, auto locate: 0/min/max/range.

### Waveform Auditioning

-----

Audible auditioning even while editing.

### Bookmarks

-----

Multiple bookmarks can be visually/numerically defined, named and  
assigned as loop points/ranges/or just notes for future reference,  
on/off toggling.

### Clipboard

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Each clip can be named and assigned to a temporary buffer or to disk  
storage, clipped ranges can be selected from a list of names for  
copying/pasting, non-destructive (undo).

### Looping

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Smoothing, multi-loops, auto/manual looping, forward/reverse/ping  
pong.

### Waveform Editing

-----

Free-hand edit, free-hand repair.

### Data Conversion

-----

8/12/16/24/32 bit data conversion.

Raw, IFF-8SVX, AIFF, NeXT, Sun, Wave, U-Law, A-Law, AVR, Mac,  
IRCAM, Voc, SampleVision, etc.

\* Features, such as the number of waveform buffers, clips and bookmarks,  
are limited only by available memory and/or disk storage space.

## MIDI SYStem EXplorer

'MIDI SYStem EXplorer' is an extensively configurable MIDI exploration  
system, including a patch editor, librarian, control system and much  
more...

### Features

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- Extensive customization allows the user to design standard  
interfaces for all MIDI products connected to the system.
- Graphic interfaces are designed external to the main program. This  
minimizes memory requirements and increases the interface speed.

- Just about everything is customizable, including: layout, fonts, gadgets, colors, images, menus, MIDI events, etc.
- Allows the user to enter MIDI information from a device's user manual and configure a custom interface to access parameters.
- Supports ALL MIDI events.
- Patch/Librarian data is stored in MIDI standard format, for easy importing to other software.
- Has the ability to edit individual parameters on devices that only support patch dumps.
- MIDI communication can operate with realtime feedback and/or through user interaction.
- Edits can be made without connection to a MIDI device, if required.
- Includes lots of examples and common device interfaces, to get you started.

```
=====
                        Sampler Utility
=====
```

'Sampler Utility' provides the capability of transferring sample data between professional audio samplers and a computer.

#### Features

##### Data Exchange

Disk (direct read/write of many professional sampler disk formats on standard Amiga disk drives), standard MIDI transfer. (SCSI communication is planned).

##### Waveform Auditioning

Audible auditioning of waveforms.

##### Disk/Patch/Tone Information

Disk name, patch/tone lists, parameter information, etc.

##### Data Conversion

8/12/16/24/32 bit data conversion.

Raw, IFF-8SVX, AIFF, NeXT, Sun, Wave, U-Law, A-Law, AVR, Mac, IRCAM, Voc, SampleVision, etc.

```
=====
```

'young monkey', 'SIMthesizer', 'MIDI SYStem EXplorer', 'WaveFormer' and 'Sampler Utility' are copyrights of 'young monkey studios' and 'scott

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dhomas trenn'.

## 1.18 DirOpus 5 Conference

On July 30th, 1995, Amiga Report Magazine will be holding an IRC conference with Jon Potter, author of the expansive DirOpus 5 directory organizer/Workbench replacement program.

The conference is scheduled to begin at 5:30 PM EST (8:00 AM July 31st for those in Potter's neck of Australia) on EFNet IRC.

All participants should meet in IRC channel #amiga. The name of the conference channel will be announced there.

## 1.19 Amiga Technologies Press Release

[Literally hot off the presses, Gilles Bourdin of Amiga Technologies popped this in my mailbox today. -Jason]

Amiga Technologies  
Together with ESCOM in the new Multimedia age.

A bit of history :

1985. New York. A new computer is presented to the amazed press by Commodore. What journalists saw there was the beginning of a big adventure for millions of people worldwide : The Amiga was born !

Its incredible features in video, sound and animation, thanks to a smart design of custom processors, bundled to a fully multitasking OS and the powerfull 68000 processor from Motorola quickly made the Amiga the system of choice for all computer fans.

The first Amiga had 256 Kilobytes of Memory and an 880 Kilobyte 3,5 inch disk drive. Ten years later, hundreds of megabytes of memory can be used and the latest 68060 processor from Motorola is 100 times faster than the original 68000.

Through this computer, a real community of users has been created, software and hardware suppliers quickly joined the bandwaggon to create a true environment for those who new from the beginning that the Amiga was more than just a tool to type letters and to run spreadsheets.

The Amiga also had its detractors : "Animation and sound ? that's just good for games, no need of that for serious applications". This is what could be heard and read some years ago, when the competition was still struggling with monotasking and monochrome systems. These same people are now saying that they invented Multimedia...

The keyword Multimedia : an important keyword for those who know that Amiga actually invented Multimedia. ESCOM knew that from the beginning and recognized in the Amiga a valuable technology, the key to future computing

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and entertainment, a key to success.

In April 1995, after a long period of latency it finally happened : ESCOM took over the complete technological and intellectual property of Commodore in a spectacular auction in ... New York. Amiga users, professionals as hobbyists were very worried ; what was going to happen to their computer of choice, what would ESCOM's plans be ? ESCOM received hundreds of user letters from all around the world, asking to continue manufacturing and development of the System.

This is actually a phenomenon that can only be observed very rarely for a product : commitment and even attachment of a devoted international community. Support by dozens of dedicated magazines : More than ten magazines for Germany and the UK alone ! And several more in other countries.

All these factors made Manfred Schmitt, President of the executive board at ESCOM, decide to buy AMIGA and create a new daughtercompany : AMIGA Technologies. The commitment to the technology and its future was brilliantly demonstrated in Frankfurt, at a major international press conference on May 30, 1995, only one month after the takeover.

#### OPERATIONS AND COMPANY PHILOSOPHY

AMIGA Technologies is a 100 % daughtercompany of ESCOM. We are located in Bensheim, 40 miles southwards of Frankfurt and a few miles away from Heppenheim, where ESCOM has its offices.

#### Our team

To be good in making, selling and promoting the Amiga, one has to like the Amiga and stand behind it. We at AMIGA Technologies think that our team has to be made of Amiga specialists who believe in what they are doing and that's the way we go. Once completed, our staff will be of about 50 people, working in sales, production, marketing/PR, accounting and finances, human resources, support and especially development of new hardware and software. We think internationally because we are an international company. People from all parts of the world are joining our young and dynamic team. In our offices, English is more often spoken than German.

#### Production

Production and quality control are high priorities to ensure total customer satisfaction; We only work with the best part providers and most reputable assemblers to assure the high degree of reliability we want for our systems.

#### Distribution

Distribution and logistics are also important keys to successful operations for us. Our worldwide distribution is centralized in the Netherlands where we have the infrastructure needed to provide Amigas to the world. In each country, we have a distribution unit to assure the relay and proper support needed locally. This can be as a subsidiary or with a distribution and sales partner, depending on the needs.

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## Our Market

The Amiga market has a high potential and first of all is a worldwide market. The multimedia market is even bigger and it is our market of choice. With the high potential of our technology in this aspect, we know that we have the best chances to become an important player very soon. In the United States, where the number of local Cable Televisions is increasing rapidly, the Amiga is an appreciated system for broadcasting applications. Amigas are used in Hollywood to make films and productions like Babylon V or Seaquest DSV are some examples among others. Companies use our computers with multimedia authoring systems, which quality and power is unmatched on other platforms.

## Our partners

Third party support on the Amiga is excellent and numerous. We know that we have creative and productive partners who make the Amiga a better system every day. We want to work together with these people and build up fruitful partnerships with them. We already have signed agreements with SCALA software to bundle our systems with their outstanding multimedia authoring system. The Amiga can now be used as a powerful multimedia workstation out of the box.

Our technology, development and what we can make out of it.

Power to the user is our goal at short and long term. Going RISC is a priority for us. Porting our operating system to a new generation hardware technology in a user-friendly manner is the best way to keep our loyal customers and gain new ones. For the short term, implementing the fast 68060 processor from Motorola is an evident move we will do quickly. Again, here we hire the most excellent technicians and have the best partners to achieve this ambitious endeavour. The future of home computing resides in intelligent and integrated high-technology devices like set-top-boxes which combine user friendliness, powerful hardware, communication skills and online services. All we need is coming very soon : the communication highways, the online service providers, pay TV and home shopping. All this bundled to our technology will enable us to bring new and exciting products to the customer at extremely attractive prices.

## OUR PRODUCTS

From the entry level AMIGA 1200 to the high-end AMIGA 4000 Tower, our product range is suited for everyone, from the computer freak to the professional user.

The AMIGA 1200, thanks to its low price is a perfect home computer and its expandability will give the user many upgrade possibilities for faster processors, more memory or new storage medias.

The CD 32 console is based on the AMIGA 1200 Technology and comes standard with a CD ROM drive. The storage capacity of this media, combined to the graphics and sound abilities of the Amiga

The Amiga 4000 Tower is perfectly suited for the professional video and multimedia market and has sufficient connectors and free room to host any kind of internal expansion device. For more computing power, the 68040 processor can be replaced with the new 68060 from Motorola.

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An exciting device for multimedia and interactive applications are the new Virtual IO glasses. distributed and promoted in cooperation with Amiga Technologies. With virtual IO, the Amiga user will have a closer relationship to his computer !

People

Petro Tyschtschenko  
General executive officer

Gilles Bourdin  
Company spokesman

Peter Kittel  
Development

Gwynne Thomas  
Material & Production

Rolf Wiehe  
Distribution Germany

Regards,

Gilles Bourdin	Marketing / Public Relations
Tel +49 6251 130 92 39	Fax +49 6251 130 92 40

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Amiga Technologies GmbH  
Berliner Ring 89  
D-64625 Bensheim  
Germany

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## 1.20 CEI Press Release

Friday, July 7 4:34am Creative Equipment Int.

N E W S R E L E A S E

FOR IMMEDIATE RELEASE

Creative Equipment International is pleased to announce that it will distribute the new line of Amiga computers through CEI dealers in North and South America. The first machines are already being built by Amiga Technologies in the United States and should be available in the last part of Q3.

Alex Amor President of CEI states, "We are excited to be able to re-introduce the Amiga back into the Americas. This agreement opens the

door for joint future projects under discussions. We are and have always been committed to the Amiga."

Ed Goff, Amiga Technologies North American representative states, "We are extremely pleased that CEI will be distributing the Amiga into North and South America. They will be bringing a strong dealer network and countless years of Amiga experience.

The new Amiga 4000T is being positioned as a high end video workstation. The base model will have a Motorola 68040 processor operating at 25 Mhz. The new 4000T will be packaged in a sleek tower unit. Exact pricing and specifications will be announced shortly.

Creative Equipment International is a Miami based international distributor of multimedia products. Amiga Technologies GmbH is a German based company. Amiga is a trademark of Escom AG. For more information contact Director of Marketing Chuck Schenk at (305) 266-2800 ext 111.

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(On company letterhead)

Dear CEI Dealers:

Good news as promised! The Amiga 4000T will be the first machine to be available. New models will follow shortly thereafter. In North America, Amiga Technologies GmbH is concentrating on the high end desktop video market first. CEI is assisting Amiga Technologies in various aspects of creative marketing and product development.

The Amiga 4000T will be a tower based model with the Motorola 68040 processor operating at 25Mhz. Initial configurations are expected to be 6MBs of Ram and 540MB hard disk. Introductory pricing is set for a street price of \$3499.00 CEI will be offering different configurations including complete Flyer workstations ready to plug and play.

Everything that is humanly and legally possible to maintain the dealers profit margins will be done. Our goal is to make all dealers profitable. We will be instituting a number of programs that will reward dealers that maintain high service standards, local customer support and proper profit margins.

Enclosed (BY MAIL) you will find our new dealer application, dealer contract, credit application and forecast sheet. CEI is reinstituting credit terms to those that qualify. Machines will only be available to those that return the completed forms. If you assume that because you purchased from us in the past you do not need to fill out the new applications, you are mistaken. A new marketing campaign with dealer referral service is being instituted and without the applications you will be left off.

We realize that the price of the Amiga 4000T is slightly higher than we all would have wished. At the same token there is pent up market demand and the A4000T/FLYER combo is still unbeatable.

The number of computers built will be determined by the number of completed dealer applications and your forecasts. Please fax the forecast as soon as

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possible. Mail the other forms to our address above.

We are quite excited about the Amiga's long term prospects. During the coming months, you will see a number of announcements that will regain our dominance in the multimedia markets.

Sincerely,

Alex Amor

## 1.21 Wonderful Musical MODs

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### THOSE WONDERFUL MUSICAL MODS

Sidewinder

sidewind@crl.com

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Howdy, my name is Sidewinder. Maybe some of you have heard of me, or some of my music. I'm a musician, and I'm into MODs..

MODs... What was started in Europe by the Amiga Computer Underground DEMO scene of the late 80s. With all the excitement and energy of the times, the spread like wildfire, from across the European continent, over the oceans the Americas, and even farther then that. The World is listening.

So, what exactly is a MOD you may ask?

MOD, a shorter term for MODule, is basically just a file varied in size. They are usually anywhere from 10k up to 400k and beyond, containing a song, or the data for a song, and all the instruments it plays, stuck together with the data in the form of samples. Since they are all in one file, this makes for very fast loading into your computer...

How do you play MODs? Easy, for the most part...

There are many programs to play these files since there are many MOD formats to play. By far, the most popular is the Soundtracker/Pro-Tracker format. 85-90 Percent of all MODs are in this format. Also on PCs there is S3M, which is basically a spin-off of MODs, usually with more voices and other features, but still not as popular as MODs.

\* FOR SERIOUS SOUND, HOOK-UP A DECENT SOUND SYSTEM TO YOUR COMPUTER \*

To make a MOD....

Personally, I believe the MOD format (also known as tracking) is the ultimate way to compose music. Anything is possible if you can live with the limitations. I listen to the early MOD music and then load up a newer Hardcore Rave, Jazz, or Piano MODs just as if I was listening to something off the latest CD. It boggles the mind to think they were probally composed on the same 4 channel 'tracker'. Perhaps one day every serious musician will be using a 64 voice, 16-bit tracker for some truly mind blowing crap. :)

Today, limitations due to the nature of sound quality and having to work

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with the rough 8 bit samples, can be OVERCOME.

\* Advantages over MIDI

Much faster for laying down your tracks, drums, bass, synthlicks oboes, whatever. I've done dance crap songs in under 10 minutes. Realtime Control (ie. what you hear is what you get as you're making the tracks.) Easy sequencing and everything is layed out in blocks (known as patterns) easily copied over and edited into a new pattern. You can sample as you go all in one package, usually on the same screen. You can paste, export, and manipulate anything you sample as you're tracking away..

\* Disadvantages

Quality is still not up to par of most keyboard/MIDI/computer setups There are confusing amounts of commands to learn (muck about.. have fun and you'll learn cool stuff, and I'm STILL learning new stuff!) It's Addicting. (You'll make so many MODs you won't know what to do with them!)

The Scene..

The MOD scene has exploded into the 90s. For those who know what it's about the scene is one of variety. Thousands of free floating songs of every style imaginable.. All you really need is a computer, and a sound card if you have PC, plus a GOOD sound system. (TV speakers just don't do justice anymore), and a source for MODs (Most BBSes have MODs, and the internet. My favorite source is on AmiNet. Lots of cool music is released every week, as well as crappy music.) The whole concept of commerical freely distributable material, you can listen to MODs while modeming, working, etc. It's the essence of cyberspace, a place to listen, and to be heard. I don't even listen to commercial radio anymore, unless they play MODs. <g>

I've actually had some of my MODules played at clubs and on the local radio and around the world. Some people actually like the raw feel, especically all the low end frequencys that tend to come out better in MODs. Just check out some of my MODs on the Internet and hear for yourself.

Who I am..

My first taste of computer music was on the C-64 (SIDs RULE!). I even messed with early MOD like trackers. It was great, though I was more into graphics, but I was always curious about computer music. In 1987 I bought an Amiga computer, and my world changed forever. I started doing MODs in 1991, while overseas in Indonesia, using an old Amiga 500 that I had taken around the planet. I didn't even know I could make all those cool tunes i was hearing in Euro-Demos sent to me by friends back home in Europe..

When i started tracking, I knew this was what I wanted in music and here I am 175 MODs later. In 1993/94 I produced an audio CD (Future Shock 2) made entirely from MODs produced on Amiga computers, which I sell mainly to the underground scene and whoever else wants to hear it. I can say I've improved my style, and maybe I'll be nearly as good as the European MOD masters.. maybe.. <g>

Basically, anyone can learn how to make MODs. Just know what you want and don't be afraid. Enter with an open mind, and let it happen.

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\* Places to get MOD music on the Internet -

Aminet sites will carry them (one of the fastest is ftp.netnet.net or ftp.cdrom.com - /pub/aminet/mods. In Europe try ftp.luth.se. To check out some of my cool music go /mods/sidew.)

happy tracks.

SIDEWINDER homepage <http://nverenin.extern.ucsd.edu/sidewind/sw.html>

## 1.22 The Emulation Rambler

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THE EMULATION RAMBLER: EMPLANT/SHAPESHIFTER FACEOFF!

By: Jason Compton

=====

Oh, the hotbed of controversy emulators can be.

It all got started soon after the release of Christian Bauer's ShapeShifter, a multitasking color software-only Macintosh emulator. At a registration price of under US\$50, it seemed like the mighty Emplant may have met its match.

Then, the allegations flew. Jim Drew, developer of the Emplant hardware/software combo, accused Bauer of stealing code from Emplant, Apple, and A-Max IV (a hardware/software Macintosh emulator that has been out of development for over a year now.) One reference to an included Apple copyright was explained away by Bauer as an essential text string necessary for proper recognition by some Apple programs.

Not even that was the end. Not too long after, Urban Mueller, administrator of Aminet, publicly announced that the Emplant Mac emulation would be removed immediately from the FTP network, citing questionable copyrighted material found in the Macintosh emulator executable. Mueller went on to say that he had contacted Drew for comment and received none, and that Bauer had sent him a signed statement that ShapeShifter was wholly his own work.

This is the statement relayed by Paul Lesurf, UK distributor for the Utilities Unlimited Emplant.

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This statement was passed to me from Jim Drew in response to Urban Mueller's decision to remove the Mac Emplant software from Aminet.

Please also note that Mr. Mueller has taken this decision without speaking to either Jim Drew or Utilities Unlimited. He only sent one e-mail, and Jim has very limited access and was also away for ten days recently.

I apologise to anyone who usually obtains their updates from Aminet, but we will ensure the software is made available to anyone who has difficulty. Both Utilities Unlimited and Blittersoft have BBS support also.

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Jim's statement reads :

"There have been recent allegations that Utilities Unlimited International, Inc. has stolen ROM code from Apple Computers, Inc. (in particular, a section of code apparently very similar to a portion of Apple's 512K and 1 meg ROMs). We would like to set the record straight...

The section of code is very similar, but it is not identical. The code in question is Apple's 32 bit memory manager. The version of this code we are using is newer (improved) over the previous code found in the 32 bit clean ROMs. This code is similar to what is used in INIT\_32, MODE\_32, and many commercial products (virtual memory managers). This code is part of Apple's developer material. We are registered Apple developers. We receive Apple developer material, have an AppleLink account, and everything else associated with being a certified Apple developer. As developers, we have a license to use material contained within the developer packages mailed out by Apple (on CD-ROMs). We also have submitted our application for a special license to use the MacOS logo (the smiley guy)."

-----

As of now, that's the end. Spectrum emulation is much more peaceful, n'est-ce pas?

## 1.23 RoboSport TCP Primer

```
=====
                                ROBOSPORT TCP PRIMER
Fallous                                fallous@ksu.ksu.edu
=====
```

[Hey, I asked him, and he said he just wanted to be known as "Fallous." I can't help it. -Jason]

So you've had Maxis' RoboSport gathering dust in your trusty software shelf, and heard that it would work with a TCP/IP link? Well you're right! And this is to help you set up the beast, since the Maxis docs remain very silent on the issue of Amiga networking.

First, you will need AmiTCP (3.0b2 and 4.x have been tested, but all versions should work) or Mlink. Of course, it helps to actually have these installed and some sort of net connection as well.

Before you start RoboSporting on the net, you will need to create an entry for it so AmiTCP can handle it. This is painless if you do exactly what I tell you. cd to AmiTCP:db and edit the services file. Go to the bottom of the file, where you should see entries for Amiga clients and their port numbers. on a line under one of these entries, enter:

```
RoboSport      4555/tcp
```

make sure to type it in EXACTLY as written, since this is case-sensitive.

If you're already running AmiTCP, you will have to restart it by rebooting,

---

or stopnet. After restarting AmiTCP, you are ready to proceed.

After running RoboSport, and entering the copy protection codes, you will have a menu sitting in the middle of the screen, which is the QuickStart menu. Press the right mouse button and go to the titlebar menu. Under the Edit heading will be the line "Open TCP/IP Connection..." and that's what you want. After releasing the button on this selection, a TCP/IP Configuration window will appear in the center of the screen. There are 2 ways to run RoboSport in the TCP mode:

As a Client(secondary)-

First, make sure that the secondary option button is lit, then enter the name you want for yourself in the "Your Name" textfield, then press enter. Second, in the "Host Name" textfield, enter the site name of the machine you are going to connect to (the server or primary machine). Press enter and click on OK button. You should get a window saying "Waiting to Talk." If you get something other than this message, recheck that you enter the hostname address correctly, retry, and if it still doesn't work, skip to the troubleshooting section of this file.

As a Server(primary)-

Again, make sure that the secondary option button is lit, then enter the name you want for yourself in the "Your Name" textfield and press enter. Then enter YOUR address in the "Host Name" textfield, and press enter. Then click on the primary button, make sure it's lit, and press the OK button. You should now have a menu that will list the names of the users as they log onto your machine. When all of the users you wish to have are on the list, continue with the game.

Installing on Mlink:

Ok, there are two ways to use RoboSport with Mlink, and both involve the SERVFILE tooltype.

1 - With an existing SERVFILE

Simply add: RoboSport 4555/tcp to the end of the existing file.

2 - Without an existing SERVFILE

You need to create a file and set Mlink to check it for port aliases. This is easily done by simply editing a file (which we'll call foo, but could be any name) and on the first line type:

```
RoboSport 4555/tcp
```

then save the file.

Once you have saved the file, click once on the Mlink icon, and go to Information in the Icons menu of WB. Click on the SERVFILE tooltype, and type SERVFILE=work:foo(or whatever the full pathname of the file you created is) and save the new information. Now all should be well.

Actual Game Play:

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Game play is pretty much according to the manual from here on, but there are some warnings that should be noted. First, only the PRIMARY machine should end the different play sessions, such as Talk, etc. If a machine crashes, let the primary machine cut it off the network. Also, if you experience numerous crashes during network play, try to avoid using the talk window to communicate. Most of us use an IRC client to talk and stay away from the built-in talk window since we've experienced a number of crashes when using the talk window, but they seemed to disappear when we stopped using it. The running of the game is covered in the manual, and is fairly obvious anyway, so I won't get into the intricacies of the game itself. A word of caution though: This is an old game, and I recommend that you turn off all commodities before running, as well as disabling any 040 features such as copyback, etc. The game is marginally system-friendly, but it does generate Enforcer hits out the wazoo. You may have to suffer a few crashes before getting it running, but that's the joys of computing.

#### TroubleShooting-

As of now, I haven't encountered any difficulties by using this file to set-up RoboSport. However, if someone does find problems, email me at

fallous@ksu.ksu.edu

and I'll try to solve the problem and include it in this troubleshooting section for the next update.

#### DISCLAIMER---

This little piece of help was generated by fallous, who is not responsible (for anything actually) for any damage or cursing, or criminal acts committed out of sheer frustration with this file. If you need any online help, I can be found on IRC, either Undernet or effnet, #amiga.

Have Fun, and don't break anything.

## 1.24 VisCorp Overview

### VISCORP OVERVIEW

[The corporate info packet for VisCorp, the North American licensees of the Amiga technology. -Jason]

#### VisCorp Overview

VisCorp is an Illinois corporation with offices in Chicago and engineering facilities in Westchester, Pennsylvania and in the Silicon Valley area of California.

VisCorp has developed a unique interactive set-top device (trademarked "ED") that enables a host of new interactive services that can be delivered over existing cable or even telephone systems, without the necessity for new and highly expensive hybrid fiber/coaxial broadband

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plant. This new platform is designed to be low cost and enables the television set to act much like a modem-equipped computer with all functions being controlled by a familiar hand-held remote control.

The ED provides unique telephone management features, on-screen TV program guides, fax and e-mail, Internet access, and the ability to down-load and play arcade quality video games right on the TV. With a non-technical and friendly front-of-screen experience and a target retail price of about \$300, ED will make the information superhighway accessible to the mass market. Business Case

On-line services are growing rapidly. By some estimates access to the Internet is growing at a rate as high as 20% per month and is expected to top 100 million users world-wide by the end of 1996. Many cable and telephone companies are launching trials of broadband video-on-demand interactive technologies.

However modem-equipped personal computers are still priced well out of the reach of many families and their complexity remains daunting to others. Interactive television technology to support full motion video-on-demand is still extremely expensive with most digital set-tops being priced in excess of \$1,000. Further, in order to deliver compelling programming, such set-tops must be backed-up by tens of millions of dollars in telecommunications infrastructure upgrades including ATM switching systems and powerful digital servers in each market.

It is VisCorp's belief that there is a market opportunity to provide revenue producing interactive services to the mass market that do not involve deployment of such technologies and which are far cheaper and easier to use than the typical PC.

To do this, VisCorp has designed a set-top appliance that uses a highly efficient design and operating system that greatly reduces the amount of memory needed to manipulate video images on the TV. Memory is the one irreducible cost in digital electronics, and by reducing a dependence on memory, VisCorp has brought the cost of the device down to where it can penetrate the mass market.

VisCorp intends to license consumer electronics manufacturers and distributors to produce the hardware and market it to consumers. VisCorp has had preliminary discussions with several manufacturers, including Pioneer, Zenith, Toshiba and Freedom Star. Unless offered a substantial up-front exclusive royalty, VisCorp intends to provide as many manufacturers as possible with the right to use the technology.

VisCorp expects to get only a relatively low revenue stream from this manufacturing licenses, and instead plans to receive substantially all of its revenue from the variety of services it intends to make available through the ED. The nominal licensing fee is designed to encourage a low-priced device to be offered with the expectation of greater acceptance by consumers and a level of market penetration that will permit the use of the ED as a new electronic publishing platform.

While the ED will be an open system and, in theory, any application developer can write for it, the ability to develop applications to run in the reduced memory environment of the ED is not widely available. Consequently, VisCorp's intimate knowledge of the operating system is

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expected to enable it to get to market sooner with more compelling programming than any emergent competition.

As this happens, product marketing on this new medium will grow explosively. Whether the consumer is looking for a movie, an interactive game, a house, a sweater, a particular kitchen appliance, or simply information about a vacation destination, he or she will need the ability to either quickly locate a specific product or service or to have fun browsing selections while looking for an impulse purchase opportunity.

#### The ED Interactive Set-Top

The Company's initial hardware product, the ED, is an electronic device designed to be placed on top of - or next to - a television set. The ED is designed to permit consumers to perform a variety of functions and utilize a number of on-line interactive services which the Company expects to make available in the future, including video games, home shopping, educational programs and fax capability. To the extent these services are currently available to consumers they are not available except on office devices and personal computers. The ED can be marketed for a small fraction of the cost of such devices and also can support entirely new capabilities such as advanced telephone management.

The ED is essentially a highly cost-optimized computer with a graphical, simple-to-use interface which can be remotely configured from a host operating system. It comes equipped with a modem, video and audio circuitry and a controller. The ED is connected to an ordinary telephone line and uses the consumer's standard television set as a monitor. ED can present text and graphics on a television set using specially configured fonts so that it is readable at normal viewing distances. The ED can also overlay graphics and text on the television picture or bring up a solid background to facilitate information viewing.

The ED converts the consumer's television set into a high-quality duplex speaker phone with one-touch on-screen dialing so that calls may be placed from the living room couch with the remote control. In locations where caller ID is available, ED scans the incoming call and checks the number against a database. If it recognizes the number, ED scrolls the name of the incoming caller across the TV picture and the viewer may answer the call and speak to the person with a flick of the remote control.

Included on the ED is a magnetic card stripe reader so that credit or debit cards may be swiped to confirm transactions and debit cards may be "filled" with electronic funds drawn on the consumer's bank. Some of the other features that the Company has implemented and intends to provide through the ED are:

- \* a user-friendly interface to the Internet including a Web Browser,
  - \* a linking mechanism to allow multiple users in different homes to play the same video games, competing in real time,
  - \* in-home gaming and wagering,
  - \* a voice bulletin board on the Internet,
  - \* one-touch remote dialing of 800 numbers for reservations, hotel booking etc,
  - \* one-touch dialing of home delivery and catalog shopping services,
  - \* classified and "Yellow Pages" type advertising,
  - \* guides to restaurants and other entertainment,
-

- \* statistics gathering programs to track consumer TV viewing patterns and usage of the of specific interactive services,
- \* a complete transaction processing, tracking and billing mechanism,
- \* distribution of electronic coupons,
- \* electronic banking including secure encryption and the ability to "fill" debit cards,
- \* various specialized applications for the hospitality and health care industries.

#### Management Team

- \* Chief Executive Officer- Bill Buck Former President of Cables share US, and Vice President for New Business Development at ICTV, both pioneering interactive television technology and programming developers.
- \* Chief Operating Officer - David Serlin, Co Founder and former Director, Executive VP and COO of ICTV, a 85-person pioneering interactive technology company, now backed by IBM and Cox and currently retained as the prime vendor and system integrator for Cox Cables on-going Interactive Television Trial in Omaha.
- \* Chief Financial Officer - Marv Lerch, Former CEO, President and Chief Financial Officer of Cables share Ltd., a early developer of interactive video systems that supplied the technology and programming for a 10,000 home test by JC Penney in 1988 and 1989 and by AT&T and Bell Atlantic in 1991-1993
- \* Chief Technical Officer-Don Gilbreath, Former Director of R&D and Market Development for Commodore Electronics Ltd. and the designer of the Commodore CD-TV interactive product.
- \* Chief Pain-in-the-Butt Bozo-Roger Remillard, former salesman for a commercial painting contractor.

#### Company Background

The Company was formed in Chicago, Illinois on May 1, 1990 under the name Information on Command, Inc. The Company changed its name to Visual Information Service Corp. on May 22, 1990. The Company has a limited history of operations. The principals of the Company began developing the ED technology in 1990 and first produced a prototype in May 1993. In November 1994, the Company hired its current management team and in December 1994, the Company established a relationship with its first interactive service provider, NTN Communications, Inc. In May 1995, the Company licensed the rights to the former Commodore Amiga technology, now owned by ESCOM AG of Germany. By incorporating elements of the efficient Amiga chip-set and operating system into the ED box, the Company believes it can reduce manufacturing costs and also enable the ED box to utilize the vast library of exiting Amiga software, particularly arcade quality video games.

The Company has not yet begun manufacturing the ED (other than a small number of prototypes) and is conducting a six-month market trial in conjunction with focus group studies of the ED in up to 25 homes on a cable system in a Detroit suburb. After completion of this study and after making further refinements and modifications to the ED, VisCorp

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plans to begin manufacturing and mass marketing the ED during early 1996.

1 Peter Auditore, "X Opens The Internet" Computer Technology Review, Fall 1994, p 18.

## 1.25 Review: MagicWorkbench 2.0

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REVIEW: MAGIC WORKBENCH 2.0

By: Katherine Nelson

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Maybe you've tried to demonstrate the attraction of the Amiga to "friends" who own PC's or Macs. The MS-DOS people may appreciate the power and versatility of AmigaDOS. However, the minute any Windows or color Mac user takes a look at the standard four-color Workbench with black and white icons, you've lost them completely. They won't listen to your prattle about how little memory is needed to run games or applications. And they won't count how many programs you can run at once. They just sit back and say, "My computer can use more than 4 colors. My computer has color icons."

What you need is something to improve the look of your Workbench. There are several Workbench visual improvement packages available, and one of the most famous of these is Magic Workbench.

Magic Workbench is an icon/palette/background/utility package from Martin Huttenloher, with some help with the backgrounds and utilities. It provides an 8-color Workbench palette, but with version 2.0 you can use any number of colors while retaining the correct colors for the icons (see "Utilities" below...)

There have been many arguments over the merits of the particular 8 colors (black, white, 3 greys, and muted blue, peach, and tan) used by MWB. Some users feel that the color choice is too "dull" or "boring". However, I don't believe that the palette was intended to be overly bright. It lends a silky look to a Workbench that may be more professional and less "fun" than other color choices. Only your own personal preference can determine if the palette is right for you.

The icons themselves are infinitely more interesting than the originals. They have consistent sizes for each type, a consistent "style", the use of gradients to improve performance, and a natural 3-D look.

The best improvement over the original icons, in my opinion, is in the preferences icons. About on par for ugliness with the original prefs icons, were the original disk/devices icons. The MWB versions are decidedly much more appealing, in that they are more "descriptive" and more artistically designed.

Also included in the way of icons are System, Devs, Utilities, and Miscellaneous (such as the Trashcan) icons. These display the same attractiveness found in the prefs and devices icons.

With previous versions of Magic Workbench, there were a few complaints that

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although the drawer design was an improvement over the original, the drawers were still too boring. Version 2.0 now includes "imagedrawers", which are drawer icons with small pictures on the front that describe the contents. I feel that this is one of the better improvements to Magic Workbench, because it causes the loss of repetitiveness while keeping uniformity. This is especially nice, because the main directory of my hard drive is primarily drawers that lead to the programs, and facing nothing but 16 drawers in a window was getting a little mind-numbing at times.

The only dislike that I have with the icons, is the fact that the Hard Disk icons (while very pretty) are not the same size as the other devices icons. This may not be important to many people, but I would enjoy having the hard drive icons and the RAM icon line up in the same manner as all of the other MWB icons do within their windows. This is a fairly minor point, however.

For those wishing to convert icons other than the standard System ones to the Magic Workbench style, there are many icons available in the pix/icons and pix/mwb directories of Aminet .

The patterns included with Magic Workbench are very attractive, and match the style of the icons well. There are over 50 of them, and many more can be had on most Amiga BBSes as well as the large supply on Aminet. However, there is very little difference between two of the "Egypt" patterns, and between a couple of the "Stripes" patterns. I think the space they use could be better spent with more patterns of the caliber of "Marble", "Leather", and "Paper" backgrounds.

Improved versions of Helvetica and Courier fonts are included in various sizes, as well as the XEN font.

Also included for those who use Tool Manager or other "dock" programs, are a drawer-full of very nice MWB-style dockbrushes, so your Workbench can further improve its professional workstation image.

#### Utilities:

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**MagicWB-Demon:** This is the utility that prevents 8 color icons from looking like crap on screens with 16 or more colors. It moves the MWB colors from the first and last four to the first eight colors in the palette. Icons can stay in 3 bit planes, and this allows for smaller icon size and greater speed because of it.

**MagicCopper:** An adapted version of WBVerlauf by Christian A. Weber, that is included with Magic Workbench 2.0. On AGA machines, it displays a 24-bit Copper gradient on a selected color in the background. A few patterns are included that are designed to work with this particular enhancement.

**IconUpdate:** A utility by Gerri Körner and Martin Huttenloher that allows you to update the images of your icons without altering the other information the icon contains, such as tool types, location, stack size, etc.

Also included are scripts and configurations for TolleUhr and DOpus that give them the Magic Workbench "look".

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Notes:

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The Registration fee is \$20US/30DM/£15UK/etc..., and one registers through SASG. Information for registering can be found by downloading the demo version of Magic Workbench 2.0, or by writing to sasg@nathan.gun.de

Or, write to the author at:

Internet: xen@magic.in-ulm.de

Postal: Martin Huttenloher  
Am Hochströß 4  
89081 Ulm  
Germany

Please register Magic Workbench if you enjoy it, because right now, the Amiga shareware market is the primary source of anything for the Amiga. Also, if Mr. Huttenloher receives enough compensation for his past efforts on Magic Workbench, he may be persuaded to put forth more effort, and create a much-needed and much-desired 16-color Magic Workbench. (And I would get to review it. :) )

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If you do register MWB, don't be surprised if every once in a while, (very rarely, actually), something very very cool appears on your bootup-screen and makes cool noises. If anyone can figure out how to make this appear more often, write to me !

## 1.26 Review: JPEGonDCTV

```
=====
                        REVIEW: JPEGONDCTV VERSION 1.01
Michael Briggs          IRC: Slime_Dog          mbriggs@deltanet.com
=====
```

Title: JPEGonDCTV v1.01

Author: Nicolas Dade / n9rzb / nicolas-dade@uiuc.edu

Hardware: DCTV Display Device

Cost: Not stated in the doc file. Nicolas has put in a copyright statement, but no Freeware/Shareware type statement.

Jpeg compression is latest and greatest way to go for pictures. It has many advantages over other formats. The file size is the most noticeable, and it is very portable. Amiga, MS/DOS and Mac users can view them without any conversion. It seems that there is finally a standard that everybody likes.

On the Amiga, the best choice for a jpeg viewer that I have found is FJPEG. I have been told that it does a wonderful job viewing jpeg images

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on an AGA machine in HAM8. Unfortunately, on ECS machines, it displays in HAM6. While this would be fine for most people, I own a DCTV unit that just sits on the table while I view jpeg files in HAM6. :-)

Recently, I was browsing though the Aminet looking for the new version of FastView, when I seen JPEGonDCTV100.lha. Since then, my Jpeg viewing has been a much happier experience.

On the up side:

This program is fast! Faster than FastView, FastJpeg and ViewTek! And of course, DCTV looks MUCH better than HAM6.

On the down side:

Version 1.01 is a CLI only application and only will view one file at a time. I have overcome this by using SPAT. The following line in my S:Shell-Startup makes things go real smooth.

```
Alias s "spat jpegondctv []#? nolace 3planes"
```

The above line allows me to just type "s pat" where "pat" = any pattern for multiple files and views them on a 3 plane non-interlaced screen for speed.

Hopefully, the next version will support multiple files. It would be very nice to configure it in Dopus filetypes. :-)

## 1.27 Review: Toaster Oven 4000GT

```
=====
                        REVIEW: TOASTER OVEN 4000GT
Andre Perusse                                animax@ra.isisnet.com
=====
```

### PRODUCT NAME

Toaster Oven 4000GT

### BRIEF DESCRIPTION

A VERY LARGE tower case for Amiga 4000 computers.

### COMPANY INFORMATION

Anti-Gravity Products  
456 Lincoln Boulevard  
Santa Monica, CA 90402  
Tel: (310) 393-6650  
Fax: (310) 576-6383

The entire Toaster Oven series is manufactured by Ambitious Technologies.

Note: I was working for an Amiga dealer at the time that I ordered this unit. I actually bought it from the dealer I worked for.

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## LIST PRICE

I don't know what it lists for, but I paid \$1599.00 CDN (about \$1150 US) for the 4000GT. And if you live outside the USA, be prepared to pay a hefty shipping charge.

## SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

You must supply a desktop Amiga 4000 computer.

## MACHINE USED FOR TESTING

Amiga 4000 w/Warp Engine 4040  
34MB RAM  
Workbench 3.0  
Video Toaster/Flyer w/2 x 9GB Hard Drives

## REVIEW

The Toaster Oven is essentially a tower case for Amiga 4000 computers. To assemble your 4000 Tower, you move all of the components from your desktop 4000 into the new Tower Case. This encompasses moving the motherboard, daughter card, hard drive(s), floppy drive(s), Zorro and PC cards, and the Processor Card. Additionally, the drive bay cover on the dektop's 3.5" drive bay must be used on the Toaster Oven to cover its unused 3.5" drive bay (unless, of course, you have another 3.5" device that must remain uncovered).

The 4000GT is apparently the interim replacement for the GT-4400 which has been advertised (for quite some time, I might add) by Anti-Gravity in North American Amiga magazines. In fact, when I was first trying to order the GT-4400, the salesperson didn't know what I was talking about. He was only familiar with the basic Toaster Oven model and didn't realize that his company had been advertising the GT-4400 for months. (The GT-4400 was a larger version of the basic Toaster Oven with more drive bays and a more powerful Power Supply Unit). Upon trying to place an order for this unit, I was met with several delays. Granted, Anti-Gravity never committed to a shipping date although I was told more than once that it "should" be ready next week. I was not too upset over the delays, but I would think twice before ordering something from Anti-Gravity that I needed in a hurry. (As a side note, I had ordered two units as I was working for an Amiga dealer at the time; ie. I had ordered them as a dealer, not as a consumer.) Eventually, I was told that they could finally ship a model called the 4000GT, which was "essentially" the same thing.

Let me start off by stating that this unit is HUGE. It is all metal (not plastic) and it measures 2.5 feet tall by 9 inches wide by 20 inches deep. The unit comes with casters but I chose not to install them. They would have added about 2 inches to the height of the unit. On the front, there is room for 2 half-height 3.5" drives and 5 half-height 5.25" drives. A removable metal door covers these bays. Internally, there is room for 11 (eleven!) half-height 5.25" drives (they mount on their sides). That's a lot of bays (and the main reason why I spent the big bucks for this unit). The base unit comes with a pitiful 250 watt power supply. When you're talking about putting several 9 GB A/V drives in this Tower, a 250 watt PSU is rather puny. I was expecting a 400 watt PSU like I had tried to

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order (the specs for the GT-4400 had it listed as standard). Because I didn't get the EXACT specifications for the new 4000GT (I assumed they were virtually identical to the GT-4400), I wasn't aware that a 250 watt PSU was standard. I can't put the blame entirely on Anti-Gravity for this one, although selling this large a tower with anything less than a 400 watt PSU does not make sense to me. A large fan is located on the front inside of the unit (like the 3000T, only much larger) in addition to the fan of the Power Supply. The much advertised "Big Ethyl Sisterboard" never did make it into this unit (I knew this when I ordered it, however, so it was no surprise).

Included with the unit is a different sisterboard, which allows you to add 6 cards that fit into a PC XT slot. These slots do not provide any communication to the computer - they are powered slots only. They are meant for such cards as TBC's and other assorted video-related cards. The advantage here is that these slots are isolated from the Zorro slots. The sisterboard also contains the new video slot. This relocates video cards (such as the Toaster) so they are no longer in-line with a Zorro slot.

The assembly of the ToasterOven proceeded as follows:

1. Disassemble desktop 4000. Completely. Unscrew and unplug everything.
  2. Secure motherboard to ToasterOven chassis. The motherboard is mounted vertically, with the Mouse ports facing straight down. Two internal cables are provided to re-route the mouse ports to the back of the chassis. This places the mouse ports above the serial port.
  3. Secure processor card (in my case a Warp Engine) and attach all motherboard cables (IDE, Floppy, SCSI, Motherboard Power, Keyboard Lock Jumper, LED jumpers)
  4. Attach provided "sister board" to second level "daughterboard platform" (a sheet metal plate). This platform is secured about 3 inches from the motherboard. Once the platform is secured to the chassis, getting at the motherboard is a real pain. If you want to have an external connector for your SCSI port, it would be a good idea to install it BEFORE securing this platform. Also, pulling the sisterboard power cable through the large slot in the platform should be done now.
  5. Install provided daughtercard extender. This relocates the CBM daughtercard to the same platform as mentioned in step four (the daughtercard lies alongside the sisterboard). From here, two small ribbon cables relocate the video slot to the sister board. By doing this, the Zorro slot that is in-line with the video slot becomes available. And if you have a Video Toaster, the adjoining Zorro slot is also freed up. Confused yet?
  6. Install drives (floppy, hard disk, CD-ROM, etc.). Actually, I found that it made more sense to install all the drives FIRST. Because of the way the internal drive bays are arranged, drives are easier to secure if they are done first. Otherwise, the daughterboard platform gets in the way.
  7. Install Zorro/PC cards. I found this to be very aggravating. The daughtercard platform is too far away from the side of the chassis that you install the cards on. This results in cards not being seated
-

properly. The cards do not make good contact and are prone to popping out. This can be remedied with the skillful use of a round file. There is a card bracket (the piece of metal where you actually screw your expansion cards into) which is held in place by screws. If you use a file to enlarge the screw holes just a little bit, you can move the bracket a fraction of an inch closer to the daughtercard platform. Expansion cards will now fit better.

The kit was fairly complete, but it needed more than a little work to make things fit properly. First, the drive bay that is intended for the floppy drive does not have the screw holes drilled in the right position. You must drill four new holes through the sheet metal so that you can position and secure your floppy drive properly. Additionally, the large fan in one of the 4000GTs made a horrible whine as it resonated against the chassis. I remedied this by placing rubber foam between the fan and the chassis (an hour-long operation due to the way the fan is secured to the chassis). The other unit did not exhibit this problem. The ToasterOven 4000GT came with all the screws I needed and most of the extension cables. You will have to fabricate your own hard drive activity LED cable and your own Keyboard Lock cable, however (the cables from the desktop are too short). And if you're like me and installed all of your Video Toaster Flyer hard drives inside the case, you'll need to have custom SCSI cables made.

This unit did not come with an LED display either. There was a spot on the front of the unit for it, but it just wasn't included.

#### DOCUMENTATION

A seven page manual details how to put everything together. It is sufficient, but hardly a professional job. There are several diagrams which help, but there are too few that illustrate "how" to do something. Many intricate details are lacking and the user must examine things carefully before proceeding. For the amount of money I paid for the 4000GT, this manual should have been many times better.

#### LIKES

I like the fact that I can put everything inside of this box. It is big and sturdy. The option to put casters on the unit is also nice. Extra holes are provided on the back of the chassis to allow for external connectors (SCSI ports, other I/O ports). When closed, the small metal door muffles the sound of the fan and makes things a little less noisy.

#### DISLIKES

One thing that was particularly disappointing about the unit was the lack of an LED display. Yes, I know they are fairly useless but there was a big gaping hole where it was supposed to go. The transparent red plastic cover was provided, however (cute, but I was not impressed). A minor complaint is the organization of everything. Many screws are in positions that are near impossible to get to (how did they get there in the first place?). However, I have yet to see a case that was completely accessible. The 250 watt PSU is a real bummer, too. Make sure that you order the PSU that you want. And have a drill and metal file handy when you assemble the 4000GT. For a unit that cost this much money, it should have been done better. Paying \$1150 US for a CASE is insane enough without having to drill holes in it.

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## COMPARISON TO OTHER SIMILAR PRODUCTS

The only other product that I have seen in this same category is the Commodore-made Amiga 4000T. The A4000T has an extra Zorro slot (for a total of 5) and 2 video slots, which is nice. However, the A4000T doesn't have anywhere near the storage capacity of the ToasterOven 4000GT. Additionally, adding a Video Toaster to the A4000T covers up BOTH video slots (and their in-line Zorro slots). This is not the case with the 4000GT, which separates the video slot from the Zorro slots. Also, adding an accelerator card to the A4000T is difficult as a drive platform covers the processor slot. I had to cut a hole in this platform in order to fit a Warp Engine into an A4000T. There is plenty of room in the ToasterOven for a processor card, and no cutting is required. I have heard about a new Tower case by a different manufacturer which provides 7 Zorro slots. As far as I'm concerned, you can never have too many Zorro slots.

## WARRANTY

There is a one-year warranty on all electronic components.

## CONCLUSIONS

If you want to have your Flyer system completely enclosed in one box (and have fairly deep pockets), the 4000GT is for you. It has its problems, but I for one am quite (though not 100%) satisfied with it.

## COPYRIGHT NOTICE

This article is Copyright 1995 by Andre Perusse. All rights reserved.

## 1.28 Aminet 6 CD-ROM

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REVIEW: AMINET 6 CD-ROM  
By: Jason Compton

=====

Hard to argue with running success. The Aminet collection of CD-ROMs, up until now a quarterly phenomenon, are going bimonthly. Aminet itself is doing the largest volumes of new software and downloads as it has in its history-enough to prompt the North American site, ftp.netnet.net, to pick up the aliases aminet.com and aminet.org for convenience. Hey, at least some sectors of the Amiga market are doing well.

Aminet 6, dated June 1995, is a 634 meg collection of "the newest, the best, and all the demos" of Aminet, as well as a licensed copy of all Amiga Report issues up to and including AR3.08 and the auction issue. (Yes, licensed. We really make people license these compilations.)

The comfy AmigaGuide interface is back, with just about everything ready-to-run (even most of the demos worked properly straight from the interface, which is pretty rare for demos). A search tool for Amiga Report articles (those in AmigaGuide format, meaning all but the first 13 issues) is included, which is quite useful for me when I need to look up old

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reviews to figure out what it was I said.

The mod collection is particularly enjoyable this time around, with the usual shuffle feature for random selection, and a quick rating system from Urban. Hopefully, the new Aminet ratings system will give a more objective viewpoint, saving Urban from having to condemn or endorse all of the mods on the disc.

Quick access is provided for the collection of games and pictures on the disc, many of which are excellent.

With the policy of providing free CDs for contributors (i.e. those whose files are on Aminet), the still-low price of 25DM (roughly US\$19-\$20), and the complete Amiga Report archive...I have a hard time seeing how anybody could be displeased with Aminet 6.

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## 1.29 Alpha Paint

=====

REVIEW: ALPHA PAINT

Douglas J. Nakakihara

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=====

/\*\*\*\*\*  
NOTICE: This is the originally submitted text for an article that appeared in issue #138 of MICROTIMES magazine. (There are some slight edited differences between the published version and this one.)

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See WEB page at <http://www.microtimes.com>.

/\*\*\*\*\*

Alpha Paint: 36-bit Butter for your Toast  
 By Douglas J. Nakakihara

If you really need professional results, I've always thought that it was better to paint in RGB and then hope and pray it looked OK on a composite monitor. Well, after using AlphaPaint from InnoVision Technology, I can now see that the problem was in my tools, not in the display capability. Alpha Paint lets you paint right on the Toaster's Program monitor, so it's WYSIWYG in the purest sense.

#### Alpha Channel

With 24-bit real-time painting capabilities, an 8-bit graphics alpha channel, and a 4-bit dithered video alpha channel, Alpha Paint is billed as a "36-bit" paint program. Actually, Alpha Paint implements several different alpha channel tools. There are brush graphics and video alpha channels, a weight (density) control, and a stencil alpha channel.

Generally, graphics alpha channels are used to composite graphics together, like when you stamp a brush down with some level of transparency over a full-screen image. Video alpha channels allow video to show through graphics. So parts of an image may appear solid when viewed as a graphic; however, when keyed over video, defined areas will appear transparent, letting you see the underlying video.

The brush alpha channels affect the pen or brush you are painting with and allow you to independently control their graphics and video transparency. Weight control is a global density setting and directs the overall amount of "paint" that is applied. The stencil alpha channel is a protection mechanism that masks out defined areas of the screen.

The Magic Wand tool lets you quickly define a stencil alpha channel. Using a definable tolerance range, this tool will unprotect (unmask) areas of the screen. This works best when the desired object is against a fairly solid-color background. Depending on the situation, this feature may eliminate the need to trace an object by hand.

#### Hyper-Palette

Alpha Paint's palette has 200 "Color Boxes" displayed in selectable banks of 20. In addition to merely defining a solid color, a Color Box can also



define a "spread pattern" (see below). This allows you to quickly fill objects with gradients and other patterns as well as define alpha channels.

As you would expect, you can copy between Color Boxes, swap contents, and create a spread between two Boxes. Individual colors can be defined using either RGB or HSV (Hue, Saturation, and Value) values. There is also a 24-bit hue and saturation color wheel called a "Color Cube" and a Value slider available to visually fix a color.

### Spread 'Em

The right side of the Palette menu is devoted to custom "spreads." Essentially this is a color range creation tool, but goes beyond the usual implementation. As you add colors to the "Spread Preview Bar", a gradient is formed based on where you place the colors on the bar. A color can be repositioned by simply dragging its position indicator, and there is an option to evenly space all colors. Color order can be globally rotated or inverted. Individual colors can be deleted or duplicated as well. Spreads can be linear, circular, or radial. Plus, you can adjust the Z-axis rotation of linear and radial spreads.

### Drawing Tools

The basic drawing tools like line, curve, rectangle, circle, ellipse, polygon, free-hand shape, fill, text, airbrush, etc. are present and accounted for. The cutting tool is used in conjunction with any of the geometric shape drawing tools (i.e., circle, polygon, etc.). Magnification is fixed at 75, 100, 200, 400, and 800 percent of normal.

In the Pen menu, you can choose between circle, oval, and rectangle for your pen shape. Besides just allowing you to adjust the pen size, you can also adjust its width and even rotate it. (Obviously, the later doesn't do much if your pen shape is a circle.) Adjustable feathering is available to give brush strokes a soft professional-looking edge. The Fade setting allows you to define how the applied pen or brush will gradually increase or decrease in one continuous stroke.

### Fill 'Er Up

The common Fill tool has some interesting nuances in Alpha Paint. Not only can you fill an area with a brush, but you have the option of automatically scaling it to fit the area or having it warped to fill the area. A tolerance level can be set to determine how close to the original color a pixel can be when Alpha Paint calculates the fill area.

### Text

Alpha Paint supports Toaster, Chroma, and Postscript fonts. Adjustable attributes include height, width, italics, character spacing, Z-axis rotation, line spacing, and line justification. With Postscript fonts, you have the option of wrapping the text around a circle. Once the text has been defined, you can then apply brush attributes, like rotation, shadows, etc.

### Brushing Up

Brushes can be loaded (and saved) from the Brush menu in addition to being

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cut-out from the main screen. When loading a brush you have the options of trimming black pixels (RGB 0,0,0) from the edges and adjusting the aspect ratio for (square pixel) brushes created on the Macintosh. From this menu you also set the global brush graphics and video alpha channels.

You may also size and rotate a brush. The parameters for both of these attributes may be set manually or interactively. When rotating a brush, besides allowing you to position and rotate in the X, Y, and Z dimensions, you can also set the focal length. This allows you to set the visual depth of field making the brush appear flat or elongated along the Z-axis.

Brushes can be given a beveled edge, outlined, and extruded. There are also provisions for shadows, as well as back-lit glow and neon-outline effects, all with adjustable parameters. As an alternative to a brush's original colors, you can change them to any of the Color Boxes or even map a new image on it. Edges have the option of being feathered. You may set independent graphics and video visibility parameters, which are used in conjunction with the brush alpha channel settings. Most of these brush attributes are equally applicable to when you are drawing with a pen or adding text.

The brush tools are also used for compositing full-screen images using alpha channels. For example, by selecting a left-to-right greyscale-gradient Color Box for the graphics alpha channel, a full-screen brush can be stamped down and fade in horizontally over a colored background.

#### Drawing Modes

In addition to a normal drawing mode there is Rub Thru, Erase, Hue, Colorize, Negative, Smear, Watercolor, Mix, Lighten, Darken, Smooth, Sharpen, Gamma, Contrast, and Oil Paint. Rub Thru lets you paint the swap screen image into the main screen. The Erase mode replaces pixels with the current background color. Hue replaces the color hue of a pixel with the that of the current Color Box. Colorize replaces the hue and saturation and can be used to colorize greyscale images. The Negative mode reverses the RGB value of pixels.

The Smear mode smudges areas of an image. Watercolor paints with the current Color Box, but blends-in existing pixels. Mix is similar but uses an existing color in the image instead of the Color Box. Smooth can be used to blur the edges of an object while Sharpen enhances edges. Gamma and Contrast adjust the difference between light and dark colors. The Oil Paint mode applies an "impressionist painting style" that mimics oil painting.

To make using things like Rub Thru a little easier, there is an "Onion Skin" option. This allows the swap screen to show thru at 25-percent visibility.

#### TV O.D.'d

The TV Controls Menu includes standard image correction parameters like gamma, contrast, brightness, color, sharpness, tint, red, green, and blue. Additionally, there are special effect operators like embossing, negative, posterize, mosaic, and oil paint. Embossing adds an engraved look to an image. Posterize reduces the number of colors yielding a "blown-up"

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poster-like effect. Mosaic pixelizes the picture into squares. Negative and Oil Paint work as described previously for Drawing modes.

#### I Do I Don't

If you're like me and love to try many things out before committing (OK, some people call these mistakes.), you'll be glad to know that Alpha Paint features multiple undo and redo, limited only by your RAM. Moreover, redo is taken one step further with Redo+. This will re-perform the last drawing operation using the existing paint attributes. So let's say you just painstakingly outlined an object by hand, but you forgot you wanted a feathered border. Well just undo your first attempt, adjust the feathering setting, and hit Redo+. This can save you so much time when you're trying to tweak something to get "just" the right effect.

Where appropriate, Alpha Paint features preview windows that give you a rough idea of what the results of your settings will be. Definitely a time-saver and something we're seeing more and more of in newer applications.

#### File Formats

Alpha Paint can save images in Framestore, IFF24, and JPEG formats. Brushes can be saved in IFF24 only. Alpha Paint can load these formats, plus rendered Toaster/Montage CG pages and all IFF images, except low-res HAM6. (Note: Montage is InnoVision's Toaster CG product.)

#### Graphics on Video

The Play Menu combines some basic functions of the Toaster Switcher and Alpha Paint graphics. Generally this will be used to overlay graphics on video; however, you can also overlay video on video with an alpha channel mask. For transitions, a fixed-speed fade and cut are provided.

#### Little Big Things

There are so many little things in Alpha Paint designed to save time and make your life easier. For example, if you want a brush automatically pasted down in the center of the screen, just press the Return key. The Clear-to tool lets you quickly clear the screen to any color/pattern in the palette. Often after you've adjusted a bunch of settings for a certain effect, you may want to clear out all settings and start fresh for the next one. Just hit the F1 key and everything is reset to the default settings, but the image is left untouched.

#### System Requirements

Alpha Paint requires Video Toaster 2.0 or greater, 12MB Fast RAM, 1MB Chip RAM, 10MB hard drive space, a 68030 CPU or better, and AmigaDOS 1.3+. Alpha Paint does some serious calculations and you'll want all of the horsepower you can get! The program also supports Wacom and CalComp pressure sensitive drawing tablets.

#### Comments and Criticisms

Alpha Paint really needs ARexx support. Besides just being able to batch process images, it would allow you to animate some of the effects. It

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would also be nice if all option parameters could be set using the mouse, instead of only some. This would minimize having to move your hand back and forth between the mouse and keyboard. The mini-sliders introduced in LightWave 3.5 would be perfect.

Another limitation is that you cannot multitask out of Alpha Paint and do something else. It basically takes over the whole machine. (I am told, however, that this was a necessary evil to get Alpha Paint to perform its magic.)

I also wish that the controls interface optionally or simultaneously appeared on the Amiga RGB monitor. Some Toaster users (like me) have their Toaster monitors off to the side. As such, they may not be located in a position where it is comfortable to do detailed work. Interestingly, you can faintly see the interface on the Amiga RGB monitor if you turn the brightness up on your monitor.

### Conclusion

Alpha Paint is one heck of a program. It comes with a thick three-ring notebook manual with many tutorials to have you up and running in no time. You'll soon be able to literally whip up a beautiful complex video graphic in just minutes.

I'll be the first to admit that you could duplicate everything that Alpha Paint does using other programs you probably already have. However, Alpha Paint puts it all there right in front of you. Right at your finger tips. All wrapped up in one straight-forward easy-to-use package. If you make your living with the Toaster, you need this program. It's priced a bit higher than other Amiga paint programs, but it will save you time and quickly pay for itself.

AlphaPaint  
\$699.95 (Available direct for \$399 for a limited time)  
InnoVision Technology  
1933 Davis Street, Ste 238  
San Leandro, CA 94577  
(510) 638-0800

## 1.30 CrossDOS 6 Pro by Consultron

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REVIEW: CROSSDOS 6 PRO BY CONSULTRON
By: Jason Compton
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You're really supposed to wait until the end of a review to summarize your opinion on a product. But I just can't wait to say it.

If you don't have CrossDos on your system already (i.e. if you don't have a high enough Workbench version or you haven't purchased it), please, do yourself a favor and pick up CrossDos 6 Pro. If you already have CrossDos, you'll be doing yourself a smaller favor by getting CrossDos 6 Pro, since you'll get faster disk accesses and enhanced support for emulators and hard drive formatting. You'll need OS 2.0 or better to make it work,

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incidentally.

There. I'm done. Although I suppose I should justify the above statements...

CrossDos 6 Pro is the latest installment in the long-running commercial MS-DOS format disk filesystem for the Amiga. It's been around for quite some time, and was so tremendously useful Commodore licensed it for use in recent versions of the Amiga operating system. You didn't get all of the niceties, but you got some usable support for floppies and hard drives.

One of the things you didn't get, thankfully, was the "nice try, but not very useful" CrossPC IBM XT emulator (formerly known as IBeM, licensed by Consultron.) Back in the days of PC-Task 1.0, IBeM was a worthy challenger. But with PC-Task 2.0 and enhanced graphic support as well as a reasonable user interface, IBeM's usefulness was fading fast. PC-Task 3 makes IBeM look silly, and Consultron hacked it out of the package and cut the price of the CrossDos 6 package as a result.

CrossDos gives you transparent access to MS-DOS (and Atari ST, since it's the same format) floppies and hard drives on your Amiga. Floppy support is provided through a simple DEVS: attachment, PCx: (x being 0, 1, 2, 3). When a PC floppy is inserted in DF0:, PC0: accesses it. (There are utilities that purport to unify PC0: and DF0:, meaning you don't have to deal with "Not a DOS disk in DF0:" if you accidentally choose it instead of PC0:.) Real PC hard drives (or Bernoulli/Syquest cartridges) can be accessed by CrossDos' straightforward setup system.

Has access speed improved? Yes, and high density owners will rejoice. High density access used to be a horrifying experience, with the already slow high density drive slowed even more by the CrossDos transfer speed. It's still nothing to get excited about, but it's an improvement. Hard drive access purports to be up to ten times faster. I don't trust device speed testing programs. Suffice it to say, it's somewhat faster.

One nice and useful feature for emulator owners is the ability to create an "image" of a real MS-DOS hard drive on an otherwise AmigaDOS drive, either as a partition or a file-drive. In other words, if you've got a hankering to transfer a useful collection of PC software for use on PC-Task or Emplant PC, CrossDos steps in, copies everything over for you and makes it accessible. At the same time, this means that existing partition or file-drive users can access their software through the Amiga file system. Given that most useful PC file management software is either not as good as the Amiga alternative or is far too slow to be useful on most emulator systems, having this sort of transparent file access for copying files and such is a great boon.

I'm happy. I'm glad CrossDos has hit this high, and I'm happy Consultron is still around to tell us about it.

See above for my summary.

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## 1.31 Magic Illusions CD-ROM

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REVIEW: MAGIC ILLUSIONS CD-ROM

By: Jason Compton

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Stefan Ossowski's Schatztruhe has become quite an important Amiga publisher. With the flagship of the Aminet CD-ROM set, the Schatztruhe also publishes TurboCalc 2.0 and a slew of other CD-ROMs. Many of these have been reviewed in AR, and, for the most part, we've been very supportive.

Even The Beauty of Chaos, perhaps a slightly overindulgent work from a pair of fractal fans, was tolerable. But I think Magic Illusions comes dangerously close to the line of being ridiculous.

It is a collection of over 200 stereograms in IFF, BMP, and GIF format, in three resolutions. (320x240, 640x480, 1024x768) Tools are included to create your own.

Stereograms, for those of you who have missed the trend, are pictures that have been altered by an algorithm to look like a pile of garbage but, when stared at correctly, produce a 3D illusion of the object under that pile of garbage.

Mathematical and physical justification and explanation of the phenomenon is included, in both German and English (although some words slipped by the translators).

I suppose I should come out and admit that I have a very difficult time seeing stereograms. That being said...

Isn't this a bit much? Granted, I'd rather buy a CD with 200 stereogram images than a book of 50, but if I had my choice I wouldn't buy either.

For true fans of the genre-and I mean FANS-I suppose it's a must-have. But for the rest of the world...I just don't see the allure.

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## 1.32 MaxDOS 2.5

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REVIEW: MAXDOS 2.5 BY MEDIA4 PRODUCTIONS

By: Jason Compton

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I've been around the MaxDOS bend before, in a comparison review between MaxDos 2.0 and CrossMac in...<searching Aminet 6 for keyword "MaxDOS">... Amiga Report 2.32.

At that time, I pointed out that both MaxDOS and CrossMac did the job of providing a transparent Mac filesystem for the Amiga. CrossMac just did it prettier, with more support tools.

No longer. MaxDOS 2.5 adds the sort of goodies CrossMac offered, including icon display (black and white for both of them, unfortunately), resource extractors, file type modification, and relatively straightforward assignment of AmigaDOS file types to Mac programs.

The solid Mounter, for creating and using Mac partitions, still exists. It has stabilized (it would crash on one of my Mac partitions, for reasons not even Media4 could ever pin down), and is still very easy to use. Once you're up and running, there's your Mac filesystem, complete with data and resource fork idiosyncracies.

The included commodity MaxDOSFiles can make what was once a pain, modem transfers of Mac software, more straightforward by, among other things, monitoring the use of MacBinary files on specified devices. It can also protect the user (or the drive, depending on your viewpoint) from seeing files the Mac OS would hide from them.

On the downside, the costs of being an Amiga development company have dictated that MaxDOS 2.5 now comes with even more minimalist packaging than before...and no hardcopy manual. The AmigaGuide manual included is great, and does the job, and to be honest, I'm glad to see online text references build legitimacy. But some people like hardcopy manuals just as they like hardcopy magazines, so you have been notified.

Street prices on the software have dropped below \$100, which is good to see, particularly with the competition of ShapeShifter, the low-cost shareware Mac emulator which recently added a minimalist Mac filesystem for the Amiga side of operations. MaxDOS still comes out cheaper in that you don't need the Mac ROMs or OS. But the tide may be turning.

Still, MaxDOS 2.5 does what it says it does, and does it well.

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## 1.33 The Music Maker

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REVIEW: THE MUSIC MAKER BY JOHN MCDONOUGH

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By: Jason Compton

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MOD compilation CD-ROMs are a dime a dozen. And that's not a bad thing, if you like a lot of MODs.

MOD collections on audio CD are considerably more rare. They're wonderful if you want to take, say, your favorite Sidewinder MODs with you on the go, or to capture the pleasantly eclectic variety on The Best of the Amiga Scene CD.

And then there's a totally new sort of fish-The Music Maker, a CD from the fledgeling Laughing Cat Records and New Age artist John McDonough.

Forget everything you're used to in a MOD CD...because The Music Maker isn't. MIDI composed on the Amiga, McDonough has created what seems to be the first Contemporary New Age collection authored on our favorite machine.

For those of you as unfamiliar with the genre as I am, suffice it to say that the music is totally instrumental, heavy on piano/keyboard, and fairly low-key. It won't make you run out and crusade for world peace, mind you, but it also won't give you a pounding headache.

From the first, title track through to the tenth (Wind of the Spirit), McDonough creates a smooth flow of sound that seems to fly by. No song becomes "tiresome", tempting you to hit the fast forward button. Most importantly, it doesn't sound like "fake music."

I'm impressed. The sound quality is superb, the track selection excellent, the overall effect moving without being sappy or overpowering. I hope this is not the last showing we see from McDonough and Laughing Cat.

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## 1.34 CyberGames by Cyberpunk Developments

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REVIEW: CYBERGAMES BY CYBERPUNK DEVELOPMENTS

By: Jason Compton

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Anybody remember Barbarian? It was a C-64 game that involved two players hacking, slashing, and cutting off each other's head.

Barbarian, meet the 90s. Cybergames is a battle-duel type game of the Barbarian/Mortal Kombat/etc. etc. genre, two players on a two-dimensional profile field beating the hell out of each other.

Important to note is that now it's the 90s and you can't really expect to get through the whole game with the same weapon, as you might have years ago in Barbarian. Now, the object is to beat the hell out of your opponent, preferably with fairly difficult moves like kicks and body cuts, to earn money to buy better weaponry and...body parts.

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Yes, the "Cyber" in Cybergames means you're in a William Gibsonish future world in which body parts are readily exchanged for cybernetic improvements. If all goes well, you'll go from a guy in a loincloth with a wimpy sword to a chrome monster with an electric field mace-ish thing by the end of the game.

Because the Cybergames are a long series of duels in which you try to become the champion by beating the hell out of a few dozen computer opponents (you can also duel against a friend indefinitely). Each opponent comes with a picture (that looks to be in the obscure PCHG format, but don't quote me) and a little blurb, like "Kill..." to tune you in to their "personality".

Unfortunately, you see an awful lot of totally robotic opponents with only "Silent" to say, and pretty much everyone fights the same, other than having different weaponry and body parts.

Falling objects like pools of fire and proximity mines, as well as a set of climbing bars overhead from which you can kick your opponent, give the old format enough of a boost to keep the concept fresh, as do the missile weapons you can buy and fire at your opponent.

It's a pity that the control system is so unpredictable-combinations of moves are certainly possible, but the program seems to have a difficult time reconciling a held fire button, leaving you to click away in frustration as you get your head cut off for failing to finish off the other guy.

The graphics are colorful enough for ECS, but the animation leaves a bit to be desired in the "fluid" category. These guys don't really walk like people do.

I have a lot on my wish list for Cybergames. As it stands, it is an excellent successor to the Barbarian line, and while only having the stock finishing move of the severed head (which, by the way, is quite entertaining) might even attract a dedicated fan of the Mortal Kombat line.

Cybergames is "PAL and sort of NTSC", meaning that for the full screen display you should really use PAL, but NTSC is acceptable for playing.

Cybergames is pretty much a shareware steal at \$15, and a demo is available from Aminet, in game/misc.

## 1.35 WreadFiles47.lha

TITLE

WreadFiles47.lha

VERSION

WreadFiles Version 4.7 (November 1994)

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## AUTHOR

Michael L. Barlow

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Internet: M.Barlow1@GENie.geis.com  
or MikeB@cuix.pscu.com

## DESCRIPTION

WreadFiles is a vocal text file reader program for use on the Commodore Amiga. The text is both printed to the screen and spoken.

The basic features are summarized as follows:

- o Text is read in sentences rather than lines.
- o Dynamic Speech Correction on over 4000 word or word fragments.
- o Reading Rate: 920 (A1000) to 1290 (A4000) bytes/minute.
- o Corrected Pronunciation of many place and personal names.
- o Corrected Pronunciation of some foreign names and expressions.
- o Corrected Pronunciation of many abbreviations containing vowels.
- o Expansion of many capitalized abbreviations.
- o Standard pronunciation of many multi-digit numbers.
- o ANSI color codes stripped from text displayed or spoken.
- o Ignores repeated characters.
- o Different voices for user interface and reading.
- < Alternate voice for text delineated by brackets.
- > These brackets are often used to identify quoted text. <-
- << Three basic types are supported. Single or double brackets >>
- > may be forward or reverse, left side only or left and right. <
- o Single file or indexed multi-file read modes.
- o Run from Workbench or CLI.
- o Used with A1000 (OS 1.3), A3000 (OS 2.04-2.1), and A4000 (OS 3.0)
- o ASL file requester for input file selection for OS 2.04+.

## NEW FEATURES

- o Correcting vocabulary increased 20-25%.
  - o Alternate high-contrast color setup: white text on black
-

background in addition to the normal black text on lavender green.

- o Program icon tooltypes now enable user pre-selection of reading rate, color and full screen ASL file requester.

#### SPECIAL REQUIREMENTS

Standard Amiga Translator.library and Narrator.device required.  
2.04 versions recommended. 1 Meg or more ram recommended.  
External speakers required.

#### AVAILABILITY

GENie: (Since NOV 94) Page 555,3 File Number 24627  
Aminet: (Since FEB 95)  
<ftp://ftp.wustl.edu/pub/aminet/util/misc/WreadFiles47.lha> (125763)

#### PRICE

No fee requested for non-commercial use.

#### DISTRIBUTABILITY

Option to Copyright reserved.  
Blanket permission granted for distribution to BBS's and public domain archives as long as no specific charges are made for this program beyond normal BBS access or archive distribution costs and as long as the archive is left intact in it's original form.

## 1.36 Recall 3.0

#### TITLE

Recall

#### VERSION

3.0

#### AUTHOR

Ketil Hunn

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NORWAY

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#### DESCRIPTION

A program to keep track of birthdays, anniversaries and other important events. It is an easy-to-use, intuition-based utility for the absent-

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mindful and it is considered to be the best reminder utility, program launcher and alarm clock facility available for the Amiga platform.

## FEATURES

- o be reminded with requesters, alerts or practically anything that can be displayed on an Amiga-monitor
- o automatically start programs (CLI/WB/AREXX/BATCH) depending on the date, time or weekday
- o create input events at certain days/time/weekday
- o keep track of the remaining days/time to important events
- o keep track of the days/time since important events happened
- o be reminded every # day (e.g. every 14th day)
- o be reminded # days before or after the event
- o be reminded once a day, every time you boot, before or after a certain date, before or after a certain hour or minute
- o be reminded about events until you acknowledge them
- o be reminded on certain weekdays
- o display unlimited lines of text in the same requester or alert
- o group different events and make them appear simultaneously
- o keep a simple database of the birthdays of family and friends
- o let your Amiga keep track of how old people are by inserting the date of birth in the middle of the string where you want to display the age (I.e. the text "Adam is {years:08/05/1970} years old today" may be displayed as "Adam is 24 years old today".)
- o make advanced events which are displayed for example after 21:00 every 3rd day the first 7 days of every 2nd month the next 4 years
- o combine all of the attributes mentioned above in the same event
- o enter these events in an easy-to-use, totally font adaptable multi-window environment and without the need of programming-knowledge, just by entering the desired text and pressing a few buttons
- o localized for most languages supported by Commodore as well as some unsupported ones
- o well documented - over 100K of documentation!

## NEW FEATURES

- o The checker may stay resident in memory (optional) and keep on reminding you until you quit the program or turn off your machine. Will check the events every minute (idle time may be overridden).)
  - o The checker is a commodity, and may be controlled via the Commodore's Commodities Exchange program.
  - o Unlimited number of dates can be attached to the same event.
  - o You can combine weekdays and date, allowing you to make events which will be shown i.e. the third Sunday in a month etc.
  - o Major update of the calculation fields: allowing you to include both the current date, current time, calculation of days, calculation of years, current weekday and such in the SAME event! The fields can be selected and inserted from a requester.
  - o Possibility to group only certain events, flash certain events etc.
  - o Recursive directories, allows you to make folders of events i.e. keeping all birthday-events in a folder called Birthdays. Unlimited number of levels!
  - o Search and replace of events.
  - o Recall can pop up requesters on any public screen.
  - o New powerful type of event: Input - generates input-events and hotkey-presses.
-

- o New type of event: AREXX - runs AREXX scripts directly.
- o Modular built. Its functionality may be extended with modules.
- ...and much more

Various bug fixes.

#### REQUIREMENTS

OS 2.04 or higher. The programs will take advantage of Kickstart 2.1/3.0/3.1 and 68020+ processors if found.  
OS 2.1 or higher for localization.  
Harddisk is recommended for unpacking the complete distribution.

#### AVAILABILITY

<ftp://ftp.wustl.edu/pub/aminet/util/cdity/RecallV30.lha> (242252)

#### PRICE

Shareware fee of \$15 or 100 Norwegian kroner is requested.

#### DISTRIBUTABILITY

The archive may be spread through BBS, Internet, AmiNet and on Public Domain disks as long as the archive is not modified in any way. This means that you can copy it freely as long as you don't ask for a more than nominal copying fee. This fee must not be more than US \$5 or 5 DM. It would be much appreciated if magazines notified me through e-mail or ordinary mail if they include Recall on a cover-disk.

If you wish to include Recall on a magazine cover disk, you may do so as long as you send a complimentary copy of the magazine issue in which it appears to my home address. The entire package must be included on the disk, not just the executable. Please contact me in advance to ensure you have the latest version.

If you wish to supply Recall as part of a CD-ROM compilation of freeware, you may do so as long as the disc contains at least 20 Mb of other freeware. Otherwise, contact me first please. Explicit permission is granted to distribute Recall on any CD-ROM produced by Fred Fish / Amiga Library Services, and on any officially supported Aminet compilation CD-ROM.

## 1.37 BlitzBlank 2.60

#### TITLE

BlitzBlank

#### VERSION

2.60

#### AUTHOR

---

Thomas Boerke1

E-Mail: thomas@amiga\_inside2.schiele-ct.de

#### DESCRIPTION

BlitzBlank is a modular screen blanker package with the following features:

- stable
- fast
- low cpu-time usage by the blanker task
- comfortable
- highly configurable
- many interesting, fancy, nice modules
- compatible with most graphics cards
- build-in mouseblanker
- nice GUI
- ARexx interface
- joyport monitoring
- AmigaGuide docs with context-sensitive help
- Installer script for easy and automatic installing
- flexible random option
- no burn-in if the blanker halts (because another task needs the CPU)
- no crash or hang, if a nasty program opens its window on the blanker screen
- adjustable mouse sensitivity
- reblanking
- UnInstaller for riskless testing
- 39 modules:  
AmigaSign, ASwarm, Butterfly, Clock, Crumble, Dissolve, Electric, Execute, Fade, Flash, FlyingToaster, Fountain, Fractal, Goats, Gravity, Guru, Life, Lines, Mandel, Maze, Melt, Mosaic, Noise, PatternCycling, Plasma, Pyro, Radar, Skyline, Slideshow, Snow, Splines, Spot, StarField, Text, TicTacToe, Tiles, Tunnel, Worms, Worms2.

#### NEW FEATURES

- 10 new modules:  
ASwarm, FlyingToaster, Fractal, Goats, Gravity, Maze, Plasma, Skyline, StarField, TicTacToe
- reblanking
- BlitzBlank rewritten in C -> significantly shorter (39 KB -> 16 KB)
- many bugfixes and enhancements (see history in the guide)

#### SPECIAL REQUIREMENTS

- AmigaOS 2.0 or better
- MUI 2.3

#### AVAILABILITY

FTP/Internet: AmiNet and mirrors

<ftp://ftp.wustl.edu/pub/aminet/util/blank/BlitzBlank260.lha>

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(656459 bytes)

#### PRICE

GIFT/CARD-ware (if the user WANTS to give something)

#### DISTRIBUTABILITY

Freely distributable.

Copyright 1993-1995 by Thomas Boerkele.

Copyright of some modules by their respective authors.

## 1.38 prlink 0.8.0a

#### TITLE

prlink

#### VERSION

0.8.0a

#### AUTHORS

Marko Mdkeld <Marko.Makela@HUT.FI>

Olaf 'Rhialto' Seibert <rhialto@mbfys.kun.nl>

#### DESCRIPTION

Hello all!

After half a year of lazy development, I release my data transfer system. It uses a parallel cable between an Amiga or a PC compatible and a 8-bit CBM system (The PETs, Vic20, C64 and C128 are currently supported). On the PC side, the program compiles under Linux, and it can be compiled under DOS fairly easily, too. (If you can do this, please send the patches and executables to me.)

The Amiga and PET ports were done by Olaf Seibert <rhialto@mbfys.kun.nl>. He will soon make an Amiga binary version of the package available.

Prlink is probably one of the most complete systems available. It lets you to load and run programs off your PC's or Amiga's disks on the remote C= computer with a command issued on the PC or Amiga. You can also save remote C= memory to a file. Prlink supports also a banked memory expansion (256kB on C64, up to 1MB on C128), and a Commodore REU up to 15 megabytes.

Prlink is implemented as an IRQ wedge, so you can use the C= computer for something else between the transfers.

Besides loading and saving memory, you can launch Vic-20 cartridges, provided that you have a Vic-20 equipped with a RAM expansion at \$a000 (and at \$6000 for 16 kB games).

---

You can also transfer files with prrfile and prwfile. Prdisk lets you to transfer whole disks. Standard routines are used, and the disk size may be up to 999 tracks \* 1000 sectors per track = 999000 blocks. Useful for backing up your 9090 harddisk on the PET. :-)

If you have any comments or questions or suggestions for improvements, feel free to contact us. I <marko.makela@hut.fi> will answer any PC-related questions, and Olaf Seibert will be happy to help Amiga and PET users at <rhialto@mbfys.kun.nl>.

With best regards,

Marko Mdkeld

#### SPECIAL REQUIREMENTS

ixemul.library (included)

DASM 2.02 to reassemble 6502 code, if desired for reconfiguration.

#### AVAILABILITY

<ftp://ftp.funet.fi/pub/cbm/transfer/Amiga/prlink-amiga-0.8.0a.lha>  
<ftp://ftp.funet.fi/pub/cbm/programming/dasm202.tar.gz>

or on Aminet:

<ftp://ftp.luth.se/pub/aminet/misc/emu/prlink-amiga.lha>  
<ftp://ftp.luth.se/pub/aminet/dev/cross/dasm202.lha>

(note that I think it doesn't belong in misc/emu but in something like comm/misc, because it handles the Real Thing and not an emulation, but such is life)

#### PRICE

Free.

#### DISTRIBUTABILITY

Copyright 1994, 1995 by Marko Mdkeld and Olaf Seibert.  
The GNU General Public License applies.

## 1.39 FreshFish Volume 9

#### TITLE

FreshFish Volume 9 CD-ROM

#### VERSION

Volume 9

#### AUTHOR

---



Amiga Library Services

E-Mail: [orders@amigalib.com](mailto:orders@amigalib.com)

#### DESCRIPTION

The FreshFish CD-ROM series is a 2-CD set released approximately every two months, that contains approximately 1.1 Gb of useful programmer's tools, submissions of newly released material, useful documentation, etc.

Volume 9 contains new ports of GNU Fortran, GNU octave, and UnixTeX. Many other utilities, such as GNU ADA are updated. Also included are copies of newly released disks 1001-1060 from the floppy library.

The material is roughly divided into the following sections:

Size -----	Area ----	Description -----
626 Mb	BBS	BBS ready material selected from the other sections of the CD, as well as from previous CD's, on a space available basis. Also includes full GNU source code, original baseline source, diff files, etc, all in archived form.
227 Mb	Useful	Misc useful tools, libraries, documentation, source code examples, hardware/software reviews, descriptions of previous CD's and floppies, etc.
94 Mb	GNU	Binaries, libraries, runtime files, and documentation for utilities in the GNU tree. Source is now located in the BBS tree.
142 Mb	New	Ready-to-run new submissions and other material received since the previous FreshFish CD.
49 Mb	Tools	CD-ROM administration tools, documentation, search utils, etc.

The GNU tree contains the following utilities (per an "ls" of the GNU:bin directory):

MakeTeXPK	ecc	grotty	nohup	tex
[	echo	groups	nroff	texi2dvi
addftinfo	ed	gs	objcopy	texindex
afm2tfm	egrep	gsbj	objdump	tfmtoedit
afmtodit	emacs	gsdj	octave	tftopl
amigados-gcc	env	gslj	octave-1.1.1	touch
ar	etags	gslp	octave-bug	tr
as	expand	gsnd	od	true
autoconf	expr	gsoelim	paste	unexpand
autoconf-1.11	f2c	gsrenderfont	patch	uniq
autoconf-2.1	f77	gtbl	patgen	unprotoize
autoconf-2.2	false	gtroff	pathchk	unshar
autoheader	fgrep	gunzip	perl	updatedb

autoreconf	find	gzexe	pfbtops	users
autoscan	flex	gzip	pitool	uudecode
autoupdate	flex++	head	pktogf	uuencode
awk	fmt	hostname	pktype	v
basename	fold	id	pltotf	vdir
bc	font2c	ident	pooltype	vftovp
bdftops	g++	ifnames	pr	virmf
bibtex	g77	indent	printenv	virtex
bison	gas	info	printf	vptovf
brik	gasp	inimf	protoize	wc
c++	gawk	initex	ps2ascii	wdiff
c++filt	gcc	install	ps2epsi	weave
cat	gcc-2.3.3	ispell	psbb	who
chgrp	gcc-2.6.3	ixconfig	pwd	whoami
chmod	gcc-2.6.4	ixtrace	ranlib	xargs
chown	gccv	join	rcs	yes
ci	gccv-2.3.3	jove	rcsdiff	zcat
cksum	gccv-2.6.3	kpsewhich	rcsmerge	zcmp
cmmf	gccv-2.6.4	ksh	red	zdiff
cmp	gdb	latex	rlog	zforce
co	genclass	ld	rm	zgrep
comm	geqn	less	rmdir	zmore
cp	gftodvi	lesskey	sdiff	znew
cpio	gftopk	lkbib	sed	
csplit	gftype	ln	sh	
cut	gindxbib	locate	shar	
d	glookbib	logname	size	
date	gnatbind	look	sleep	
debugprof	gnatbl	ls	sort	
dc	gnatchop	m4	split	
dd	gnatchp	make	strings	
df	gnatf	makeinfo	strip	
diff	gnatk8	merge	stty	
diff3	gneqn	mf	sum	
dir	gnroff	mft	sync	
dirname	gperf	mkdir	tac	
doschk	gpic	mkfifo	tail	
du	grefer	mknod	taintperl	
dumphunks	grep	mt	tangle	
dvicopy	grodvi	mv	tar	
dvilj4	groff	nice	teachjove	
dvips	grog	nl	tee	
dvitype	grops	nm	test	

#### SPECIAL REQUIREMENTS

Requires system software capable of reading ISO-9660 Level 2 CD-ROM's.

#### PRICE

\$19.95 (2 CD's in one slimline jewel case)

#### DISTRIBUTABILITY

The compilation is Copyright (C) 1995 by Amiga Library Services, however there are liberal copying conditions for the entire contents to hard drive of tape distribution, as well as individual components of the distributon.

## AVAILABILITY

Available for immediate shipment.

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

FAX or Voice: (602) 491-0048  
Voicemail Only: (800) 804-0833

## 1.40 Translator Library 42.3

## TITLE

Translator Library (Multilingual-speech version)

## VERSION

42.3

## AUTHOR

Francesco Devitt

Internet: ffranc@comp.vuw.ac.nz  
Telephone: +64 4 388-3215  
Home page: <http://www.comp.vuw.ac.nz/~ffranc/amiga/translator.html>

## DESCRIPTION

## New features:

- o Recursive rules: right hand sides can be re-translated
- o Bugs were fixed

## Features:

- o Allows language to be specified in the text to be translated
- o Replaces Commodore's translator.library
- o Provides multi-lingual text-to-speech support
- o Works with all OS versions

With versions of the OS before 2.1 Commodore supplied text-to-speech software on the Workbench discs. This library replaces the Commodore supplied translator library. The original translates text to phonemes for use with the narrator device. It is used in software with speech output such as "Say" and "Term".

Unfortunately for non-American users the original library translates all text as if it were American English. It can not handle other languages or dialects.

---

This library is a drop-in replacement and works with all software that currently uses the Commodore speech system. With this version of translator library (version 42.1) the user can specify which language the translator should use. The following languages/dialects/accents are supported by this library:

English	Deutsch
American	Polski
Italiano	Svenska
Cymraeg	Maori
Suomi	Island

Not all useful I know. However it is not difficult to write translation files for other languages with the exception of languages like English and French which have more exceptions than most. I hope that users of this system will be motivated to create accent description files for the language(s) they speak.

#### SPECIAL REQUIREMENTS

Requires any version of the OS greater than 1.3. Some features are not supported on pre-2.04 systems and systems without the locale library.

To be of any practical use it requires any version of the narrator device and software that talks.

#### AVAILABILITY

Available from Aminet, eg:

<ftp://ftp.doc.ic.ac.uk/pub/aminet/util/libs/translator42.lha>

81444 bytes

#### PRICE

Free.

#### DISTRIBUTABILITY

Copyright 1995 Francesco Devitt.  
Freely distributable. Donations gratefully received.

## 1.41 AmiSlate 1.2

#### TITLE

AmiSlate

---

## VERSION

1.2

## AUTHOR

Jeremy Friesner

E-Mail: jfriesne@ucsd.edu

## DESCRIPTION

AmiSlate is a paint program that allows you and a friend to paint together, on the same "canvas", over an AmiTCP link.

## Features:

- Runs in a resizable window on a custom screen, public screen, or Workbench screen.
- Supports most standard painting "tools", including freehand dot, freehand draw, line, filled and unfilled circles and rectangles, polygons, and flood fill.
- Flexible design allows both users to draw at the same time, even multiple ARexx scripts can be run simultaneously.
- Has a "chat bar" at the bottom of the window to facilitate textual communication between users.
- Will transparently map colors to different palettes in real time, allowing users to use screens of differing depths.
- Loads and saves IFF ILBM format picture files.
- Has Record/Playback Macro features.
- An extremely full-featured ARexx port, allowing AmiSlate to be extended by the user to play games or do other interesting things. AmiSlate comes with a number of demonstration ARexx scripts, including scripts to play chess and Tic-Tac-Toe over the network.
- Installer script included.

## SPECIAL REQUIREMENTS

Requires Workbench 2.04 or above. AmiTCP3.0b2 or higher is required to use AmiSlate's networking features.

## AVAILABILITY

Available on Aminet:

<ftp://ftp.netnet.net/pub/aminet/comm/tcp/AmiSlate1.2.lha> (103 KBytes)

## PRICE

AmiSlate is DonationWare. If you find AmiSlate to your liking and use it often, please consider sending me a donation of five to ten dollars.

#### DISTRIBUTABILITY

AmiSlate is freely distributable as long as no charge is made for it other than a small fee for the cost of the media.

## 1.42 Amiga CDROM Guide 1.1

#### TITLE

Amiga CDROM Guide

#### VERSION

1.1

#### AUTHOR

I, Anders Bakkevold, has made this guide. For comments, contribution etc contact me via e-mail:  
anders.bakkevold@norway.bbs.no

#### DESCRIPTION

Amiga CDROM Guide (ACDG) was made to help Amiga-owners to pick the right CDROM for their needs. It doesn't include commercial games or photoCD-discs, but all Amiga PD/clipart/fonts/modules collections.

- It is in the Amigaguide-format.
- You will find all the vital information on a CDROM, like price, contents, publisher etc.
- Covers 128 CDROMs
- 45+ of the CDROMs have a review
- If you're interested in for instance raytracing, click on the keyword "Raytracing" to get a list of all CDROMs that can be associated with ratracing.
- Other keywords: Clipart, fonts, pictures, utilities, GNU, text-files, fish etc

#### NEW FEATURES

A lot has been changed since the first version (v1.0), which wasn't uploaded to Aminet.

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## SPECIAL REQUIREMENTS

You will need a program able to display Amigaguide files. Workbench 3.0 and up has this build-in with the program "Multiview". For Workbench 1.3 and 2.x I recommend the program PPguide, which is available on Aminet.

## AVAILABILITY

Amiga CDROM Guide is available from any Aminet site, for instance:

<ftp://ftp.wustl.edu/pub/aminet/docs/hyper/ACDGv11.lha> (42843)

## PRICE

Amiga CDROM Guide is freeware.

## DISTRIBUTABILITY

Amiga CDROM Guide v1.1 is copyright 1995 Anders Bakkevold. All rights reserved. You may copy it as you like, as long as no changes are made to the archive, and you don't charge more than 3.00 for the media and copying fees.

## 1.43 XpkDisk 37.8c

### TITLE

XpkDisk

### VERSION

37.8c

### AUTHOR

Olaf 'Rhialto' Seibert <rhialto@mbfys.kun.nl>

### DESCRIPTION

'xpkdisk.device' is an exec-style device that looks like trackdisk.device and similar disks. The difference is that it compresses its data and stores it in multiple files in an existing filesystem. It uses the XPK (eXternal PacKer) standard to do the actual compression. This has many advantages.

This approach differs from compressing file systems: they compress on a per-file basis, and generally limit the maximum size of files that they can handle to the available memory.

### NEW FEATURES

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- \* Version 37.8 works around a horrible bug that is really caused by XPK when track files are not compressible. Look in the source file "devio.c" for details, near the symbol XPKBUG.
- \* You can now change the XPKD: assign on the fly, if you're careful.
- \* xdclear now works with the fake scsi.device, which does not seem to know about ETD\_\* commands.
- \* Now keeps the old track file while writing a new one. The old track file is only deleted after successfully writing the new one. You have more control about what to do in such situations.

#### SPECIAL REQUIREMENTS

AmigaDOS 2.04 or better is required for some features to work.

Xpk version 2.5 or better (available from Aminet sites as well).

A hard disk, a fast processor and lots of RAM are highly recommended but not strictly necessary.

#### AVAILABILITY

Aminet: util/pack/xpkDisk37\_8c.lha, for instance

ftp://ftp.luth.se/pub/aminet/util/pack/xpkDisk37\_8c.lha

#### PRICE

Free.

#### DISTRIBUTABILITY

Copyright 1995 by Olaf Seibert.  
The GNU General Public License applies.

## 1.44 Analay 1.11

#### TITLE

Analay

#### VERSION

1.11

#### AUTHOR

Marc Necker  
(Marc@buster.tynet.sub.org)

#### DESCRIPTION

Analay is a new analysis program which provides all the standard

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functions such a program needs. The special feature of this program is the integrated DTP mode which allows you to layout a page with full WYSIWYG! The program is divided into two independent parts running at the same time as separate tasks.

The Math Mode contains all functions for plotting and analyzing function graphs. It's no problem to create the derivative of functions or to calculate the zeros or the area between functions to name only three of the many facilities. Moreover, the design of the graphs can be changed in many ways. You also can place texts, points, etc. in the windows or hatch an area. Tables, lists and legends can be created as well.

The Layout Mode contains a small, but complete DTP program with full WYSIWYG and Intellifont support! It allows you to layout a page with function graphs, tables, lists, legends, text blocks, etc. Moreover, it knows formulas which no program apart from TeX was able to display or print up to know! The page can be printed in the highest resolution your Workbench printer driver allows for your printer!

#### NEW FEATURES

- English program texts and English documentation
- Zoom up to 500% in Layout Mode
- Some bug fixes
- Fixed a bug with power functions in V1.1

#### DISTRIBUTABILITY

The Analay archive without key file can be distributed freely as long as all files are kept together. You also may place it on PD-collections or CDs.

#### REQUIREMENTS

Analay runs on every Amiga with AmigaOS 2.04 or higher and at least 1.5MByte RAM. It's better if you have got more RAM and a harddisk.

To use all of the program's features AmigaOS 3.0 or higher is required (e.g. color printout).

#### RELEASE DATE

April 6, 1995

#### HOST NAME

Any AmiNet-Server

i.e.

<ftp://ftp.wustl.edu/pub/aminet/misc/math/Analay111.lha> (425437)

#### DIRECTORY

[/pub/aminet/misc/math](#)

---

## FILE NAME

Analay111.lha

## PRICE

Shareware-fee of 20US-\$/30DM. See the documentation for further information. Some functions are disabled in the unregistered version, e.g. the print-function.

## 1.45 myisoicons 1.0

## TITLE

myisoicons.lha

## VERSION

1.0

## AUTHOR

David Wiles  
BMDE, Medical Faculty  
UNIVERSITY OF STELLENBOSCH  
South Africa  
E-Mail: dw@itu.sun.ac.za  
dw@maties.sun.ac.za

## DESCRIPTION

Icons in isometric style a la NewIcons. A set of IFF pictures that can be used to create icons in the style of the "NewIcons" package. Various elements from the pictures can be combined to create an icon to suit your personal preferences. Examples (in IFF format) of all common icons are provided. (SYS: icons) All icons are a standard size and format, to give their final appearance on the Workbench a neat and organized look. No more cluttered screens and windows and no more massive, gaudy icons. The icons images can be picked up from the IFF pictures as IFF brushes, and then imported into your favorite icon editor, and the icons created from there.

A few screen grabs have been included to show off the "isoicons".

What makes this package different?

This is the only package, that I know of, that allows the you to construct your own icons from the "clip art" provided. Also ALL the images are in IFF picture format and can be edited and created using the power of a paint program like DPaint or Brilliance. (This way you won't have to put up with using icon editors like the terrible IconEd program from Workbench 2.0+.

:-()

The imagery only uses the first 4 colors on a 16-color picture, so more colors can be used in the icons. That is better than working with a 8- or 16-color icon from somewhere else and then losing most of the visual detail when reducing the palette to suite your Workbench. :-()

## SPECIAL REQUIREMENTS

Any Amiga from an A1000 to an A4000!  
A paint program capable of reading and saving standard Amiga IFF pictures.  
AmigaDOS 1.2 to 3.1 compatible. (Palettes may differ between OS versions)  
Tons of huge, lousy, gaudy icons, and a messy Workbench. :-)  
NTSC or PAL compatible. (The images are PAL 640 X 512 16-colour format)  
Archive created with LHA 1.38.

#### AVAILABILITY

ftp://netnet2.netnet.net/pub/aminet/pix/icon/myisoicons.lha (226172)  
or: Any Aminet mirror site. Found in the pix/icon directory.

#### PRICE

Free (see DISTRIBUTABILITY)

#### DISTRIBUTABILITY

This product is freeware and placed in the Public Domain with the following provisos:

I would appreciate e-mail should you download the archive and you like or dislike it. Comments, suggestions, praise and criticism are welcome.

Some of the imagery is based on other Amigan's work. A lot is my own. Don't go and claim it as your own, if you have a conscience.

I give express permission to Urban Mueller, the Aminet administrator, and Fred Fish, the Amiga Library Disk (Fish Disk) administrator to include this archive on their respective PD collections, as they see fit.

#### OTHER

A second collection will be uploaded by June/July. Keep an eye out for myisoicons02.lha.

Archive uploaded to Aminet mirror netnet2.netnet.net at 09h00 on 13 April, 1995. Expect it to be mirrored to the all Aminet mirrors by 18 April, 1995. (wuarchive.wustl.edu is impossible to access at ANY time for me) >:-C

## 1.46 Guida

#### TITLE

Guida

#### VERSION

Last published issue is 7.

#### AUTHOR

Dalibor Kezele (main editor)  
Toplicka 127  
42204 Turcin  
Croatia

phone: +385 42 651 567 (20pm CET)

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e-mail: dkezele@oleh.srce.hr  
sentinel@bonus.fido.hr

Fidonet: DALIBOR KEZELE 2:381/120

#### DESCRIPTION

Guida is a free magazine in AmigaGuide format in CROATIAN language.

Themes we cover are: Amiga scene, Internet scene, BBS scene, computer news, programming, hardware, software, informatic language(s) etc. Some texts aren't computer-related, but we think they're interesting to Amiga users. The new issue is out every three weeks.

#### SPECIAL REQUIREMENTS

Any Amiga with AmigaGuide tool. It doesn't use any of new AmigaGuide functions so it can be read on an old Amiga 500. Also Croatian font is needed but we deliver it within lha archive.

A reader also must know CROATIAN in order to understand text.

#### AVAILABILITY

Available via ftp:

ftp://aris.ffk.hr/pub/guida/Guida0.lha	(65442)
ftp://aris.ffk.hr/pub/guida/Guida2_5.lha	(72150)
ftp://aris.ffk.hr/pub/guida/Guida3_14.lha	(49495)
ftp://aris.ffk.hr/pub/guida/Guida4_99.lha	(33992)
ftp://aris.ffk.hr/pub/guida/Guida5.lha	(42814)
ftp://aris.ffk.hr/pub/guida/Guida6.lha	(52954)
ftp://aris.ffk.hr/pub/guida/Guida7.lha	(72571)

Available via WWW:

<http://rasipl1.rasip.etf.hr/~chonky/guida.html> (main menu)

#### PRICE

Guida is free.

#### OTHER

Plain ASCII format of any issue is also available.  
For more information or subscription contact main editor.

#### DISTRIBUTABILITY

Copyright (c) 1994, 1995 by Dalibor S. Kezele  
Guida is free. Changing the content is forbidden!

## 1.47 HTML-Heaven 1.1b

---

## TITLE

HTML-Heaven

## VERSION

1.1b

## AUTHOR

Paul Kolenbrander

Email : paul@serena.iaehv.nl  
Post : Turfveldenstraat 37  
NL-5632 XH EINDHOVEN  
The NETHERLANDS

## DESCRIPTION

HTML-Heaven is a suite of four 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 environment. Now inserting HTML commands is as simple as point and click. This is the upgrade from version 1.1 with a host of exiting new features.

## NEW FEATURES

Version 1.1a has all the features of version 1.1. Plus:

- \* Support for two new editors. MEmacs (thanks to Ellis Pritchard) and PolyEd.
- \* Improved script for GoldEd now supports blocks the same way that the TTX script does. Same goes for the PolyEd and SE scripts. Just mark a block and hit eg. the <B></B> gadget in HTML-Heaven.
- \* Support for character entities so you can now embed special characters like @, æ and þ for example.
- \* The brunt of the new NetScape extensions to the HTML language.
- \* The documentation is now also included in HTML format.

On-line browsing: <http://www.iaehv.nl/users/paul/main.html>

## SPECIAL REQUIREMENTS

HTML-Heaven requires:

- \* Workbench 2.04 or above.
- \* ARexx (bundled with Workbench 2.04 and above.)
- \* Around 1MB of free memory.
- \* About 400KB of floppy or harddisk space. (installing the entire suite and all docs including the HTML versions.)

## AVAILABILITY

- <ftp://ftp.iaehv.nl/pub/users/paul/amiga/HTML-Heaven.lha>
- WWW - <http://www.iaehv.nl/users/paul/index.html>
- Most Aminet sites. Examples of which are:  
USA: <ftp://ftp.cdrom.com/pub/aminet/text/hyper/HTML-Heaven.lha>

EUR: ftp://ftp.luth.se/pub/aminet/text/hyper/HTML-Heaven.lha

#### PRICE

The registration fee for the HTML-Heaven package still is only:

- 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 custom keyfile are \*NOT\* freely distributable.

This suite of programs is copyright 1994 by Paul Kolenbrander.

#### OTHER

To encourage users to register, (I'd like to get some return for all this effort I have put into creating the suite.) the freely distributable versions does not support ToolTypes/parameters and will not supply on-line help. Furthermore a 'reminder' requester appears on exiting any of the four programs comprising the suite. The unregistered versions will also not allow more than 5 ARexx commands per session. They'll keep functioning, but ignore any further ARexx commands given by the user as it has unloaded it's ARexx Host.

## 1.48 EazyBBS 2.21

#### TITLE

EazyBBS (Mailbox)

#### VERSION

2.21

#### AUTHOR

Andreas M. Kirchwitz

E-Mail: amk@zikzak.in-berlin.de

#### DESCRIPTION

EazyBBS is a Unix/Uucp-like BBS (Bulletin Board System) (aka Mailbox) with UUCP network support for multiple users on multiple ports.

Multi-language support for input, output and commands. Configurable commands, online help for every command. Extremely fast VT102 emulation. Full-screen editor, full-screen input/output masks, full-screen file lister, full-screen chat and line chat. Online games

---

(Greed, Sokoban, Global War).

Z-Modem (xprzmodem.library) and X-Modem (builtin). Comfortable Batch-Download and Batch-Upload. AmiNet-like .readme files (containing file data) for upload and download. Also supports those "brain-dead" FILE\_ID.DIZ files.

Thread-oriented message system. Binary mails. Personal newstree for every user, automatically shows new messages and files in subscribed boards and file-areas. Checks integrity of archives and lists contents of archives (highly configurable). CRC checksums to verify correct file transfer.

Handles cursor-keys. Builtin support for "Umlaute", configurable Umlaute conversion after upload and before download. Builtin pager, users can edit their personal configuration easily.

Commands, filenames, boards, file-areas can be abbreviated. AmigaDOS pattern-matching for various commands.

EazyBBS runs on own screen or in window (on any public screen). Fonts configurable. No wimpy GUI, no fancy gadgets... everything's done with VT102 masks (quite comfortable), perfect for remote maintenance.

Configurable for any modem, ISDN board and multi I/O card.

Can be started from Uucp-getty (on already established connection).

Access to boards and file-areas can be restricted to certain users (Unix-like owner/group concept), every group may have one or more moderators. Optionally, all upload may be unaccessible by default, then checked by the moderators and unlocked (if okay).

Very flexible import of peripherals (eg, CD-ROMs or any other devices). Certain files and directories can be excluded. Directories can be archived and transferred in one file (program configurable, size check... configurable).

EazyBBS is comfortable but has no full-blown GUI. If the Workbench is your home and you even don't know how to spell the word "Shell" then EazyBBS is maybe not for you. But if you can handle a shell and if you like sophisticated software -- then you'll like EazyBBS ;)

German support BBS with discussion boards, also available via UUCP.

## NEW FEATURES

Changes since version 2.19 (summary):

- File-list and file-check scripts for LZX.
- Two editable scripts to pre-process batch-uploaded files.
- Improved scripts for daily listing of files (for Anon-UUCP and News).
- Improved support for AmigaUUCP sendmail.
- Some internal changes, enhancements and bug fixes.

See file "History.Txt" in archive EazyBBS-2.21.lha for complete listing of changes and new features.

---

## SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher).  
Knowledge of german language since most documents are in german  
(don't worry, translation to english is in preparation...  
translators welcome ;-)

## AVAILABILITY

FTP/Internet: AmiNet and mirrors

<ftp://ftp.wustl.edu/pub/aminet/comm/bbs/EazyBBS-2.21.lha> (772141)

UUCP/E-Mail : [mail-server@cs.tu-berlin.de](mailto:mail-server@cs.tu-berlin.de)

Send mail to the address above and put the  
line "send /pub/aminet/comm/bbs/EazyBBS-2.21.lha"  
in the body.

## DISTRIBUTABILITY

Shareware, freely distributable.  
Copyright by Andreas M. Kirchwitz.

## 1.49 HZview1.52b

## TITLE

HZview1.52b

## VERSION

V1.52b (4.30.1995)

## AUTHOR

Ji Ma  
e-mail: [maji@u.washington.edu](mailto:maji@u.washington.edu)

## DESCRIPTION

A small and very fast chinese GuoBiao (a binary chienses  
character encoding mothod) text viewer with nice graphical  
user interface. It supports both 8 bit (raw) or 7 bit  
(HanZi) encoding.

- can also be used to normal ascii text viewer

- can be iconified

Big source of GB material is archived at site:  
[cnd.org/pub/ifcss.org/china-studies/huangxin-collections/](http://cnd.org/pub/ifcss.org/china-studies/huangxin-collections/)

Shareware version limits maximum display 10 pages.

---



register version will remove such limitation.

## NEW FEATURES

version 1.0b

- V3.1 compatable:
- New GUI with MUI
- Support mouse and keyboard short cuts
- Small
- Fast
- written in C++
- help file in amiga guide format
- include some of chinese classic stories (ENJOY!!!).
- ...and many more.

version 1.5b

- add space between lines, make they easy to read
- add book mark control
- add option -a to show ascii file
- add keyboard short cut for next page - space bar
- keyboard short cut for mark page - M
- open file implemented
- properly enable and disable menus and buttons
- implement the print from menu

version 1.52b

- now support 7 bit GB encoding (HanZi). Finally  
program name agrees with its function.

## DISTRIBUTABILITY

HZview is shareware. It is freely distributable, as long as you distribute all files! Feel free to include it in public domain collections (i.e. fishdisks).

## REQUIREMENTS

Workbench 2.04 or higher

chinese bitmap font library cclib.16 (included)  
should place in the same directory as program

High Resolution Interlaced screen (640x400).

## RELEASE DATE

April 30, 1995.

## AVAILABILITY

Any AmiNet site, for example:

<ftp://ftp.wustl.edu/pub/aminettext/show/HZview1.52b.lha> (319795)

---

## PRICE

Shareware fee of \$20 US

## 1.50 SmartCopy 1.4a

## TITLE

SmartCopy

## VERSION

1.4a

## AUTHOS

Rask I. Lambertsen

E-mail: gc948374@gbar.dtu.dk

## DESCRIPTION

Easy-to-use file copier with GUI. Good for copying a bunch of files from a harddisk to floppy disks, as it figures out which files will fit and only copies those files. If more disks are required, you will be prompted for them.

Should support any type of disk device (including diskspare and PFS).

Similar programs are available, but (as far as I know) the don't have a GUI.

## NEW FEATURES

This is a bug-fix to version 1.4. Version 1.4 kept a lock on the screen on which the window opened, making the public screen feature totally useless.

This version is also nearly 1 kb smaller than v1.4.

## SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher).

## AVAILABILITY

FTP: Aminet and mirrors

[ftp://ftp.luth.se/pub/aminet/disk/misc/SmartCopy1\\_4a.lha](ftp://ftp.luth.se/pub/aminet/disk/misc/SmartCopy1_4a.lha)

## PRICE

Free.

## DISTRIBUTABILITY

Freely distributable, Copyright by Rask I. Lambersen.

## 1.51 HWUpdate 2.1

### TITLE

HWUpdate

### VERSION

2.1

### AUTHOR

Dan J. Fraser

Internet: jyergaw@julian.uwo.ca

FidoNet: Dan Fraser@1:2401/201.0

Phone: 519-438-5277 (North America)

### DESCRIPTION

HWUpdate is a quick-and-dirty utility I wrote to compensate for a major oversight on the part of CNet/3's programming team. Because of a severely silly error in CNet's IUUNews program, the highwater marks of any UUCP areas with message numbers over  $2^{15}$  were screwed up everytime IUUNews was run.

This program reads in a UUCP/NNTP "ACTIVE" file, and just updates CNet's highwater marks.

### SPECIAL REQUIREMENTS

CNet/3 version 3.0c

Must be using an "ACTIVE" file based UUCP system.

### AVAILABILITY

Any aminet site, for example:

<ftp://ftp.netnet.net/pub/aminet/comm/cnet/HWUpdate2.lha>

### DISTRIBUTABILITY

Giftware.

## 1.52 BattleDuel 1.03

### TITLE

BattleDuel V1.03

## AUTHOR

Jochen Terstiege <tersti00@marvin.informatik.uni-dortmund.de>  
Michael David  
Marco Seine

## DESCRIPTION

BattleDuel is a game like 'Artillery Duel' on the C-64:

Two players fight against each other with cannons placed in a windy mountainous landscape. To hit the other they change the power and angle of the cannons. A duel is finished if one of the cannons is totally damaged.

Some features:

- up to 4 players
- ~computer opponents
- normal duel mode, 2 tournament modes, practice mode
- ECS/AGA/GraphicBoard support (only one program)
- nice graphics and sound effects
- full multitasking
- ~OS friendly

## NEW FEATURES

- Screenmode Requester for better support of graphicboards (tested with PicassoII and Piccolo)
- Minor bug fixes

## SPECIAL REQUIREMENTS

Kickstart2.0, Harddisk, Flickerfixer recommended, at least 1 MB memory

## AVAILABILITY

<ftp://ftp.wustl.edu/pub/aminet/game/2play/BattleDuel.lha> (582236)

## PRICE

Shareware fee of \$15 US / DM 20

## DISTRIBUTABILITY

BattleDuel is Shareware!  
Copyright (C) 1995 Jochen Terstiege, Michael David, Marco Seine

## 1.53 BBSwitch1.0

## TITLE

BBSwitch1.0 - An electronic monitor switch for the A2386SX

## VERSION

Release 1.0.

---

## AUTHOR

Remi Lenoir  
Email: <dvs@netcom.com>

## DESCRIPTION

BBSwitch is an electronic monitor switch designed to allow an A2386SX BridgeBoard, equipped with a VGA card, and an AMIGA to share a monitor. Actually, BBSwitch is an AmigaGuide document describing an electronic monitor switch (ie. how it works, how to build one, etc...).

The switch is controlled by the 4 pin mini din connector of the BridgeBoard and is fully compatible with the SXServ software written by Frank Mariak.

Although it was designed to be connected to an A2386SX, it can also be used with other devices if you can provide an interface similar to the A2386SX (a +5V power supply and a TTL compatible signal) and write the software for it.

## FEATURES

- 2 VGA inputs (high density 15 pin connectors)
- 1 VGA output (high density 15 pin connector)
- 1 Power/Control input (4 pin mini-din connector)
- No external power supply required
- Fully electronic design, no relays

## REQUIREMENTS

- AmigaGuide Software
- A Commodore A2386SX BridgeBoard with a VGA card.
- A software capable of controlling the 4 pin mini connector of the BridgeBoard (SXServ for example).

## AVAILABILITY

BBSwitch is FREeware and is available from Aminet.  
<ftp://ftp.wustl.edu/pub/aminet/hard/misc/BBSwitch1.0.lha>

## PRICE

It is FREE.

## DISTRIBUTABILITY

It is FREeware, not public domain.  
BBSwitch1.0 is (C) Copyrighted 1995 Remi Lenoir.

## 1.54 plip.device 38.12

## TITLE

plip.device 38.12

---

## AUTHOR

Original Authors: Oliver Wagner & Michael Balzer  
Bug fix modifications: R. Jeremy James <jeremy@southern.co.nz>  
Further development: Martin J. Laubach <mjl@CSlab.tuwien.ac.at>

## DESCRIPTION

plip.device is a SANA-II compliant (internal) parallel port network interface driver - this version is a bug fix described in the New Features section, someone who tested this for me suggested it made a 25% speed increase which I doubt since I haven't done anything to that part of the code, except compile with SAS/C 6.55, and I suspect they upgraded from an old(er than 38.11) version of plip.device but this is unknown, if you observe a speed increase due to this version of plip.device please post in comp.sys.amiga.networking.

## NEW FEATURES

S2\_DEVICEQUERY command now respects the correct usage of the SizeAvailable & SizeSupplied fields of the Sana2DeviceQuery structure passed to the S2\_DEVICEQUERY command.

## SPECIAL REQUIREMENTS

A working internal parallel port, cable made as described in the docs and a SANA-II compliant Networking Package such as Envoy.

## AVAILABILITY

Aminet

```
ftp://ftp.wustl.edu/pub/aminet/comm/net/plip3812.lha (7760)
ftp://ftp.wustl.edu/pub/aminet/comm/net/plip3812src.lha (23636)
```

## PRICE, DISTRIBUTABILITY & OTHER LEGAL STUFF

While Oliver & Michael were supporting plip.device it was considered Shareware but I (and someone else I know working on plip.device) have tried mailing both of them without success. They have also released the source to Aminet so I guess they've placed it in the Public Domain (I remember one of them talking about releasing it under a GNU license while the ADSP network was alive).

R. Jeremy James                      PO Box 36254,  
Christchurch,

++64-3-379 9000

New Zealand.

## 1.55 Aminet Charts, June 19th

The most downloaded files from Aminet during the week until 19-Jun-95  
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
VChck655.lha	util/virus	123K		1+Version 6.55 of Virus_Checker. Amiga Vir
anews19.lha	docs/mags	507K		0+AmyNews 19, June 1995. News magazine.
AtariEmulator.lha	misc/emu	111K		0+Atari 1040ST Emulator (English)
DCopy31.lha	disk/misc	39K		0+DCopy 3, The Best PD Copier!!
AirMail.lha	comm/mail	95K		1+GUI internet mailer
ss20p.lha	misc/emu	55K		1+Update for shapeshifter (p)
ixemul4100-bin.lha	dev/gcc	1.4M		0+IXemul.library 41.0
NewLogo.lha	pix/illu	19K		0+Should this be the new Amiga Tech. logo?
TolleUhr13.lha	util/time	89K		0+Beautiful analogous clock, v1.3
ScreenGrab.lha	gfx/misc	4K		1+OS3.0 Screen grabber
cybergames.lha	game/misc	676K		1+Violent fighting game
Escom-CEI.lha	docs/misc	2K		0+ESCOM & CEI TO HOLD MEETING SOON!
mui23usr.lha	dev/gui	662K		24+MagicUserInterface V2.3, user files
Counter.lha	game/think	56K		0+Nice logical game with 100 levels + edit
Iconian2_93.lha	gfx/edit	171K		1+OS3.0 icon editor, NewIcon support.
GloomDemo.lha	game/demo	428K		1+Playable "Gloom"-Demo (Doom-like)
SwazInfo18.lha	util/wb	73K		0+Patches workbench icon information
AmiTALK155.lha	comm/tcp	60K		1+Misc. fixes and paste support.
AmiTCP-demo-40.lha	comm/tcp	738K		33+TCP/IP protocol stack
EasyCalc.lha	biz/misc	121K		0+A Powerfull Shareware Spreadsheet

## 1.56 Aminet Charts, June 26th

The most downloaded files from Aminet during the week until 26-Jun-95  
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
ar312.lha	docs/mags	118K		0+Amiga Report 3.12, June 18, 1995
ShapeShift3_0.lha	misc/emu	188K		0+Macintosh II emulator, V3.0
ZGIFDT39.16.lha	util/dtype	7K		0+The FASTEST gif.datatype there is.
ShapeUpd3_0b.lha	misc/emu	48K		0+ShapeShifter Update V3.0b
Dopus511.lha	biz/patch	383K		0+Patch for Directory Opus 5.0 & 5.10 -> 5
AmigaElm-v7.lha	comm/mail	208K		1+Mail-Reader (UUCP/Internet), v7 (7.150)
DraCoGuide.lha	docs/hyper	329K		0+Info/pix about the DraCo Amiga-clone
xanim8.lha	gfx/show	253K		0+XAnim: Avi/Quicktime/FLI/FLC/IFF/GIF/MPE
Culture_Tank.lha	game/2play	226K		1+Tank combat by Culture, 1-6 players
Escom-CEI.lha	docs/misc	2K		1+ESCOM & CEI TO HOLD MEETING SOON!
windows95.jpg	pix/misc	73K		1+The GENUINE Win 95 logo :)
Watergirl.lha	pix/art	108K		0+Amazing Picture by JCS/Neoplasia^Sector7
AmiTCP_sesn1.1.lha	comm/tcp	8K		1+SLIP dialer,news spooler,purger (v 1.1)
CCC.lha	game/misc	415K		0+Destroy a large city with your monster.
AmiTCP-demo-40.lha	comm/tcp	738K		34+TCP/IP protocol stack

SwazInfo18b.lha	util/wb	73K	1+Patches workbench icon information
MWB_DOpus54.lha	pix/icon	142K	0+Nice MWB Icons, & template for DOpus5
GoldED310.lha	text/edit	869K	0+Programmer's editor with many features
PanicSociety.lha	game/role	772K	0+Multilevel graphic puzzle adventure. V1.

## 1.57 Aminet Charts, July 2

The most downloaded files from Aminet during the week until 2-Jul-95  
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
EasyPatch078.lha	util/cdity	9K		0+The Requester Patcher
BMPdt402.lha	util/dtype	12K		0+Bmp picture datatype v40.2 for >= OS3.0
CaBoom.lha	util/boot	15K		0+Windows explode on opening/closing
ixemul4101-bin.lha	dev/gcc	1.6M		0+IXemul.library 41.1
VChck656.lha	util/virus	126K		0+Version 6.56 of Virus_Checker. Amiga Vir
RedrawWb.lha	util/cli	2K		0+A Workbench redrawer
png_dt.lha	util/dtype	76K		0+PNG DataType v1.0
vt-chick.lha	game/think	623K		0+Cardset for REKO's Klondike AGA - VT Chi
mn_ansitest.lha	comm/mebbs	3K		1+ANSI Test Door for MEBBSNet
AGA_Morphy.lha	pix/eric	694K		0+AGA_Morphy Anim by Eric Schwartz
TBOML10s.lha	docs/hyper	18K		0+The Big Old Monitor List, Monitor Specs
BatMan.Anim.lha	pix/eric	109K		0+Batman Anim by Eric Schwartz
gif2png_0_51c.lha	gfx/conv	80K		0+GIF 2 PNG converter (40% faster) (beta)
Amijam.lha	docs/anno	46K		0+Information and map to Amijam'95
Asteroids.lha	pix/eric	159K		0+Asteroids Anim by Eric Schwartz
io08dev.lha	dev/misc	10K		0+An I/O library (Developers Only)
GMC-BBS-210.lha	comm/bbs	616K		0+Plug and Play BBS with Bi,X,Y,Z Modem...
Mars_Puppies.lha	pix/eric	138K		0+Puppies from Mars Anim by Eric Schwartz
AmigaElm-v7157.lha	comm/mail	208K		0+Mail-Reader (UUCP/Internet), v7 (7.157)
DeluxePacMan.lha	game/misc	166K	108+	Pacman type game. V1.4

## 1.58 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](mailto: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.

## 1.59 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

## 1.60 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:

```
aminet.com
ftp.wustl.edu
ftp.tas.gov.au
ftp.doc.ic.ac.uk
```

## 1.61 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 one of the following URLs:

<http://www.omnipresence.com/Amiga/News/AR/>  
<http://sun1000.ci.pwr.wroc.pl/AMIGA/AR/>  
<http://mm.iit.uni-miskolc.hu/Data/AR>  
<http://www.fhi-berlin.mpg.de/amiga/ar/>  
<http://ramiga.cts.com/~AR>

The following AR site also has a mailto form, allowing you to mail to Amiga Report from the web site. <Make sure your reader has forms capability>).

<http://www.pwr.wroc.pl/AMIGA/AR/>

Amiga information can also be accessed at this URL:

<http://www.prairienet.org/community/clubs/cucug/amiga.html>

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

## 1.62 Copyright Information

```
=====
==
==      _      _      _      _      _
==     /\  | \  /| | //  \  /\  _
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==  /      \ | \  \ | | | \_ | | ---- \
== /        \ | \  \ | | | \_ | | ---- \
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```

```

==          /                               \          ==
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==          July 11, 1995                Issue No. 3.13    ==
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=====

```

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## 1.63 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: If you want to check ahead of time to make sure we'll print your article, please write to the Editor. Please stipulate as well if you wish to retain copyright or hand it over to the editor.

## 1.64 Editor's Choice

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=====
==                               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

All prices are in \$US.

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John McDonough's The Music Maker CD is available directly from Amiga Report Magazine and Laughing Cat Records. The Amiga-composed contemporary new age collection of 10 tracks is \$12 plus \$3 shipping within the US. Please e-mail Jason Compton for foreign shipping.

-----

Chris Hames' PC-Task 3.1, published by Quasar Distribution, is available from Amiga Report. This 286-level emulator, BIOS included, provides excellent compatibility at a price of \$110 plus \$5 shipping within North America. E-mail Jason Compton for foreign shipping.

PC operating system (MS-DOS, Novell DOS, Windows, etc.) not included.

-----

Product	Issue Reviewed	Approximate Retail Price	Amiga Report Reader Price
Swiftly 3-button mouse	2.28	\$39.95	\$22.75
GPFax Amiga Fax Software (Class 1 and 2)	2.30	\$100.00	\$60.00
Micro R+D CD-ROM Volume 1 (Includes early Transition graphics converter and loads of artwork)	2.25	\$69.00	\$30.00
Micro R+D CD-ROM Volume 2 (Includes entire Nature's Backdrop series)	2.26	\$99.95	\$46.75

-----

Orders may be placed via check, money order, or postal cheque, made out to Jason Compton. 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.

## 1.65 Portal

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

The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information

-----

Portal is the home of acclaimed Amiga Zone, a full-service online SIG (Special Interest Group) for Amiga owners and users. We promise, and WE DELIVER ongoing & aggressive Amiga support!

You can dial into Portal to access the Amiga Zone in many ways: direct dial to our San Jose, CA high-speed modems (you pay for the phone call if it's not local), or through any SprintNet or CompuServe indial anywhere (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 service! Its Online system is fully menu-driven with on-screen commands and help, and you can easily customize it for your favorite 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.

- \* Amiga vendor areas with participants like AmigaWorld, Elastic Reality (ASDG), Soft-Logik, Apex Publishing, and others.
- \* 40 "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.
- \* Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.
- \* Amiga Internet mailing lists for Imagine, AMosaic, LightWave, EGS, 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. You can run Amiga Mosaic through your shell and explore the vast World Wide Web!
- \* 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!
- \* 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, or "portal" at any CI\$ network dialin, or telnet to "portal.com" from anywhere, and then enter "online" and then "info"

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.

## 1.66 Distribution BBSes - Australia

```
=====
==                               Distribution BBSes - Australia                               ==
=====

--NEW ZEALAND--

      * BITSTREAM BBS *
      FidoNET 3:771/850.0   AmigaNET 41:644/850.0
+64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class

--VICTORIA--

      * North West Amiga BBS *
      EMail: mozza@nwamiga.apana.org.au   Fido: 3:633/265.0
      BBS Phone/Fax: +61 3 9337 3428
```

## 1.67 Distribution BBSes - Europe

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=====
==                               Distribution BBSes - Europe                               ==
=====

--CROATIA--

      * BUG BBS *
      EMail: Igo.Bogdanovic@bug-zg.fido.hr   Fido: 2:381/109
      ++385 1 301-894 28.8   ++395 1 301-895 14.4

--FINLAND--

      * AMIGA-NIGHT-SYSTEM *
      InterNet: luumu@fenix.fipnet.fi   FidoNet: 2:220/550.0
      +358-0-675840   V.32bis

      * LAHO BBS *
      +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

      * KINDERGARTEN *
      Email: matthias.bartosik@hut.fi
      +358-0-881 32 36, v.34/HST
```

--FRANCE--

\* DYNAMIX BBS \*

Email: erlsoft@mcom.mcom.fr  
+33.1.48.89.96.66 Minitel (vv23) to Modem (v32bis/Videotex)

\* RAMSES THE AMIGA FLYING \*

Internet: user.name@ramses.fdn.org      Fidonet: 2/320/104-105-106  
+33-1-45845623 V.34      +33-1-53791200 V.32bis

--GERMANY--

\* DOOM OF DARKNESS \*

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

\* IMAGINE BBS \*

Email: Sysop@imagine.commo.mcnet.de  
B+49-69-4304948 Yoriko 28.8ET V.Fast Class  
Login: GAST (Download from area "Amiga-Report")

\* LEGUANS BYTE CHANNEL \*

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

\* REDEYE BBS \*

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

\* STINGRAY DATABASE \*

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

\* VISION THING BBS \*

Infect East German HQ, Keks ASCII Design World HQ  
++49(0)345 663914 19200  
System Password: Amiga

--GREECE--

\* HELLAS ON LINE \*

Email: cocos@prometheus.hol.gr      Telnet: hellas.hol.gr  
82 Hunter Lines (28.8KB): ++301/ 620-6001, 620-6604, 620-9500

\* ODYSSEY BBS \*

email: konem@prometheus.hol.gr 2:410/128.17@fidonet  
+++ 301-412-3502 (ZyXEL 16.8K)    after 23:00 local time

--IRELAND--

\* CUGI BBS \*



Fidonet: 2:263/155  
+353 1 837 0204 V32bis

\* HIGHWAY TO HELL BBS \*  
Fidonet 2:263/154 Internet: iblack@edit.ie  
Online from 22:00 - 08:00 GMT +353-1-847 5217

--ITALY--

\* AMIGA PROFESSIONAL BBS \*  
Amy Professional Club, Italian Amos Club  
+(39)-49-604488

\* SPEED OF LIFE \*  
FidoNet 2:335/533 AmigaNet 39:102/12  
The AMIGA Alchemists' BBS +39-931-833773

--NETHERLANDS--D

\* AMIGA ONLINE BS HEEMSTEDE \*  
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 \*  
Fido-Net : 2:281/418.0 e-mail : root@hell.xs4all.nl  
+31-(0)70-3468783 (v32bis Supra)

\* TRACE BBS GRONINGEN \*  
FidoNET 2:282/529.0 Internet Martin@trace.idn.nl  
+31-(0)-50-410143 (14k4 Buad (28k8 V.34 soon)

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

--NORWAY--

\* FALLING BBS \*  
Email: christon@powertech.no  
+47 69 256117 28.8k

--POLAND--

\* SILVER DREAM!'S BBS \*  
SysOp: Silver Dream  
+48 91 540431 (24h)

--PORTUGAL--

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

--RUSSIA--

\* NEW ORDER BBS \*

E-Mail: norder@norder.spb.su FidoNet: 2:5030/221.0 AmigaNet: 39:240/1.0  
+7-812-2909561 (24 hours) USR 21k6 Dual Standart

--SPAIN--

\* GURU MEDITATION \*

Running Remote Access  
+34-1-383-1317 V.32bis

\* MAZAGON - BBS - SYSTEMS \*

E-mail: jgomez@maze.mazanet.es FTP: ftp-mail@ftp.mazanet.es  
+34 59 536267 - Supra 28.8  
Login: a-report

--SWEDEN--

\* CICERON \*

E-mail: peman@solace.mh.se  
+46 612 22011

--SWITZERLAND--

\* LINKSYSTEM LINK-CH1 \*

contact: rleemann@link-ch1.aworld.de  
+41 61 3215643 V32bis/Zyx16800 +41 61 3832007 ISDN X75/V110  
Local newsgroup link-ch1.ml.amiga-report

--UNITED KINGDOM--

\* AMIGA JUNCTION 9 \*

Internet: sysadmin@junct9.demon.co.uk FidoNet: 2:440/20  
+44 (0)372 271000 14400 V.32bis/HST

\* CREATIONS BBS \*

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 CCS \*

Email: metnet@demon.co.uk FidoNet: 2:2502/129.0 2:2502/130.0  
10 Lines: +44-1482-442251 14k4 +44-1482-444910 16k8

\* OCTAMED USER BBS \*

EMail: rbfsoft@cix.compulink.co.uk Support board for OctaMED Users  
+44 (01703) 703446

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## 1.68 Distribution BBSES - North America

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==                               Distribution BBSES - North America                               ==
=====

--ARIZONA--

* MESSENGER OF THE GODS BBS *
  mercury@primenet.com
    602-326-1095

--BRITISH COLUMBIA--

* COMM-LINK BBS *
  InterNet: steve_hooper@comm.tfbbs.wimsey.com
Fido: 1:153/210.0   AmigaNet 40:800/9100.0   604-945-6192 USR DS 16.8

--CALIFORNIA--

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

* VIRTUAL PALACE BBS *
  Sysop Email: tibor@ecst.csuchico.edu
    916-343-7420

* AMIGA AND IBM ONLY BBS *
    (619) 428-4887
    vonmolk@crash.cts.com
  AmigaNET address: 40:406/7.0

--FLORIDA--

* LAST! AMIGA BBS *
    (305) 456-0126
    USR 21600 HST D/S

--ILLINOIS--

* EMERALD KEEP BBS *
  FidoNet: 1:2250/2   AmigaNet: 40:206/1
    618-394-0065 USR 16.8k DS

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

* STARSHIP CUCUG *
  Email: khisel@prairienet.org
    (217) 356-8056
```

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

--LOUISIANA--

\* The Catacomb \*  
E-mail: Geoffl148@delphi.com  
504-882-6576 Supra v.fc 28.8k

--MAINE--

\* THE KOBAYASHI ALTERNATIVE BBS \*  
Usenet and FidoNet Echo Areas FidoNet: 1:326/404.0  
(207)/784-2130 (207)/946-5665

--MEXICO--

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

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

--MISSISSIPPI--

\* THE GATEWAY BBS \*  
InterNet: stace@tecnet1.jcte.jcs.mil FidoNet: 1:3604/60.0  
601-374-2697 Hayes Optina 28.8 V.FC

--MICHIGAN--

\* DC Productions \*  
Email: dcpro!chetw@heifetz.msen.com  
616-373-0287  
V.Everything

--MONTREAL--

\* GfxBase BBS\*  
E-mail: ai257@freenet.hsc.colorado.edu Fidonet: 1:167/192  
514-769-0565 14.4

--NEVADA--

\* PUP-TEK BBS \*  
EMail: darkwolf@accessnv.com  
702-553-2403

---

--NEW JERSEY--

\* T.B.P. VIDEO SLATE \*  
Full Skypix menus + normal and ansi menu sets.  
201-586-3623 USR 14.4 HST

\* DLTACOM Amiga BBS \*  
(201) 398-8559  
Fidonet: 1:2606/216.0  
Internet: dltacom.camphq.fidonet.org (email only)

--NEW YORK--

\* THE BELFRY(!) \*  
stiggy@dorsai.dorsai.org  
718.793.4796 718.793.4905

--ONTARIO--

\* COMMAND LINE BBS \*  
Canada's Amiga Graphics & Animation Source  
416-533-8321 V.32

\* REALM OF TWILIGHT BBS \*  
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! \*  
Internet mail: root@amicent.raider.net  
615-383-9679 1200-14.4Kbps V.32bis

\* NOVA BBS \*  
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

--VIRGINIA--

\* NETWORK XXIII DATA SYSTEM \*  
EMail: gottfrie@acca.nmsu.edu  
804-266-1763 v.42bis  
Login: anon Password: nopass

--WASHINGTON--

\* FREELAND MAINFRAME \*  
Internet - freemf.wa.com  
(360)412-0228 five lines - USR v.32bis  
New users have immediate access to Amiga Report Downloads

\* PIONEERS BBS \*  
FidoNet: 1:343/54.0  
206-775-7983 Supra 14.4k v32.bis  
Login: Long Distance Password: longdistance

## 1.69 Distribution BBSes - South America

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

--BRAZIL--

\* AMIGA DO PC BBS \*  
Fidonet: 4:801/44 Internet: fimoraes@dcc.unicamp.br  
Weekdays: 19-07 (-3 GMT) Weekends: 24 hours +55-192-33-2260

## 1.70 Dealers - Asia

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

--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](mailto:nighty@gmatter.japan-online.or.jp)

## 1.71 Dealers - Europe

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

--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](mailto: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

--GERMANY--

AMitech Systems GmbH  
Ludwigstrasse 4  
D-95028 Hof/Saale  
VOICE: +49 9281 142812 FAX: +49 9281 142712  
EMail: bsd@blacky.netz.sub.de

dcp, desing+commercial partner GmbH  
Alfredstr. 1  
D-22087 Hamburg  
Tel.: + 49 40 251176 Fax: +49 40 2518567  
EMail: info@dcp.de WWW: <http://www.dcp.de>

Hartmann & Riedel GdB  
Hertzstr. 33  
D-76287 Rheinstetten  
EMail: rh@fs.schiele-ct.de Fido: 2:2476/405.12  
Voice: +49 (7242) 2021 Fax: +49 (7242) 5909  
Please call first before visiting us, otherwise we may be closed.

Hirsch & Wolf OHG  
Mittelstra\_e 33  
D-56564 Neuwied  
Voice: +49 (2631) 8399-0 Fax: +49 (2631) 8399-31

Pro Video Elektronik  
Roßmarkt 38  
D-63739 Aschaffenburg  
Tel: (49) 6021 15713 Fax: (49) 6021 15713

--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

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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

AmiSys32  
PB 540  
4501 Mandal



Voice/Fax: 38260015 BBS:Coming...

--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

Visage Computers  
27 Watnall Road  
Hucknall / Nottingham  
Tel: +44 (0)115 9642828 Tel/Fax: +44 (0)115 9642898  
EMail: visage@innotts.co.uk

## 1.72 Dealers - North America

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

--CANADA--

Animax Multimedia, Inc.  
196 Joseph Zatzman Drive  
Dartmouth, NS / B3B 1N4  
Ph: (902)468-AMAX Fax: (902)468-4341  
EMail: animax@ra.isisnet.com

Atlantis Kobetek Inc.  
1496 Lower Water St.  
Halifax, NS / B3J 1R9  
Phone: (902)-422-6556 Fax: (902)-423-9339  
E-mail: atkobetek@ra.isisnet.com

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

GfxBase Electronique, Inc  
1727 Shevchenko  
Montreal, Quebec  
Voice: 514-367-2575 Fax: 514-367-5265  
BBS: 514-769-0565

National Amiga  
Oakville, Ontario  
Fax: 905-845-3295 EMail: gscott@interlog.com  
World Wide Web: <http://www.interlog.com/~gscott/NationalAmiga.html>

Oby's Amigo Computing Shop  
765 Barrydowne Rd  
Sudbury, Ontario, Canada P3A-3TG  
VOICE/FAX: (705) 524-5826  
All Amiga Computer Store Since 1990

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

--UNITED STATES--

A&D Computer  
211 South St.  
Milford, NH 03055-3743  
Voice/Fax: 603-672-4700 BBS: 603-673-2788  
Internet: amiga@mv.mv.com

Advantage Amiga  
571 Mast Road, Unit 6  
Manchester, NH 03102  
Voice: (603) 641-3340 Fax: (603) 641-3410  
E-Mail: [advantage@grove.mv.com](mailto:advantage@grove.mv.com) WWW: <http://grove.mv.com/advantage/>

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: caldi@pcnet.com

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](mailto: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

Applied Multimedia Inc.  
89 Northhill St.  
Stamford, CT 06907  
VOICE: (203) 348-0108

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 Advantage  
7370 Hickman Road  
Des Moines, IA 50322  
Voice/Fax: 515-252-6167  
Internet: Number1@netins.net

Computer Concepts  
18001 Bothell-Everett Hwy, Suite "0"  
Bothell, WA 98012  
VOICE: (206) 481-3666

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

DC Productions  
218 Stockbridge Avenue  
Kalamazoo, MI 49001  
(616) 373-1985 (800) 9DC-PROD  
Email: dcpro!chetw@heifetz.msen.com

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

HT Electronics

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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

Kipp Visual Systems  
360-C Christopher Ave.  
Gaithersburg Md, 20878  
301-670-7906  
kipp@rasputin.umd.edu

Magic Page  
3043 Luther Street  
Winston-Salem, NC 27127  
Voice/Fax: 910-785-3695 E-mail: Spiff@cup.portal.com  
Contact: Patrick Smith

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

OverByte Industries, Inc.  
661 Blanding Blvd. Suite 391  
Orange Park, FL 32073-5048  
Voice: 904-858-3348 E-mail: overbyte@jax.gttw.com  
URL: <http://www.jkcg.com/Webmaster/Overbyte/index.html>

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

Zipperware

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76 South Main St.  
 Seattle, WA 98104  
 VOICE: 206-223-1107 FAX: 206-223-9395  
 E-Mail: slick@starbug.cyberquest.com

## 1.73 Editorial and Opinion

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

compt.sys.editor.desk \$3500...

```
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News      Articles    Reviews    Announce    Adverts
```

## 1.74 News & Press Releases

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==                               News & Press Releases                               ==
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```

Amiga Technologies Just arrived, a new press release

CEI Distribution CEI to distribute Amigas in North America

DirOpus 5 Conf Jon Potter gets dragged into IRC...

Change of CD's An FTP site change

Cheaper Chunky Products in development...

MasterISO Copy A blatant ripoff?

Amiga Production From China to Philadelphia...

PowerPC Escom makes news...

ShapeShifter The Mac shareware emulator grows...

ShapeShifter FTP ...and gets an FTP site.

Young Monkey Music men

```
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Opinion   Articles    Reviews    Announce    Adverts
```

## 1.75 Featured Articles

Featured Articles				
Wonderful Musical MODs	Sidewinder tells all...			
The Emulation Rambler	Whodunit?			
RoboSport TCP Primer	An oldie brings carnage worldwide			
VisCorp Overview	The Amiga licensees revealed			
Opinion	News	Reviews	Announce	Adverts

## 1.76 Reviews

Reviews				
Magic Workbench 2.0	The icon replacement system grows...			
JPEGonDCTV v1.01	What it sounds like.			
Toaster Oven 4000GT	A big, expensive case...			
Aminet CD 6	The saga continues.			
Alpha Paint	Big-time Toaster painting.			
CrossDOS 6 Pro	Extensive MS-DOS filesystem			
Magic Illusions CD	Stereograms galore...			
MaxDOS 2.5	The Mac filesystem			
The Music Maker CD	New Age on the Amiga...			
Cybergames	Barbarian futurized			
Opinion	News	Articles	Announce	Adverts

## 1.77 FTP and Product Announcements

FTP and Product Announcements	
Aminet Charts	Aminet Charts for June 19th

Aminet Charts	Aminet Charts for June 26th
Aminet Charts	Aminet Charts for July 2nd
WreadFiles 4.7	Make your Amiga read to you
Recall 3.0	Scheduler/reminder for appointments
BlitzBlank 2.60	Modular screenblanker
prlink 0.8.0a	Amiga-to-CBM 8-bit linker
FreshFish Volume 9	More from Amiga Library Svcs...
Translator lib 42.3	Phoneme replacement library
AmiSlate 1.2	Draw on someone else's machine
Amiga CDRom Guide 1.1	An attempt to catalog CD-ROMs
XpkDisk 37.8c	Automatically compress floppies
Analay 1.11	Mathematical analysis
myisoicons 1.0	Some NewIcons
Guida	For Croatian Amiga users
HTML-Heaven 1.1b	Help in building HTML pages
EazyBBS 2.21	A UUCP-supporting BBS
HZview1.52b	View Chinese GuoBiao files
SmartCopy 1.4a	GUI-based file copier
HWUpdate 2.1	CNet 3 fix for UUCP areas
BattleDuel 1.03	Artillery Duel clone
BBSwitch 1.0	Bridgeboard monitor switch project
plip.device 38.12	Parallel port networking (SANA-II)

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Opinion

News

Articles

Reviews

Adverts

## 1.78 About AMIGA REPORT

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

## 1.79 The Staff

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### The Staff

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Editor:	Jason Compton
Senior Editor:	Robert Niles
Assistant Editor:	Katherine Nelson
Games Editor:	Sean Caszatt

## 1.80 Where to Get AR

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### Where to Get AR

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The AR Mailing List

Aminet

World Wide Web

Distribution Sites

Commercial Services

## 1.81 Distribution Sites

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### Where to find Amiga Report

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Arranged by Continent:

Australia

Europe

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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

## 1.82 Dealer Directory

```
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==                               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.

## 1.83 Commercial Online Services

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

Portal      A great place for Amiga users.

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