

ar401

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Chapter 1

ar401

1.1 Amiga Report Online Magazine #4.01 -- January 16, 1996

January 16, 1996

Turn the Page

Issue No. 4.01

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By: Jason Compton

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I really really wanted to kick off Amiga Report's fourth year of publication (wow, that sounds cool to say) on a rip-roaringly positive note.

Unfortunately, 1996 arrived rather unremarkably for Amiga users worldwide. While new releases are showing up, none are doing so with any great fanfare. News from Amiga Technologies has been virtually nonexistent--and what news there is, is bad. Almost all of AT's UK office has been released, AT UK now consists of two people at one of Escom UK's facilities.

Australian Amiga 1200s are reportedly selling at less than a breakneck pace, but they ARE selling. North America has yet to see Amiga Technologies A1200s released, but more than one company has been able to procure unsold Commodore stock. 4000T delivery has been slowed by the major snowstorm in the Pennsylvania area, so SMG says.

In Europe, everyone is waiting to hear great things about the imminent (?) A1200+ and even greater things about the progress of the PowerPC project. Instead, we're eating static.

Amiga Atlanta's 10th anniversary banquet is just a few short days away. It'll be fun to see Dave Haynie and Fred Fish again, as well as the AAI crew and the guests at the banquet. I need to write a speech between now and then, and of course will have a report when I return for AR 4.02.

Meanwhile, enjoy Amiga Report's first entry into the new year! May 1996 be better than all other years for the Amiga. 50 weeks to go...

Jason

P.S. Over the Christmas holiday, both of Amiga Report's listservs were lost--the machines were taken out of service by powers greater than ours or our list maintainers. If

1.9 Commercial Products

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Commercial Products

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Desktop Supply Shop

Hard drives and Amiga supplies

Editor's Choice

Jason's picks

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1.10 ad1

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1.11 Reader Mail

Reader Mail

From: Mike.Fellhauer@canada.to.org (Mike Fellhauer)

Re: 1995 World of Amiga by C. Edward Stewart
 Amiga Report Online Magazine #3.22 -- December 18, 1995

Dear Editor,

I was reading the article titled "1995 World Of Amiga" by C. Edward Stewart in the December 18, 1995 issue (3.22) of Amiga Report Online Magazine and I was angered with the following paragraph:

"ABUG (Amiga Based User Group) also had a booth, though they were a bit less flashy than the TPUG. Also, ABUG had a huge pile of games, peripherals, computers and other Amiga paraphernalia for sale. Most of it was used, but all in good shape."

I am part of ABUG and I was in the booth all three days of the show. What C. Edward Stewart wrote doesn't fit what we did at the show at all...we did not have used peripherals, computers, etc. for sale.

In our booth we had an Amiga 3000 tower and 500 running various graphical demos...the third machine we had was my Amiga 1000 running DCTV and Deluxe Music Construction Set hooked up to a MIDI keyboard.

The reason why I place emphasis on the 1000 is that it generated a great deal of interest at the show...it was a highly expanded 1000 with a hard drive in an old 1060 Sidecar case, and a Comspec Amiga Rom Module allowing the 1000 to have 2.0 Kickstart in ROM (we had many questions from 1000 owners).

As well, there were a lot of questions asked about the Amiga and MIDI...it was a great draw to the booth. So great that even CITY TV, a local TV station in Toronto who was filming the World of Amiga show, took great interest in the Amiga 1000 and MIDI keyboard and filmed it for five minutes. It showed on their MediaTelevision program a week after the World of Amiga show.

Anyway, the purpose of all this is to point out how wrong the discription that was written about us was. I realize that the article is submitted to you and you can't remember details a week later, but we want you to know how upset we were at the false discription.

Although it's great that Amiga Report is available when it is so hard to find a North American source of Amiga information, at the same time you should be concerned with accuracy of the information that has been submitted for publication.

mike.fellhauer@canada.tor250.org

--- Of course I'm concerned. I apologize for the error and oversight on my part not to have spent more time at the ABUG booth. -Jason

From: Eyal Teler <teler@cs.huji.ac.il>
Subject: BLAZEMONGER rules

I was overjoyed to see the news about the BLAZEMONGER port. I've been a big fan for many years. That was in a previous life, of course, and now I'm a man (though a floor mat would be a better description) - you didn't really think that fans could write e-mail, did you.

I was especially enthusiastic about the invention of the MUTILATION USER INTERFACE. I've always wanted to be able to configure the appearance, size, and location of every monster in BLAZEMONGER. Unfortunately until now BLAZEMONGER's "Customer Service" department only enabled me to configure the appearance, size and location of my own facial and bodily features.

Now my only question is: when will BLAZEMONGER be ported to Weirdos 95. I still keep my A500 for playing BLAZEMONGER, but all my friends tell me that I must forget the Amiga (and OS/2) and put Weirdos 95 on my PC to play the latest games. They make a very convincing point (some of them probably freelance for the BLAZEMONGER "Customer Service" department). But if I move to Weirdos, I won't be able to play BLAZEMONGER. What should I do?

--- The answer seems simple enough. Simply insert the BLAZEMONGER (any version) floppy into the drive on your Weirdos 95 box. The resulting matter-antimatter reaction should be enough to deter you from any further considerations of Weirdos 95 use. If that isn't enough, contact your local BLAZEMONGER sales office, who I'm sure will be happy to, uh, encourage local retailers to carry more BLAZEMONGER-platform compliant software. -Jason

1.12 Defining an 'Amigan'

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Defining an "Amigan"

By: Guy Nathan
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"You may say I'm a dreamer, but I'm not the only one..", the Amiga's return can be compared to this line from a famous song. Many said the Amiga couldn't survive Commodore's demise, but through it all Amiga users kept believing, having faith, in something which was much more to them than the average PC. It has been said only the Amiga could've died and come back again, any other platforms would have merely died off all together. And this feeling has been echo'd by Amiga users, corporations which support the Amiga, and industry critics themselves. So on this return of the Amiga I will attempt to define an Amigan.

Those of you who have kept up with Amigas over the years, who have read magazines, participated in Amiga Computer user support groups, participated in mail echos such as comp.sys.amiga areas on the internet, and Amiga related echos through Fidonet and Amiganet, will know most likely of the sort of feeling certain Amiga users have about their machine. In this article I will discuss some of these feelings expressed in the things mentioned above, and other matters which I believe help to define an Amigan.

As a bit of background, I will start off by first discussing what the Amiga was designed to be. The Amiga was designed to be the Ultimate Games Machine, and was developed and built by a dedicated bunch of computer experts in 1982-5, who wanted to make a machine which people would think of as something they would be proud to own. The bunch of experts were made up of people such as RJ Mical and Jay Miner(RIP), who designed part of the Amigas custom chipset, and who is known to many as the "father" of the Amiga. Due to a lack of funds originally supplied by a trio of doctors, the development company could no longer afford to continue development without the aid of being bought out by a larger company. To make a long story short as to who bought what, when, and where the company which ended up with it in the end is as many of you know was Commodore. When Commodore got hold of it, they changed several aspects of the machine, and introduced a Disk Operating System based on Tripos. This was coded by Bristol-based Metacomco, a company which only prior to that had developed for mainframes. This helped the machine to change from a purely games machine to a proper personal computer. Since the A1000's release there have been subsequent releases of newer, "better", and faster Amigas. HAM mode found in Amiga's wasn't supposed to have existed, and Jay was going to remove it, but at the last minute he changed his mind (due to external influences) and kept it.

The best way to characterize an Amigan, is probably to meet one yourself and talk about their feelings about the Amiga PC. An Amigan, is a computer user who has an above average knowledge about computers in general, as opposed to your average Mac and PC user who buy a computer because it has the label "Multimedia" on it, or "Free 5 hours user of the Information Superhighway". An Amigan, is generally a person who is not afraid to explore the limits of their machine and try to take it one step further. They are innovative, creative, well opinionated, and many things more. The average PC or Mac user, when they run into a problem, will generally ring a company for support to come in and fix it, where as an Amigan will usually solve the problem themselves in a small amount of time, and continue going on whatever they were doing prior to it.

Those of you who have read Amiga magazines and participated in Amiga mail areas, will be all too familiar with Amiga Vs's X Machine debates. An Amigan is the type of person who is not afraid to speak out in a crowd of PC and Mac "experts", and voice their opinion in regards to the Amiga Vs's PCS and Macs. They are generally well equipped with facts and other related information about the Amiga and machines on other platforms, whether it be information on a Pentium (tm), a Mac Quadra (tm), or even a PowerPC. There is a real 'flame' in an Amigans heart to defend their machine through thick and thin, and not falling for the sheep syndrome when times are tough. The real test for Amigans has been the demise of Commodore. The Amiga gameplayers (not to be mistaken at all with Amigans), were the first to go, and went off and jumped platforms. Other non-dedicated Amiga users went next, attracted by the likes of Doom I and II, Excel, and Word 6/7, even though chances are, they wouldn't use any more features than on their Amiga counterpart software which is also far cheaper. Other people who were real Amigans unfortunately had to leave for other platforms, not by choice but due to financial and job matters. The most recent test for Amigans has been ESCOM'S (tm) buyout of Commodore International (tm), and the formation of ESCOM's "Amiga Technologies" division. Opinions on what they can provide the Amiga with, has been heavily disputed, and left some Amigans rather heartbroken at the thought of it. As a result of this, in very recent times these people have jumped platforms as well, but being Amigans, as they still are, they have kept their Amigas for use, whenever they feel like it. An Amigan who jumps platform are usually the smartest of the PC and Mac users around.

Recently, I had the pleasure of meeting up with an Amigan who was one of the first Amiga owners in the world (the Amiga was purchased from the first batch of Amiga 1000's to ever hit Australia), and was also one of the very first Amiga Developers here in Australia. They told me of the experiences they had with meeting Jay Miner, and other "famous" people in the Amigas history, with much joy and enthusiasm as if it was only yesterday, praising these people who put the "heart" in the Amiga. After meeting with them I felt a link to them in a way, like a family, ethnic community, race, or religious link because they were another Amigan. An Amigan is not determined by race, religion, or anything else like that, but by ones feelings towards a machine which makes you think it really has a heart, and your ready to defend that machine against all odds. In magazines you read of people who say, "I have an Amiga but my friends have bought PCs. I tell them the Amiga is a better machine and they say 'Ha! That crappy thing?? It cant do anything but play some really old games, it doesn't even have doom!' (No jokes about ShapeShifter running DoomII go here =)). But I know, and im right when I say my Amiga will provide me with much more

enjoyment than their PC will ever". It is this dedication which makes an Amigan.

Those who have noticed the number of programs on the Amiga which are freely distributable, will know that a lot of Amiga authors do it for the love of their machine, gaining no profit what so ever, but maybe some fame. It is this sort of dedication, willingness to provide something for nothing, that makes an Amigan. The programs which are Shareware, are usually products which are of commercial standard, but at a non-commercial price. On the PC, I have found many applications which are freely distributable on the Amiga, come at a great expense on the PC (eg. Screenblankers, general purpose utilities :^)).

Amigans know that although initial costs of hardware for their machine far out weighs that of the existing competition, when it comes down to buying applications after purchasing their machine, the Amiga user usually comes out fairly to well in front. For example, the price of Final Writer 4 or WordWorth 4, if they were PC only applications would cost the user many times more than what is currently charged, and although some Amiga users complain that software is too expensive, they would find if they were after the equivalent on a competing platform the costs would be higher. The Amiga is STILL the cheapest low-cost, true-multimedia, true-multitasking machine with an OS which isn't system resource heavy.

Before I go on though, it must be said that words alone can't describe the feelings involved here. Is it Magic? Who knows? Amiga Tech's new "Amiga Magic" pack may be a good way to describe the Amiga, Magic.

The announcement of a PPC (PowerPC) Amiga has left some un-sure whether this will be just another jazzed up "Multimedia" (note quotes) PowerPC (a bebox? =)), or a real Amiga, with a big step-up in the processing power department and probably in the graphics department too. I don't believe I can judge whether an Amigan can be determined by which one of the above two they choose to believe. But with Vapourware, something founded by Commodore ;), Amiga users have over time become more sceptical about 'promises' made, and things to be released 'real soon' which change into being released days, months, years later, or maybe in the end, never. What ever happens, the release of upgrades for our Amigas are more than welcome, as people's patience wades more and more for the Amiga to be able to come once again up to scratch against the competition, or to once again be innovative and do for the Computer industry again what it did back in '85. I believe all Amigans would support this idea.

Some of us Amigans are stupid, actually we almost all are! Why? Because we defy Economics, defy Business logic, defy Industry standards, defy common sense (?? :)), and more. But especially the fact we spend more on our machines to turn them into powerful beasts, than Mr/Ms/etc average PC owner would. We spend amounts on accelerators which would buy us much faster PC CPUS, we spend amounts on Graphics cards which are a fraction of the price on PCs, we spend more for hardware especially made for the Amiga when cheap clones exist which can do more for less cost on the PC. PC owners can buy their P5's for less than we spend on getting a 060 Upgrade CPU for our Amigas.

But all costs aside, all dollars/pounds/etc spent, PCs still don't come up to scratch in many areas. Their multitasking is still far from perfect, although their "pseudo" multitasking in Win95 is

noticeably improved. Above all PCs are still limited by their XT-originated architecture, some thing that with all the marvels of modern PC technologies, they still have not totally overcome. An Amigan recognizes this, and as a result sticks with a machine which still truly does most of what they want, and can run Shapeshifter to do things it doesn't ;).

It is without argument though, the PC has way more 'flashier' games now-a-days (not necessarily better), with their 'c00l' interactive movies (ie. spot the section where you actually get to make a decision what to do next and watch the pretty sequences), and the like, and obviously a lot more games are released for this 'Business' platform =) than on our humble Amigas. But despite this Amigans still keep their machines, and some have gone out and bought a Next Gen console for the purposes of playing those 'c00l' games found on the PC, and the rest of us have generally been happy with our Colonizations, Pinball Illusions, Fears, our Gloom, our Alien Breed 3D's, our Lemmings, and so on.

Amigans live in a world dominated by PCs, Macs, UNIX Boxes, and so on. We don't have as many magazines as other platforms do, we don't have as much support by companies as other platforms do, so what do we have? We have Amigas, we have magazines dedicated to our machines, we have a general ignorance about our machine in the general public, okay, so we don't have it all, but what counts is that we've stuck by this wonder of a machine, and still care about it just as much. Ignoring what the competition has is just ignorance, once you have learnt about the competition, you can then go and say how bad it is =).

But when it comes down to defining an Amigan, in reality I can't, neither can any other article attempt to, what I have given you here though is a bit of an insight into what I believe might constitute an Amigan Vs's anyone else. Feel free to discuss this on c.s.a.* if you wish, debate over it, whatever. Hopefully we'll see some responses to this in the letters to the Ed section in future issues of AR (or any other place this article may be copied/duplicated to/in).

Down with the Be/Pc/Mac - Long Live the Amiga!

Additional Note: I give full permission for this article to be re-printed in any magazine (electronic or print), but it must be an Amiga-related one, and have someone preferably email me first to tell me please.

1.13 Amiga-Link/Envoy Price Reduction

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AmiTrix

PRESS RELEASE

January 02, 1996

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Amiga-Link/Envoy Networking Package Price Reduction

AmiTrix Development is pleased to announced they have just reduced the price of their Amiga-Link/Envoy networking package for all Amigas.

Amiga-Link is a complete solution to your Amiga peer-to-peer networking needs. With the included software and hardware, you can share your hard drives, printers, and also run other network applications as well. The package is compatible with all Amigas, using the external floppy port for maximum compatibility across all models, while keeping the rest of the ports available for their intended uses.

The Amiga-Link package comes with both the standard AmigaLink software and also the Amiga Envoy software. The AmigaLink software's advantage is that it works with Amiga WB 1.3, providing compatibility with older machines. Amiga Envoy requires 2.04 or higher, but provides superior reliability, device sharing, and an API that allows for the development of third-party networking applications, with many already available.

New MSRP for the basic 2 unit package is \$275.00 US, or \$350.00 CAN.

Expansion kits, floppy port splitters, cable options and accesories are also available.

Dealer and Educational Institution inquiries welcomed.

For more information or ordering AmiTriX products, contact us at:

AmiTriX Development,
5312 - 47 Street,
Beaumont, Alberta, T4X 1H9
Canada

Phone or Fax: 1+ 403-929-8459

(Please leave your mailing address on phone messages when requesting)
(information, or contact us via email at the addresses shown below.)

Email: sales@amitrix.com
or: support@amitrix.com
<http://www.networkx.com/amitrix/index.html>

1.14 Persistence of Vision v3.0

FREE RENDERING PROGRAM NEARS COMPLETION FOR AMIGA

[Persistence of Vision is a cross-platform project to create a free rendering package. We hope to run a review in the near future. -Jason]

Persistence of Vision RayTracer verison 3.0 is currently nearing completion on most platforms, including an updated command-line version for Amigas. A GUI version is being worked on also (GUI renderer, as yet no modeller) for release soon thereafter. The 3.0 Amiga version is being developed with full support for OCS/ECS/AGA and CyberGFX displays, and will take advantage of windowing and color sharing on WB3.0 systems.

Currently beta-testing is being done on versions for 68020, 68020/881, 68030/882, and 68040. For release the 68020 plain version will probably be downgraded to 68000 version, for usability on any Amiga

system (provided enough memory is present).

Information on the features new to V3.0 and some sample images are contained in an archive called 'pov3prev.lha' in the gfx/3d section of Aminet. Information is also presented on the groups FTP and WWW sites, 'ftp.povray.org' and 'http://povray.org'. The team asks that inquiries as to release date be withheld: as soon as it's done it will be on the net, Amiga versions will hit Aminet within hours of completion.

Amazing Computing/Amiga magazine's December issue highlighted an article about this renderer, but covered only version 2.2, and failed to mention that 3.0 is under beta testing, expected to be released early 1st q quarter 1996, and incorrectly lists Dave Park as the Amiga representative (he left the team after V2.2)

Joel NewKirk
102627.1152@compuserve.com

1.15 Pentium-Class Bridgeboard

NEW PENTIUM-CLASS BRIDGEBOARD APPEARS?

According to Anti-Gravity Products of California, Eagle Computer of Germany has created a new, unique Pentium-class bridgeboard for Amiga 4000s, which they will distribute in North America.

The board actually consists of a custom A4000 daughtercard and custom tower case, which the A4000 motherboard must be installed in. The new daughtercard gives the Amiga seven Zorro-III slots and two video slots, as well as a dedicated (to PC) PCI bus of 4 slots, one of which is inline with the special Pentium processor card.

The bridging software will share certain input devices and a clipboard between the Amiga and PC sides.

For more information, contact Anti-Gravity Products, 800-7-GRAVIT.
[We would welcome contact information for Eagle as well. -Jason]

1.16 PRETIUM Personal Finance

PRETIUM Amiga Personal Finances Software

Innovative Digital Dynamics introduces PRETIUM, a personal finances software package for the Amiga. It is designed to be as simple to use as writing in your checkbook, but advanced enough to take advantage of the power of your Amiga.

To record a transaction (such as a deposit or withdrawal from your checking account), simply enter the information the same way you would record the transaction in your checkbook. Pretium keeps your transactions sorted by date and check number and displays a running balance.

To better organize your finances you can assign categories and subcategories to transactions and enter extra information in the memo field. To mark a transaction as cleared just double-click it and the transaction is marked with a checkmark and the on-screen cleared total is instantly updated.

If you want a clearer picture of where your money is going, you can have it print a report at the click of a button. You can generate categories reports, account reports, or reports summarizing several accounts at once. Reports can be limited to transactions over a range of dates and sorted by amount, date, or category. You can view a report on-screen or send it to your printer.

It also handles more than just checking accounts. You can use Pretium for keeping track of:

- * Checking accounts
- * Saving accounts
- * Credit card charges and payments
- * Petty cash funds
- * Cash transactions

In fact, you can work with up to 100 separate accounts on-screen at one time. Pretium also imports and exports Quicken data files.

*** FOR MORE INFO SEE <<http://iag.net/~cstone>> ***

PRETIUM Financial Software for the Amiga

Pretium requires AmigaDOS version 2.04 or better. It is hard drive installable, or it may be run from a single floppy. A printer is optional but but recommended.

Price: \$49.95 (includes shipping & handling)

Please send a check or money order to:

Innovative Digital Dynamics
209 Brom Bones Lane
Longwood, FL 32750-3821

Fax: 407-331-3175

E-mail: davido@grove.ufl.edu (fast reply guaranteed!)

*** Support Amiga software development ***

Quicken is a registered trademark of Intuit Inc.

1.17 ImageFX Driver for Snappy

PLAY, INC.'S SNAPPY TO GET AN IMAGEFX DRIVER?

The Snappy is Play, Inc.'s first product. Play was formed by the union of two largely Amiga companies and a splinter group of Newtek employees.

The Snappy has no Amiga software support. However, it may come to pass that Nova Design, creators of ImageFX, will obtain the necessary code from Play to create an ImageFX Scanner module for the Snappy, allowing access to the \$200 device for Amiga users.

Play's marketing department can be contacted at:
markr@play.com
916-851-0800

Nova Design can be reached at:

kermit@cup.portal.com.

1.18 'Wonder Power' A1200 Packs

WONDER COMPUTERS TO OFFER "WONDER POWER" AMIGA 1200 PACKS IN NORTH AMERICA

January 11, 1996, Ottawa, Canada

Wonder Computers' retail division today announced the new, limited edition "Wonder Power" Amiga 1200 bundle in North America. Despite the current unavailability of NTSC Amiga 1200s, Wonder has obtained a number of previously unsold Commodore Amiga 1200s and built a high-power, high-value Amiga workstation around them.

The Wonder Power pack includes the following:

A New Amiga 1200, NTSC standard, boasting a DKB Cobra 68030/28mhz processor and 4 additional megs of Fast RAM for a total of 6 megs of onboard memory.

A 210 meg Seagate internal 2.5 inch hard drive, with a top transfer speed of nearly 2 megs/second.

A NEC 3D Multisync monitor, capable of displaying all of the A1200's AGA modes. (Refurbished by NEC, with a 1 year warranty)

Two games: Nigel Mansell and Zool 2 on floppy.

The Amiga 1200 is backed by a 1-year Wonder Computers warranty.

The price of the Wonder Power Amiga 1200 is \$1499 Canadian (Approximately \$1099 US). Contact your nearest Wonder Computer retail outlet for ordering information.

1.19 Alien Breed 3D Competition

THE GREAT ALIEN BREED 3D II COMPETITION

Do you have an overactive imagination?

Are you plagued by visions of bug-eyed aliens with writing tentacles and large

teeth?

Are you regularly pursued by terrifying monsters in your dreams?

YOU ARE? EXCELLENT!

We are looking for a few good aliens for Alien Breed 3D II - the latest in the stunning Alien Breed series.

If you fancy yourself as a sprite artist who knows how to use DPaint (or any other Amiga animation program), you could find your way into Alien Breed.

Not only will the winner have his/her/its sprite used in Alien Breed 3D II (name subject to change), but they will also be credited in the manual and receive all sorts of wonderful Team 17 goodies!

What you need to do

Produce animations of your alien which fit into the following specifications :

- * 256 Colours
- * maximum size 128 by 128 pixels
- * 6 frames of animation for each of the following views :
 - + Front view
 - + Left view
 - + Right view
 - + Back view
 - + Death
- * 2 frames of movement for :
 - + Aiming & shooting (or about to bite & biting, depending on your alien)

E-mail your entries to Phil Quirke-Webster. Alternatively, you can send them by post to :

I've got an alien that wants to meet you
Phil Quirke-Webster
Project manager
Team 17 Software
Longlands House
Wakefield Road
Ossett
W Yorkshire
WF5 9JS

1.20 AmigaTech UK Relocation

Amiga Technologies
PRESS RELEASE

Date: 10 January 1996

Amiga Technologies are to relocate their offices from Maidenhead to

Stansted as from Monday January 29th 1996.

Full address and telephone numbers will be given once new telephone lines have been established as we will occupy part of the Escom building, close to Stansted Airport, which are more spacious and prestigious than those we have currently.

Stansted has always been a consideration but Maidenhead allowed the company to become up and running more quickly last year for the re-emergence of Amiga computers.

As there is a team of approximately forty people in Germany supporting areas such as finance, product evaluation and technical support, some staff will not relocate.

John Smith / Jonathan Anderson

[In plain English, all but two Amiga Technologies UK staff are no longer working for the company. -Jason]

1.21 Amiga Internet Terminal

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                        The Amiga as the Internet Terminal
                        By: Addison Laurent
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This is an open letter to Amiga Technologies, developers, and users.

Currently, one of the hotter Topics in the internet magazines, is the concept of the "Internet Terminal". Similar to the old dumb terminals hung off of mainframes, but with access to the internet, and one would presume some basic built in software. Running programs remotely, through a graphical interface.

While many current internauts laugh at such a supposition, in large measure, that is where the use of the WWW is taking us. A browser connects, downloads graphic data, and the server handles the vast majority of the CPU needed in case of programs.

With developments such as JAVA, the load can begin to be distributed, and a "Internet terminal" becomes more feasible. Programs can be loaded from a remote server instead of the local drives.

The question is not if this will come, but when, and how it will look. One need only look at the growth in CGI-BIN programming on web pages to realise the potential.

There are currently several companies scrambling to make a Internet terminal, aiming for a artificially defined \$500 limit in cost.

One that can be purchased, hooked up, and connected. No fuss, no muss.

I would like to propose that one of the greatest opportunities for the Amiga exists right now.

We almost have that box. Now. Not in development. Not in theory. Currently.

The Amiga 1200 is almost perfect for that description. With a very minor amount of work, I feel that it could be a defining standard for said Internet Terminal.

The current basic configuration has aged, however, to where it is not quite competitive.

It would require a minimum of 4M FAST RAM, and a 33 megahertz 68030. Easily available from several distributors. A built in 250 megabyte hard drive. Again, easily done.

The only complex part is the graphics. AGA isn't fast enough. We need a display similar to that enjoyed by those of us with Zorro buses and graphics cards.

I have heard that there is a 1200 tower out, that converts a 1200 motherboard to a tower case with Zorro-III slots. This proves the feasibility of passing the Zorro-III information to a set of chips. While it would be a hack, a kludge, it would allow fast development and deployment. For the Amiga to get into the forefront, fast movement will be essential.

Using any of the current chips used in third party graphics cards would simplify porting CyberGraphics to said card - which would then bring the basic Amiga to a level to be competitive with the rest of the field.

This raises the complexity considerably, but not above the level of ingenuity already exhibited by Amiga developers.

Is this impossible? I don't think so. Improbable? Possibly. Something on the scale of this would require Amiga Technology's resources. Package deals with chains. Marketing. Distribution.

Store sales. Mass merchandising. Remember the C-64?

Things that a single Amiga Distributor can't guarantee, without Amiga Technology's help.

And, if they did what I (and others) propose, what would it gain us? Why bother?

Simply put - its a niche the Amiga can own, and defend.

Of all the "Internet Terminals" I have heard described, ALL are being developed from the ground up. All will require new teams of developers, new tools, new everything.

The Amiga's got it. Now. Developers. Compilers. 1200's to test on. Internet utilities out there now. Not in 6 months. Now.

This turns the whole argument against the Amiga on its ear - usually you hear "not enough developers developing quality software". Given a brand new niche, suddenly the Amiga has loads of experienced developers with

impressive resumes. A single glance at Aminet should be enough for any doubters.

Instead of a completely new machine, which has to built support gradually, you have a machine with Internet resources that are stunning. Places for new users to visit and download software. peripherals on the market to buy. Upgrade paths to newer, bigger, better machines.

A reason for dealers to stock computers, parts and have expertise.

A standard basic unit, suitable for basic use.

What would the competition be?

I cannot think of any current competition which would not require at least 8 megabytes of RAM (not counting graphics cards) to be able to perform decently.

And lets not forget, the Amiga can display on the TV, at the worst. \$250-500 monitor not needed.

SUN?

Very nice machines, but no experience in the consumer market, and it would be hard to get a machine to do UN*X (where their experience lies) well with a \$500 sale price.

WinTel boxes?

Again, the \$500 sale price. With a completely re-written OS, an Intel chipset could do well. But that would require said re-written OS, losing many of the development tools, programs, and compatibility.

Converted Game Machines?

This, I think, would be the greatest threat. Developers for games are out there. Several of the Chipsets are much faster than the 1200s. Distribution channels exist, and are being used. Marketing is underway, and with effect. How many have been planned with a keyboard and more memory, I do not know.

I do not write this to establish single-handedly the idea. I've heard similar ones for a while. I am trying to drum up support, and particularly get a dialog started. This opportunity will not last forever. I doubt there is an Amiga owner who does not know about the previous missed opportunities. The HP cable boxes. The Sears distribution. The list goes on and on.

I, and I feel most other Amiga owners, do not want to see another opportunity to which the Amiga is so well suited pass us by without a shot at it.

1.22 Review: WBStartup+ V2.5

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                        REVIEW: WBStartup+ V2.5
                        By: Katherine Nelson
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WBStartup+ by John Hughes is an easy-to-use utility that lets you enable and disable the execution of the different programs in your WBStartup drawer more quickly and easily than before. It also allows you to use your Workbench while it loads your boot-time programs, which is great for those of us in a hurry.

It is somewhat hard to classify this type of utility. Some people would have no use for it at all, if they consistently wish to load everything they put in their WBStartup drawer. For others, like myself, who may need to make sure one or two programs are not loaded because they may conflict with something that is to be run, it can be quite time-saving and well worth using.

The utility comes with its own installer, so starting to use it is hassle-free. It places the main program and two new drawers inside the WBStartup drawer. One of the drawers is for the programs that should be enabled at boot time, and the other drawer is for those that are not to be loaded for the next boot/reboot.

The only drawback to this setup is that when you install another program that you wish to run at boot time, you must place it in the "Enabled" drawer, rather than the main WBStartup drawer. (It will still run if it is in the main drawer, but WBStartup+ will then not have any control over it). If a program comes with an installer, you most likely have to take that extra step on your own.

To use the program once it is installed, you open up your Prefs drawer, and run WBStartup+ Prefs. This reveals a window that lists everything in both the enabled and disabled startup drawers, with a check in front of the enabled ones. To the right of the name of the program is a column which lists its STARTPRI value, found also in the tooltip area of the program's icon. This value can be changed by clicking on it in the WBStartup+ Prefs program, or just by changing the tooltip value in the icon.

Note that the STARTPRI only determines the order in which the programs are to be executed -- it has nothing to do with the running priority.

The program list can be sorted either alphabetically or by priority, whichever you prefer. This is a nice touch in case you're tired and want to know the order in which your programs will be run and you don't want to figure it out for yourself.

A nice ability is to be able to create several different defaults, with different combinations of startups. To do so, you select the items for the group you wish to create, then choose "Create Group" from a menu option, and you have it. Then, if you need to use that configuration for your next boot, you just choose "Select Group" from the menu in WBStartup+Prefs, and it sets it up for you with less hassle.

I have settings for "Minimum", "Normal", and "Extra". The minimum is so that just about everything I have is guaranteed to run. The "Normal" is for everyday use, and "Extra" is for a more flashy Workbench. The downside, is that in order to use one of these groups, you have to save the configuration. So if you're going to be using the "Minimum" group that you created (if you have done so), then that group will always be loaded at boot until you change it back to "Normal". I personally am somewhat

forgetful, so it would be nice to be able to choose to only use settings for the next boot only, rather than for all following.

Another nice feature is that you can select one of the programs in the WBStartup+Prefs list, and then choose the "Icon Window" from the menu. This brings up the Information in the .info file for the selected program, allowing you to make your changes more quickly and with less trouble. It is somewhat interesting that you can not bring up the icon window for WBStartup+ itself, especially because there are one or two features of the program itself that can only be changed in the tooltypes, rather than from the Prefs program.

The tooltypes for WBStartup+ include options for the paths of the enabled and disabled drawers (allowing you to place them anywhere if you choose), whether or not to show a progress window when loading the individual programs (see more about the progress window below.), whether or not the progress window should have a background picture (for WB 3.X only), and the name of the public screen on which to open.

There are also tooltypes in the Prefs program, which include the paths to the enabled and disabled drawers. I think that this repetition, while no doubt making the programming much easier, is kind of... silly. But it's a small point. There is also an option for the default listing of the programs to be alphabetic or in STARTPRI order.

Anyway, about the progress window. I, personally, like it. It does lend somewhat of a "Mac" type feel to your boot, with the icon of the program currently being loaded shown next to a progress bar. Others may say that it just adds fluff, and has no real purpose. It can be disabled, so either way, it's not a problem. Contributing to the Mac feel, but of even greater use, I think, is the fact that if you hold down shift during boot, WBStartup+ stops any of the boot programs from running. I have used this feature more than a couple times, and I think that it is actually one of the more important aspects of the program itself.

One feature that I would really like to see added to this useful utility, is the ability to have a boot-menu as well if desired. Personally, I don't wish to have a boot-menu each time I start the computer, because more often than not, I'd be choosing the same configuration, and would just get irritated at the delay. However, if it were implemented in such a way that the left shift key, instead of disabling all the programs, brought up a list of the user-defined "Groups", allowing you to choose one, I would be a very very happy camper. This would also eliminate the problem of resetting your preferences each time you wanted to boot with a different config, and the fact that you have to boot up your machine to change what happens when you boot up your machine.

WBStartup+ is Postcardware, so it's well worth the price. This is a good utility to have if you have use for it. It also has the potential to be an even greater one.

WBStartup+ V2.5

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USA

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1.23 Review: Supra 28.8k FaxModem

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REVIEW: Supra 28.8k FaxModem

By: Jason Compton

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28.8k modems are getting cheap enough to give them a serious look. Supra is one of the most respected names in the business, so when they wanted me to review their modem I was all for it.

Months of using it later, I'm FINALLY getting around to writing the review.

The Supra comes as two different packages: A Mac or a PC bundle. You'll want the PC bundle as that one will come with a 25-to-25 serial cable compatible with the Amiga. As cables go, it's nice. The modem also ships with some PC telecom and fax software, but you're on your own as far as getting Amiga software goes.

Note, however, that you're not entirely on your own as an Amiga user when it comes to this modem. Supra sold a number of Amiga-specific hardware products in the past and unlike many other companies, they haven't forgotten the business of the Amiga community. You'll find an Amiga tech support number listed in the manual, and they have Term on their <ftp.supra.com> FTP site, as well as GPFax drivers.

The modem itself is housed in a small rectangular case, virtually identical to their 14.4k model. The power button is front-mounted, as are four flashing LEDs and a small LED letter display, used for a variety of purposes. The letter display indicates your state of connection, any errors that arise, and updates you on the current connect rate and compression.

The internal flash ROMs are constantly being updated. While Supra has in the past created Amiga-specific flash programs, a recent revision of the romcode gave the modem a special self-flashing mode which allows you to upload new ROMs TO THE MODEM itself. The latest ROM is nearly two months old and still has no Amiga flasher, and the FTP site encourages Amiga users to either use a different machine to flash or use the built-in mode.

The Supra supports the official v.34 high-speed protocol.

The built-in speaker is about as annoying as any modem's, but recent ROM updates have made the speaker act more "silent" while truly off. (Earlier, even an atm0 would not stop the modem from clicking when dialing was initiated and hangups were made.)

As far as connections go...well, real world usage is the best way to test. Real world use of the modem in an MLink network setup to Xnet at 28.8k tends to give me in the range of 2700-3000 usable CPS. (That is, I can have an FTP session pull down 2600-2800 CPS while text-based clients continue to update).

Real world benchmarks:

Machine 1 is an A3000, 030/25, with Supra 28.8k FaxModem, running Terminus, using artser.device.

Machine 2 is an A1200, 020/14 stock, with Supra 28.8k FaxModem, running VLT, using serial.device.

Thanks to Steve Judd for Machine 2 for testing.

Tests are done on crosstown phone lines of questionable quality, which resulted in a connect rate that fluctuated between 26 and 24kbaud.

Machine 1 -> Machine 2 at 57.6k serial rate

File Type	Time of Transfer	Average CPS
-----	-----	-----
283529 byte file, LZX'ed	1:43	2753
Result reflects 3 errors in transfer.		

We then set the serial rate down to 38.4k.

Machine 1 -> Machine 2 at 38.4k serial rate

File Type	Time of Transfer	Average CPS
-----	-----	-----
282285 byte file, text	1:20	3529
755549 byte file, LHA'ed	4:13	2986

Machine 2 -> Machine 1 at 38.4k serial rate

File Type	Time of Transfer	Average CPS
-----	-----	-----
113549 byte file, LHA'ed	0:44	2581
282285 byte file, text	1:21	3485

Remember that the rates reflect a very non-ideal situation, in which our modems were unable to negotiate a true 28.8k connection to each other over the phone lines. The modems do renegotiate on the fly, and watching the 26 and 24 displays flip is not an uncommon sight for me.

Is the Supra a high-performance product? In my experience, yes. I'm certainly getting significantly increased transfer rates over a 14.4k modem. Our benchmark test between two Amigas returns some results that may be lower than you'd expect, but the A1200 was hampered by a lack of accelerator or fast RAM. (It's in the shop.)

The company is still well aware of the Amiga and makes an effort to accomodate its users. At the same time, they put out a high-quality piece of hardware at a decent price--I've seen mail order offers around US\$190. If you're looking to give your Amiga a communications boost, and want to get continued support for your machine, the Supra 28.8k FaxModem is a good choice.

Supra Corporation
7101 Supra Drive SW
Albany, OR, USA 97321-8000

(503) 967-2400 Main line
(503) 967-2493 AMIGA & Other Products {9A-12N M-F}
supratech@supra.com, amigatech@supra.com

1.24 Review: Digita's Organiser v2

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                        REVIEW: Digita's Organiser v2
                        By: William Near
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Have you ever forgotten an important birthday, anniversary, project deadline, or possibly a school paper due date? If it's one of the former then you will never hear the end of it from the family member or loved one whose birthday or anniversary you forgot -- if it's one of the latter then you may lose your job or find that your grade has fallen due to your forgetfulness. Maybe it's just an important address that has slipped your mind or you need to know what magnitude the star Betelgeuse has in the Orion constellation! Enter Digita's Organiser with the answer to all your prayers.

Digita's Organiser is a combination address book, calendar, daily diary and task manager all rolled into one neat package. When you start up the Organiser program you are presented with a screen that resembles a daily planner opened to a yearly calendar with a set of icons running across the top and down the left hand side of the screen. Click tabs for Calendar, Diary, Tasks, Addresses and Supplements are located on the side of the current page.

Clicking on any one of the days in a particular month will instantly take you to the diary page for that day. From here you can enter a specific event for that day or just browse that day's events. If you decide to enter an event then you simply click on the diary event detail's icon and enter the information that is required for that specific event. The information that may be entered consists of any single one or combination of: title, notes, priority, end date, start and end time, alarm, repeat frequency, and auto start options. You could, for instance, set an important meeting's starting and ending time along with important notes associated with that meeting and have the Organiser remind you a week, or even a day, before the meeting's date. You can even have the Organiser automatically start up a word processor or make a backup of your hard drive on a specified date by using the auto start feature. Once you have entered all the information into the diary event's requestor you can either exit this process or enter another day's events into the Organiser. When

finished, all the information you have entered will be inserted into the correct dates in the Organiser's Diary.

There are four views for Diary, Task, and Address pages depending on whether you want to see one, three, four, or seven day's listings per page on the screen. There is also an "at a glance" icon that toggles between just showing the first line of information or all lines of information per event on each day in the Organiser. Flipping to the next or preceding page in the Organiser is as easy as clicking on the lower outside edge of either the left or right hand page currently displayed. Deleting or repeating a specific event is only a mouse click away, so is the option to search for a specific field or other data contained in a particular day's listing of events. An undo option has also been included.

Another feature of the Organiser is the entry of Tasks. Tasks can be anything you'd like them to be, such as a report that is due on a certain date. You simply enter the pertinent data for the task at hand and the Organiser will insert it into the due date. When the task's due date has past, the task will turn red in the Organiser and the number of days that the task is overdue will be displayed. There is also a check box which you can click in once the task is completed. This can be very handy when having many tasks due on the same day.

The Address book feature of the Organiser is just like the type you will find in the local supermarket. The letters of the alphabet appear in click tabs down the right hand side of the screen. Clicking on any one of the letters will take you to the specified page in the Address book. Entering address information is a simple process of clicking on an icon and entering the information in a requestor. My only complaint about this area of the Organiser is that it is geared with the UK and Europe in mind. There is no entry area for a state instead there is an area for county and country! I just used the county area to enter the state for the address.

A link feature has been implemented whereby you can link related items together. You could, for example, link an address to a birthday and then have the Organiser remind you to buy a birthday present.

The final area of the Organiser are the Supplements. Supplements are those sometimes handy pages of a daily planner that contain such things as: weights and measures, important holidays, first aid procedures, etc. While the Organiser comes with loads of such information, the majority of it is again geared towards the UK and Europe. Information specific to North American is very sparse. While many of the included Supplements are quite informative they are wasted on most North American users of the Organiser.

The Organiser also offers a printing feature that can be used to print out any of the section's information in a whole plethora of options. Digita seems to have thought of every conceivable way that you may want to print the information contained in the pages of the Organiser, including mailing labels! I did find one glitch in the printing process, however. If the printer is not turned on when you click the print icon then the Organiser program seems to have a hard time dealing with this. The usual resume/cancel print requestor will pop up via AmigaDOS, but clicking on cancel will not halt the process. Clicking on the Organiser's stop button in the print window seems to have no apparent effect either. I was effectively locked out of the program -- only a reboot seemed to remedy

this!

Context-sensitive on-line help is just a press of the HELP key or click of an icon away. The Amigaguide help function is very thorough and easy to understand. A tutorial section is also included.

Digita's Organiser seems to be a very complete package for the businessperson, student, or just plain old Joe who wants to keep track of important dates and events in their lives. My only gripes would be the lack of North American Supplements, the annoying way of entering the day and then the month (although you can enter it as month-day, but the program will automatically reverse them in the requestor) in the event requestor, and the lack of a state entry area in the address book. They also need to look into the printing problem I pointed out earlier. If Digita would release a new version with the above suggestions implemented (why not ask what country the user lives in when installing Organiser and implement the appropriate data entry layout and Supplements?) then they would have an absolute winner in this category on the Amiga platform. As it stands, Digita's Organiser is a nearly perfect product.

1.25 Review: Virtual Karting

=====

REVIEW: Virtual Karting

By: Jason Compton

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When Steven Rennocks materialized on comp.sys.amiga.games, it was the answer to a hope I never quite knew I had.

Steve was promoting his new Amiga publishing company OTM and their first release, Virtual Karting. For someone to pop out of nowhere into what has been a shaky gaming market at best and release a new product takes guts--the kind of guts the Amiga needs. As publishers lose interest in the Amiga, it is not so much important to "convince" them that they've made a mistake as it is to make sure NEW publishers get into the business. OTM has done just that, and it's a good thing.

VK was hyped and hyped and hyped, given favorable previews in several magazines, and finally released.

At its heart, VK is a racing game based around professional karts. The author himself is a kart driver and reportedly was striving for exceptional realism when he created the game.

You take the place of a kart driver, with a choice of a 100 or 125cc engine. That may not sound like much, but when you consider the kart doesn't have much weight you understand how it flings you across the track at such high speeds. Your view is configurable, with a camera either just behind your kart (Pole Position style), with adjustable angle and horizon settings, or a top-down view. You choose your input device from among digital or analog joysticks or the mouse, and can choose automatic (recommended) or manual shifting.

The game itself can be summed up in one word--"difficult." A pre-race

"helicopter" camera flying over the track is supposed to give you clues to your racing strategy, but even with that in mind, the word of the game will be practice, practice, practice. You'll spend most of your first races going off the track and watching helplessly as your opponents zoom past you. It is worthwhile to run yourself into the water, just to see the race-ending result. But the computer is a merciless (and unconfigurable) opponent and you'll need to get up pretty early in the morning to have a chance of beating it.

While I'm pleased with the attempt to make the race truly realistic, I cannot accept the fact that going offroad even the slightest bit automatically drops your speed to 15 km/h.

VK was designed in AGA, with the goal of providing realistic-looking 25 fps performance on a stock A1200. And author Fabio Bizzetti got it--at a very high price.

Bizzetti discovered that if he dithered the screen in black, he could generate an acceptable display and get the speed he wanted.

Acceptable, perhaps, to some. But the black-gauze dithering technique looked awful the first time I saw it, on a C-64 demo designed to give the illusion of over 100 colors. That was on a 1702 monitor, no less. On a 1084 or multiscan monitor, it's positively annoying. On a TV, apparently, the effect is minimal. But the option to enable a fully rendered display just isn't there, which means the action flies by on our A4000/040 but looks like the monitor is very dirty.

A VK demo is available on Aminet, and I highly recommend it to anyone looking for a racing challenge. If you discover that the thrill of the chase, not to mention the adventure of learning to drive a different sort of vehicle, is for you, then by all means patronize OTM and buy a copy of the game. I find the display extremely distracting, and find it takes away from what should be a really enjoyable game. However, I may just be overly picky.

The manual, while extremely spartan, is printed in English, German, French, and Italian.

Distributed by Guildhall Leisure and published by OTM:

Phone: 44 1827 312 302

Fax: 44 1827 670 10

e-mail:otm@otmltd.demon.co.uk

1.26 Review: Gamers' Delight 2 CD-ROM

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REVIEW: Gamers' Delight 2 CD-ROM

By: Jason Compton

=====

Let's see, 1070 games for \$40 works out to be...something really small per game.

That's the reasoning that Schatztruhe is hoping will pervade the thinking

of Amiga CD-ROM owners, at least. And it's not such a bad idea, putting tons and tons of games and game demos on a CD-ROM for a reasonable price.

The problem is that the bulk (1000) of the games are just the Aminet "game" directory. They don't hide it, which is actually a good thing, all things considered. There's even the familiar Aminet search icon to let you look for what you want.

The other 70 are, allegedly, full versions of commercial titles. Maybe I don't get out enough, but I can say without reservation that I have never seen a single one of these games sold as a commercial title. Some are old enough that they would be before my time, others (even 1994 and 1995 titles) I have heard nothing about.

Be that as it may, some of them are worth playing, to be sure. A reasonably nice front-end in English or German leads you through the selection of the 70 highlighted games with a short description and instructions, and I actually got the occasional surprise of being able to quit one game to play another through the menu. It's a shame that the menu is in PAL and makes no effort to let you switch out of NTSC, though.

For the Aminet games, the AmigaGuide interface familiar to Aminet CD-ROM owners is used. Functional and quick, as ever.

All things considered, the Aminet collection is going to be the way to go. The problem there is that if you're an Aminet user with a decent enough connection or a regular subscriber to Aminet CD-ROMs, having the collection of Aminet games on this CD-ROM is totally superfluous, so you're actually only buying 70 new games, at best, for the cost of the CD. Which now works out to be...well, something still really small but this time it's measurable, and I'm not sure the Space Taxi clone or Galaga 94 are dying to be played that much.

There is something to be said for having information at your fingertips and not having to store hundreds of megs of Aminet games on your hard drive, or being able to load them off your CD-ROM at 600k/second instead of a modem connection of, at best, 3k/second. If that's 200 times more convenient for you, splurging on Gamers Delight 2 will be worthwhile, and will certainly keep you occupied.

On the other hand...Aminet 9's focus is on the games archive, which means it contains just about everything this CD does, minus those 70 special titles. Something to think about...

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Distributed in North America by Amiga Library Services
610 N. Alma School Rd.
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Chandler, AZ 85224-3687
800-804-0833
info@amigalib.com

1.27 Review: Meeting Pearls III CD-ROM

=====

REVIEW: Meeting Pearls III CD-ROM
By: Jason Compton

=====

The bank slip is back!

Andrea Schmidt and friends decided one day it would be a good idea to put together a low-cost CD-ROM full of good, useful, and new freely redistributable Amiga software, sell it, and encourage people to send in donations if they liked it, making it more convenient by including a direct bank transfer slip in the CD case. Sharecompilation, it was called.

That worked well enough that they decided to do it again.

That worked even better, so they've done it yet again and are already planning a fourth Meeting Pearls CD party.

650 megs is a lot of stuff. So, what do you get?

You get a more friendly and helpful installer than I remember in the past. MP I, in particular, was a bit overly insistent on proper assigns and installation. However, Achtung!--when using Novice mode, it defaults to German if it sees a CD-ROM filesystem it doesn't like (the OS 3.1 version, for example)

You also get an AmigaGuide interface for browsing the CD-ROM. Sound familiar? Well, yes and no...it's not a clone of the Aminet interface, it actually allows you to configure virtually all of your preferences (viewers, MetaTool use, etc.) through AmigaGuide. Some very clever scripting is going on here...

The FindPearls utility is comprehensive, allowing more "attractive" searching than plowing through a directory utility or using the AmigaGuide interface. It comes in handy if you're not up for a marathon session of exploring the CD.

Also of note is the special CD-Write demo included. The version included will allow you to CD-Write only to the MP III CD, but will give you an idea of the workings of the program and of course try to convince you that you can't live without it.

Pictures and text from the meeting itself are included, along with bios on many of the Meeting Pearls admins, for those who really want to see Angela Schmidt on a unicycle.

But there really are more useful items on the CD than that. Although it's not necessarily everyone's cup of tea, PasTeX 1.4, all 96 megs or so of it, is included on the disc. At the other end of the horizon, the game selection is pretty small but largely consists of the best available in free redistribution.

Some HTML documents are included, driven by an AMosaic 2.0 frontend. Roughly 10% of the CD's archives are text files of some kind, including Amiga Reports 3.01 through 3.18 with an included text search tool. Picking up one of these for the search tool alone is a good idea--more than once,

I've searched through a tool such as this one to find out "just when did we do that review, anyway?"

AmiTCP 4.0 and a selection of useful tools and add-ons are provided for the network-minded. My heart skipped a beat when I saw what appeared to be a registered version of Holger Kruse's PPP driver, but it requires a keyfile which, obviously, is NOT included.

If you're curious, a fan, or have discovered the bizarre phenomenon known as Baconizing (attempting to trace actors and their film appearances back to Kevin Bacon), you'll be interested in the complete Internet Movie Database.

The disc overall seems very application, development, and text oriented, but a respectable amount of music and pictures and the aforementioned games are provided for variety's sake.

The layout of the "good stuff" is roughly the same as the Aminet structure, of short, easily recognizable subdirectories. There may not be a lot of love lost between the Meeting Pearls and Aminet camps, but at least there is some sort of agreement on logical structure. There are only so many ways to call a "game" directory a "game" directory...

In all, MP III is quite professionally put together, with a lot of attention given to providing an eclectic blend of Amiga software, even if the fun stuff does give a little way to the likes of the mammoth PasTeX. The Pearlers have come a long way since the first disc, and I wish them continued success.

The bottom line on this CD is that for the suggested price of US\$12 (15 DM), it's really, really hard to say no, unless your CD-ROM tower is overflowing.

Published by Stefan Ossowski's Schatztruhe (say that 3 times fast)
Veronikastr. 33
45131 Essen
Germany
++ 49 201 788 778

1.28 Review: R3 (Registered)

=====

REVIEW: R3 (Registered) by Bruce Webster
By: Jason Compton

=====

Thrust! Thrust! Thrust!

I got Thrust as part of a two-game el-cheapo Firebird disk years ago on the 64. Sadly, the Thrust disk has been corrupted.

But Bruce Webster has captured the fun of that game and mixed it with his own rather bizarre sense of humor to create the eminently playable R3.

For those of you unfamiliar with the genre, R3 puts you at the controls of

a spaceship. In R3, your goal is to fly your spaceship across a large virtual world to retrieve cargo for the aptly named Nice People of the Universe or something like that. The bad guys, who have an unpronounceable name, have stolen it. Standard plot.

At your disposal to start is 1000 credits, which you can use to buy one of the 3 Class 1 vessels. (Classes 2-5 are out of your price range at the start.) Luckily for you, the introductory levels are easy, because these vessels, with quite graphic names, aren't much to rely on for defense, offense, or maneuverability. You get paid for blowing up bad guy installations such as guns that shoot at you, as well as retrieving the cargo.

Each ship has a fuel tank, a cargo carrying capacity, a certain amount of shields, a missile launcher with a certain number of ordinance, and a gun or three. The Schmu, the top of the line vessel, has an extremely powerful engine, a small turning radius, two high-power fast-repeat guns, and more missiles than you can count. The Fart, the bottom of the line vessel, has a tough time getting off the landing pad, makes horrible noises (I'm not making this up), and you're likely to run into whatever you're trying to kill before its gun is in range.

One or two players can work to rescue cargo through the game's many levels, or they can face off in a Dogfight game with levels designed specifically for the purpose. In Dogfight, each player gets an initial generous outlay of cash and is sent off to fend for themselves. The goal is to kill the other guy, or alternately to let him kill himself. Big money can be had here just racking up destroyed enemy installations.

The game has a split-screen, where the left hand side (in 1-player mode) shows the outside view of the ship and its surroundings (the game playfield is 2 dimensional, you can move up, down, left, right, but not "in") with the right side as the Missile-Cam, which tracks your missiles. This isn't horribly useful in most cases, but if you want to know if enemies lurk around a corner or down a passageway, firing a missile through isn't a bad idea. The camera stays locked at the missile's detonation or impact point until another is fired. In 2-player mode, each gets a side of the screen, with no missile cams. Under each display is a diagram of your ship showing damage incurred when shields drop to zero. When this happens, you'll want to immediately find a red cross station which will repair some or all of your damage and shield loss. Ironically, your home base will only refuel you and repair your system damage but will not recharge your shields. Military cutbacks, I guess.

Although the author is from New Zealand, for some reason he smiled upon North America and wrote the game in NTSC. It runs best in 1 meg or more of RAM (1 meg CHIP highly recommended) but will work in a 512k 1.3 machine, with lousy sound effects. You really ought to have a better machine than that, though.

The graphics are ECS, but still attractive. Flying through water is fun. Flying in zero gravity is even better.

Despite its silliness, R3 is really a great game. It is not without flaws, the most obvious being that you can get yourself stuck in a wall (which is often rectifiable but occasionally not), and the fact that sometimes certain explosions will leave "shadow" explosions behind somewhere else.

These don't get in your way, but look ugly.

What do you get for registering? For your US\$15 or equivalent, you get the ability to play all of the included levels in the shareware package, as well as all of the levels in the recently released add-on pack. That gives you hundreds, all told, between 1 and 2 player and dogfight levels.

You also get a very clever and relatively easy to use level editor. Nearly infinite enjoyment if you have the time.

You also get Tritus from Davin Pearson, a 3-player competitive Tetris clone that has to be seen to be believed. At one point, I found myself much more drawn to Tritus than to R3--and I like R3. You can play against the computer or 1 or two human opponents. Certain diabolical weaponry comes into play, such as the slimy creature that eats your lower bricks, a huge nasty thing that shakes the screen and gives your opponents lines of junk to deal with, and a way to disable the walls between you and your opponents and drop YOUR pieces on THEIR stack in nasty ways to screw them up. If there was a way to make Tetris a combat sport, this is it.

Two games, a low price, and two registration locations. It's a pretty good deal.

To register, send your (real) name and address and the registration fee

TO: Ellen Johnstone (pounds preferred)
11 Abbey Rd
Scone
Perthshire
Scotland
U.K. PH26LW

OR
Bruce Webster (NZ\$ preferred)
29 Tika St
Christchurch
New Zealand 8004

EMAIL: b.webster@student.canterbury.ac.nz

1.29 Review: TurboCalc 2.1 CD-ROM

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=====
                        REVIEW: TurboCalc 2.1 CD-ROM
                        By: Jason Compton
=====
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Back in AR 3.15, we had a look at TurboCalc 2.0, which for the price (US\$40) was an unbeatable deal for a very usable spreadsheet.

The deal just got a lot better. TurboCalc 2.1 CD-ROM has emerged at the ridiculously low price of US\$15.

What do you get? A rather innocuous looking CD-ROM which contains the TurboCalc 2.0 binaries in English, German, French, and Italian, and full

online documentation in English and German. Yes, for \$15, you give up having a printed manual.

There has been a recent push to put more application software on CD-ROM, and this is an excellent way to do it. After all, TurboCalc 3.5 is out, published by Digita instead of TC 2.1's publisher, Schatztruhe. For those looking for new features and options, going with the newer version is worth investigating. However, since TC 2.1 also comes with the TurboCalc 3.5 demo, it's a no-lose "try before you pay a lot" concept. For a lousy \$15, you get a CD-ROM with a quality application and a peek at the next version. If you're interested in getting more, fine, upgrade.

TC 2.1 is an incredibly cost-effective way of delivering software--one that more publishers should look into. Sure, there's no box, no printed manual, and you need a CD-ROM drive. But you get thorough online documentation and really should have a CD-ROM drive anyway, if for no other reason than to catch deals like this.

If you think you may need a spreadsheet, you probably do. It's worth your while, then, to pick up a copy of TurboCalc 2.1. If it meets your needs, you've just gotten a great deal.

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Chandler, AZ 85224-3687
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1.30 Ami-File Safe Filesystem

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REVIEW: Ami-File Safe Pro filing system from Fourth Level Development
By: Jason Compton
=====
```

Filesystems scare me. I've had more than my share of run-ins with corrupt root blocks, weird checksum errors, and lots of lengthy re-validations. I'd really rather just leave them alone.

But Fourth Level Development came up with AFS, and IAM sent me a review copy, so with my heart in my throat, I bravely created a whole new partition so I wouldn't damage any of my data. :)

Ami-File Safe sells itself on the following ideas-

1. It's faster than FFS.
2. If your machine crashes or blows up during disk access, your partition won't have to be revalidated.
3. Did we mention fast?

AFS is sold in two configurations, the User and Pro versions. The User restricts your installation in size--not partition size, DRIVE size. You also are allowed fewer partitions. Pro, the version we are reviewing, has

unlimited usage. It's also considerably more expensive--\$40 vs. \$100 (or equivalent). But if you're going to invest, you may as well go with the unrestricted package. No point in finding out you need to buy something twice...

Installation of the package is pretty benign. After that, you're free to install a new partition christened AFS: and format it.

You'll be up and running in no time. But I have to take time out here to enter a major complaint. I got my hard drive partition up and running DESPITE the manual, not because of it. For something as major and system critical as a new file system, I'd like to hear the hows and whys, in detail, of its functionality, even if I don't fully understand it. AFS asks you to put your data in its hands with 13 pages of documentation, and it never really ventures into the "how and why" area, just "what." So far so good, but forewarned is much more confident.

AFS recommends you use at least 50 buffers. Actually, the documentation basically demands it. So you may find yourself using more memory than you might have chosen to otherwise, but buffers do tend to be useful.

AFS hard drive partitions can be made bootable--this is something to consider for me, because the biggest cause of my machine crashes come from my DH0: partition. However, call me a wimp, but I'm just not willing to trust my system files to 13 pages of documentation, despite its impressive performance on a storage drive. I've reinstalled my OS too many times for that.

AFS does come with floppy version, and there is an AFS demo that allows floppy sharing among those who don't own AFS.

AFS claims to be exceptionally good with huge directories. I honestly haven't noticed a big performance difference, except instead of hitting the hard drive for directory information, AFS seems to have it cached away in memory. It still took a considerable amount of time to bring up the larger listings.

Down to benchmarks...

For those who absolutely LOVE benchmark tests, here's your big chance. Click [here](#) for the entire DiskSpeed 4.2 rundown.

(Note that DiskSpeed is unable to generate CPU ratings on the AFS drive)

The test system is my trusty A3000 with standard 030/25, 2 megs of chip and 8 megs of fast RAM. The drive is a Quantum Fireball 730 on the A3000's SCSI port.

Is it fast? Well, the directory tests for AFS in general beat the hell out of FFS. On virtually every read/write/create test, AFS scores higher, and once the higher buffers come into play, the difference is astonishing.

But benchmarks can be so...sterile. So here's a real-world test, a copy of a really large file from RAM to each partition, and between the two.

Test:

4483434 byte file (text), the Aminet 9 file database.

From RAM to:

FFS: 10.12s

AFS: 6.39s

From AFS to FFS:

12.87s

From FFS to AFS:

6.44s

Here, with no disk caching of any kind in place, AFS again looks to be a whole lot faster than FFS.

The upshot: AFS is an excellent high-speed performance filesystem, which I do recommend highly if you are frustrated with your current hard drive performance. Remember that the A3000's controller, while it supports SCSI-II commands, does not take advantage of the impressive SCSI-II speed enhancements, yet speeds well in excess of 1 meg/second were being piped out of the filesystem in testing.

For the brave at heart, a utility is enclosed that will automatically convert your FFS partitions to AFS. Good luck!

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1.31 AFS vs. FFS Benchmarks

MKSoft DiskSpeed 4.2 Copyright © 1989-92 MKSoft Development

CPU: 68030 AmigaOS Version: 40.68 Normal Video DMA
Device: dhl: Buffers: 30
Comments: FFS drive

CPU Speed Rating: 1372

Testing directory manipulation speed.

File Create:	46 files/sec		CPU Available: 40%
File Open:	72 files/sec		CPU Available: 28%
Directory Scan:	193 files/sec		CPU Available: 21%
File Delete:	142 files/sec		CPU Available: 17%

Seek/Read:	74 seeks/sec		CPU Available: 60%
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Testing with a 512 byte, MEMF_FAST, LONG-aligned buffer.

Create file:	89152 bytes/sec		CPU Available: 28%
Write to file:	96192 bytes/sec		CPU Available: 28%
Read from file:	103488 bytes/sec		CPU Available: 21%

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

Create file:	392893 bytes/sec		CPU Available: 46%
Write to file:	464896 bytes/sec		CPU Available: 46%
Read from file:	569344 bytes/sec		CPU Available: 37%

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

Create file:	576095 bytes/sec		CPU Available: 64%
Write to file:	720488 bytes/sec		CPU Available: 67%
Read from file:	974848 bytes/sec		CPU Available: 60%

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

Create file:	917504 bytes/sec		CPU Available: 65%
Write to file:	1139756 bytes/sec		CPU Available: 73%
*Read from file:	468114 bytes/sec		CPU Available: 30%

* - Seems to be an anomalous reading.

Testing with a 512 byte, MEMF_FAST, WORD-aligned buffer.

Create file:	82752 bytes/sec		CPU Available: 20%
Write to file:	85120 bytes/sec		CPU Available: 22%
Read from file:	87936 bytes/sec		CPU Available: 17%

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

Create file:	275968 bytes/sec		CPU Available: 21%
Write to file:	310784 bytes/sec		CPU Available: 18%
Read from file:	307200 bytes/sec		CPU Available: 11%

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

Create file:	360800 bytes/sec		CPU Available: 24%
Write to file:	419267 bytes/sec		CPU Available: 20%
Read from file:	427408 bytes/sec		CPU Available: 8%

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

Create file:	469063 bytes/sec		CPU Available: 15%
Write to file:	525524 bytes/sec		CPU Available: 12%
Read from file:	477609 bytes/sec		CPU Available: 7%

Testing with a 512 byte, MEMF_FAST, BYTE-aligned buffer.

Create file:	85760 bytes/sec		CPU Available: 26%
Write to file:	32960 bytes/sec		CPU Available: 46%
Read from file:	95552 bytes/sec		CPU Available: 20%

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

Create file:	96256 bytes/sec		CPU Available: 33%
Write to file:	34671 bytes/sec		CPU Available: 48%
Read from file:	105472 bytes/sec		CPU Available: 24%

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

Create file:	89186 bytes/sec		CPU Available: 37%
Write to file:	34695 bytes/sec		CPU Available: 48%
Read from file:	107240 bytes/sec		CPU Available: 25%

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

Create file:	95325 bytes/sec		CPU Available: 35%
Write to file:	34044 bytes/sec		CPU Available: 49%
Read from file:	106812 bytes/sec		CPU Available: 25%

Testing with a 512 byte, MEMF_CHIP, LONG-aligned buffer.

Create file:	89280 bytes/sec		CPU Available: 27%
Write to file:	95744 bytes/sec		CPU Available: 26%
Read from file:	103936 bytes/sec		CPU Available: 19%

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

Create file:	390656 bytes/sec		CPU Available: 40%
Write to file:	459264 bytes/sec		CPU Available: 39%
Read from file:	569344 bytes/sec		CPU Available: 27%

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

Create file:	577536 bytes/sec		CPU Available: 54%
Write to file:	716041 bytes/sec		CPU Available: 55%
Read from file:	980588 bytes/sec		CPU Available: 42%

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

Create file:	927094 bytes/sec		CPU Available: 49%
Write to file:	1142595 bytes/sec		CPU Available: 53%
Read from file:	1121643 bytes/sec		CPU Available: 50%

Testing with a 512 byte, MEMF_CHIP, WORD-aligned buffer.

Create file:	76288 bytes/sec		CPU Available: 20%
Write to file:	80768 bytes/sec		CPU Available: 20%
Read from file:	83840 bytes/sec		CPU Available: 16%

Testing with a 4096 byte, MEMF_CHIP, WORD-aligned buffer.

Create file:	227978 bytes/sec		CPU Available: 18%
Write to file:	254976 bytes/sec		CPU Available: 14%
Read from file:	264704 bytes/sec		CPU Available: 11%

Testing with a 32768 byte, MEMF_CHIP, WORD-aligned buffer.

Create file:	289009 bytes/sec		CPU Available: 18%
Write to file:	324958 bytes/sec		CPU Available: 13%
Read from file:	358209 bytes/sec		CPU Available: 6%

Testing with a 262144 byte, MEMF_CHIP, WORD-aligned buffer.

Create file:	356746 bytes/sec		CPU Available: 9%
Write to file:	384422 bytes/sec		CPU Available: 7%
Read from file:	395482 bytes/sec		CPU Available: 5%

Testing with a 512 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file:	81152 bytes/sec		CPU Available: 24%
--------------	-----------------	--	--------------------

Write to file: 32576 bytes/sec | CPU Available: 45%
Read from file: 88704 bytes/sec | CPU Available: 19%

Testing with a 4096 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 71528 bytes/sec | CPU Available: 44%
Write to file: 31677 bytes/sec | CPU Available: 50%
Read from file: 80384 bytes/sec | CPU Available: 37%

Testing with a 32768 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 68074 bytes/sec | CPU Available: 47%
Write to file: 31647 bytes/sec | CPU Available: 50%
Read from file: 81583 bytes/sec | CPU Available: 37%

Testing with a 262144 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 68385 bytes/sec | CPU Available: 47%
Write to file: 31145 bytes/sec | CPU Available: 51%
Read from file: 83370 bytes/sec | CPU Available: 36%

Average CPU Available: 32% | CPU Availability index: 439

MKSoft DiskSpeed 4.2 Copyright © 1989-92 MKSoft Development

CPU: 68030 AmigaOS Version: 40.68 Normal Video DMA
Device: dh4: Buffers: 200
Comments: AFS Test

CPU Calibration shows that CPU availability tests
would be inaccurate in the current system state.
No CPU Speed Rating -- CPU % not available.

Testing directory manipulation speed.

File Create: 126 files/sec
File Open: 235 files/sec
Directory Scan: 1443 files/sec
File Delete: 226 files/sec

Seek/Read: 67 seeks/sec

Testing with a 512 byte, MEMF_FAST, LONG-aligned buffer.

Create file: 276544 bytes/sec
Write to file: 322624 bytes/sec
Read from file: 108352 bytes/sec

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

Create file: 528384 bytes/sec
Write to file: 561152 bytes/sec
Read from file: 635904 bytes/sec

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

Create file: 1462272 bytes/sec
Write to file: 1634314 bytes/sec
Read from file: 1626112 bytes/sec

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

Create file: 1650536 bytes/sec
Write to file: 2181819 bytes/sec

Read from file: 1966080 bytes/sec

Testing with a 512 byte, MEMF_FAST, WORD-aligned buffer.

Create file: 269056 bytes/sec

Write to file: 321088 bytes/sec

Read from file: 96640 bytes/sec

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

Create file: 522240 bytes/sec

Write to file: 556544 bytes/sec

Read from file: 337920 bytes/sec

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

Create file: 572009 bytes/sec

Write to file: 590231 bytes/sec

Read from file: 492537 bytes/sec

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

Create file: 626389 bytes/sec

Write to file: 647269 bytes/sec

Read from file: 530529 bytes/sec

Testing with a 512 byte, MEMF_FAST, BYTE-aligned buffer.

Create file: 233344 bytes/sec

Write to file: 263936 bytes/sec

Read from file: 103872 bytes/sec

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

Create file: 369664 bytes/sec

Write to file: 458240 bytes/sec

Read from file: 459776 bytes/sec

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

Create file: 839680 bytes/sec

Write to file: 880640 bytes/sec

Read from file: 835584 bytes/sec

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

Create file: 942029 bytes/sec

Write to file: 1015808 bytes/sec

Read from file: 961408 bytes/sec

Testing with a 512 byte, MEMF_CHIP, LONG-aligned buffer.

Create file: 264192 bytes/sec

Write to file: 305984 bytes/sec

Read from file: 107136 bytes/sec

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

Create file: 487424 bytes/sec

Write to file: 511488 bytes/sec

Read from file: 616448 bytes/sec

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

Create file: 1306624 bytes/sec

Write to file: 1638400 bytes/sec

Read from file: 1626112 bytes/sec

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

Create file: 1928490 bytes/sec
Write to file: 2187253 bytes/sec
Read from file: 1969308 bytes/sec

Testing with a 512 byte, MEMF_CHIP, WORD-aligned buffer.

Create file: 210560 bytes/sec
Write to file: 283200 bytes/sec
Read from file: 88448 bytes/sec

Testing with a 4096 byte, MEMF_CHIP, WORD-aligned buffer.

Create file: 435200 bytes/sec
Write to file: 456192 bytes/sec
Read from file: 282112 bytes/sec

Testing with a 32768 byte, MEMF_CHIP, WORD-aligned buffer.

Create file: 395679 bytes/sec
Write to file: 403838 bytes/sec
Read from file: 400556 bytes/sec

Testing with a 262144 byte, MEMF_CHIP, WORD-aligned buffer.

Create file: 425080 bytes/sec
Write to file: 436906 bytes/sec
Read from file: 426746 bytes/sec

Testing with a 512 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 198080 bytes/sec
Write to file: 225216 bytes/sec
Read from file: 98048 bytes/sec

Testing with a 4096 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 342016 bytes/sec
Write to file: 355328 bytes/sec
Read from file: 353792 bytes/sec

Testing with a 32768 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 545454 bytes/sec
Write to file: 563136 bytes/sec
Read from file: 563136 bytes/sec

Testing with a 262144 byte, MEMF_CHIP, BYTE-aligned buffer.

Create file: 592944 bytes/sec
Write to file: 618724 bytes/sec
Read from file: 633198 bytes/sec

1.32 Aminet 9 CD-ROM

=====

REVIEW: Aminet 9 CD
By: Jason Compton

=====

Aminet's Christmas release is out, and appropriately enough, Santa is on the cover.

I'm pretty sure it's just an image from somewhere rather than Urban Mueller in a big red suit.

Anyway, following closely on the heels of Aminet Set 2, Aminet 9 puts all of the archive's games on the CD-ROM, including 5 aging commercial titles that you're not supposed to give away.

Hey. Wait a second. This sounds awfully familiar...

Yes, released at just about the same time, Aminet 9 offers just about everything, except the 70 "special commercial" titles, from Gamers' Delight 2.

In addition to the ~190 or so megs of compressed games, Aminet 9 boasts a slew of material more recent than the 4-disc Aminet Set 2 (to be reviewed in AR 4.02, backwards though that may be) and a superset slew of stuff more recent than Aminet 8. Older chart-topping material is included as well to round out the disc to a comfortable 628 compressed megs.

The "new since Aminet 8" category is not specially indexed, but the "since Set 2" is. The former is explained as being because of the large amount of new material (except the game archive), but considering the number of "top download" material included, a special index would have been nice to have for completists.

Nothing has changed much in the interface. AmigaGuide as ever with external prefs, you now get a lot of new mod file descriptions, only when viewed in their individual directory. Which is too bad, since the playlist is really convenient.

Speaking of mods, it seems that more than usual are on this particular CD, which is not necessarily an unwelcome feature--just unusual. In fact, as sheer space goes, the music directory far outweighs the other major directories--nearly 100 megs, while its closest competition, docs, trails at 75 megs. Most of the 75 megs in docs are the docs/etext directory, the Project Gutenberg archives.

The 5 commercial games on the disc are indeed from Gamers' Delight 2, and are fairly nondescript. You may have a good time in Jumpman for a while, but for me their inclusion was less interesting than the registered version of Delitracker Aminet disc owners got recently.

Some 50 megs of demos are included, categorized generally by what will and will not work on an A4000/040, which is a nice touch.

Unless you're IV'ed to the Aminet, it's tough to beat the convenience of having it for yourself on CD-ROM, and the price, which hovers around US\$20, isn't bad at all for the ease of use and promptness of the material. Aminet 9 doesn't come with the best "gifts", but then again I remember the days when it didn't come with any "gifts" at all, and the CDs were still good.

Published by Stefan Ossowski's Schatztruhe
Veronikastr. 33
D-45151 Essen
Germany
++ 49 201 788 778

stefano@tchest.e.eunet.de

1.33 Aminet Charts: 01-Jan-96

| The most downloaded files from Aminet during the week until 1-Jan-96
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
Gloom_Deluxe.dms	game/demo	575K		1+One level demo of Gloom Deluxe.
WebMaker1.0.lha	text/hyper	72K		1+HTML Pages Maker (using MUI3.x and O
xtrndemo.lha	game/demo	680K		0+XTreme Racing Net Demo
MagiC64.lha	misc/emu	352K		0+The fastest C64 emulator for Amiga V
WebMaker1_0.lha	text/hyper	72K		0+HTML Pages Maker (using MUI3.x and O
ABackup510.lha	disk/bakup	299K		0+Backup software w/ GadTools GUI
mcx236.lha	util/cdity	51K		0+Multi Function Commodity
NT70.lha	hard/hack	4K		0+72hz NTSC monitor driver WORKS!
MagicPtr10.lha	util/cdity	51K		0+HighRes Busy Pointers.Includes Anim
MPEGIntuition.lha	gfx/show	115K		0+Ver 2.3 MPEG with SOUND (GUI 4 mp &
MagicCX12.lha	util/cdity	623K		1+Great modular commodity system
PNG_dt.lha	util/dtype	79K		11+Datatype for PNG pictures. V43.1
Visage.lha	gfx/show	146K		1+Picture viewer for OS 3.0+. V39.4
thor222_main.lha	comm/mail	790K		0+Offline reader, main archive (requir
VMM_V3_3.lha	util/misc	267K		1+Virtual memory for Amigas with MMU
ar322.lha	docs/mags	111K		1+Amiga Report 3.22, December 18, 1995
duck.lha	game/shoot	199K		0+A fun little shoot em up
ADMail.lha	comm/mail	62K		1+GUI EMail package, v1.7 (updated)
FW_Tables.lha	util/rexx	20K		0+Powerful FW-Macro to create tables V
mui3lusr.lha	dev/gui	771K		5+MagicUserInterface V3.1, user files

| The highest rated programs during the week until 1-Jan-96
| Updated weekly. Best program on top. Please rate all the programs you
| download. To do so, send to aminet-server@wuarchive.wustl.edu :
| RATE <path> <num>
| where <path> is the file you want to judge and <num> is a mark from 0..10
| with 10 being the best. You can rate several programs in one mail, but
| don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
imdbDiff951222.lha	biz/dbase	704K		0+Diffs for the Internet MovieDatabase
IPDialv19.lha	comm/tcp	93K		4+SLIP dialer; stdin/out terminal prog
DiamondCave2_3.lha	game/misc	563K		1+The ultimate Boulder Dash Clone V2.3
ZXAM20b.lha	misc/emu	494K		21+ZXAM Spectrum Emulator v2.0b
bs131.lha	util/boot	49K		5+Try it now! No BootScreens, but sele
Remind1.52.lha	util/cdity	55K		16+Never forget an important event agai
snoopdos30.lha	util/moni	128K		67+System monitor, many new features ad
thor222_inet.lha	comm/mail	81K		1+Internet archive for THOR 2.22 (TCP/
thor222_main.lha	comm/mail	790K		0+Offline reader, main archive (requir
AmigaFAQ.lha	docs/misc	468K		1+Amiga: Frequently asked questions 5
nemac4d1.lha	game/demo	441K		3+3D T-mapped game demo 1/3. Read .rea
nemac4d2.lha	game/demo	695K		3+3D T-mapped game demo 2/3. Read .rea
nemac4d3.lha	game/demo	698K		3+3D T-mapped game demo 3/3. Read .rea
Child_Murd_AGA.lha	game/role	2.3M		38+Text/graphics adventure in horror ge
ShapeShiftr3_3.lha	misc/emu	258K		3+Macintosh II emulator, V3.3

spice3f5r2_020.lzh	misc/sci	929K	26+R1.2 of Analog Ckt. Simulator (020/F
pip_v22.lha	util/misc	35K	4+View any screen in a window on anoth
Executive.lha	util/misc	527K	5+UNIX-like task scheduler (V1.30)
SlateGames.lha	comm/tcp	13K	1+Backgammon and Reversi for AmiSlate
slipcall4.lha	comm/tcp	97K	0+Dialer for AmiTCP, release 4. NEW!!
melchior.lha	demo/aga	1.4M	10+Melchior 1/1 *AGA*
ar322.lha	docs/mags	111K	1+Amiga Report 3.22, December 18, 1995
s3m_realize.lha	mods/8voic	211K	77+S3M-Mod by Necros/PM
Typeface11.lha	text/misc	153K	8+Bitmap font editor
SysPic211.lha	util/boot	84K	1+The best boot-time picture displayer
NewMode_V39.lha	util/cdity	63K	12+Screen promoting utility

1.34 Aminet Charts: 08-Jan-96

| The most downloaded files from Aminet during the week until 8-Jan-96
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
ar323.lha	docs/mags	80K	0+	Amiga Report 3.23, December 31, 1995
PAL_on_SVGA.lha	hard/hack	3K	0+	Use 15kHz PAL on SVGA monitors! IT W
VarkNET1.lha	comm/net	731K	0+	The Internet Installer <BETA> Disk1
VarkNET2.lha	comm/net	780K	0+	The Internet Installer <BETA> Disk2
mcx239.lha	util/cdity	53K	0+	Multi Function Commodity
PatchOverscan.lha	util/boot	9K	1+	REMOVES Overscan limits, V1.0, 23.12
VarkNET3.lha	comm/net	533K	0+	The Internet Installer <BETA> Disk3
MotoWB-1.1.lha	util/wb	36K	0+	Motorola backdrops for MagicWB v2. V
floppy.lha	disk/misc	13K	0+	Trackdisk.device alternative, store
GloomC2P10.lha	game/demo	26K	0+	Alternative c2p files for Gloom Delu
ftype.lha	util/misc	33K	0+	V1.0, Neural network learns about fi
mcxp212.lha	util/cdity	54K	0+	MUI Preferences for MultiCX
MWB_Stuff_5.lha	pix/mwb	571K	0+	MWB Icons, Patterns and stuff
DTview1.3.lha	gfx/show	7K	0+	DataType picture viewer & converter,
SwazBlanker240.lha	util/blank	529K	0+	Modular screen blanker
SView532.lha	gfx/show	737K	1+	SuperView V5.32 + Library 12.6 (22.1
cedpatch10.lha	biz/patch	7K	0+	Make CygnusEd v3.5 look better
cosmc247.lha	game/think	633K	1+	Tactical space combat simulator. v2.
KSSFAQ12.lha	docs/help	63K	0+	Klaatu's ShapeShifter Guide and FAQ
Orbz.lha	game/think	552K	0+	An AGA strategy/think game

| The highest rated programs during the week until 8-Jan-96
 | Updated weekly. Best program on top. Please rate all the programs you
 | download. To do so, send to aminet-server@wuarchive.wustl.edu :
 | RATE <path> <num>
 | where <path> is the file you want to judge and <num> is a mark from 0..10
 | with 10 being the best. You can rate several programs in one mail, but
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
imdbDiff951222.lha	biz/dbase	704K	1+	Diffs for the Internet MovieDatabase
AmigaFAQg.lha	docs/misc	489K	2+	Amiga: H ufig gestellte Fragen (5.0
ParrotIsland.lha	game/demo	761K	1+	Very great adventure like Monkey Isl
DiamondCave2_3.lha	game/misc	563K	2+	The ultimate Boulder Dash Clone V2.3
ZXAM20b.lha	misc/emu	494K	22+	ZXAM Spectrum Emulator v2.0b

Remind1.52.lha	util/cdity	55K	17+Never forget an important event agai
snoopdos30.lha	util/moni	128K	68+System monitor, many new features ad
thor222_inet.lha	comm/mail	81K	2+Internet archive for THOR 2.22 (TCP/
thor222_main.lha	comm/mail	790K	1+Offline reader, main archive (requir
AmigaFAQ.lha	docs/misc	468K	2+Amiga: Frequently asked questions 5
nemac4d1.lha	game/demo	441K	4+3D T-mapped game demo 1/3. Read .rea
nemac4d2.lha	game/demo	695K	4+3D T-mapped game demo 2/3. Read .rea
nemac4d3.lha	game/demo	698K	4+3D T-mapped game demo 3/3. Read .rea
Child_Murd_AGA.lha	game/role	2.3M	39+Text/graphics adventure in horror ge
ShapeShiftr3_3.lha	misc/emu	258K	4+Macintosh II emulator, V3.3
spice3f5r2_020.lzh	misc/sci	929K	27+R1.2 of Analog Ckt. Simulator (020/F
hip222.lha	mus/play	304K	1+Modplayer for kick1.2+. Try it.
pip_v22.lha	util/misc	35K	5+View any screen in a window on anoth
Executive.lha	util/misc	527K	6+UNIX-like task scheduler (V1.30)
SlateGames.lha	comm/tcp	13K	2+Backgammon and Reversi for AmiSlate
slipcall4.lha	comm/tcp	97K	1+Dialer for AmiTCP, release 4. NEW!!
melchior.lha	demo/aga	1.4M	11+Melchior 1/1 *AGA*
ar322.lha	docs/mags	111K	2+Amiga Report 3.22, December 18, 1995
tmapfaq151.lzh	docs/misc	48K	2+Amiga Texturemapped games /demos FAQ
s3m_realize.lha	mods/8voic	211K	78+S3M-Mod by Necros/PM
headtrip.lha	pix/anim	1.7M	105+AGA animation
Typeface11.lha	text/misc	153K	9+Bitmap font editor
zip201x.lha	util/arc	129K	113 Archiver for .zip files

1.35 Aminet Charts: 15-Jan-96

| The most downloaded files from Aminet during the week until 15-Jan-96
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
taskbar.lha	util/wb	15K	0	+Win95 style taskbar for the Amiga
ReqToolsUsr.lha	util/libs	156K	0	+ReqTools 2.4 - the requester toolkit
cedpatch10.lha	biz/patch	7K	1	+Make CygnusEd v3.5 look better
AmiPhone1.2B.lha	comm/net	99K	1	+AmiTCP based voice chat program
Voodoo-1.103.lha	comm/mail	424K	0	+Very nice GUI MIME E-Mail reader for
urouhack06.lha	util/wb	22K	0	+Sysihack and frame-patch clone, XEN-
mcx241.lha	util/cdity	53K	0	+Multi Function Commodity
Tetriz.lha	game/think	149K	0	+Polished tetris clone. Great sfx & g
IdentD1_2.lha	comm/tcp	12K	0	+RFC 1413 Authentication Daemon for A
GVPPatch17.lha	biz/patch	5K	0	+Reliable SER xfers using a GVP Serie
HTML-Heaven.lha	text/hyper	319K	0	+Add HTML command-editing to editor.
cybershow60.lha	gfx/board	96K	0	+SlideShow&Viewer(incl.PCD)for CybGfx
ReqToolsDev.lha	util/libs	284K	0	+ReqTools 2.4 - the requester toolkit
ShowFont.lha	text/font	9K	0	+Shows Amiga fonts. Working on ALL Am
ar323.lha	docs/mags	80K	1	+Amiga Report 3.23, December 31, 1995
AmigaTecM1438S.txt	docs/rview	9K	0	REVIEW: Amiga Technologies M1438 mon
MultiReset3_0.lha	util/wb	75K	0	+No longer boring resets!
PatchOverscan.lha	util/boot	9K	0	+REMOVES Overscan limits, V1.1, 28.12
CGWBPattenr103.lha	util/wb	210K	0	+Replacement WBPattern (supports. CGf
ACDGv14.lha	docs/hyper	109K	0	+AmigaGuide to *ALL* Amiga CDROMs! v1

| The highest rated programs during the week until 15-Jan-96
 | Updated weekly. Best program on top. Please rate all the programs you
 | download. To do so, send to aminet-server@wuarchive.wustl.edu :

| RATE <path> <num>
 | where <path> is the file you want to judge and <num> is a mark from 0..10
 | with 10 being the best. You can rate several programs in one mail, but
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
imdbDiff951222.lha	biz/dbase	704K	2+	Differs for the Internet MovieDatabase
AmigaFAQg.lha	docs/misc	489K	3+	Amiga: H ufig gestellte Fragen (5.0
ParrotIsland.lha	game/demo	761K	2+	Very great adventure like Monkey Isl
DiamondCave2_3.lha	game/misc	563K	3+	The ultimate Boulder Dash Clone V2.3
ZXAM20b.lha	misc/emu	494K	23+	ZXAM Spectrum Emulator v2.0b
Remind1.52.lha	util/cdity	55K	18+	Never forget an important event agai
snoopdos30.lha	util/moni	128K	69+	System monitor, many new features ad
thor222_inet.lha	comm/mail	81K	3+	Internet archive for THOR 2.22 (TCP/
thor222_main.lha	comm/mail	790K	2+	Offline reader, main archive (requir
AmigaFAQ.lha	docs/misc	468K	3+	Amiga: Frequently asked questions 5
nemac4d1.lha	game/demo	441K	5+	3D T-mapped game demo 1/3. Read .rea
nemac4d2.lha	game/demo	695K	5+	3D T-mapped game demo 2/3. Read .rea
nemac4d3.lha	game/demo	698K	5+	3D T-mapped game demo 3/3. Read .rea
Child_Murd_AGA.lha	game/role	2.3M	40+	Text/graphics adventure in horror ge
ShapeShiftr3_3.lha	misc/emu	258K	5+	Macintosh II emulator, V3.3
hip222.lha	mus/play	304K	2+	Modplayer for kick1.2+. Try it.
pip_v22.lha	util/misc	35K	6+	View any screen in a window on anoth
Executive.lha	util/misc	527K	7+	UNIX-like task scheduler (V1.30)
SlateGames.lha	comm/tcp	13K	3+	Backgammon and Reversi for AmiSlate
slipcall4.lha	comm/tcp	97K	2+	Dialer for AmiTCP, release 4. NEW!!
melchior.lha	demo/aga	1.4M	12+	Melchior 1/1 *AGA*
ar322.lha	docs/mags	111K	3+	Amiga Report 3.22, December 18, 1995
tmapfaq151.lzh	docs/misc	48K	3+	Amiga Texturemapped games /demos FAQ
s3m_realize.lha	mods/8voic	211K	79+	S3M-Mod by Necros/PM
headtrip.lha	pix/anim	1.7M	106+	AGA animation
zip201x.lha	util/arc	129K	114	Archiver for .zip files
NewMode_V39.lha	util/cdity	63K	14+	Screen promoting utility
mcx241.lha	util/cdity	53K	0+	Multi Function Commodity
xpkDisk37_8c.lha	util/pack	101K	39+	A compressing disk device v37.8; use
TinyMeter_V402.lha	util/wb	197K	0+	Shows memory, volumes, time and date

1.36 Amiga Report Mailing List

Amiga Report Mailing List

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

As you will be writing to a human, ask nicely to be added to the list.

However, due to the recent disappearance of both AR mailing lists, we ask that if it is feasible for you to read AR by FTP or WWW, that you do so.

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! **
```

1.37 uuencode

UUDecoding Amiga Report

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

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

```
pub/aminet/arc/
```

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

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

```
uuxt x ar.uu
```

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

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

1.38 Aminet

Aminet
=====

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

Sites: ftp.netnet.net, ftp.wustl.edu, ftp.tas.gov.au, ftp.doc.ic.ac.uk

1.39 World Wide Web

World Wide Web =====

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

Simply tell Mosaic to open one of the following URLs:

```
http://www.omnipresence.com/Amiga/News/AR/
http://www.pwr.wroc.pl/AMIGA/AR/
http://mm.iit.uni-miskolc.hu/Data/AR
http://www.fhi-berlin.mpg.de/amiga/ar/
http://ramiga.rnet.cgi.com/~AR
http://www.sci.muni.cz/ar/
http://metro.turnpike.net/P/panther/main.html
http://www.lysator.liu.se/amiga/ar/
http://ArtWorks.apana.org.au/AmigaReport.html
http://www.vol.it/MIRROR2/EN/AMIGA/
```

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

```
http://www.pwr.wroc.pl/AMIGA/AR/
http://www.sussex.ac.uk/Users/kccil
```

Amiga information can also be accessed at this URL:
<http://www.cucug.org/amiga.html>

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

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

1.40 Copyright Information

```
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==      Amiga Report International Online Magazine
==      January 16, 1996      Issue No. 4.01
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==      All Rights Reserved
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1.41 Amiga Report Writing Guidelines

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Amiga Report Writing Guidelines

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

1. Please use English.
2. Please use paragraphs. It's hard on the eyes to have solid screens of text. If you don't know where to make a paragraph break, guess.
3. Please put a blank line in between paragraphs. It makes formatting the magazine much much easier.
4. Please send us your article in ASCII format.

Note: If you want to check ahead of time to make sure we'll print your article, please write to the Editor.

Please stipulate as well if you wish to retain copyright or hand it over to the editor.

1.42 Editor's Choice

Editor's Choice

These are selected products, reviewed by myself, that I've liked. So, I've landed them and decided to sell them.

All prices are in \$US.

Chris Hames' PC-Task 3.1 IBM emulator is available for the rather low price of US\$110.

PC-T 3.1 offers 286-level compatibility, video displays up to SVGA with support for many popular graphic card systems including CyberGraphics, and a built-in BIOS.

Orders will be drop-shipped from Wonder Computers, North American representatives for Quasar Distribution products.

Credit card or money order/postal cheque accepted to
Jason Compton .

John McDonough's The Music Maker, a Contemporary New Age CD composed on the Amiga, is available through Amiga Report.

The crisp, clean sounds and calm melodies present a welcome alternative to many pounding alternatives.

Available for US\$12.00 plus \$3 shipping in the US. Non-US orders, please contact before ordering. Check or money order accepted addressed to
Jason Compton , shipments made by the artist.

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

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

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

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

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

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

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

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

1.43 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!
- * 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.

1.44 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

--VICTORIA--

* NORTH WEST AMIGA BBS *
Email: mozza@nwamiga.apana.org.au Fido: 3:633/265.0
BBS Phone/Fax: +61 3 9331 2831 USR Courier V.Everything

1.45 Distribution BBSes - Europe

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                        Distribution BBSes - Europe
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--FINLAND--

* LAHO BBS *
+358-64-414 1516, V.32bis/HST +358-64-414 0400, V.32bis/HST
+358-64-414 6800, V.32/HST +358-64-423 1300, V.32bis

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

--FRANCE--

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

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

--GERMANY--

* DOOM OF DARKNESS *
Email: marc_doerre@doom.ping.de
+49 (0)4223 8355 19200 V.42bis/Zyx
AR-Infoservice, contact Kai Szymanski kai@doom.gun.de

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

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

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

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

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

--GREECE--

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

* ODYSSEY BBS *
email: konem@prometheus.hol.gr 39:250/1@Amiganet
++ 301 412-3502 (ZyXEL 16.8K) 22.00-10.00

--IRELAND--

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

* FWIBBLE! *
Fidonet: 2:263/900.0 E-Mail: 9517693@ul.ie
Phone: +353-902-36124 Midnight to 8am (GMT)

Freq "Readme.txt" for details

--ITALY--

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

* FRANZ BBS *
EMsil: mc3510@mclink.it
+39/6/6627667 24hrs

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

--NETHERLANDS--D

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

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

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

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

--NORWAY--

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

--POLAND--

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

--PORTUGAL--

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

--RUSSIA--

* NEW ORDER BBS *

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

--SPAIN--

* GURU MEDITATION *

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

* LA MITAD OSCURA *

E-Mail: jovergon@offcampus.es Fido: 2:341/35.19 Amiganet: 39:192/1.19
+34-1-3524613

* MAZAGON - BBS - SYSTEMS *

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

--SWEDEN--

* CICERON *

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

--SWITZERLAND--

* LINKSYSTEM LINK-CH1 *

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

--UNITED KINGDOM--

* AMIGA JUNCTION 9 *

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

* CREATIONS BBS *

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

* METNET CCS *

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

* OCTAMED USER BBS *

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

* SCRATCH BBS *
EMail: kccil@solx1.susx.ac.uk Official Super Skidmarks site
+44-1273-389267 24 hrs 14.4k

1.46 Distribution BBSES - North America

Distribution BBSES - North America

--ARIZONA--

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

--BRITISH COLUMBIA--

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

--CALIFORNIA--

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

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

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

--FLORIDA--

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

--ILLINOIS--

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

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

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

* 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: Geoff148@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
ftp.tka.com for all back issues of AR

--MEXICO--

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

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

* TERCER PLANETA BBS *
FX Network 800:525/1, CD-ROM, ANSI/RIP
[525]-606-2162 24h 2400 - 28.8k V.fast Class / V.34

--MISSISSIPPI--

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

--MICHIGAN--

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

--NEVADA--

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

--NEW JERSEY--

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

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

--NEW YORK--

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

--ONTARIO--

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

* CYBERSPACE *
joehick@ophielia.waterloo.net
(519) 579-0072 (519) 579-0173

--QUEBEC--

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

--TENNESSEE--

* AMIGA CENTRAL! *
Internet mail: root@amicent.raider.net
615-383-9679 1200-14.4Kbps V.32bis

* NOVA BBS *
AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0 FidoNet 1:362/508.0
615-472-9748 USR DS 16.8

--VIRGINIA--

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

Login: anon Password: nopass

--WASHINGTON--

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

* PIONEERS BBS *
FidoNet: 1:343/54.0
206-775-7983 24 hrs. Supra 28.8k v34
Login: Long Distance Password: longdistance
Or File Request the MAGIC NAME: AR.lha

1.47 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

1.48 Dealers - Asia

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

1.49 Dealers - Australia

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Dealers - Australia
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--QUEENSLAND--

Image Domain
92 Bridge St
Fortitude Valley, Brisbane
E-mail: s322698@student.uq.edu.au
Voice: 617-3216-1240 Fax: 617-3852-2720

-- NEW ZEALAND --

CompKarori
LG/F Karori Shopping Mall
Karori, Wellington
Tel/Fax: +64 4 476-0212
Email: sales@compkarori.co.nz

1.50 Dealers - Europe

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Dealers - Europe

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--AUSTRIA--

A.R.T. Computeranimation Ges.m.b.H.
Feldstrasse 13
3300 Amstetten
Tel: +43 7472/63566-0 Fax: +43 7472/63566-6

--BELGIUM--

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

--BULGARIA--

KlubVerband ITA Gmbh
1309 Sofia
P.F.13, KukushStr. 1-2
Tel: +359-2-221471 Fax: +359-2-230062
Email: KVITA@VIRBUS.BG Contact: Dr. ING B. Pavlov

--DENMARK--

Data Service
Att. Soren Petersen
Kaerhaven2a 2th
6400 Sonderborg
Phone/Fax: +45 74 43 17 36 EMail: sorpe-95@sdbg.ih.dk

--FINLAND--

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

Lincware Computers Oy / Lincoln Technologies Ltd
Lovkullankuja 3
10300 KARJAA
Voice: +358-(9)50-5583720 Fax: +358-(9)11-205415
EMail: linctech@freenet.hut.fi

--FRANCE--

ASCII Informatique
10 Rue de Lepante
06000 NICE
Tel: (33) 93 13 08 66 Fax: (33) 93 13 90 95

Quartz Infomatique
2 bis, avenue de Brogny
F-74000 ANNECY
Tel./Fax (automatique): +33 50.52.83.31
E-Mail: Yann-Erick.Proy@Imag.fr

--GERMANY--

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

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

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

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

Pro Video Elektronik
Roßmarkt 38

D-63739 Aschaffenburg
Tel: (49) 6021 15713 Fax: (49) 6021 15713

--ITALY--

C.A.T.M.U. snc
Casella Postale 63
10023 Chieri (TO)
Tel/Fax: +39 11 9415237
EMail: fer@inrete.it (Ferruccio Zamuner) Fido: 2:334/21.19

Cloanto Italia srl
Via G. B. Bison 24
33100 Udine
Tel: +39 432 545902 Fax: +39 432 609051
E-Mail: info@cloanto.it CompuServe: 100145.15

--SPAIN--

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

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

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

Centro Mail
Tel: (91) 380 28 92

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

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

Eurobit Informatica
C/. Gral. Garcia de la Herran, 4
11100 - San Fernando
Cadiz
Tel/Fax: (956) 896375

GaliFrame
Galerías Príncipe, 22

Vigo (Pontevedra)
Tel: (986) 22 89 94 Fax: (986) 22 89 94

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

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

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

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

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

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

--NORWAY--

DataKompaniet ANS
Trondheim Innovation Centre
Prof. Brochs gt. 6
N-7030 Trondheim
Tel: +47 7354 0375 Fax: +47 7394 3861
EMail: datakompaniet@interlink.no WWW: <http://www.interlink.no/datakompaniet>

Sezam Software
Ulsmågveien 11a
N-5050 Nesttun
Tel/Fax: +47 55100070 (9-20)
ABBS: +47 55101730 (24t) Email: oleksy@telepost.no

--UNITED KINGDOM--

Almathera Systems Ltd
Southerton House / Boundary Business Court
92-94 Church Road
Mitcham, Surrey / CR4 3TD
VOICE: (UK) 081 687 0040 FAX: (UK) 081 687 0490

Sales: almathera@cix.compulink.co.uk Tech: jralph@cix.compulink.co.uk

Brian Fowler Computers Ltd
90 South Street / Exeter
Devon / EX1 1EN
Voice: (01392) 499 755 Fax: (01392) 493 393
Internet: brian_fowler@cix.compulink.co.uk

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

1.51 Dealers - North America

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Dealers - North America

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--CANADA--

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

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

Atlas Computers & Consulting - Derek Davlut
400 Telstar Avenue Suite 701
Sudbury, ON / P3E 5V7
Phone: (705) 522-1923 Fax: (705) 522-1923
EMail: s2200147@nickel.laurentian.ca

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

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

ElectroMike Inc.
1375 Boul. Charest Ouest
Quebec, Quebec, Canada G1N2E7

Tel: (418) 681-4138, (800) 463-1501 Fax: (418) 681-5880

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

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

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

Software Supermart
11010 - 101 Street
Edmonton, Alberta, Canada T5H-2T1
Voice: (403) 425-0691 Fax: (403) 426-1701
EMail: ssmart@planet.eon.net

SpectrumTech Electronics
412-1205 Fennell Avenue East
Hamilton, ON L8T 1T1
Voice: (905) 388-9575 BBS: (905) 388-2542
E-Mail: ste@spectrum.gryn.org Contact: Derek Clarke

Wonder Computers Inc.

WCi (Corporate)
1827 Woodward Dr. Suite 110
Ottawa, Ont. CAN K2C 0P9
V: (613) 226-0000
F: (613) 226-9990

Calgary Store
8180 Macleod Trail S. Suite 12
Calgary, Alb, CAN T2H 2B8
V: (403) 253-0009
F: (403) 253-2435

Ottawa Store
1315 Richmond Rd.
Ottawa, Ont. CAN K2B 8J7
V: (613) 596-2542
F: (613) 596-9349

Toronto Store
371 Old Kinston Rd.
Scarborough, Ont. CAN M1C 1B7
V: (416) 286-0001
F: (416) 286-0038

Montreal Store
130 Laurier St. W.
Montreal, QC. CAN H2T 2N7
V: (514) 279-0002
F: (514) 279-6229

London Store
395 Wellington R. S.
London, Ont. CAN N6C 5Z6
V: (519) 681-0004
F: (519) 681-7736

Vancouver Store
4040 #3 Rd. Unit 280
Richmond, B.C. CAN V6X 2C2
V: (519) 279-4240
F: (519) 279-4241

--UNITED STATES--

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

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

Amigability Computers
P.O. Box 572
Plantsville, CT 06479
VOICE: 203-276-8175
Internet: caldi@pcnet.com

Amiga-Crossing
PO Box 12A
Cumberland Center, ME 04021
VOICE: (800) 498-3959 (Maine only) VOICE: (207) 829-3959
FAX: (207) 829-3522 Internet: amiga-x@tka.com

Amiga Library Services
610 Alma School Rd, #18
Chandler, Az 85224-3687
Voice: (800) 804-0833 Fax: (602) 491-0048
E-Mail: orders@amigalib.com

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

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

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

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

Computer Advantage

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

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

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

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

Computerwise Computers
3006 North Main
Logan, UT 84322

CyberTech Labs
PO Box 56941
North Pole, Alaska 99705
Vox: (907) 451-3285 BBS1 : (907) 488-2547 BBS2 & Fax: (907) 488-2647
EMail: 71516.600@CompuServe.com Fido: 1:355/17.0

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

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

Digital Castle
4046 Hubbell Ave. Suite 155
Des Moines, IA 50317-4434
Voice: (515) 266-5098
EMail: Sheep@netins.net

HT Electronics
E-Mail: HT_Electronics@cup.portal.com BIX: mssears

422 S. Hillview Dr. Milipitas, CA 95035 V: (408) 934-7700 F: (408) 934-7717	211 Lathrop Way, Ste. A. Sacramento, CA 95815 V: (916) 925-0900 F: (916) 925-2829
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Industrial Video, Inc.
1601 North Ridge Rd.
Lorain, OH 44055
VOICE: 800-362-6150, 216-233-4000 Contact: John Gray
Internet: af741@cleveland.freenet.edu

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

The Lively Computer - Tom Lively
8314 Parkway Dr.
La Mesa, CA 91942
Voice: 619-589-9455 Fax: 619-589-5230
Net: tlively@connectnet.com

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

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

MicroTech Solutions, Inc.
1885 N. Farnsworth Ave.
Suites 6-7-8
Aurora, IL 60505-1162
Voice: 708-851-3033 Fax: 708-851-3825 BBS: 708-851-3929
Email: info@mt-inc.com WWW: <http://www.mt-inc.com/>

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

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

Paxtron Corporation
28 Grove Street
Spring Valley, NY 10977
Voice: 914-576-6522 Orders: 800-815-3241 Fax: 914-624-3239

PSI Animations
17924 SW Pilkington Road

Lake Oswego, OR 97035
VOICE: 503-624-8185
Internet: PSIANIM@agora.rain.com

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

Safe Harbor Computers
W226 N900 Eastmound Dr
Waukesha, WI 53186
Orders: 800-544-6599 Fax: 414-548-8130
WWW Catalog: www.sharbor.com

Slipped Disk
31044 John R
Madison Heights, Michigan 48071
Voice: (810) 546-3475
BBS: (810) 399-1292 Fido: 1:120/321.0

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

System Eyes Computer Store
730M Milford Rd Ste 345
Merrimack, NH 03054-4642
Voice: (603) 4244-1188 Fax: (603) 424-3939
EMail: j_sauter@systemeye.ultranet.com

TJ's Unlimited
P.O. Box #354
North Greece, NY 14515-0354
VOICE: 716-225-5810 BBS: 716-225-8831
FIDO: 1:2613/323 INTERNET: neil@rochgte.fidonet.org

Zipperware
76 South Main St.
Seattle, WA 98104
VOICE: 206-223-1107 FAX: 206-223-9395
E-Mail: jon@nwlink.com

1.52 Editorial and Opinion

Editorial and Opinion

compt.sys.editor.desk 1996, here we come...

Defining an 'Amigan' Or, at least, trying to...

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1.53 News & Press Releases

News & Press Releases

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'Wonder Power' A1200 Packs	More pack-ins from Wonder Computers
Amiga-Link/Envoy Price Reduction	Network for cheaper
ImageFX Driver for Snappy	Plans from Nova Design
Persistence of Vision v3.0	Free cross-platform ray-tracer
PRETIUM	New personal finance software
Alien Breed 3D Competition	Create an Alien for Team17
Pentium-Class Bridgeboard	Plans from Eagle Computer

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1.54 Featured Articles

Featured Articles

Amiga Internet Terminal	The potential for the future
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1.55 Reviews

Reviews

WBStartup+ V2.5	Multiple boot configurations, less hassle
Digita's Organiser v2	Who, what, when, where (and sometimes why)
Virtual Karting	Behind the wheel from behind the computer

Gamers' Delight 2 CD-ROM	Many games for little cash
Meeting Pearls III CD-ROM	Another low-cost, high-content CD
Aminet 9 CD-ROM	Santa brings you some games...
Ami-File Safe	Out with FFS...
R3 (Registered)	Fun with spaceships
Supra 28.8k FaxModem	Download AR faster!
TurboCalc 2.1 CD-ROM	If you need a spreadsheet, it's a deal

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1.56 Aminet Charts

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1.61 Dealer Directory

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