

ar307

COLLABORATORS

	TITLE : ar307		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		December 8, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar307

1.1 Amiga Report Online Magazine #3.07 -- March 27, 1995

Turn the Page

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"THE Online Source for Amiga Information!"

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=====//=====

== March 27, 1995 \// Issue No. 3.07 ==

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1.2 Amiga Report Main Menu

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==                               Main Menu                               ==
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Editorial and Opinion

Featured Articles

Reviews

News & Press Releases

FTP Announcements

Reader Mail

About AMIGA REPORT

Dealer Directory

Contact Information and Copyrights

Returns in AR 3.09

Where to Get AR

Commercial Products

Mailing List & Distribution Sites

Online Services, Dealers, Ordering

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//      |
=====//=====| Amiga Report International Online Magazine |=====//=====
==  \//      | Issue No. 3.07           March 27, 1995 |  \//      ==
=====| "THE Online Source for Amiga Information!" |=====
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1.3 Editor

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=====
==                               EDITOR                               ==
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Jason Compton

~~~~~

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### 1.4 Senior Editor

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1.5 Assistant Editor

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## 1.6 Games Editor

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~~~~~

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1.7 compt.sys.editor.desk

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

Hey! Even more progress!

The last couple of weeks have been fairly quiet. But lo and behold, what did I find when I woke up this morning? A transcript of the official bankruptcy court notice of the impending Commodore auction! (Thanks, Colin.)

It's confirmed. April 20th, 1995, is the day Escom's contract for the purchase of all of Commodore International's assets will be auctioned. The deal struck that day will be considered at a court hearing April 21st, 1995...after which, we hope and pray, this 11 month nightmare will be over.

If they keep that schedule, they'll actually beat the one-year anniversary of the liquidation by just over a week. Here's to hoping they do.

In other news...want to buy a word processor for \$2,250? Not worth it, you say? What if I told you it was for the source code, trademarks, copyrights, box sleeves, etc. etc. for a word processor? Interested yet? If so, check out the New Horizons bankruptcy information in the magazine. ProWrite, and all of their other products, is for sale.

It seems that Amiga World may not be the only magazine to end publication. News has reached me that Amiga Revue, a French Amiga magazine, is being put on hold for a few months and very well may not return.

Also...the Amiga Report e-mailing list is becoming unmanageable. More to the point, online services are beginning to forbid us from distributing the hundreds of megabytes the list requires per fortnight. So, if you are a user who could get by on FTP or WWW (Amiga Report can be downloaded directly from its web site), I would appreciate you voluntarily removing yourself from the mailing list. By no means do I want you to stop reading...but I have to do something, or else AR will be completely undeliverable via e-mail. I would like to keep adding the people who have no other recourse but to get the magazine via mail, though.

Thanks much...and have a good time.

Jason

PS: Hey! I just installed 3.1...why didn't any of you other 3.1 users point out that AmigaGuide V40 makes AR look "wrong"? (certain things, such as a double-backslash, are getting interpreted incorrectly...)

I guess that along with a 3.1 review, I need to come up with some new ASCII art...

1.8 Reader Mail

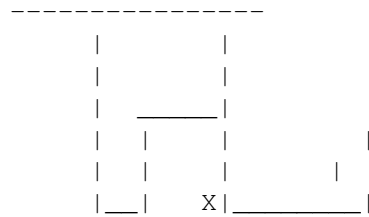
```
=====
==                               Reader Mail                               ==
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X-Personal_name: Joshua Gigantino
From: Mca95isa01@piano.mecn.mass.edu
Subject: Cooling an A1200

Hi everyone!

I just read the articles in AR 304 on cooling problems, and the 'Tower Of Power'... Got me thinking about my own heating worries. I have an A1200 with a GVP 1230 series II accelerator. One of my friends had a similar board, and had some heat problems, so, not wanting to deal with fried hardware, I set out to prevent it from happening. I started by drilling a number of holes in the cover of my machine's trapdoor. this allows for airflow, when the machine is raised. Next, I built a 'palette' for the deck. The palette is made of two pieces of 22x16 mahogany plywood and five 3/4 inch slats. the bottom piece of mahogany forms a base onto which the slats are nailed. the top piece is shaped like this: (attempt at ASCII.art)

front



[Back](#)

With a solid front of the wood slats and one inch open spaces on each side and the back is completely open. One of the slats is in the center of the palette, next to the open section, for support. The open area is directly under the belly expansion slot, providing it with space for airflow, and (eventually) a small fan where the X is on the diagram. The palette is long enough for a wrist rest, and to rest cables on in the back, and just wide enough to jam floppies around the edges. Anyway, if anyone builds one, let me know how you like it... Later Joshua Gigantino CrossPlatform Productions MCA95ISA01@PIANO.MECN.MASS.EDU

Date: Fri, 3 Mar 1995 22:02:42 -0800
From: "H. E. Bechtel" <hbechtel@uidaho.edu>

Hans Bechtel
PANDA Amiga Club President

Here is my club charter for one of your articles!

PANDA CHARTER

The PANDA (Palouse Amiga Novices Developers Artists) Computer Club is open to all who desire a new computer and to all who have computers of any type, but is mainly designed to assist those with the Amiga series of computers. Meetings usually occur once per month at varied times and dates (depending on holidays) usually on Sundays. Panda covers topics such as the new Video Toaster, genlocks, graphics, animations, music, digitizing and many more various items of interest. Each meeting a different topic is covered.

PANDA members are usually from the "Moscow, Idaho" and "Pullman, Washington" areas of the USA although members are welcome from other areas (if they are in the area while traveling nearby). Moscow and Pullman are approx. 80 miles from Spokane Washington.

No fee or monthly dues are charged. The meetings are kept simple and easygoing so anybody at any level can be well-informed on the many areas of interest.

Contact People:

Hans Bechtel	(email hbechtel@raven.csr.vt.edu)
Jim Godfrey	(email godfr921@raven.csr.vt.edu)

The club email list is kept at: amiga@uidaho.edu
Email there to send a message to the entire club.

The PANDA Amiga Club has a WWW address at the following place:
<http://raven.csrv.uidaho.edu/~amiga>

A copy of all email that the club receives is placed in a file that can be read like a spool mail file (mbox format).

Please, no junk email since this club is meant to further the Amiga.

Hans Bechtel
Amiga Club President

--- --

From: Patrick_Lessard@poste.educ.usherb.ca (Patrick Lessard)
Subject: Comments on choice of new Processor

I would like to say that I'm afraid of the choice of the new processor (after the 680060) for the Amiga. I'm a technician in Electronic and computer. For years, I always be a fan of Amiga. I read the interview of Chris Ludwig in the review AmigaNews January 1995 No75. As a engineer of Amiga. He said that the new processor on which he work is the PA-RISK. I want to give you some advice, in a ruff compare: The POWER-PC is a choice without risk (it's not a word play!) I mean, Apple utilize this chip already and the number of selling computer considerably increase the lasts months. IBM plan to use the POWER-PC too. In this way, you are sure that this chip was going to improve and get the better price because the number of sell will be considerable. Second, the compatibility with others platforms will be easily. ---->>>And the most important, the peoples all in the world have a confidence in Power-PC just because is done by an alliance with biggest companies. So that influence the consumers choice. An other reason to push to the POWER-PC? The platform Amiga plus his OS push it a generation in advance on the others companies. So with the same processor of the other computer you can be sure that you always perform better than the other. With the PA-risk,... it won't be sure, don't take so much big risk, work on the Power-pc is a better way for the future of the Amiga. I realllllly think.

Sand me some response, just to give me some light.

Tank! sorry for my poor english.

--- --

From: Douglas Rudd <rudd@plk.af.mil>
Subject: Re: WHO OWNS AMIGA?

Hello Jason,

I feel, as do many Amiga owners, that this liquidation matter has gone on far too long. The news that AW bit the dust was just one more nail in the coffin. The time is long past to take independent action, but there may still be time to act. I choose to address you as I see you "out here" quite often, and I sense you may have a voice with the right people. What I think needs to be done, is to develop a new machine that is Amiga-esque in architecture, but different enough to circumvent the copy right laws. It would use a similar custom chip set and similar multitasking OS. The cpu would probably be risc.

The "virtue" of this platform would be its ability to run an Amiga

emulation with little difficulty. The down side would be a lack of the proprietary ZII/ZIII slots and Video Slot. The cost of going it alone is likely less than buying the existing technology, but then you lose the name. Amiga users would be quick to pick up on the new machine, though, and it would be advertized the same way the Amiga was: by its users.

Well, just a thought from a very frustrated Amiga user who is anguished over the prospect of death by dos or hours of agony with a mac.

Let Gould, Ali, and all the creditors ingest feces and expire!

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

From: apang@actlab.rtf.utexas.edu (Anthony Pang)
Subject: Re: Latest Commodore buyout NEWS

My BLAW prof raised an interesting point today...he mentioned that under Bahamian law there was a potential loophole for CBM Intl to escape creditors. It seems if the company could anticipate their insolvency, they could make substantial arm's length conveyances to another party. This would normally constitute a "fraudulent conveyance" (transfer of property at arm's length or below fair market value in anticipation of insolvency), but Bahamian law places a 2 year statute of limitations on a creditor's right to bring a cause of action against the insolvent, to reverse the transfer.

Now let's say CBM Intl divested of various interests just prior to bankruptcy (eg the sweet deals with Gould & Ali, and more?) If the trustees can keep the bankruptcy proceedings in the Bahamas, give creditors the impression that there is progress in the sale (to fend off a suit), and generally delay for a bit longer...the creditors won't be able to touch Gould and/or Ali.

From: BREWINJ@cliffy.polaroid.com (Operator)
Subject: Amiga Mags

Jason,

I want you to know that I consider AR to be (especially now) an important resource for all Amiga users. I want to thank you for the fine online magazine that you publish. I look forward to receiving each issue.

AR has now become a vital foot-soldier in our battle for existence. The fall of some of our other comrades (recently Amiga World) is a sign of a long struggle slowly taking it's toll. I wish all at AR God's speed!

I am very hopeful that when the smoke clears that the Amiga banner still flies -- just as 'Old Glory' did those many years ago.

Yours Truly,
Joe Brewin

1.9 Commodore Auction Report

UNITED STATES BANKRUPTCY COURT
SOUTHERN DISTRICT OF NEW YORK

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-----X
In re                                     :
                                     :
Petition of FRANKLYN R. WILSON and      :      In a Case Ancillary
MACGREGOR N. ROBERTSON, Liquidators    :      to a Foreign Proceeding
of Commodore Electronics Limited        :      Under 11 U.S.C. 304
in a foreign Proceeding.                :      Case No. 94 B 42602 (JLG)
                                     :
-----:X

In re                                     :
                                     :      Involuntary
COMMODORE ELECTRONICS LIMITED,          :      Chapter 7
                                     :      Case No. 94 B 42186 (JLG)
Debtor.                                :
                                     :
-----:X

In re                                     :
                                     :      In Proceedings For A
COMMODORE BUSINESS MACHINES, INC.,     :      Reorganization Under
                                     :      Chapter 11
Debtor.                                :      Case No. 94 B 42187 (JLG)
                                     :
-----:X

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NOTICE OF HEARING TO APPROVE SALE OF ASSETS AND SOLICITATION OF HIGHER OR BETTER OFFERS

TO ALL CREDITORS, SECURITY HOLDERS, PARTIES IN INTEREST AND INTERESTED PURCHASERS:

NOTICE IS HEREBY GIVEN of the joint motion (the "Motion") filed in the United States Bankruptcy Court by Franklyn R. Wilson and Macgregor N. Robertson (collectively the "Liquidators"), as liquidators of Commodore International Ltd. ("CIL") and Commodore Electronics Ltd. ("CEL"), and by Commodore Business Machines, Inc., as debtor and debtor in possession ("CBM"), for an order approving the sale of substantially all assets of CEL, CBM and certain of their affiliates (the "Commodore Entities") to ESCOM AG ("Escom") or to whomever may submit the highest or best offer at the Auction described below in this notice.

PLEASE TAKE FURTHER NOTICE THAT the sale to Escom is pursuant to a

contract (the "Contract") dated March 13, 1995 providing for the conveyance of specified assets (collectively referred to herein as the "Assets"), including all the right, title and interest of the Commodore Entities to substantially all of their intellectual property, including technology, trademarks (including Commodore's logo and the names "Amiga" and "Commodore"), patents copyrights, and know-how, and tooling, inventory, components, spare parts, microchips, and microchip test and design equipment, for a gross price of approximately \$5 million in cash. The technology being offered for sale includes all technology and patents developed in connection with Commodore's products, including the Amiga 1200, the Amiga 4000, and the Amiga CD32.

PLEASE TAKE FURTHER NOTICE that the sale pursuant to the Contract allows CEL and CBM to receive higher or better offers for the Assets at the Auction described below. Pursuant to an order of the Hon. James L. Garrity, Jr., United States Bankruptcy Court for the Southern District of New York (the "Bankruptcy Court"), offers of third parties submitting bids for the purchase of the Assets shall meet the following requirements: (1) any offer by a third party shall be made pursuant to the terms of sale established by the liquidators; (2) any offer by a third party must provide for an aggregate value at least \$1,000,000 greater than the purchase price provided for in the contract, which value would be at least \$7,300,000 for the assets covered by the contract with Escom; and (3) at the time of submitting a bid, any third party bidder must deposit not less than \$1 million with the Liquidators to be held pending closing of the acquisition of the Assets by the bidder if its bid is accepted and to be refundable in full if its bid is rejected by the Liquidators or the Court. Details concerning the deposit are contained in the terms of sale.

PLEASE TAKE FURTHER NOTICE that the Bankruptcy Court has issued an order providing that any person interested in submitting a higher or better offer must submit its offer to the liquidators at 10:00 a.m. on April 20, 1995, at an auction (the "Auction") to be held at the offices of Fulbright & Jaworski, L.L.P., 666 Fifth Avenue, 31st Floor, New York, New York 10103. Any potential purchaser, creditor or party in interest may obtain a copy of the Motion, the Contract, the terms of sale of the Auction, and other pertinent information on request from Fulbright & Jaworski, L.L.P., U.S. counsel for the Liquidators, by telephone or written request as set forth at the foot of this notice.

PLEASE TAKE FURTHER NOTICE that April 21, 1995 at 10:00 a.m., or as soon thereafter as counsel can be heard, in Room 610-2 of the United States Bankruptcy Court, The Old Customs House, One Bowling Green, New York, New York, is fixed as the date, time, and place of the hearing (the "Hearing") on the Motion, at which time the Bankruptcy Court will be asked to approve the sale of the Assets to Escom pursuant to the Contract or to whomever may have submitted the highest or best offer at the Auction.

PLEASE TAKE FURTHER NOTICE that by order of the Bankruptcy Court, all offers for the Assets must be submitted at the Auction. Any offers not submitted at the Auction will not be considered by the court or by the Liquidators, CEL, or CBM at the Hearing or at any later time.

PLEASE TAKE FURTHER NOTICE that, pursuant to an order of the Bankruptcy Court, any objections to the sale or the Motion must be made in writing and must be filed with the Clerk of the Bankruptcy Court at the address above. Objections must also be served upon Paul L. Adderly, Bahamian counsel for

the Liquidators, 41 Frederick Street, P.O. Box N-4, Nassau, Bahamas, upon Fulbright & Jaworski, L.L.P., United States counsel for the Liquidators, at 666 Fifth Avenue, 31st Floor, New York, New York 10103, Attention: William J. Rochelle III, Esq., and upon Kaye, Scholer, Fierman, Hays, & Handler, attorneys for CBM, 425 Park Avenue, New York, New York 10022, Attention Brian E. Kriger, Esq., and upon Skadden, Arps, Slate, Meagher & Flom, counsel for Escom, 919 Third Avenue, New York, New York 10022, Attention Carlene J. Gattling, Esq., with a copy to be received by the Chambers of the Honorable James L. Garrity, Jr., so as to be filed and received by counsel and Chambers no later than April 13, 1995 at 5:00 p.m., provided, however, that objections to the determination of the Liquidators as to who made the highest or best offer at the Auction may be made orally at the Hearing.

Dated: New York, New York Fulbright & Jaworski, L.L.P.
March 23, 1995 U.S. counsel for the Liquidators of
Commodore International Limited
and Commodore Electronics Limited

By William J. Rochelle, III
A Member of the Firm
666 Fifth Avenue
New York, New York 10103
(212) 318-3000
Facsimile: (212) 752-5958

1.10 Directory Opus 5

GPSoft, distributors of DirOpus 5, the long-awaited upgrade to the popular directory utility, have announced that the product is expected to be available "at the end of March or soon after."

Distributions will be handled by the following companies
Germany: Stefan Ossowski's Schatztruhe
UK : Wizard Developments
US : Micro R&D
Aus : Small-Biz Software

Retail price is projected to be US\$129.00, with upgrades roughly half that figure.

1.11 New Horizons Software, Inc

[From a comp.sys.amiga.misc posting]

Due to bankruptcy, New Horizons Software, Inc. will be auctioning off all assets--and this includes the copyrights to the best-selling Amiga word-processing program, ProWrite. The assets include copyrights and trademarks to all software source and object code manuals, documentation and box design for all software products, and inventory. Two lots are available for bid.

LOT 1

Amiga software:

ProWrite (word processor): copyrights, trademark, source code, user documentation.

Inventory includes: Prowrite manuals - 1,600; ProWrite box sleeves - 1,400; diskette labels, diskettes The entire New Horizons customer registration list (not limited to ProWrite).

The starting bid for all LOT 1 items associated with ProWrite is
*** \$2,250 (two thousand, two hundred fifty dollars) ***.

LOT 2

Amiga Software:

QuickWrite (wordprocessor), DesignWorks (drawing program), Flow (outline processor), Profonts (fonts package), Quarterback (hard disk backup program), Quarterback Tools (disk utility program), Quarterback Tools Deluxe (disk utility program suite), Mac-2-DOS (file transfer program), DOS-2-DOS (file transfer program), DISK-2-DISK (file transfer program). [all New Horizons and Central Coast Software software, except ProWrite.

Macintosh software:

WordMaker (word processor).

Inventory includes: QuickWrite manuals - 3,400; QuickWrite box sleeves - 3,800; Quarterback manuals - 3,700; Quarterback box sleeves - 4,200; Quarterback Tools manuals - 2,100; Quarterback Tools box sleeves 3,900; generic large boxes (to be used with sleeves) - 11,500; generic small boxes (to be used with sleeves) 9,500.

The entire New Horizons customer registration list (other than ProWrite)

All LOT 2 items will be sold together and the starting bid is only
*** \$1,000 (one thousand dollars) ***.

CONTACT MARSHA G. KOCUREK AS SOON AS POSSIBLE!

RE: BANKRUPTCY CASE NO. 94-11145FRM

Marsha G. Kocurek, Trustee

707 West Avenue, Suite 206

Austin, TX 78701

TEL. (512) 482-9114

FAX (512) 480-0320

1.12 SHI Warning

=====

SAFE HEX WARNING

Safe Hex International

hlau@dou.dk

=====

18-03-95

SAFE HEX WARNING

The DMS archive named "Network90.DMS" is an AGA demo, which contains the Commander link virus in the file C/Fileloader.

ABOUT THE COMMANDER VIRUS

Here you have some info about the Commander virus from the Program Virus Info Base 1.33 made by SHI:

If you're starting an Commander infected file the virus first searches for the task "DH0". If this task is in memory the virus tries to infect the file "DH0:C/LoadWB". After that the virus patches the following vectors from the dos.library:

- Open()
- Rename()
- Lock()
- Examine()
- ExNext()
- LoadSeg()
- SetComment()
- SetProtection()

These vectors are all used to infect other files. As one result the Amiga gets little slower by disk access.

The virus just infects files which doesn't have the letter "V" or "v" as the first in the filename. And it only gets active if the actual drive isn't write protected and only if there are at last 10 free blocks on it.

For infection the virus searches for Offsetjumps or BSR.l [JSR -XXX(a6) or BSR.L XXX]. These jumps will be manipulated so that they first will activate the virus.

The virus itself is crypted by useing dff00X. In memory you can read:

"reqtools.library reqtools 38.888"

But there is another crypted message in the virus which says after decrypting:

"-<(COMMANDER)>- by Bra!N BlaSTer in 1994."

All in all a very primitive virus. I can't find any special routine which is very good coded. But this virus is tricky.

This virus description is made by Alex Dimitriadis

CHECK OUT THAT YOU DON'T SPREAD OR RUN THIS NASTY ONE.

Kind Regards

Erik Loevendahl

SAFE HEX INTERNATIONAL

1.13 Almathera Conference on IRC

ALMATHERA CONFERENCE ON IRC

On March 22, 1995, a moderated IRC conference was held with Almathera, makers of Photogenics, the new 24-bit paint/manipulation program.

Special thanks to Martin Brooks and Jkay for assistance in moderating the proceedings.

Future IRC conferences are being planned. MacroSystem Germany and Quasar Distribution are expected to be our next guests.

<Jason> Ok, let's get underway.

Almathera, would you like to introduce yourselves and who's there?

<Almathera> Okay, on the panel we have: Paul Nolan <the original author of Photogenics>, Jolyon Ralph <technical director, also programmer>, Jason G. Doig <programmer, also author of Dogenstein 3D>, THP <SteeV @ Almathera, Netsurfer and CD cutter>, and Mark Tipper, our GFX man.

<Jason> Can you give the home audience a brief overview of your company and your products?

<Almathera-Jolyon>: We've produced over 14 CD-ROM for the Amiga, including CDP D1-4, and many others, Photogenics is our first Amiga application and is a state-of-the-art 24-bit paint/image manipulation package.

<Ectohead> Sorry to open with a non-Photogenics question, but here's a two-parter: 1) Is there a new version of Video Creator coming, and is there an upgrade path, and: 2) CDPD4 is great - how about more support for Sernet CD32-Amiga users, like CD32Keys, and a script to boot from RAD: for difficult discs like FreshFish?

<Almathera-Jolyon> 1) A new version of VC is under development, there will be a cheap upgrade. NTSC is one of the major new features.

<Almathera-THP> 2) There's an early startup in CDPD4 <blue button when booting> - mail me if you've any problems <thp@cix.compulink.co.uk>

<Rog> 1. I've heard CyberGfx will be supported. Will there be support for Retina and EGS? 2. Will there be good distribution for North America for Photogenics?

<Almathera-Jolyon> 1) CyberGFX support is written. We have no current plans for EGS support <except an EGS-displayer has already been written>. Retina support will come when MacroSystems improve their 24-bit Intuition support so we can actually *use* it ;-). It is highly likely that GyberGfx will be available for Retina soon *anyway*. We also have a Retina displayer now, which is very fast.

<Almathera-Jolyon> 2) We currently have 4 *big* companies fighting for the US distribution rights. This should be sorted in the next few weeks. I should have mentioned, 4 *North American*, not necessarily US.

<Bjarian> Hello and thank you for the demo program on March's Amiga Format. I am looking forward to April's Amiga Shopper with the tutorial. However, I am confused about the Cybergfx and why you cannot get a direct driver from the Picasso II guys to support their 24 bit graphics card?

<Almathera-Jolyon> Photogenics is a standard Intuition program. The Amiga OS does *not* support running in more than 8 bitplanes. CyberGfx patches the OS to allow this, which is much more than normal graphics board drivers do... It's also much faster than the normal Picasso drivers.

<dlman> Okay, another 2 part question, 1) will Photogenics compete with Art Department Pro, and if so, will there be an upgrade for ADPro Users?

<Almathera-Jolyon> Good question. Photogenics does not claim to do everything that Adpro can do. <Currently>. Obviously, we're working on these features for future versions. Competitive upgrade from Adpro&tc is a possibility, although our program is extremely low-priced anyway ;->

<U4ia> ok a few questions here now number 1: being producers of cd-roms distributing freeware etc do you not think you are making money from other peoples hard work? this is not directed at almathera but as a cd-rom producer as a whole and 2: do you think that producing a gfx package for a dying machine is worth the time when the future of C= is shakey to say the least and maybe do you have plans to port

<Almathera-THP> 1) When we started doing CD-ROM, the Fred Fish collection cost nearly UKP100 <over here> on CD. We brought it out at under UKP20. Buying PD / freeware on CD is still the cheapest way for most people to obtain this software in bulk. Doing these disks isn't a simple task of dumping a HD to a CD in general, unless the structure already exists <such as Aminet>. In general, we spend 1 or 2 months full-time doing each disk, and production costs need to be met.

<Almathera-Jolyon> 2) I don't see the future of the Amiga is that insecure. There are several companies fighting for the rights for the Amiga now. The Amiga's future is pretty much guaranteed. Porting is a definite maybe, but the Amiga version takes priority at the moment.

<Genom> I looked Photogenics over at my dealer, and have decided to purchase it, now my question is, will you release more painter modes, savers, operators etc, as plug-ins? This is something I expected from ADPro, but it never happened, except for that ridiculously overpriced Loader upgrade. Also, How will you distribute these if you do? Living in Mexico puts a damper on my mail, as it gets here very late.

<Almathera-Jolyon> We are always writing new paintmodes, GIO loaders, plug-ins , &tc. Some of these will be available freely over the Internet <ShowHiqHam8 was uploaded to Aminet last week, but didn't appear for some reason> Some will be available commercially <eg Scanner drivers>

<AMosaic> I have noticed that the demo version of Photogenics is rather

slow on my A3000 with a pocasso II, how long do you think it will be before there is direct Picasso II support? And... I tried to buy a copy of Pg this morning, but safe harbour said it hadn't been released for sale. When? The beauty of the Amiga Home Page depends on it. (Donate a copy? :-))

<Almathera-Paul Nolan> 1) CyberGfx on Picasso 2 is *cool*. Fast. That will be available in version 1.2 <mid to end April>

<Almathera-Jolyon> 2) Safe Harbour *should* be able to get it. You can always order it direct from us ;-> Ok, my turn. :) I was talking to another company who expressed some amazement at the Photogenics package...it's got an incredibly expensive box and a t-shirt and you still bring it in under US\$100. How?

<Almathera-Mark> We're stupid ;-> Seriously, good packaging is always important.

<Ectohead> Firstly, I did forget to thank you lot at Almathera for the support you've thrown into the Amiga so far (it's the Elastica album, it's hard to type to! :-) but anyway, the question: VC again. For the next version, will you use more of the disc space available for a bigger supply of QuadAnims, pictures, etc, or even some CD music tracks for novices - heck, I have a couple of bands I've been producing who'd probably donate a track for pure promotional value! It's a shame to see space go to waste :-)

<Almathera-Jolyon> Yes, we've got 2 new tracks already, and we'll be interested in anything anyone wants to contribute. More quads and images of course ;-> <mav> Who does the out-of-UK distribution? Seems like lots of good products for the Amiga are in the UK. (I may have to move there!!) ;) US-distribution is not yet sorted, US companies seem to take an age to agree to anything ;-> - we can ship international direct orders ;-> How about Australia? The European side is pretty much covered. We've got distribution in France, Germany, Italy, Spain, &c. <We're just checking what the Oz distribution is ;->

<Almathera-Paul Ralph, the MD> Don Quixote in Australia is our general distributor over there.

<scientifi> In photogenics, is there some sort of module possibly made by third parties? and if so, the developer package cost how much? Is it available?

<Almathera-Jolyon> The GIO format <graphic input/output> which covers loaders, savers, scanners, displayers, printers, grabbers &c is fully documented with example sourcecode. All developer files are freely available <supplied on disk 3 with every package>. Anyone interested in writing support for Photogenics should contact me on jralph@cix.compulink.co.uk. Support for plug-in type modules <effects>, etc will be available in a forthcoming version. <Free documentation again>

<Corinna> Is there any hope at all of Photogenics supporting the MAGIC drivers developed by Nova Designs? (ImageFX) It would be much easier for the user than saving the pic, quitting ImageFX, loading Photogenics, and then reloading the picture. Also, would it be feasible to license your GIO format to other companies? (like Nova?) Thanks for your time!

<Almathera-Jolyon> 1) We looked at MAGIC, it's possible, but Photogenics

work s on totally different internal buffer formats <more memory-efficient>, so it's not easy for us to use. Nobody has asked us to licence GIO yet. ;->

<jalovick> Basicly, concerning Australian distribution, Will Don Kuioti be the only distributors ?? ..they are in the north, and Australia is big .. :) ..

<Almathera-Jolyon> Well, we're always looking to expand our distribution...

<Bjarian> I am enjoying the plasma feature on Photogenics and I am trying to make a cycle where the plasma field can be a cycling background. Can this be done now or in the near future? Can small predetermined increments be made in cycle style, as in DPaint cyctle backgrounds?>

<Almathera-Jase> Make sure you clean your screen afterwards ;->

<Almathera-Paul/Jolyon> Not really - you can't do 24-bit colour-cycling. But doing a sequence with ShiftHue might do a similar effect.

<Amosaic> Well, Cybergraphics will be excellent once you can install it without being a computer scientist (actually, as it stands, even that didn't seem to be enough). Any hope of Almathera supporting what little is left of the Amiga mark et in the US by buying ads in AmigaReport, the Amiga Home Page (shameless plug) and AC?

<Almathera-Jolyon> Firstly, CyberGfx is still under development. Yep, it's a pain to install at the moment. But that will be sorted. Once it's up and running, it's *great*.

<peejay> <sidenote> 24bit Photogenics painting is awsome!

<Almathera-Jolyon> Secondly, we will be looking at all sorts of advertising for the US market. It may well be our US distributors, once finalised, will advertise themselves.

<Jkay> Hi! regarding the "additional loaders/savers" topic ... I know a LOT of folks would LOVE a PCHG loader/saver... help us ECS users! :)

<Almathera-Jolyon> Ah! Well, I was thinking of doing PCHG (Palette Change Hires for those who don't know) support, but I didn't know if anyone would want it! I'll have another look at it and maybe soon I'll get a PCHG.gio written!

<dlman> Well, I was just wondering as far as the file types that Photogenics will support,

<Almathera-Jase> I'm doing them! All of those! And some more. Wavefront .RLA, etc.

<Gilesey> I have two questions.. a) Will photogenics be speeded up for us less fortunate people who only have a standard 1200, since I did the three key salute because the speed was quite unworkable for me. and secondly on the note U4ia brought up and was kicked and banned for speaking his mind, don't you think you are just stealing others work, no matter what price you put it at?

<Almathera-Jolyon> a) I'd like to improve the performance, but it's already

doing so much work with 24-bit data that it's difficult to get it running any better. A standard 120

<Almathera-Jolyon> b) No, I certainly don't think that. You have to remember that there are lots of people who do not have access to the internet and cannot get free software that way. Why should people pay 1-3 pounds for PD software on diskette? Anyway, this isn't the subject for today. If there is enough feeling about this then I'll be happy to come back another day to discuss that subject directly.

<Jason> So I am. First off-You know how long I've been waiting for Video Creator NTSC ...how is the upgrade coming? Both floppy and CD versions were considered... Second- It's been asked twice, but I don't think I've seen an answer...is there any consideration or work being done on porting Photogenics to another platform?

<Almathera-Jolyon> A- Work is continuing on VC NTSC, a decision for a floppy version has not yet been made, but is highly likely. B - We've got some plans for porting, but don't expect to see Photogenics on other platforms this year...

<louie> Hi. I'm out here in NY none has seen PG yet Any chance of demo if so where?

<Almathera-Jolyon> The April issue (Issue number 69) of Amiga Format carried a coverdisk demo of Photogenics. I believe someone uploaded the demo to ftp.tomahawk.something (sorry, I'm not much help am I?) although we didn't authorise the upload I'm not really complaining! When we get a new demo version we'll upload that to aminet. As for distribution - at the moment anyone can buy Photogenics directly from us. We ship international air-mail orders for 62UKP (which is around 10 Usd) directly. The address is in Amiga Report (plug plug) and you can order by email if you want to! (again, email details in amiga report dealer section).

<scientifi> Are you or plan to use the datatype of 3.1

<Almathera-Jolyon, Jase, Paul> We don't support datatypes because they are currently limited to max 256 colours, so loading a JPEG (for example) would be much worse than using dedicated code. They're also very slow. We're aiming for direct support for all the filetypes you'd ever possibly encounter :-) Adding a 'datatype.gio' as a last resort if you've got some really strange format file that only datatypes supports is of course possible, we may well do that soon...

<Bjarian> Hello again I have one comment and four quikie questions. I use DODOShop on a Quadra and SGI. Photogenics on my A4000 screams in comparison. Question 1. Will you distribute 1.2 on CD ROM? question 2. Will you be developing layers, ala DoDOShop 3.0? question 3. Will you be making a structured drawing companion to Photogenics, ala Frustrator (Illustrator)? and Question 4 If I am XXLLarge, will the T-shirt fit?

<Almathera-Paul> :D

<Almathera-Jolyon> Q1. Yes, possibly. If there's enough interest.

<Almathera-Paul> I'm working on a multiple-positionalbe-distortable-layers system which will kick ass! :D

<Almathera-Jolyon> Q3 It's something I'd like to do (structured gfx package) but we don't have any firm plans for one. Q4. We only have XL sized T-shirts. Actually, we don't seem to have many (any?) left. You should have bought it earlier :-) GA

<Sporran> Bit of a subjective thing this, but the AF demo of PG seemed rather slow on my 50MHz 1200/030 - is the full version quicker?

<Almathera-Jolyon> I use a 50Mhz 1200/030. A lot of it was developed on that machine. Make sure you're running PAL (or NTSC) modes, *NOT* DblPal or DblNTSC or Productivity modes, they have such severe bandwidth restrictions that any program running in 8 bitplanes (eg Photogenics) has problems. Mode promotion - Just say no kids!

<Patrik> Will you (or have you) branched out into the oh-so-lucrative world of PCs? Do you think it's possible to survive as an amiga-only developer?

<Almathera> I'll just mention here that anyone can email questions to me at jralph@cix.compulink.co.uk once the chat is over... Yes, we're obviously looking to port to PC eventually. I think we'll wait until PCs get a sensible OS first. (So no work to do this year :-)

<Bjarian> One last comment. I have been a developer and know what kinds of problems can occur. It is easy to criticize and not so easy to turn 1 and 0 into program magic. Your work on Photogenics is great, take heart. Tell us about what other products you have, I read you have a networki ng product? Keep up the good work, God Bless CheersQ

<Almathera-Jolyon> We don't have our own networking products, but we are UK distributors for all of IAM products, including Envoy 2.0 and DiskSalv 3.0

<Jason> As far as future products go-what's in the works? We've heard of a CD involving Sidewinder's music, what is it, when is it, and how much will it cost?

<Almathera-Jolyon> Not sure about future product annoucments yet. You'll hear all the latest news in Amiga Report.. :-)

<joeghi> Is there a 040 FPU version of Phothogenics with also a PICASSO 24 bit saver? And where I can find Photogenis here in Italy? Thanx (This is a question f rom Layout which was ignored).

<Almathera-Paul Nolan> Photogenics uses fast integer mathematics for all operations, so there is no benefit at the moment for an FPU version. Future versions may come with FPU versions.

<Almathera-Jolyon> Photogenics comes with Picasso 24-bit saver as standard. In Italy, Photogenics is avaiable Axxel or DBLine or Rainbow Computing. Mail me if you need contact numbers...

<Jason> That should about wrap it up. Thank you, everyone, for coming, and special thanks to our guests, the Almathera guys. Almathera guys, want to give your e-mail addresses for future reference?

<Almathera> Anyone can mail me at jralph@cix.compulink.co.uk for questions about any Almathera products...

1.14 Voice From Across the Pond

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                        THE VOICE FROM ACROSS THE POND
Michael Wolf                        MikeWolf@bonebag.tynet.sub.org
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Hello again,

I'm sorry to say that I had to resign as the european editor for AR, mainly because I don't have time for it. I'm finally getting to do some productions, and since I do my community service at the moment too, time is precious to me.

Enough drivell though, I have some hot news for you. It looks like MacroSystems and AS&S will be the major third party players on the Amiga market, both are working on some fantastic products.

2-GO!

DSP-Board for the Amiga.

The Zorro-III DSP Board allows you to greatly speed up your Amiga. MPEG/JPEG coding and decoding is possible in real time. The 2-GO! processors are freely programmable, so one could use it as a render engine, port OpenGL to it, do audio processing etc.

The hardware consists of a very fast Zorro-III interface (up to 34MB/sec), 64 bit DSP memory, a 64bit port to the CyberVision64 graphics board and audio/video in & output.

The board is powered by a DSP (max. 2 billion instructions/sec), a master RISC CPU (50 MIPS) and a floating point unit (100 MIPS). This is enough number crunching power for MPEG/JPEG de-/encoding, or for rendering 750.000 gourard shaded polygons / sec to the Cybervision.

The software is planned to include a MPEG/JPEG tool, interfaces to 3D renderes and image processors and libraries for you project developement.

The 2-GO! should be released during the second half of 1995, at a projected price of DM 4000.- (= US\$ 2600).

Real 3D 3.0

The update of Real3D will be available in mid April. Some of the highlights are:

- plug-in support for post-processing effects (i.e. lens flares)
- faster rendering
- numeric input for many tools
- background images to align objects
- constraints for object joints.
- new animation methods. (footprints in snow anyone ?).

Registered users will receive an update offer, a bundle with TVPaint 3.0

will be available as well. Prices are not known yet.

1.15 The Users Standards Group

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                        AN INTRODUCTION TO THE USERS STANDARDS GROUP
Version 1.03, release 1                                Updated 22/1/95
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[These two documents, 'An Introduction to the Users Standards Group' and 'An Introduction to USGNet' were both written by P. Bornhall. - Ed]

* What is USG?

USG is a non-profit organisation of users who are willing to support and aid in the development of quality software and standards. As such, USG and USGNet will help developers with ideas to make their product appear. USG will help with suggestions, tips, technical details, as well as provide betatesters for these products. Developers connected to USGNet will also find it useful to set up their own echo, which will provide them with even more help in finding the "right way" for their software/standard. USGNet is explained in more detail in its own, soon to be released, introduction-text.

* What are the goals with USG?

USG's goal is to provide a stable base for developers to get their products tested and to provide the end-user with a simple way to let the developer know what they think of their product. USG will also help developers to find betatesters for their product. USG will also support developers as a sort of quality-assurance.

* Why USG?

Well, that is up to you. If you have ever developed something, you might know the amount of work involved. If you also have been betateesting it, you'll know that there is always one more bug. USG will not do all the work for you, but should provide you with enough suggestions and tips to make it easier from the start.

* Why should you join USG?

As a developer, to get access to a wide variety of people as betatesters or for suggestions can provide invaluable information for further development.

As a user, you should join USG to support the development of quality software and quality standards. As a user, you can also take active part in the development of said software and standards. As a betatester, or just by suggesting things.

As a member of USG, your knowledge, thoughts and opinions can provide invaluable help for others, which is one of the goals with USG.

* How does USG work?

USG as an organisation works by the rule that everyone is equal. Major changes regarding USG will be a matter for all members. For single developers, they will still have full control of their product. USG will serve as a support organisation for the product, if the developer wishes it.

Practically, most contact is through USGNet, FidoNet or InterNet. USGNet, which is the core of the developer support, is available to anyone, not just USG members. But, to get full support and use of USG you will still have to become a member. USGNet is a growing net, but will try to be somewhat faster than existing nets, mainly by not concerning itself with non-development topics. For more information on USGNet, see the 'Introduction to USGNet' text. ['Introduction to USGNet' appears at the end of this article. -Jason]

* How do you join USG?

First of all, joining USG is completely free of charge, and there is no reason to change this policy. As a member of USG, you are not required to do anything, so those who just feels that they want to support the idea should not be disencouraged. Also, USG allows entire development teams to join. To join USG, fill in the following information;

Name	- First and last name, or name of development team
Address	- Withheld from the public eye on request
Country	- Your country
Born	- Date of birth, optional
E-mail	- Any E-mail and/or netaddresses you have
System	- Platform and system you use
Products	- Information on any products you are developing

Also, let us know if you are a developer, if you want to take active part in development, or if you are just supporting USG.

If you are interested in becoming a betatester, enclose full details on your system setup and software.

Send your membership info to;

Peter Bornhall	2:203/623.5@fidonet
B=E4ck 5	8:101/100.3@usgnet
S-46598 NOSSEBRO	39:160/307.3@amiganet
SWEDEN	

E-mail: bornhall@p5.jam.ct.se

AN INTRODUCTION TO USGNET

Version 1.2, release 1

Updated 6/3/95

* What is USGNet?

USGNet is a network aimed at development of standards, specifications and software. This means that USGNet will provide a good base for software

developers, development of new standards and other development-related issues. USGNet is a net dedicated to computers, and the people who work with them. This means that the net will not carry any off-topic echos, concerning for example politics or religion.

* What type of network is USGNet?

USGNet makes use of the Fido(tm) technology, therefore it is a 'FTN' (Fido Technology Network). To join USGNet, your software has to support at least the technical matters described in the current revisions of the 'FTS' (FidoNet Technical Standard) documents as supplied by the 'FSC' (FidoNet Standards Committee). Your software should also be able to distribute files using a TICK-compatible fileprocessor.

* Why USGNet?

Why was USGNet started? Well, it began with the birth of the file description standard invented by the Users Standards Group. At first, USG discussed the development of the standard through netmail, but this didn't allow members to discuss every small idea between themselves, which made the development slow and cumbersome. This led to the proposal of starting our own echomail area, and FidoNet was suggested as the net to use. However, after several attempts at setting up a FidoNet area, the suggestion of setting up our own net surfaced. While still attempting a FidoNet solution, Micke Persson began research on WHY a USGNet would be a better solution. The members of USG then voted on a FidoNet echo or our own net, USGNet, and the voters chose USGNet for reasons I will explain below.

* Why start another net?

Why didn't we go for an existing net, like FidoNet for our echo? Well, since most of the members knew FidoNet to be rather slow and cumbersome, we agreed not to use FidoNet. We wanted the echomail to be fast, not taking over a week to reach the majority of the readers. For developers, this means that delaytimes will be as small as possible.

* Why not use an existing net?

Then why not use other existing nets? Most other nets are somewhat limited, AmigaNet for example, is mainly for Amiga users. Of course, there are nets that could have been used, but they are somewhat anonymous and tend to be as slow (or slower) than FidoNet. This wasn't what we were looking for either.

* What are the main goals for USGNet?

USGNet will be a net fully dedicated to COMPUTERS. USGNet will also be directed towards development of programs and specifications, as well as discussions regarding computers, hardware and software. USGNet should also be the perfect "playground" for betatesting software, with quick responses from betatesters. USGNet will probably also aim a little higher regarding computer-knowledge. Quality, not quantity.

* Who will benefit from USGNet?

For example, developers will benefit by having a betatesting echo where

the responses are significantly faster than what other nets provide. Also, developers are given the opportunity to coordinate with other developers, as well as share experiences, tips and hints.

* How do I become a part of USGNet?

To become a node in USGNet, fill out the form appended at the end of this document, and send it to your nearest USGNet administrator. Ability to receive crashmail during 24hours per day is a small basic concept your system has to support to get a node number. If you can't fulfil this criteria, the only way to join USGNet is to become a point under an existing node.

* Who should I contact?

USGNet Main Administrators:

RC SWEDEN 8:10/1	Disaster Team's BBS	+46-418-36999	(2:200/430@fidonet)
Host West 8:101/1	Tweed's BBS	+46-322-38805	(2:203/322@fidonet)
Host East 8:102/1	Arkham Asylum	+46-8-6269355	(2:201/244@fidonet)
RC NORWAY 8:11/1	Alpha Centauri	+47-31-288542	(39:220/1@amiganet)

From anyone of these, you can FILEREQUEST the latest nodelist, by using the magic name "USGNODES", and in the nodelist you can find your nearest node or administrator (RC/Host/Hub) to contact for more information.

You can also get the latest version of any textfile concerning USGNet, (such as rules and specifications) from any node in the nodelist.

10. USGNet Entry Form

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USGNet Entry Form Version 1.1 (22.1.95)

BBS name :
Sysops name :
Location :
BBS telephone number :
Modem speed and type :

Crashmail accepted :
Filerequests accepted :

FidoNet address :

BBS software used :	Version :
Mailer software used :	Version :
Tosser software used :	Version :

Sysops postal address :
:
:
:
Country :

Voice phone, daytime :
Voice phone, evening :

All members in USGNet agrees to follow all current rules and all new rules posted by any RC (Region Coordinator).

1.16 SHI Hack Report

AMIGA HACK REPORT

Safe Hex International

hlau@dou.dk

Welcome to the second issue of The Amiga Hack Report. This is a series of reports that aim to help all users of files found on BBSs avoid fraudulent programs, and is presented as a public service by the FidoNet, Internet and Amiganet International E-mail echos.

Thanks to everyone who has helped put this report together, and to those that have sent in comments and suggestions.

NOTE TO SYSOPS: The Hack Report may be freely posted as a bulletin on your BBS, subject to these conditions:

- 1) the latest version is used,
- 2) it is posted in its entirety, and
- 3) it is not altered in any way.

NOTE TO OTHER READERS: The Hack Report (file version) may be freely uploaded to any BBS, subject to the above conditions, and only if you do not change the filename.

The author is not responsible for any loss of data nor is he responsible for any information if it isn't correct. This list is made as a help and a lot of work is done to validate all the below mentioned informations to be so correct as possible, but who knows?

The idea is to make this information available freely. However, please don't cut out the disclaimers and other information if you use it, or confuse the issue by spreading the file under different names. Thanks!

If you see other fake or trojan versions NOT listed here, please contact one of the above supporters or myself so that we can keep this listing up to date.

Erik Loevendahl

HACKED AMIGA PROGRAMS

Here are the latest and most common versions of some programs known to have hacked fake or trojan copies floating around. Archive names are listed when known, along with the person who reported the fraud. (thanks from us all!).

- 20-03-94 X-Copy 8.5 66424 bytes is a trojan. Installs the Fmfoj Xjsvt v2.2 (Eleni) boot virus, which can damage your harddisk.
 - 17-05-94 Decompiler (Autoboot Disc Creator), 53.992 bytes is a trojan. Renames your harddisk directories. Reported by W. Gorzkowski.
 - 25-05-95 Hacker 20.980 bytes unpacked is said to optimize your modem settings, but in fact it is a trojan
 - 05-06-94 DMS 2.13 92.440 bytes packed in a file named "Dms213ur.lha" will format your harddisk. Reported by Kim B. Jensen.
 - * 15-06-94 NoCare27.lha 28.848 bytes unpacked will delete your HD files.
 - 18-06-94 DMS2.12 lha, Device-Masher System, DMS/FMS-Masher 2.12 Extra Turbo 92.208 bytes is a fake.
 - 20-06-94 Ua62.lha, Ua-dialer v6.2 26828 bytes PPacked, 51956 bytes unpacked is said to damage your S/Dir.
 - 22-06-94 Mformt12.lha, Mformat 1.2 unpacked 25168 bytes is said to format harddisks after 8. floppies. Reported by Gerard Sens
 - * 02-07-94 NCOmm 3.09 221.056 bytes is said to be a trojan, which installs the eleni virus, that can damage your harddisk.
 - 07-07-94 Hd_speedup.exe, 6252 bytes unpacked found in "HD_Speedup.lha" will damage your harddisk. Reported by Steen Brusgaard.
 - 15-07-94 Clx_doom.lha, Doom 32020 bytes is a nasty trojan, which change your assign and setpatch command. Reported by Edwin Leenders.
 - 23-07-94 Elien_virus_checker 0.1 is nasty trojan. Found in a file called "elien.exe". 1016 bytes PPacked, 596 bytes unpacked.
 - * 02-08-94 Esp-dmpd.lha (DiskMaster 2 PAL Fix) is said to contain a linkvirus.
 - 09-08-94 God-jl2.lha, JiZaNSi 1.2 - IFF 2 ANSI converter 22.008 bytes unpacked is a trojan. Reported by Peter Hansen.
 - * 24-08-94 Viewtek22.lha 93.844 bytes contains a link virus. Reported by Betasoft.
 - 01-09-94 Dskslv3.DMS. Disksalv 3.01 106584 bytes unpacked is said to be a trojan. Reported by Dave Haynie.
 - 08-09-94 Vmk30.lha, Virus Memory Kill V3.00 2620 bytes is a trojan which will damage your harddisk. Reported by Chris Hames
-

- 30-12-94 Surprise.exe 39296 bytes is spread at a demo at "The Party 94" in Denmark will damage your harddisk. Reported by Benny Petersen
- 31-01-95 VZII-114.lha is a fake version. Please use the new version VZ-115.lha 128182 bytes (unpacked 74028 bytes).
- 01-01-95 DMS206.lha and CRY_206 contain DMS206.exe is a BBS infiltrator program. Use the latest >original<... DMS 2.04 (96284 bytes).
- 13-01-95 IStrip21.lha unpacked 12212 bytes is an infiltrator program which place BBS user.data in download dir named "eatme.lha".
- 06-02-95 The Achtung.exe demo in the GATH95-!.lha archive will format your harddisk. Reported by John Vickers.
- 27-02-95 The Commander virus is to this day spread in the folowing files: dagis!up.exe, Denistro_1.exe, Denistro_2.exe, mn-acid.exe, Vampire.exe, Dpl-Mam1.DMS, Dpl-Mam2.DMS, Removcmd.lha
- 03-03-95 The archive axripii.lha, about 120046 bytes contains harddisk damage program called Fucker virus in the file called AMIBBB.
- 14-03-95 Personal Paint version: 6.2 is a fake. The last original PPaint version is 6.1. Reported by the programmer M.C. Battilana
- 16-03-95 Network90.DMS contains Commander link virus in file in C dir called "Fileloader". Reported by Henrik Lauridsen

=====

The above marked * trojans or fake versions isn't implementet in the SHI virus killers yet, so please take care and send these trojans for new update to the above mentioned !!.

A little trick for SysOp's: Print this little list and use it to check your new uploads!!

Please use this form below if you find some fake versions or trojans and send it to Safe Hex International by E-mail or by post.

--> cut here

=====

HACK REPORT FORM:

YOUR NAME:

ADDRESS:

ZIP CODE:

```

COUNTRY:                                PHONE:
-----
WHICH PROGRAM IS A FAKE OR A TROJAN :                                VERSION:
-----
FOUND IN ARCHIVE NAME:                                ARCHIVE DATE:
-----
BYTES UNPACKED:
-----
A LITTLE DESCRIPTION
(Why do you think this is a fake or a trojan)

```

ATTENTION IF..

Possible please send the actual fake or trojan to Safe Hex International!

THANK YOU VERY MUCH FOR YOUR HELP! WITHOUT YOUR VALUABLE HELP WE COULDN'T HAVE MADE THIS LIST!!!

--> cut here

Please send the hack or the infected file together with the above report to:

SAFE HEX INTERNATIONAL MAIN
Erik Loevendahl Fidonet: 2:236/116.17
Snaphanevej 10 Amiganet: 39:141/127.17
DK-4720 Praestoe Telefax: +45 5599 3498
Denmark

/or to ...

```

_ /// SAFE HEX INTERNATIONAL BULLETIN BOARD SUPPORT:
\\/// ::::::::::::::::::::::::::::::::::::::::::::::::::::
 \XX/ (DAN BBS is one of the best and biggest BBS in Europe)

```

Anti-Virus PC & Amiga CoSysOP: Erik Loevendahl
Server: 486DX2-66,32mb-RAM,Adaptec 2842VL
Micropolis 1528+4110 (Micro2:86127799)
Total harddisks: 4.3 GIGA,
2/8 Giga Sony DAT streamer
CD-Server: 386-40mhz,4MB, 18 CD's online
ISDN workstation: 386-40mhz, 4MB, TELES

Total 14 GB on-line
(More than 30 PC's in system)

Linie 1	payment line	42643990	V-Fast 28.8
Linie 2		43628230	ZyXEL/v32bis
Linie 3		43627750	ZyXEL/v32bis
Linie 4		43625880	ZyXEL/v32bis
Linie 5-19	payment lines!	4362XXXX	ZyXEL/v32bis
Linie 20		42643827	V34/VFC 28.8
Linie 21		43621655	VFC 28.8
Linie 22+23		43661070	ISDN

DAN BBS fax: 42643357 Group 3

HOW TO DO:

Do you wish to contact our SHI >free< anti-virus areas for uploads of new virus or download of the newest SHI anti-virus stuff type:

"Guest", "Guest" (for free files), and "V" (for the SHI anti-virus free area)

"THE AMIGA LIVE"

1.17 V-Lab Motion to the Rescue!

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V-LAB MOTION TO THE RESCUE!

David Nix

wrnix@uga.cc.uga.edu

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[I recently cried out for a review of V-Lab Motion, MacroSystem's new low-cost non-linear tape editor. To my rescue came David Nix, Amiga based independent animator, with a story on how he and V-Lab Motion saved someone else's day... -Jason]

I recently had an interesting emergency job to do for a colleague at the school here and my trusty A4000 equipped with a V-Lab Motion managed to save the day when a problem arose with the University's single frame equipment. A operating system upgrade to the schools SGI lab proved to be incompatible with the Lyon Lamb Minivas single frame controller - some sort of ROM kernel trouble - and nothing was getting to videotape. With a deadline of only a day or two, waiting for a fix from either Lyon Lamb or SGI was out of the question, so we had to find a fast solution to get three 900 frame animations out to video. With the help of a couple of other Amiga based packages, we saved the day.

We transferred the Alias .pix files to a Mac gig drive, which I physically hooked up to the A4000. Using MaxDOS software, I mounted the Mac drive. Then, I used ProControl and ADPro 2.5 to batch process the .pix files into IFF files and save them to my gig drive. Then using the MovieShop 2.1 software for the V-Lab, I imported the IFF's into MovieShop and saved them to the V-Lab partition of my hard drive. While it would have been possible to use ADPro to directly convert the .pix files to JPEG, the process is a tad slow, and I don't have the AREXX background to make the MovieShop software write JPEG directly to its own, specially formatted drive - although it will allow for a wide variety of options such as this via

AREXX. Guess it's time to learn a little AREXX.

Once imported into the MovieShop portion of the drive, it took just a matter of seconds to blast it back, in real time, to video. The ADPro conversion took about 30 minutes per 300 frame segment to convert to IFF's, and the MovieShop import procedure took about 45 minutes. The actual output to SVHS took about 15 seconds per segment. I should note that the FTP transfer from the SGI workstation to the Mac HD took apx. 5 HOURS per 300 frame segment.

While I cant say for certian just how long this procedure would have taken had the single frame equipment worked correctly, my experience has been that it takes the single frame deck and related software about 45 seconds or so per frame to complete the preroll and insert function. In addition, even the SGI based system requires that the image files go through a scan line conversion box for output to NTSC.

The V-Lab Motion system has repeatedly proved itself to be a real boon to my setup. The ability to take practically any format image file from any animation package (I use Imagine 3.1 at home) and blast it out at S video resolutions in real time is a godsend. While similar to the PAR in this aspect, the V-Lab also includes a very comprehensive cut and paste non-linear editing package that allows for grabbing S video footage in real time and rearranging it to your hearts content, with transitions and effects, and blasting it back out to tape, or in my case, using it as image maps or for rotoscoping. With the addition of the Tocotta audio board, you can cut and paste audio as well.

I do not work for MacroSystems GmbH, or NoahJi's. I did get to meet Jorg Sprave, the president of MacroSystems and Eric Kloor of NoahJi's at Siggraph last year, where they really jumped this product through the hoops for me for two solid days before I decided it was what I needed. While still an evolving product, I feel comfortable in reccomending it, especially to animators that incorporate captured video in their work. The V-Lab requires a SCSI II controller and drive for sufficient speed in shoveling the large amount of data on and off your drive. In my case, I use an A4000 with a WarpEngine, 18 megs of Ram and a Toshiba 1.2 gig drive.

1.18 Review: Skeleton Krew - CD32

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REVIEW: SKELETON KREW - CD32
By: Sean Caszatt

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Once again, it's time for some entertainment reviews. This time out, I'll take a look at one of the most recent CD32 titles, SKELETON KREW.

The year is 2062 and the Deadly Enforcement Aggressive Destruction, Inc. (DEAD, Inc.) has unleashed some nasty mutants, affectionately known as Psykogenix, onto the general populace. You've been called upon to direct the Skeleton Krew, a team of equally mutant-like mercenaries, to defeat DEAD's evil mutant army.

There are three Krew members to choose from: Rib, Spine and Joint. You may

choose only one. (In the two player game, the other player can choose one of the remaining two.) Their task is to simply blast the hell out of everything that gets in the way, while trying to get to the end of each level. Power-ups and kash (sic) are scattered throughout the game and, of course, you're to pick up as much of those as possible.

In all honesty, SKELETON KREW is very similar to CHAOS ENGINE. You just have to shoot your way through the levels, open the gateways and stay alive. It's got the same "shoot-or-be-shot" attitude about it. However, it's not equal quality-wise.

The tilted perspective sometimes hinders your progress. It's easy to lose track of yourself or an enemy if it passes behind a wall or building. The odd rotating control is hard to get used to. You can rotate left or right while shooting. Shooting in one direction requires the use of two buttons. It comes in handy sometimes but, more often than not, you're spinning, running and shooting simultaneously and not hitting much of anything in the process.

The music is top-notch. It's a sort of pseudo-industrial/rap blend that's very interesting to listen to. It fits the mood of the game fairly well. The sound effects are slightly repetitive, but not bad.

SKELETON KREW is one of those games that I can't stop playing despite the fact that I know it's flawed. As a result, I hesitantly recommend it to anyone looking for a little shoot-'em-up action. As far as recommending it to all gamers though, I'd have to suggest CHAOS ENGINE first.

RATINGS:	WORST <----->	BEST
Playability:	* * * * * - - - -	6 out of 10
Graphics:	* * * * * - - - -	7 out of 10
Sound:	* * * * * * * - -	8 out of 10
Overall:	* * * * * - - - -	7 out of 10
Video Mode:	PAL	
Manufacturer:	Core Design Limited	

1.19 Review: PC-Task 3

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                        REVIEW:  PC-TASK3
Antony Karantze                antony.karantze@welcom.gen.nz
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[This is the first of a three-part review on PC-Task 3. Mr. Karantze will tackle PC-Task 3.0, while the Emulation Rambler will return next issue to embark on a two-issue run on 3.0 and the newly released 3.1, as well as updated information on the demo version and possibly even a conference announcement. Stay tuned... -Jason]

Have you ever had the desire to experience life in the IBM Compatible market? Over 70 million PC's are in use around the world today, and there

are very few programs that are released without a PC version on offer. There have been several attempts at offering PC emulation for the Amiga range of computers - from Commodore's horrendous software only offering, The Transformer [1986] which cost around \$120, to Vortex's 486 Golden Gate Bridgecards, costing upwards of \$1000. The list of emulation products released in the last few years is testament to the Amiga's versatility: There are very few platforms that haven't been emulated. Latest on the list is Utilities Unlimited's "e586dx" module for their EMPLANT board.

PC-Task began it's life as a relatively unstable shareware XT emulator way back in 1992. It was slow, only offering Monochrome or CGA emulation, with a maximum memory base of 640k - a standard, 1982 class IBM XT. In the last two years it has slowly matured, and author Chris Hames has had the time to increase not only it's functionality but also compatibility (it was entirely possible to use Windows 3.0 with PC Task v2.03). But, it had remained a shareware product, with crippled (read-only) versions being available on most major bulletin boards and online services such as GENie and Compuserve.

Version 3 marks the product's transition to a commercial product. PC Task v2.03 was released in 1993, and nothing was heard from Chris Hames since then (although he did continue to update his DirWork program, an excellent DirOpus alternative). PC Task has been completely rewritten and offers much more over the previous versions.

Obtaining PC Task v3.

You can obtain the new version of PC Task from:

Quasar Distribution
P.O. Box 188
Southland Centre
Victoria 3192
AUSTRALIA

+61 3 583 8806 [Voice]
+61 3 585 1074 [Fax]
+61 3 584 8590 [Galaxy BBS, 1200-28.8k]

Internet: pctask@quasar.dialix.oz.au
Amiganet: PCTask Echomport @ 41:300/584.0

[Late note: Software Hut are promoting PC Task 3 as having up to 486 compatibility, in the latest AmigaWorld. This is NOT true]

Authorized Distributors prices are:

Country	Street Price	RRP
United Kingdom	59.95	79.95
Germany	DEM199.00	DEM150.00
Australia	AUD129.00	AUD129.00
United States	\$119.00	\$??????

Quasar Shipping \$10 AUD to send the package outside Australia.

Software only PC emulators have never run quickly. Emulating a different chip is relatively easy if speed is not an issue: each instruction is received by the program, processed and executed. Adding this additional layer of complex processing tends to slow a processor right down - hardware based emulators, such as the Commodore and Vortex Bridgecards have real Intel processors onboard to do the grunt work, with the software acting as a traffic warden. Software-only emulators have the added difficulty of running the traffic system too!

All Amiga models are catered for, from the humble Kickstart 1.2 Amiga 1000 to the powerhouse Kickstart 3.1 Warp-Engine Amiga 4000's. Owners of Amiga 1200's with fastRAM will get the best initial experience, as they have both a quick processor and fast graphics chips on offer. PC Task will run on 68000-based machines, but it will be VERY slow - you have been warned!

With 1.5 MB of Memory you will get a 640k CGA based IBM compatible machine. Although the manual states that Amigas with at least 512k can be used, the PC you will get will not have enough memory to load anything above DOS v2.1

My test system is an Amiga 2000 with a Derringer030 board, 13 MB of memory, a Multiface 3 serial card, ICD's Flicker Free Video and Power XL's High Density floppy drive, and Workbench 2.1.

PC Task 3, at a glance

So, what do you get for your money?

Manual: Previous versions of PC Task had the manual as a file on the disk. Version 3 includes a ring bound 50-page manual, which greatly helps in setting up the program. It does feel though, that the instructions on disk have been reorganized for readability, run through a DTP program and printed out. Also, it does not dispense with the jargon associated with the Amiga and PC computers. For the neophyte computer user, it can still be a challenge to set up a working system.

Video: Emulation now covers all video boards up to 2MB SVGA cards, but only CGA remains as the most compatible of all modes. Some graphic modes require the AGA chipset, or machines with 24bit display cards such as the Retina or Picasso boards. ECS machines can display some of the above AGA display modes, but with greatly reduced on-screen colors and refresh speeds. Video screens can now be opened on their own custom screen, or through Workbench (which can affect video refresh speeds if you use WB3.0 or greater and/or a 24-bit graphics card)

Processor: 8088 [IBM XT] or 80286 [IBM AT]. There are two PC Task modes: Normal or Turbo. Turbo mode speeds up PC Task's internal functions, at a cost of taking 4x more memory. So, a 640k XT in normal mode would consume about 1.3 MB memory, whereas in Turbo mode it would require about 5.5MB.

Sound: Partial support for the PC's beeping speaker

Serial/Parallel: Full support for serial and parallel ports, including 3rd party cards such as GVP's IoExtender and Oktagon's Multiface 3 card. Mouse

support has been improved as well - most mice on the PC are attached to COM2: (serial port #2), and Windows requires this emulation for the mouse to work.

I/O: Two floppy drives and two physical hard drives are supported. High Density floppy drives, such as Commodore's HD drive in the A4000's and Power Computing's XL drive work fine. Hard drives are limited to two PC partitions C: and D:, but you can make logical partitions, as vol E:. Also, although I have successfully used Stacker with PC Task, it is not recommended (since you will take a BIG performance hit, and because PC Task does not give MS-DOS 100% control of the hard drives - therefore making Stacker less than reliable).

Memory: The biggest limiting factor of previous versions was that only a 640k could be emulated, which was about as functional as a 1mb Amiga 500. Chris has added XMS [Extended Memory System] support to PC Task, meaning that up to 16MB of memory can be addressed by your PC [1mb conventional and 15MB XMS]. EMS [Expanded Memory System] has not been added-and few, if any, 286 apps will call for it.

Real World Performance & Compatibility

Previous users of PC Task will have little trouble setting up the new version for their machines: the setup screen is almost 100% identical to the previous versions, with only a few more options being offered. CrossDos, provided with versions 2.1 upwards of Workbench, proves to be very useful in setting up Disk I/O. Although examples are provided in the manual on setting up a hard disk partition, I still required an afternoon to get it all working correctly. I chose to set up my partition through CrossDos, which also allows me to access it from Amiga programs such as DirectoryOpus. I created a Mountlist entry that allowed me full access to a 130MB partition I had set aside for my PC Emulator. PC Task also allows you to you create a hardfile. A hardfile is an AmigaDOS file, but PC Task is tricked into thinking it is an MS-DOS partition. This is the easiest option as it does not require you to tamper with your precious hard drive partitions, but there is also a cost: a hardfile will never be as fast as a dedicated partition. Setting up a working MS-DOS hard disk is not complicated, but you will need a PC system disk to begin with. There are versions of MS-DOS on the market that upgrade previous versions of DOS already on the hard disk - you cannot use these unless you have a bootable DOS disk. This disk wDISK and FORMAT commands to be present on it, so that you can prepare and format the hard drive. Bootable system disks are not difficult to create, but you will need access to a real PC before you can begin. Buying a full standalone version of DOS will bypass all these problems

I often thought the program had crashed, only to find that it was grinding slowly through the interpreter. Below is a comparison of the programs speed with and without my accelerator card. Please note that according to Chris, benchmark programs should not be relied on for real system performance and that PC Task may be indeed working faster than what is shown.

	68000	68030	Intel 8086
COMIT for Dos	0.4 Mhz	3.5Mhz	4.077 Mhz

Norton Tools		7 Mhz		47 Mhz		4.077 Mhz
Version 6.0						

Having used all versions of the Intel cpu, it felt as if I had a 10Mhz 286. Video performance varied greatly. In CGA [Color Graphics Array] mode I had the greatest speed, since this equates to a 4-color workbench screen. CGA is a terrible mode to use, but it also remains the most compatible. EGA [Extended Graphics Array] was marginally slower, but resulted in a squashed screen that was not very useable. VGA is the best mode I had available to me at the cost of video slowdown, since this is the same as a 16-color workbench. These results should be taken with a grain of salt though: MS-DOS does not have to maintain a graphical screen like Workbench or Windows, but remains text based. In VGA mode I was still zipping about quite quickly with little slowdown at all. My Flicker Fixer is very selective about what sort of screens it opens, but anything up to 640 x 480 VGA worked fine. Larger screens, such as SVGA 800 x 600 opened on virtual, scrolling screens. I could not fully test the screen modes since I did not have AGA or a 24bit board, but these options should allow screens up to 1280 x 1024 in 256 colors to be used.

PC Task 3 & Windows

Ok, so by now you may be asking how well does Windows run, and can I get a cheap PC from PC Task? Windows is not a ROM-resident operating system like Workbench. Computers like the Amiga and the Macintosh have their OS partially stored in the ROM, so it is present when you turn the machine on. The operating system that is loaded gives you access to those commands without adding layers of software that requires more CPU time to process. Just as those operating systems perform better with faster equipment and more system resources, so too does Windows. Having said that, it is possible to run Windows with PC Task. Remember though, that a 286 processor is not recommended for Windows, and that many new Windows programs are beginning to require 486's or very fast 386's. I tested PC Task with Windows 3.0 and 3.1. Windows 3.0 will run in XT mode, but it will be of very limited use since you will only be able to address up to 704k memory. Doing this is akin to trying to run Workbench 2.1 in 512k - not very easy at all. In 286 mode, with access to more memory, Windows becomes better and better. Windows v3.0 was released in 1990 and is no longer supported. It is also slow and prone to crashing unexpectedly. It does however come on 720k disks, meaning all Amiga owners will be able to use it if they wish. Windows 3.1 is much better. It will only run with a 286 processor or higher, and requires about 6MB hard disk space to install. Screen redraws are about 3x faster, and the whole program is much more stable compared with version 3.0. I run Win3.1 in monochrome VGA mode, with about 5MB of memory allocated to it. Even with my 030, I still experience painfully slow screen redraws, and 16-color ECS screens are all but useless. Comit for Windows, which came with my Supra FAXModem, refuses to work properly with my setup, and I have not yet had a chance to try out Word & Excel. Windows for Workgroups requires an 80386 CPU, and so doesn't work with PC Task 3.

PCTask 3 and DOS programs

It is here that PC Task 3 shines. As a DOS emulator it is excellent. I have had about a 95% hit rate trying to run DOS programs, although several of these programs act in ways they shouldn't. I have successfully run

Norton Tools 6.0, Q&A 4.0 [a Database program], dBase 3+, PC Backup 6.0, Comit for DOS, Leisure Suit Larry 1, Blockout, Rogue [a game similar to Larn] and QSB+ [statistical analysis]. Several shareware programs have worked reasonably well, whilst others have crash ed my system horribly. Using Comit, I was able to transfer files at 9600bps with no loss, and 14.4kbps with data overflow. If you are a fast typist like myself, then you are likely to be disappointed. PC Task does miss characters on me, and I have found myself subconsciously slowing down so that the program can keep up. Using faster video modes, and/or having a faster processor does help, as the screen update will keep up with your typing speed. Processor intensive tasks, such as extracting .ZIP files (the equivalent to LHA on the Amiga platform) can take a long time, as can disk intensive tasks such as defragmenting a fragmented partition. If you own a CD-ROM drive, you are in luck. Although a basic CD-ROM driver has been provided since version 2, many users reported difficulty, such as reading subdirectories on their PC CD disks. I do not own a CD-ROM drive, but I have talked with several users who report that many problems have been fixed, and when used with MS-DOS version 6.22 they can access their CD-ROMS just fine. Programs that try to access the hardware directly will fail: for example, PC Backup can access the floppy drives directly, so that backing up a 60MB hard disk can take only 3-4 minutes. This program failed on my system, until I changed the drive speed options to low-speed [DOS compatible]. This significantly increased the backup time, but it did make it usable.

Conclusions

Emulating other computer platforms is a complex process. As Amiga owners, we are lucky that the popular platforms are relatively easy to emulate, since they do not have custom chips such as Agnus and Paula that need to be emulated. It is far easier to emulate a PC than to emulate an Amiga! To get the most out of an emulator requires a machine with horsepower. An A500 with 1mb is really not enough, and most users should look to an A1200 with fastram and lots of hard disk space as a minimal emulation platform.

PC Task version 3 excels at emulating a viable DOS computer. On my system I have found it to very useful, and have found it's compatibility much higher than the previous versions. The addition of COM2: mouse emulation and new graphics modes have added to it's functionality. For the price it is the best software-only emulator on the market. It is a commercial product stemming from the shareware market, and while the addition of a printed manual is a great move it still needs to be made more jargon-less. All emulators for the Amiga require significant horsepower to be useful: fast processors, lots of RAM, graphic boards, etc etc. If you are like the majority of Amiga owners who does not spend hundreds of dollars upgrading and maintaining your system, you are likely to be disappointed. Windows does work, but just as in the PC market it requires a powerful computer to perform at it's best. Remember too, that many new Windows programs are now requiring at least a 386 CPU to oper ate. Although the 286 CPU was abandoned in 1987, there are many programs available that will still run on it. You do not need to run the latest and greatest software to get the job done, and with that image, PC Task is a great product.

1.20 Review: Cyberstorm Fast-SCSI II

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Michael Wolf

MikeWolf@bonebag.tynet.sub.org

PRODUCT NAME

Cyberstorm Fast-SCSI II host adapter

BRIEF DESCRIPTION

A Fast-SCSI II host adapter for the Cyberstorm series of accelerators.

AUTHOR/COMPANY INFORMATION

phase 5 digital products (used to be AS&S)
Homburger Landstrasse 412
60433 Frankfurt am Main
Fon: +49 (69) 5 48 81 30
Fax: +49 (69) 5 48 18 45

LIST PRICE

DM 398,- (= US \$265.-)

SPECIAL REQUIREMENTS

HARDWARE

Obviously you need a Cyberstorm accelerator.

MACHINE USED FOR TESTING

A4000/30 (used to be...), Cyberstorm40/40, 24MB, Quantum LPS 540,
WangTek 250 MB Streamer, Toshiba SCSI-I CD-Rom.

INSTALLATION

The installation is quite tricky. It is not difficult to accomplish, it's just a pain. Since the Cyberstorm eats up most of the place between the drive bays and the Zorro board, the SCSI-Board has to fit between the PSU and the Zorro board. First you set the jumpers on the board (which end up facing down once you installed the board), connect the SCSI Cable, plug the board into the Cyberstorm and install the external SCSI-II connector to the expansion opening on the back of the A4000.

REVIEW

At first I thought that I didn't install the hardware properly, but then I found out that the board takes extremely long to scan the SCSI-Bus and boot. It had no problems with my GVP formatted hard disk, nor with the streamer and the CD-Rom. dis-/reconnect works flawlessly.

Here are some benchmarks on the LPS 540:

Reading from the cybscsi.device:


```
-----
CPU: 68040  AmigaOS Version: 39.106  Normal Video DMA
Device: cybscsi.device:0
Comments: ScsiSpeed 4.2
```

Buffer size (FAST MEM/Long)	bytes / sec	CPU Available
512 bytes	379929	64%
4096 bytes	1707417	82%
32768 bytes	3607756	93%
262144 bytes	3617587	96%

Average CPU Available: 84%

Reading/writing using the fastfilesystem:

```
-----
Device:  DH4:      Buffers: 32
Comments: DiskSpeed 4.2
```

CPU Speed Rating: 4980

Testing directory manipulation speed.

File Create:	51 files/sec	CPU Available: 83%
File Open:	205 files/sec	CPU Available: 55%
Directory Scan:	575 files/sec	CPU Available: 45%
File Delete:	459 files/sec	CPU Available: 35%

Seek/Read:	93 seeks/sec	CPU Available: 89%
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Testing with a 512 byte, MEMF_FAST, LONG-aligned buffer.

Create file:	190440 bytes/sec	CPU Available: 60%
Write to file:	238720 bytes/sec	CPU Available: 59%
Read from file:	319768 bytes/sec	CPU Available: 52%

Testing with a 4096 byte, MEMF_FAST, LONG-aligned buffer.

Create file:	682155 bytes/sec	CPU Available: 78%
Write to file:	819712 bytes/sec	CPU Available: 79%
Read from file:	1525248 bytes/sec	CPU Available: 69%

Testing with a 32768 byte, MEMF_FAST, LONG-aligned buffer.

Create file:	690497 bytes/sec	CPU Available: 92%
Write to file:	915215 bytes/sec	CPU Available: 93%
Read from file:	1431810 bytes/sec	CPU Available: 88%

Testing with a 262144 byte, MEMF_FAST, LONG-aligned buffer.

Create file:	1318761 bytes/sec	CPU Available: 93%
Write to file:	1436405 bytes/sec	CPU Available: 97%
Read from file:	1429285 bytes/sec	CPU Available: 93%

Average CPU Available: 69% | CPU Availability index: 3436

The board comes with a lot of software, including a CD-Rom driver, a MS-DOS drive-mounter, an excellent caching program (DynamiCache), a program to control various SCSI-II parameters and SCSIConfig, phase 5's replacement for HDToolbox. Numerous cli-only SCSI tools are included as well.

DOCUMENTATION

A small handbook is included, covering mainly the installation of the board and giving hints on the most common problems that may occur. The software documentation is only available as a textfile, viewable with an AmigaGuide like program called MaxonHotHelp. As always, the documentation could be more detailed, but is sufficient for the casual user.

LIKES

Fast, doesn't hog the Zorro Bus. DynamiCache is included.

DISLIKES

The installation is somewhat difficult, and those damn jumpers could have been put on the other side of the board, so that you don't have to rip it out every time you want to change something.

BUGS

Takes too long to start up. I called the hot-line and they said that the next version of their driver (the current version is V1.9) will fix it. It should be available as a free update.

VENDOR SUPPORT

They do have a hot-line here in Germany, and are very helpful. They also offer a free rework for your CyberStorm if you have problems with your memory board.

WARRANTY

12 months.

CONCLUSIONS

I'm quite happy with it. It is a decent alternative to the only other CPU/SCSI board out there, which has the disadvantage of needing more expensive SIMM modules.

1.21 Reviews: Mlink with DaFTP, CLChat, AMosaic

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                        REVIEW: NETWORK SOFTWARE
                        By: Jason Compton
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Mlink, Grapevine, DaFTP, CLChat, AMosaic, oh my!

Networking is, of course, boatloads of fun. To do some of the more enjoyable Internet-style things, you need to be somewhere that will get you what you want. The fastest way, of course, is to have a direct feed through, say, a T1 line.

However, that's incredibly expensive, so many people choose to go with a SLIP or PPP account. Put simply, you dial into a service provider, engage

your SLIP/PPP account, start up your networking software (AmiTCP, for instance) and you're off-You're a real "point" on the net, capable of doing whatever you want, as long as you can run the client to do it. Telnet, IRC, FTP, send lots of mail, read newsgroups...go right ahead.

HOWEVER, SLIP/PPP accounts can be a trifle expensive (for instance, my service provider charges \$300/year for SLIP access)...so there exists the option to just forego the "fun" part of running the clients on your own machine and just getting a "shell" account. Simply put, you dial into a service provider and get dropped at a UNIX shell prompt, from which you can do all of the above...but the resources are all on the remote machine, and of course you can't get interesting graphics.

Recently, a program called TIA was developed. Simply put, TIA, when installed on your shell account, would emulate a SLIP connection. All you needed to do was run TIA, quit your terminal program, start up AmiTCP or AS225, and off you went, merrily pretending like you had a real SLIP account, for considerably cheaper (for example, my service provider is only \$150/year for shell access), and with minimal speed loss. I, personally, have not checked TIA out yet, because it's not the subject of this article.

What IS the main attraction is another development, called Mlink. Mlink is a slightly different spin-instead of emulating SLIP access as TIA does, to the point of requiring that you run TCP software, Mlink gives you intravenous networking through a shell account-WITHOUT TCP software. Instead, an Amiga program runs, which activates a program on the shell account. The two, in tandem, provide the connection and the translation, and all you have to do from there is run your favorite networking client...and off you go!

Mlink is swift-in design, and in raw speed. On a generic 14.4 modem, 1600 CPS poses no problem. The activity can be totally transparent-the Mlink interface will shrink down to a tiny title bar if you wish. Trouble free, such great clients as Grapevine IRC, DaFTP, and CLChat-GUI can be run.

Setup is fairly simple, although a multiple step process. The Amiga archive generates Amiga and UNIX software. The mlink.tar.gz file must be placed on your shell account, then de-archived and compiled according to the specific instructions in the AmigaGuide manual. This, if anywhere, is where your main problem may be. Some UNIX setups will not allow the mlink program to be compiled properly, and the author invites troubled users to send him the transcript of the failed compilation if this happens. I have successfully compiled Mlink on two SunOS UNIXes, but encountered an error on a HP-UX machine. You won't know until you try.

Once that is done, the Amiga file can be configured with CPS rates, characters to block over the connection, and serial driver. I find that BaudBandit.device does not agree well with Mlink-use artser.device or serial.device instead. Once the Mlink file is run, Mlink controls your network connection-but if you need to get to a real shell prompt, all you need to do is run the enclosed Napsaterm (telnet) to get back to where you started. This is the recommended method of telnet for an Mlink connection-going back through your original shell account.

In a relatively short amount of time, I have found that network applications run remarkably well. They are detailed below-

Grapevine IRC by Brian Cervený (Aminet: comm/net)

IRC is that wonderful, wacky world where you can sit around talking to dozens, hundreds, even thousands of people about anything and everything, 24 hours a day...if you can handle the fairly frequent "netsplits" where half of the people disappear.

Channel #amiga is an...interesting hangout for Amiga users. Sometimes helpful, sometimes violently antagonistic, there's usually SOMETHING going on there. Not to mention the roughly 1000-2000 other channels available to those interested.

In short, a lot of people like to use IRC. A few clients have existed for the Amiga, and haven't been accepted incredibly well. So, out came Grapevine.

While using a shell IRC client is fairly sterile, and the high-level commands can be a bit esoteric, Grapevine is, if you'll pardon the pun, vintage Amiga. The screen and window handling is very system compliant, everything (aside from your actual message, of course) is GUI (and not using MUI, at that)...in short, it's actually fun to use, even if you're not talking about anything particularly interesting. The icons are first-rate.

Grapevine runs under Mlink FAIRLY flawlessly. Occasional problems are known to occur with DCC transfers (DCC is the protocol that allows file transfers between users on IRC), but I have yet to encounter one.

Grapevine's major drawbacks are the lack of support for all of the "funkier" channel modes and operations, as well as /ignore mode (which can come in handy quite often.) Also, while the scrollback is impeccably displayed...it cannot be clipped or saved.

Future versions are slated to include an ARexx interface, support for /notify, disk logging, and more. Eventually, you'll have to register.

If you enjoy online chatting, nothing beats IRC...so you may as well do it with style.

DaFTP by Dan Murrell Jr. (ftp.warped.com)

One apparent problem with Mlink is that ncftp doesn't function properly...so enter DaFTP. GUI (and, again, non-Magic User Interface) based, DaFTP gives quick, easy access to the net's File Transfer Protocol in style and in speedy fashion.

Interestingly enough, I have yet to get the AmiTCP version of DaFTP to run properly on Mlink. No matter, as the AS225 version functions just as well.

CLChat by Oliver Wagner (Aminet: comm/tcp)

IRC is great, but sometimes the aforementioned netsplits can get out of hand. After all, channel #amiga averages about 30-40 users, but a good

2000 may be on the IRC as a whole at any given time. So, there's another way.

CLChat, originally developed as a BBS chat system, is the frontend for ARCNet, a new and growing chat network. Much, MUCH more compact than IRC, and dedicated to the Amiga, right now it counts less than a dozen servers, but that number is expected to increase.

CLChat supports the most "common" features of IRC, including multiple channels, kick/ban, file transfer...in short, a nice package. The GUI client requires the muimaster.library, which provides a clean, if a bit nondescript, one-window interface.

The client is lacking in support for clipboard saving (just like Grapevine) and there is currently no way to moderate a channel for something like conferencing (which we here at Amiga Report rather enjoy doing). So, for casual use, it's terrific, as the integrity and speed of the system is high. But it's not quite a "mature" system yet.

(A CLChat client for Windows is included in the package...but I haven't seen it yet.)

AMosaic by the AMosaic team (Aminet: comm/net)

Ah, well, no discussion of networking is complete without mentioning AMosaic. It may not be as full featured as, say, Netscape, but as the saying goes, "they're working on it."

After all, it's really our only way to browse the web at present...and luckily enough, it works pretty well with Mlink. Transparent as all of the other applications, the AmiTCP version flies along merrily to the URL of your choice (say, <http://www.cs.cmu.edu:8001/~mjlw/Amiga/News/AR/index.html> for starters)

Supporting most of the useful stuff, with the notable exception of FORMs (ways to actually type text to be processed by the Web site), AMosaic works pretty well, in general, but bugs do show up and are, again, being worked on by its creators.

If you've never checked out the Web, or have only used Lynx, AMosaic is a must-see...even if you find Mosaic's sound and graphics to be rather wasteful, an occasional peek never hurts.

Conclusions

In general, Mlink is a solid, useful product. With a shareware fee of \$25, you'll easily make back what you would have otherwise spent on an upgraded SLIP connection within a few months, in all likelihood. Of course, it's not quite like the real thing...but it's pretty close.

Mlink 1.1
Ezra Story
ezy@panix.com
(aminet: comm/net)

Recommended Aminet Sites:

ftp.cdrom.com (US)
ftp.doc.ic.ac.uk (UK)
ftp.uni-paderborn.de (Germany)

1.22 ImageStudio 1.2 by Andy and Graham Dean

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=====
                        IMAGE STUDIO 1.2
                        Jason Compton
=====
```

I tell you, image processing packages are getting to the point where they're a dime a dozen.

You've got the high end packages like ImageFX and Photogenics. But what if you don't need 24-bit painting, or don't happen to want complex lens flare and radial star capabilities?

Enter Image Studio--the low cost shareware image processor. For low-cost image format conversion with some neat effects added as a bonus, you won't get much better.

Image Studio will run on virtually any machine with one meg-a 68000 version is available. However, for the larger files, you'll be wanting a large hard drive--particularly to assist in IS' built-in virtual memory. WB 2.04 is the minimum OS.

The program works its magic on a standard public screen, where images can be loaded in up to 256 colors, depending on system configuration. 24-bit card support is implied, but only in render mode (using an external viewer to display the work-in-progress).

The picture can immediately be saved off in another format, if you so desire. JPEG, GIF, IFF, Targa, BMP, EPS and Targa are supported. All of these save EPS can be loaded, but any datatype is supported for loading.

If you decide you'd rather play around, you may crop the image, alter the palette (if it is not a 24-bit image), apply emboss, raise, blur, sharpen, or edge detect algorithms, or execute a small list of effects, including flip, roll, and pixelize. The interfaces are all GUI'ed and simple to use.

IS supports multi-level undo and redo. Its limited range of convolves can be edited using the standard 5x5 matrix with div and bias values, as found in packages such as Personal Paint.

Am I impressed with this package? In short, yes. For half the price of Transition, Image Studio delivers much more. The pictures can be manipulated in an adequate range of ways, the zoom function is superb (I've nailed it down to 2 pixels), and of course the interaction with the images is visible to the user rather than hidden behind a control panel with no internal or external viewing capability.

As far as standing up to programs such as Photogenics and ImageFX...well,

no, of course not. The authors readily admit this program is intended for the amateur. If you need a handy conversion, or perhaps would like to trim some excessively large JPEGs, this is the package for you.

The one thing Transition DOES have in its favor is batch processing, but with ARexx support at the top of the "to-do" list, the saving grace is on its way.

Image Studio: 10UKP/US\$20
 Andy and Graham Dean
 14 Fielding Avenue
 Poynton
 Stockport
 Cheshire
 SK12 1YX
 ENGLAND
 adean@eleceng.ucl.ac.uk

1.23 Aminet Charts - March 5

| The 10 most downloaded files from Aminet during the week until 5-Mar-95
 | Updated weekly. Most popular file on top.

File	Dir	Size	Description
ar305.lha	docs/mags	93K	0+Amiga Report 3.05, Feb. 28, 1995
xanim6.lha	gfx/show	215K	0+XAnim: Avi/Quicktime/FLI/FLC/IFF/GIF/MPE
VChck652.lha	util/virus	142K	1+Version 6.52 of Virus_Checker. Amiga
bulder.lha	game/misc	305K	0+A great Boulder Dash clone for AGA & ECS
FastDecode.lha	util/arc	8K	0+Fast uudecoding utility
Hydrocic.lha	game/think	139K	0+An innovative new game. All Amigas. V1.8
cybergfx4042.lha	gfx/board	153K	0+Cybergfx, wbemu for PicII, Piccolo, Spectr
AmiTCP-demo-40.lha	comm/tcp	738K	18+TCP/IP protocol stack
PhenomenaV1.0.lha	gfx/3d	18K	0+Creates/Saves pictures of lightning /expl
wu-ftp-37.21.lha	comm/tcp	203K	0+FTPServer for AmiTCP (bugfixrelease)

1.24 Aminet Charts - March 12

| The 10 most downloaded files from Aminet during the week until 12-Mar-95
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
a4khard_v2.lha	hard/misc	27K	0	+A4000 Hardware Guide, v2.0 (03/95)
AmiTCPHelp105.lha	comm/tcp	126K	0	+Button-based interface for internet tool
a1200hardfaq.lha	hard/misc	9K	1	+A1200 Hardware FAQ, v1.0 (03/95)

AmitTCP4.2.txt	docs/rview	23K	0	REVIEW: AmitTCP/IP release 4, commer.
Hydrocis.lha	game/think	139K	1	An innovative new game. All Amigas. V1.8
ar305.lha	docs/mags	93K	1	Amiga Report 3.05, Feb. 28, 1995
exeDT394.lha	util/dtype	23K	1	Executable datatype v39.4 for >= OS3.0
ATCPHelp105NoL.lha	comm/tcp	11K	0	Button-based interface for internet tool
sc655pch.lha	biz/patch	1.0M	0	SAS/C V6.55 bug fix for Amiga SAS/C 6.50
15khzhackV2.lha	hard/hack	8K	0	Flicker free screens on 15khz monitr

1.25 Aminet Charts - March 22

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

File	Dir	Size	Age	Description
ar306.lha	docs/mags	62K	1	Amiga Report 3.06, March 12, 1995
ZGIFDType39.9.lha	util/dtype	6K	1	The FASTEST gif.datatype there is.
mlink1.1.lha	comm/net	94K	0	Direct internet access without SLIP
Team17_Demos.dms	game/demo	680K	0	Demos of Alien Breed 3D and King Pin
CCC.lha	game/misc	271K	1	Trash a large city with your monster
amitalk152.lha	comm/tcp	57K	0	AmitTCP/AS225/GUI/shell--more fixes
Impossible-1.dms	demo/aga	536K	0	Winning demo from Primavera II by Mystic
Impossible-2.dms	demo/aga	592K	0	Winning demo from Primavera II by Mystic
busypointers.lha	util/wb	91K	0	6 VERY nice Busypointers for AGA- Amigas
TargaDType.lha	util/dtype	18K	0	Datatype for Targa or TGA images, V 39.1

1.26 Aminet Charts - March 27

| The 10 most downloaded files from Aminet during the week until 27-Mar-95
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
term-4.3a-Ptch.lha	comm/term	250K	0	Patch to update 'term' v4.3 to v4.3a
Carnage.lha	game/2play	619K	0	Intense hires seek & kill game - v1.00
Team17_Demos.dms	game/demo	680K	1	Demos of Alien Breed 3D and King Pin
TargaDType.lha	util/dtype	18K	1	Datatype for Targa or TGA images, V 39.1
RomIcons8.lha	pix/icon	197K	0	New MagicWB2.0 Icons/ImageDrawers/...
amitalk152.lha	comm/tcp	57K	1	AmitTCP/AS225/GUI/shell--more fixes
busypointers.lha	util/wb	91K	1	6 VERY nice Busypointers for AGA- Amigas
ZGIFDType39.9.lha	util/dtype	6K	1	The FASTEST gif.datatype there is.


```

TPD.lha          util/dtype    7K    0+Tron's PCX DataType 39.7
AgBlankers1.1.lha util/blank 273K    0+New Garshneblankers, Bugfix release

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1.27 Amiga Report Mailing List

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

ie: Please add me to the mailing list for Amiga Report magazine. My addresss is <your net address>.

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

```

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

```

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

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

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

with the single line (in body of message):

subscribe ar

Amiga Report will then be bounced to you.

1.28 uuencode

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==                      UUDecoding Amiga Report                      ==
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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

1.29 Aminet

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

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

1.30 World Wide Web

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

Simply tell Mosaic to open the following URL:

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

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

```
http://sun1000.ci.pwr.wroc.pl/AMIGA/AR/
```

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

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

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.

1.33 Editor's Choice

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==                               Editor's Choice                               ==
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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.

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 Micro R+D. Visa/Mastercard accepted via post or E-Mail. No CODs.

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

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

Sidewinder's Future Shock II CD is now available through Amiga Report. Featuring 15 Amiga-generated tunes totalling 71 minutes, Eric Gieseke's work is captured on an Amiga-independent media.

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

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

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

1.34 Delphi

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

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

SIGNING UP WITH DELPHI ~~~~~

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

JOIN -- DELPHI -----

Via modem, dial up DELPHI at 1-800-695-4002
then...

When connected, press RETURN once or twice
and..

At Username: type JOINDELPHI and press RETURN,
At Password: type AMIGAUSER and press RETURN.

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

SPECIAL FEATURES -----

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

DELPHI - It's getting better all the time!

1.35 Portal

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

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

To join Portal or for more information call:

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

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

or enter "C PORTAL" from any Sprintnet dial-in, 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.

1.36 GENie

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

* What is GENie?

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

- Over 150,000 software files to download
- Uploads to GENie are free of any connect charges, so upload those Public Domain programs to add to the Starship Amiga Roundtable's vast selection of programs for free!
- Real-time chat
- Dozens of special-interest discussion areas
- Challenging multi-player games with graphics (yes, there are Amiga front-ends)
- Worldwide news, weather and sports
- Electronic mail to and from the Internet
- FTP Service which provides users with interactive access to any of the millions of files available for public access on the Internet
- Usenet Newsgroups Service which allow users to participate in the global discussion areas collectively known as USENET
- Outbound Telnet Service which enables users to connect to other host computers through the Internet
- GENie Mall with nearly 40 different vendors
- Starship Amiga Roundtable which contains gigabytes of Amiga-only files
- Commodore Roundtable for VIC-20, C-64, C-128 and other Commodore computers
- Other Amiga software companies have their own Roundtables for customer support such as Soft-Logik where all the latest program patches and support files are available for their products
- AmiAladdin Support Roundtable for getting the latest updates to the GENie Aladdin software which is used to make maneuvering the GENie menu system much easier and faster. This is a specific area for the Amiga version of this software which is free of charge
- Hundreds of other areas and services available

* How do I sign up for GENie?

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

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

1.37 Distribution BBSes - Australia

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==                               Distribution BBSes - Australia                               ==
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--NEW ZEALAND--

* BITSTREAM BBS *

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

--SYDNEY--

* CONTINENTAL DRIFT BBS *
USENET, Internet E-mail, Fidonet, Aminet
(+61) 2 949 4256

1.38 Distribution BBSes - Europe

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==                               Distribution BBSes - Europe                               ==
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--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

* MOONLIGHT SONATA DLG *
Fidonet: 2:221/112.0
+358-18-161763 - ZyXEL V32b 19200

--FRANCE--

* 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.ping.de

* 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--

* 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 2:332/505 AmigaNet 39:102/501
ZyX 19.2k/V32/V32bis/V42bis +39-59-226454

--NETHERLANDS--

* 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)

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

--NORWAY--

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

--PORTUGAL--

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

--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 TRIANGLE SYSTEM *
 FidoNet: 2:252/129.0
 44-482-442251 2400 Voice: 44-482-491752 (anytime)

1.39 Distribution BBSES - North America

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

* MYSTIC CAVERNS *
E-mail: roy@ctsnet.cts.com WWW: http://ramiga.cts.com
(619) 442-7030 14.4 (619) 442-7060 28.8

* 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

* 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: Geoffl48@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 ProNet running Cnet Amiga 3.0+ *
616-373-0287
V.Everything
chetw@dcpro.UUCP

--MONTREAL--

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

--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

--WASHINGTON--

* FREELAND MAINFRAME *
Internet - freemf.eskimo.com
206-438-1670 Supra 2400zi 206-456-6013 Supra v.32bis

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

1.40 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

1.41 Editorial and Opinion

Editorial and Opinion

compt.sys.editor.desk The action never stops

1.42 News & Press Releases

News & Press Releases

Commodore Auction Report	Yes! A date has been set!
Directory Opus 5	A release is imminent
New Horizons Bankrupt	Buy ProWrite-the whole thing.
SHI Warning	A new virus rears its head

1.43 Featured Articles

Featured Articles

Almathera Conference	The developer team IRC conference
Voice From Across The Pond	Mike Wolf explains it all
The Users Standards Group	Everything you could want to know
SHI Hack Report	The anti-virus group update
V-Lab Motion Saves the Day	You know, the Amiga, it's good for video...

1.44 Reviews

Reviews

Skeleton Krew - CD32	"Shoot-or-be-shot"
PC-Task 3	Now, 286 capability...
Cyberstorm Fast-SCSI II	Mike Wolf's look at the speedy interface
Mlink and other toys	Run network apps without TCP!

Image Studio 1.2

Cheap but good image processing

1.45 FTP and Product Announcements

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==                               FTP and Product Announcements                               ==
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Aminet Charts March 5, 1995

Aminet Charts March 12, 1995

Aminet Charts March 22, 1995

Aminet Charts March 27, 1995

Yes, there are really only charts this time around.

1.46 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

1.47 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

1.48 Where to Get AR

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==	Where to Get AR	==
=====		=====
	The AR Mailing List	
	Aminet	
	World Wide Web	
	Distribution Sites	
	Commercial Services	

1.49 Distribution Sites

=====		=====
==	Where to find Amiga Report	==
=====		=====
	Arranged by Continent:	
	Australia	
	Europe	
	North America	
	South America	

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

1.50 Dealer Directory

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==	Dealer Directory	==
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We weren't kidding. The next appearance is in AR 3.09. The last appearance was in AR 3.05.

1.51 Commercial Products

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==	Commercial Products	==
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Editor's Choice

Jason's picks

Commercial Online Services Sign-Up Information

1.52 Commercial Online Services

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==                               Commercial Online Services                               ==
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Delphi Getting better all the time.

Portal	A great place for Amiga users.
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GEne Internet access, online games, more.