

ar504

COLLABORATORS

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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar504

1.1 Amiga Report Online Magazine #5.04 -- April 16, 1997

=====
April 16, 1997

Turn the Page

Issue No. 5.04
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Gateway is buying Amiga Technologies!

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"THE Online Source for Amiga Information!"

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1.2 Amiga Report Main Menu

Amiga Report 5.04 is sponsored in part by:

Intangible Assets Manufacturing
. IAM is the purveyor of a fine
line of Amiga products.

AmiTrix Development
. AmiTrix is the worldwide publisher of
the AWeb-II WWW browser.

AudioLab16
. AudioLab16R2 provides quality professional audio tools
for high-end Amiga work.

Amiga Legacy Magazine
. The new Amiga magazine--for your VCR!

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==                               Main Menu                               ==
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Editorial and Opinion

Featured Articles

Reviews

News & Press Releases

Aminet Charts

Reader Mail

About AMIGA REPORT

Dealer Directory
Contact Information and Copyrights Amiga Dealer Addresses and ↔
Numbers

Where to Get AR

Advertisements
Mailing List & Distribution Sites Online Services, Dealers, ↔
Ordering

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// |                                     | //
=====//=====| Amiga Report International Online Magazine |=====//=====
==  \// | Issue No. 5.04                   April 16, 1997 |  \//  ==
=====| "THE Online Source for Amiga Information!" |=====
|                                     |

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1.8 compt.sys.editor.desk

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compt.sys.editor.desk
Jason Compton
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```

By:

Funny how things work out some times. Twelve months ago, Escom was in trouble, VIScorp was slated to buy the Amiga, and everything was falling apart at the seams.

Now, Gateway 2000 has stepped up and is buying the entire Commodore and Amiga-related properties from Escom, with the exception of the Commodore

trademark which is already in use by the new "Commodore", the successor of the Netherlands branch of Escom.

The official announcements of the Gateway purchase are in the

News

section of the magazine. But a brief summary of where we are and ↵
how we

got here follows.

By March, things looked confused. VIScorp had made no secret of the fact that it was no longer pursuing an Amiga purchase. The only company that we knew of that was actively bidding was QuikPak, and while their intentions seemed nice, it was somewhat questionable if they, a relatively small privately held company, could raise the necessary funds for a purchase.

Rumors abounded about a plethora of other companies who were looking to buy the Amiga, but nobody was telling who they were or what they wanted, and there were certainly no official statements to be had.

One late March morning, the rumors started flying--"Gateway 2000 has bought the Amiga!" The rumors turned into tentative truths when the first Gateway press releases started showing up on the major newswires, and the tentative truths were confirmed by telephone calls to Gateway. Gateway 2000, or GW2K as I'm sure we'll get used to typing very soon, had submitted a bid which had been accepted by the court-appointed trustee (our old friend Herr Hembach), subject to the approval of the bankruptcy court and the German regulatory officials.

Soon after, the court approval was granted. As far as I understand it, the deal is still pending regulatory approval, although private e-mail messages sent by Amiga Technologies president Petro Tyschtschenko seem to indicate that the approval may have been granted. I have been unable to confirm this with Gateway as of today, however.

What do we know about Gateway so far? They have explicitly said they want to build and sell Amigas. We also know that they are interested in the technology it provides them for their portfolio of intellectual property--no surprise here. They are retaining Petro as head of Amiga Technologies, now to be named Amiga International, which will continue to be headquartered in Germany and will run as a Gateway subsidiary.

Rumors indicate that they have been in touch with a number of Amiga developers and companies.

Gateway has not made any Amiga-specific announcements for a couple of weeks--not a surprise since there are undoubtedly some boring but necessary legal, financial, and procedural details to be worked out, and Gateway has their \$5 billion/year PC business to run, too.

Is Gateway a Good Thing(tm)? For starters, I think we're all agreed that we'll take ownership over bankruptcy any day. While there have been the requisite naysayers who are convinced Gateway will just "kill the Amiga", perhaps "tricking us" into buying Gateway PC clones instead. I don't see it. Had Gateway wanted to kill off the Amiga as we know it, they could have done so quietly, by not making a fuss over their acquisition. Instead, they announced it openly, and while it was on a big computer news day (a potential Apple takeover bid was announced), it still rated as

important enough to make a number of worldwide newspapers, magazines, and television programs.

"So, what took you so long, Compton? Did you or did you not promise us a special buyout issue?"

Yes, I did. And for a moment, it was tempting to sit down at the keyboard and whip off a special issue as soon as Gateway confirmed that they'd submitted their partially accepted bid. But then I sat down and thought about the matter. When we did the Escom buyout issue, we had far more facts and concrete decisions at hand--the bankruptcy court had ruled. Here, we had a trustee's accepted bid, which was not the same thing. Then, there was the matter of the regulatory approval--which I'm still not totally clear on. So rather than get whipped up in the frenzy and report something we might later regret, it was decided to hold off for either full and final confirmation that the deal was done, or simply "it's about time to put out another issue." We did hit the latter, although this issue is a bit smaller because of the time spent in the past few weeks trying to track down Gateway info rather than reviewing products, and since we're retooling the magazine to go to native HTML some sections (dealers and BBSes) are missing this time around.

So enjoy, keep an eye on Amiga Report, and here's to what looks like another interesting year.

-Jason

1.9 Commercial Products

Commercial Products

Intangible Assets Manufacturing
IAM and their fine line of products

AmiTrix Development
AmiTrix, publisher of A-Web II

Amiga Legacy Magazine
The Amiga magazine for your VCR

AudioLab 16R2
Professional Amiga audio software

CalWeb

The new home of the Amiga Zone

News

Opinion

Articles

Reviews

Charts

Adverts

1.10 Intangible Assets Manufacturing: Amiga Sale!

THANKS for the GREAT Gateway Computer Show/Amiga97! All the energy at that show really boosted our spirits here at IAM, and proved that our Amigas are still valuable whether or not someone buys the remains of Commodore/Escom!

GREAT AMIGA STUFF FROM INTANGIBLE ASSETS MANUFACTURING

Visit IAM on the Web: <http://www.iam.com>

IAM publishes high quality products for the Amiga, with some of the best authors around, including former Commodore engineers Dale L. Larson and Dave Haynie. We recently reduced all our prices. Please help us spread the word about our products so that we can keep supporting the Amiga!

We have very limited availability of Amiga Boing Logo collectible items for our customers. More Boing Logos are available, and special limited edition DevCon posters are free with any order of \$100 or more. Only a few are left after the Gateway show, so order now to get these!

The best way to get more information about IAM is through the Web: <http://www.iam.com>. We also have an AmigaGuide format catalog of our Amiga products which can be FTP'd from <file://ftp.iam.com/biz/iam/iam.lha>, and you can get an automatic reply with current information on our products by emailing info@iam.com.

- * A book on Amiga networking and telecommunications: "Connect Your Amiga! A Guide to the Internet, LANs, BBSs and Online Services" revised second printing (1996) US\$19 + s/h
 - * DiskSalv4 -- the commercial release of Dave's disk utilities US\$30 + s/h (upgrade from earlier registered versions for US\$10+s/h)
 - * MRBackup 2.5 US\$45+s/h (upgrade from earlier registered versions for US\$10+s/h)
 - * SYA (Save Your Behind): DiskSalv4 and MRBackup together for only US\$49!
 - * The Amiga-only peer-to-peer networking software Amiga Envoy, US\$39 + s/h (2-user)
 - * MegaBall4, a tres cool system-friendly video game, US\$29 + s/h
 - * DICE 3.2 C Development Environment (full price \$100+s/h, students and
-

competitive upgrades only \$75 +s/h) Upgrade from DICE 3.x at
ftp://ftp.iam.com/biz/iam/dice/!

* "Torn Shapes of Desire: Internet Erotica", book, US\$14.95

IAM products can be ordered direct from IAM via the web, mail, fax or phone.

We don't accept COD orders, but do accept checks in US dollars, as well as Visa and MC (no Amex or Discover). Our shipping and handling charges are flat-rate: you can order up to one of each of our products for the same charge. We ship via USPS or UPS at our option. In the US: \$6 for ground, or \$9 for air. Elsewhere: \$9 for surface and \$15 for air.

Our Amiga products are also available through Amiga dealers world wide.

Intangible Assets Manufacturing
828 Ormond Avenue
Drexel Hill, PA 19026-2604
USA

<http://www.iam.com>

info@iam.com -- bot mails you current info on our products
sales@iam.com -- to ask questions or to place an order.

voice: +1 610 853 4406 (orders only, M-F 9-5 US Eastern time)
fax: +1 610 853 3733

1.11 AmiTriX -- Worldwide Publisher of A-Web II

=====

AmiTriX Development, 5312 - 47 Street, Beaumont, Alberta, T4X 1H9 Canada
Phone/Fax: 1-403-929-8459 Email: sales@amitrix.com HTTP://www.amitrix.com

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Direct Mail Order Price List

March - 1997

(Prices subject to change without notice.)

Product Description	CAN \$	US \$
AWeb-II (AWeb-II v2.1/HTML-Heaven2.0 WWW Software)	\$ 60.00	\$ 45.00
SCSI-TV HD controller for CDTV (with 2.5" Internal Drive Adapter)	\$190.00	\$149.00
SCSI-TV for CDTV, with-out Adapter - the 2.5" adapter is not required for external drives.	\$180.00	\$142.00
SCSI-TV570 HD controller for A570 (with 2.5" Adapter)	\$200.00	\$157.00
SCSI-TV570 for A570, with-out Adapter	\$190.00	\$149.00
Amiga-Link/Envoy Starter Kit (2-unit), - the peer-to-peer network for external floppy port. - (also available as 2-unit expander kit /w extra cable)	\$270.00	\$210.00

Amiga-Link/Envoy Expander Kit (1-unit for odd # exp.)	\$175.00	\$135.00
Amiga-Link Expansion Kit (1-unit for even # exp.)	\$135.00	\$105.00
Amiga-Link Accessories:		
2-way Floppy Port Splitter (for external drives with no pass-thru port)	\$ 39.00	\$ 31.00
RG58 cable - 1m(3.5ft.)	\$ 10.00	\$ 8.00
RG58 cable - 5m(16.5ft.)	\$ 13.00	\$ 10.50
RG58 cable - 10m(33ft.)	\$ 17.50	\$ 14.00
- (custom lengths available on request)		
Extra BNC-T connectors	\$ 4.50	\$ 3.50
The P-Net Box, a ParNet Adapter	\$ 15.00	\$ 12.00
AM33C93A-16PC SCSI controller for 3000/2091/HC+8	\$ 26.00	\$ 20.00
A3000 U202/U203 chip ram control PALs - each	\$ 15.00	\$ 12.00
External Active SCSI Terminator - C50 male	\$ 29.75	\$ 23.50
Internal Active SCSI Terminator - IDC50 male	\$ 19.00	\$ 15.00
External Passive SCSI Terminator - C50 male/female	\$ 12.25	\$ 9.75
DB23 solder-type connector		
- male, female, or chrome hood - each	\$ 1.65	\$ 1.25

Shipping Costs: (most large boxed items)

First Class Mail: within Canada	\$ 10.00	
within USA		\$ 10.00
International	\$ 15.00	\$ 12.00
Shipping: (for small bubble-packet items)	\$ 5.00	\$ 5.00

Payments may be made with a Bank Draft/Money Order, Postal MO, or VISA to AmiTriX Development in CAN or US dollars. Cash COD's inside Canada only.

VISA orders require a fax with card name, number, expiry date & signature. Please do not send your credit card info via email.

Shipping costs may vary for quantity orders/alternative method of shipment. Canadian customers add 7% GST to all orders.

1.12 Amiga Legacy Magazine

Amiga Legacy's Home Page: <http://www.xnet.com/~jcompton/legacy.html>

...from the editors of Amiga Report...from the producers at The Vantage Point...

...premiering in June 1997...

Amiga Legacy is the groundbreaking Amiga magazine--for your VCR!

Legacy will bring you the latest info about the Amiga--its hottest products, its coolest tricks, and its future direction--all on video! From

the news in our cyberstudio to the most complete tutorials and reviews possible, Legacy will provide expert analysis of everything today's user needs to stay informed.

Let Legacy SHOW It To You!

If we say a product provides unparalleled performance, you'll see it in action. Our tutorials will provide you with second to none instruction--made better because we teach by example.

** Amiga Businesses and Professionals ** We can offer you commercial time in Legacy! Our team will work with you to produce unique segments, if necessary. Please contact us for details--space in Issue 1 is still available!

The Legacy team will deliver coverage about the Amiga 5 times a year (3 in 1997). Subscribe now--and be a part of the new Amiga Legacy!

** PAL Amigans ** We are currently in discussions which may bring Legacy to you in PAL format! Please contact us if you are from a PAL country and are interested in Amiga Legacy.

Subscription Rates:

8 Issues (1997-1998): \$11.45 each + \$2.05 s/h in the US (\$112 total)
Save a full 20% off the cover price!

3 Issues (1997): \$12.95 each + \$2.05 s/h in the US (\$45 total)
Save \$2 per issue off the cover price!

Single Issue: \$14.95 each + \$2.05 s/h in the US (\$17 total)

[Illinois residents add 8.25% sales tax.]

Legacy can accept your subscription via check, money order, or Visa and Mastercard.

Please send your name, address, phone number, and account # and expiration date (if applicable) to:

Legacy Maker
P.O. Box 60711
Chicago, IL 60626
USA

Welcome to the Amiga Legacy!

1.13 AudioLab16R2 For Professional Amiga Audio

Contact AudioLab's Developers: maurizio@ivg.it via e-mail.

AudioLab16R2 is a professional digital audio postproduction application for platforms running AmigaOS-compatible operating systems (currently Amigas and Dracos).

Different versions are available for every ZII/ZIII audio boards in production or, if you don't have a board yet, the standard Amiga chipset (Standard version only).

With AudioLab16 you can perform any kind of creative modifications or quality restorations on audio signals and produce studio quality digital masters from multitrack projects (see details below).

Featuring over 4MB of optimized source code, more than 70 windows and hundreds of controls, AudioLab16R2 is the largest audio processing/editing system ever developed for AmigaOS.

The following manufacturers are active technical partners, providing official drivers and selling specific AudioLab16R2 versions for their boards:

Applied Magic Inc. USA
AudioLab16R2-SoundStage (SoundStage ZIII board only)
<http://www.amagic.com/html/all6ss.html>

Petsoff L.P. FINLAND
AudioLab16R2-Delfina (Delfina ZII board only)
<http://www.sci.if/~petsoff/all6df.htm>

A.C.T. GERMANY
AudioLab16R2-Prelude (Prelude ZII board only)
<http://www.act-net.com/all6pr.htm>

To use AudioLab16R2 you need a 030CPU+4MBFastRAM (040/060CPU+8MBFastRAM recommended) plus a fast HD, for realtime operations (the system works also in off-line mode if necessary, to complete operations regardless hardware performances). Audio boards are optional (Standard version only).

For more informations about AudioLab16R2 (including ordering versions for standard chipset, Toccata and soon Maestro) e-mail to:

maurizio@ivg.it

Every version, excluding the Maestro one, is available NOW.

AudioLab16R2: technical details

< Direct-from-disk tecnology >

Any operation is performed in direct-from-disk mode: audio-streams durations are limited by disk space availability, not RAM space availability.

- Maximum audio streams size: 2 gigabytes each

- OS volumes are supported: no special partitioning is needed
- Multitrack mode allows spreading a single project over hard-drives, ram drives, magneto-optical drives, cdrom drives (AsimWare AsimCDFS3.5+ required for DOS level access to AudioCDs) operating simultaneously in direct-from-disk mode

< Realtime output >

The results of processing, non-linear editing and mixing operations can be monitored in realtime, 16bit mode, through analog or digital outputs.

- 32KHz/44.1KHz/48KHz (board dependent)
- Eight 16bit channels
- Analog and/or digital outputs (board dependent)

< Non linear multitrack editing >

Non linear editing capabilities allow rearranging the temporal sequence of audio events without changing the structure of the original streams. The process is also non-destructive (original material is not modified during cut&paste operations).

- Sixteen non linear tracks editing
- Up to eight tracks on simultaneous playback
- Multitrack graphic timeline
- Double timecode notation (hh:mm:ss:ff and bars:beats:clocks) with autosnap-to-grid capabilities
- Drag and drop mouse control (time slipping, cloning, aligning,...) for events and tracks
- Clear/cut/copy/paste/insert/multi-insert on up to 16 tracks at the same time
- Multilayer mixing controls: independent event level and stereo pan controls, independent track level and stereo pan controls, master level controls, mute/solo switches
- Insertion/retrieval of user defined text labels (comments) onto the timeline
- Timeline views snapshot bank

< Digital signal processing >

Digital signal processing operators allow signal restoration, optimization and creative modifications.

- noise gate
 - delay
 - flange
 - multiflange
 - invert
 - pitch-shift
 - time compress/expand
 - sample rate convert
 - interpolate
 - decimate
 - distort
-

- FIR/IIR filter
- reverberate
- hum-remove
- quantize
- reverse
- normalize

< Waveform display >

Graphic waveform display allows visual inspection and easy interaction during ranges definition.

- Graphic waveform display for on-disk recordings
- User configurable graph resolution/speed to match different media seeking speeds (hard-drives, magneto-opticals, AudioCDs, ...)
- Bi-dimensional zooms
- Extensive range management and monitoring: monitor range, before range start, range start, range end, after range end ,...

< Signal generation >

Reference signals are usefull for testing and tuning equipment.

- Multiwaveform generator
 - Impulse
 - Noise
 - Sine
 - Square
 - Triangle
- Sweep generator

< AudioCD management >

Audio effects libraries are available on AudioCDs. AudioLab16 can digitally transfer the AudioCD tracks to your hard drive, to include them in your multitrack projects.

- Transport controls (play/stop/eject/...)
- TOC management
- Digital audio transfers from AudioCDs to hard drives (compatible CDROM unit required)

< Playback triggering >

AudioLab16 can be slaved to an external MIDI hardware device or to a concurrent Amiga software application in order to playback on-disk recordings with accurate sincronization.

- Direct-from-disk playback triggering via external MIDI devices (MIDI interface required), applications capable of sending AREXX commands or, manually, via the computer keyboard
-

- Zero-delay reaction to NOTE_ON commands: perfect sincronization with external events
- Juke-box mode: audio streams can be selected (and played) via MIDI/AREXX/keyboard commands

< FIR filter design >

The "FIR Filter" DSP operator can reads ASCII text files defining different FIR structures. AudioLab16 can generate such text files depending on user preferred filter specs (cutoff frequency, taps,...).

- Sinc windowing generator:
 - Rectangle
 - Hanning
 - Triangle
 - Hamming
 - Blackman
 - Blackman-Harris
- Up to 127 taps
- Band shifter handles low-pass, hi-pass, band pass and notch filter generation
- Graphic displays

< Audio file formats >

AudioLab16 can exchange audio data files with PC, MAC, Unix, Amiga platforms.

- AIFF
- STUDIO16
- MAUD
- MAESTRO
- WAVE
- IFF/8SVX
- SUN/NeXT
- VOC
- RAW

< Samplepoints formats >

Raw streams can be processed and converted to common audio files formats.

- PCM 16 bit linear signed MSBLSB
 - PCM 16 bit linear signed LSBMSB
 - PCM 16 bit linear unsigned MSBLSB
 - PCM 16 bit linear unsigned LSBMSB
 - PCM 8 bit ulaw
 - PCM 8 bit linear signed
 - PCM 8 bit linear unsigned
 - DPCM 4 bit log
-

< Cross-platform compatibility >

Using AudioLab16 it's possible to exchange 16bit formatted audio files with the following hard disk recording software:

Program		Platform	Format
- Audioshop	(Opcode Systems)	MAC	AIFF
- Cubase Audio	(Steinberg)	MAC	AIFF
- Deck II	(OSC)	MAC	AIFF
- Digital Performer	(Mark Of The Unicorn)	MAC	AIFF
- Digitrax	(Alaska Software)	MAC	AIFF
- Logic Audio	(Emagic)	MAC	AIFF
- Pro Tools	(Digidesign)	MAC	AIFF
- Session 8 Mac	(Digidesign)	MAC	AIFF
- SoftSplice	(Digital Expressions)	MAC	AIFF
- Sonic System	(Sonic Solutions)	MAC	AIFF
- Sound Designer II	(Digidesign)	MAC	AIFF/WAV
- SoundEdit16	(Macromedia)	MAC	AIFF/WAV
- Studio Vision	(Opcode Systems)	MAC	AIFF
- Cubase Audio PC	(Steinberg)	PC	AIFF
- FastEddie	(Digital Audio Labs)	PC	WAV
- MicroSound	(Micro Technology)	PC	WAV
- SADiE Disk Editor	(Studio Audio and Video)	PC	WAV
- SAW	(I.Q.S.)	PC	WAV
- Session 8 PC	(Digidesign)	PC	WAV
- SSHDR1 HDRRecorder	(Soundscape Digital T.)	PC	WAV
- Techno Lab	(Digital Manager)	PC	WAV/raw16
- The EdDitor Plus	(Digital Audio Labs)	PC	WAV
- Quad	(Turtle Beach)	PC	WAV
- Wave for Windows	(Turtle Beach)	PC	WAV
- Producer	(Applied Magic)	AMIGA	AIFF/STD16
- Studio16	(Sunrize)	AMIGA	AIFF/STD16
- Samplitude	(Sek'd)	AMIGA	MAUD

A demo of the Standard version, including two impressive demos of realtime noise-suppression DSP techniques, is available on Aminet as "mus/edit/audiolr2.lha".

Special thanks to Peter Urbanec and Thomas Wenzel for providing support software for the Toccata and Maestro boards.

1.14 Reader Mail

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Reader Mail

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From: Bill Silvey (mstrmojo@hotmail.com)

Jason,

Don't know if you still remember me...we used to chat via email about the amiga (DUH!) way back when long about two years ago...I was "maxheadrm" on #amiga...anyway, I couldn't help but keep up with the amiga stuff even though I "sold out" long ago.

I can only say two things: one, I prefer rice pilaf with my crow and two YIPPEE! Well, three things...my next computer (job willing) will NOT be another x86 machine. Fooyey on them! I've had one for two years now and other than the vast library of software available[1] and the fact that parts are cheap[2] there is NO advantage to this...this...BOX. Oh I'll be keeping this piece of crap (work and whatnot) and I'll even upgrade it (thank you, PC market for making every technological advance obsolete every year, like clockwork!) but I *will* be acquiring a Gateway-2k A1200. And the PPC expansion card. And a 64m SIMM to go in it. And a grafitti dongle. And a Squirrel CDROM drive. Oh yes, there will be expansion...and Shapeshifter, and a 1 gig internal HD...

I'm so happy I could scream. Gateway! Who would've guessed! Gateway!

<singing> Happy days are here again...

[1] About 40% of them harkening back to the days when a 386 and 4 megs of RAM was all you needed to run software; the rest being bloated unoptimized code...

[2] You get what you pay for. "Forty dollar" soundblaster "clones" are unuseable about 80% of the time, and their "emulation" only emulates the soundblaster PRO - an 8 bit sound card. Don't let a PCer tell you that a soundblaster is *still* any cheaper than \$100 -- they ain't. Maybe \$80 mailorder. I've been through a clone card already and I'm about to tear the current one out with a pair of pliers.

Take care, and feel free to use this letter as a testimonial in AR to let folks know it's ok to come "back to the fold."

- Well, there, we've told them. :)
I'd just like to make a comment here--while Gateway was a surprise in the fact that we hadn't heard them as being interested, they certainly seem to follow a trend that PC clone companies are interested in owning the Amiga technology... -Jason

From: Harry Flaxman (hflaxman@meganet.net)

As usual, your reviews are right on the money! Prior to upgrading to a 40mhz 040 from a 25mhz 030, I followed your lead and installed Executive, as reviewed in the last issue. It was a god-send for the old 2500. I have yet to see a program reviewed in your publication fail to live up to it's reviewed expectation!

Keep it up!

From: Michael Branin (mbranin@gower.net)

I have an AMTrade HD Drive. My son pulled the sticker off the bottom that invalidates the warranty. I not so worried about the warranty but under the sticker there were 2 copper jumper wires hooked up only by the sticker and now the floppy drive will not recognize disk that are inserted. I was wondering if you knew or anyone else knows where to hook these 2 jumper wires back.

- Unfortunately, I can't help Michael on this one. Is anybody familiar enough with the AMTrade that they can tell him what he needs to reconnect? -Jason

From: "Harlan Carroll" <hcarroll@inu.net>

Quoting AR 5.03's CyberStorm Mark II review: Benchmarking an 060 card can be difficult. Real-world tests are generally the only way to go. The Cinema4D render test I'm fond of (320x400 raytrace of the included Stairway example) gives the following results:

Blizzard 1260-- 1:26 [Running CyberPatcher]
Cyber 4060 -- 2:00 [Running CyberPatcher]

As you can see, the Cyberstorm Mark II is fully 3 times faster than a stock A4000 or A4000T configuration, and runs rings around most other 040 implementations (and the Draco, whose 060 is apparently poorly configured). It is interesting that the CyberStorm does not outperform the Apollo A1200 040 card by as much as one might expect, and it itself is significantly outperformed by Phase5's A1200 Blizzard 060 card.

Right now, the CyberStorm Mark II is the most impressive 060 card on the market, hands down. It runs about US\$850, depending on where you look, which means it's typically \$50 or \$100 more than the competition. (QuikPak offers a US\$750 price with a 3640 trade-in, and the Apollo 060 card generally sells around that price point as well.) However, the superior technical support, compatibility, and performance are well worth it.

My response:

You say that the Blizzard 060 card outperforms the Cyberstorm 060 card and yet you say that the Cyberstorm os is the most impressive 060 card on the market hands down. Isn't the Blizzard still cheaper and more powerful? Not to split hairs, since they are both Phase 5 cards and in different types of Amigas. Would you say that that Cyberstorm 060 card is better, hands down, than the other 4000 accelerator cards? Thank you for listening to my ramblings. <G>

- Yes, my oversight in phrasing. -Jason

1.15 Gateway 2000 Offer

Gateway 2000 Acquires Assets of Amiga Technologies GmbH

North Sioux City, South Dakota, March 27 1997 - Gateway 2000 Inc. today announced that the company has made an offer to acquire the assets of Amiga Technologies including all patents, trademarks and trade names. The Company is a subsidiary of ESCOM AG, a German-based computer company that went into bankruptcy in July of 1996. Amiga led the industry in combining computer graphics, animation, and film sequences with stereo sound known today as multimedia.

The offer has been accepted by the court-appointed Administrator in Bankruptcy in Germany acting on behalf of AMIGA. The agreement is subject to regulatory approval.

"This acquisition is good news for Gateway and customers of AMIGA," said Rick Snyder, president and COO of Gateway 2000. "It will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology."

AMIGA Technologies will be renamed AMIGA International. The company will operate as a separate business unit and will retain its current president, Petro Tyschtschenko, who will work to develop new products for the AMIGA market.

"Gateway 2000 will give us new life and energy for the future," said Tyschtschenko.

About Gateway 2000

Gateway 2000, Inc., a Fortune 500 company founded in 1985, is a global leader in the direct marketing of PCs. The company, headquartered in North Sioux City, South Dakota, has manufacturing facilities in the United States, Ireland and Malaysia, and employs over 9,700 people worldwide. Gateway 2000 products and services consistently win top awards from leading industry publications. In 1996, the company shipped 1.9 million systems and reported revenues of \$5 billion and net income of \$250 million.

About AMIGA

Since the introduction of the AMIGA A1000 in 1985, AMIGA has represented the embodiment of the efficient use of memory and hard drive capacity, while pioneering industry developments in multimedia, 32-bit multitasking and autoconfiguration.

For additional information, please e-mail Steve Johns, Director of Corporate Development for Gateway 2000 at johnsste@gw2k.com.

MEDIA CONTACT: Angela Peacock, Corporate Communications, (605) 232-1686.

1.16 QuikPak Welcome

QuikPak Welcomes Gateway 2000 to the Amiga Community

Once again it seems that the Amiga Community is subjected to another sharp turn on the rollercoaster that is the future of the Amiga. The recent announcement by Gateway 2000 that its bid to purchase the assets of Amiga Technologies has been successful is truly a surprise. Yet, it is a surprise that holds much promise.

Gateway 2000 is a tremendous success story - continually scoring top marks in customer satisfaction surveys based on service, support, and product reliability. Gateway 2000 is a leader in its market, and brings to the Amiga Community a wealth of resources and knowledge.

While we are understandably disappointed that our own bid was unsuccessful, we at QuikPak remain as committed as ever to the future of the Amiga. We have devoted a large portion of our energies to developing the Amiga market and supporting the community, and we have no intention of abandoning our position now. The Gateway 2000 purchase may represent an excellent opportunity to breathe new life into the Amiga platform. We've maintained all along that we believe in the future of the Amiga, and stand by our statements.

Thank you once again for your continuing support, and we look forward to bringing you new information as it becomes available. We look forward to working with you, the user, and all our other partners in making the Amiga's future as bright as possible. And, we look forward to the opportunity of working with the newest player in the Amiga field, Gateway 2000.

Sincerely,
Dan Robinson
Director of Business Development
QuikPak

Dave Ziembicki
C.E.O.
QuikPak

1.17 Gateway 2000 Bid Accepted

Gateway 2000 Offer To Buy AMIGA Accepted

Monday March 31 10:00 AM EST

NORTH SIOUX CITY, S.D. - Gateway 2000 says its offer to acquire the assets of AMIGA Technologies has been accepted by a bankruptcy court in Germany. The value of the offer was not disclosed.

AMIGA is a subsidiary of ESCOM, a German-based computer company that filed for bankruptcy in July 1996. AMIGA's technology combines computer graphics, animation, and film sequences with stereo sound.

Gateway 2000's purchase includes patents, trademarks and trade names.

The agreement is subject to regulatory approval.

AMIGA "will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology," said Rick Snyder, Gateway 2000 president, in a statement.

AMIGA will be renamed AMIGA International. The company will operate as a separate business unit and will retain its current president, Petro Tyschtschenko, who will work to develop new products for the AMIGA market.

"Gateway 2000 will give us new life and energy for the future," said Tyschtschenko, in a statement.

Gateway 2000 is a direct marketer of personal computers. It shipped 1.9 million systems in 1996 and reported revenues of \$5 billion.

1.18 Amiga Myst

AMIGA MYST PRESS RELEASE

FOR IMMEDIATE RELEASE

Toronto, March 24, 1997

Dear Amiga users,

We at PXL computers and clickBOOM brought to you Capital Punishment last November. It went on to become the biggest game of the year. At the same time we promised more great things to come...

Today, we are proud to announce we are developing and publishing the Amiga version of Myst!

What can we possibly say about Myst that has not already been said a thousand times? It is hard to imagine a more important game for the Amiga, since Myst is the bestselling CD-ROM game ever!

Myst is not about polygons, frames per second, megahertz, or other 1997's jargon. It's a thinking man's game, with intelligent gameplay. It shows you don't have to be chasing bad guys with a shot gun to have fun with a computer game. In 1996 every team (including clickBOOM) was trying to squeeze the life out of the machine they were programming for, in order to get the fastest action. On the other hand, there was Myst with its brilliant adventure puzzles - and it became the bestselling game of the year for both PC and Mac!

Myst is what happens when a team of extremely talented and hard working people creates a vision. Cyan, developers of the original Myst, have done a tremendous job in the graphics and sound department, topping that with the best adventure puzzles.

Myst will also be the biggest challenge for the Amiga market. If it succeeds, you will be seeing many more hit games coming - some through us, some through other big companies who temporarily left the Amiga market.

Amiga version, like the original, will be CD-only. If you do not own a CD-ROM drive, you have a couple of months left to get it, or you will be lagging behind. For the rest of you, get a copy of Capital Punishment while you are waiting for Myst. :)

On Mac and PC, Myst was the first game to push hardware limits, requiring faster processor and a CD-ROM drive. It is clear we want to continue our revolution on the Amiga, and this time our task is to push the hardware limits.

The exact specifications for Myst are still not known. At the moment, it appears that the following requirements will be necessary:

Minimum Hardware:

CD-ROM drive
AGA or Amiga with a video board
4Mb of FAST RAM
'030 CPU

Recommended Hardware:

8Mb of FAST RAM
'040 or better CPU

Specifications:

- OS-friendly
- Fully multitasking
- Video board support (CyberGraphX, Picasso 96) in 16 million colors
- AGA in 256 colors
- Hi-res screenmodes (productivity, double PAL/NTSC, interlace).

Developer: clickBOOM
Publisher: PXL computers
Release date: Summer

We will be constantly keeping you up-to-date with our development progress. The best place for the latest information is our web site, located at <http://clickboom.com>

Additionally, Myst screenshots and sounds are available for download. Prior to the release of the game, you will be able to enjoy some playable demos.

As always, feel free to contact us at info@clickboom.com

Best regards from your clickBOOM team.

1.19 Amiga Developer Network

The Amiga Developer Network is now online.

For Immediate Release

Contact:
Wayne Hunt
webmaster@amiga.org

Huntsville, AL - March 26th, 1997. The North Alabama Society of Amiga Users is proud to announce their newest web venture, the Amiga Developer Network. The new site at <http://www.amiga.org/developer> is dedicated specifically to all aspects of development for the Amiga Computer, past, present and future.

We're still in the process of adding things on an almost constant basis but you can expect to find discussion bases, technical specifications, developer contact information and about everything we can find to post to help you develop for the best (and some would argue ONLY) multimedia personal computer in the world.

All questions and constructive feedback is welcomed as we're working hard to make this effort a central point for the Amiga developer community.

Wayne Hunt

North Alabama Society of Amiga Users -
<http://www.amiga.org/nasau/about.html>
World-Wide Amiga Online - <http://www.amiga.org>
Amiga Developer Network - <http://www.amiga.org/developer>

1.20 IAM Welcome

FOR IMMEDIATE RELEASE

RESPONSE TO AMIGA ACQUISITION

PHILADELPHIA, Pa., March 27, 1997 /UseNet News/ -- Intangible Assets Manufacturing President, and former Commodore-Amiga Software Engineer, Dale L. Larson, has issued the following statement in reaction to today's news that Gateway 2000 has purchased the Amiga assets subject to regulatory approval:

"I'm thrilled that the Amiga technologies have finally been purchased, more so that they have been bought by a company with such tremendous resources, visionary management, and customer-service orientation as Gateway 2000. From their statement that they 'will work to develop new products for the AMIGA market,' we conclude that the Amiga has a newly bright future ahead of it. I trust that this will re-invigorate the Amiga community and renew interest in our markets. We're looking forward to a surge in sales of our Amiga products in the coming months as a result of this announcement."

Intangible Assets Manufacturing produces a line of Amiga products, including the book "Connect Your Amiga! A Guide to the Internet, LANs, BBSs and Online Services", DiskSalv4, MRBackup, MegaBall4 and others. IAM also publishes Internet-related books "Torn Shapes of Desire: Internet Erotica" and "Lineland: Mortality and Mercy on the Internet's Pynchon-L@Waste.Org Discussion List." Web site: <http://www.iam.com>

1.21 Siamese System v2.0

To all Amigans

HiQ are please to announce the release of the Siamese System v2.0 software including the much talked about Siamese RTG. For those who need a full description please check out our Web site at <http://www.siamese.co.uk>, it has most of the information you will need for those who for some reason have not heard of it.

To coincide with this launch we would like to have an IRC conference. please rendezvous on channel #amiga on Monday 31st March, 9pm gmt. [This conference appears in this issue of Amiga Report.]

Please email me if you cannot attend this conference but would like a brochure posted.

Siamese RTG is expected to cause much discussion, as it gives all Amiga 3.0+ owners access to all PC graphics card under Windows95 and WindowsNT4. For example, using even a cheap half decent PC graphics card, you could run your Amiga WorkBench at 1120x832, and it would feel far faster than normal Amiga screen modes in 256 colours, with features like real time window dragging!

Pricing:

RTG 2.0 upgrade from Siamese v1.5 is 59.95 + P&P

RTG 2.0 complete with hardware is 199.95

RTG 2.1 software upgrade will be 79.95 when released in May at the London World Of Amiga Show,

so now is the time to buy it. (RTG 2.1 will be a free upgrade to all original RTG v2.0 purchasers)

1.22 VWM v1.4

TITLE

VWM - Virtual Window Manager

VERSION

1.4 (25-Mar-97) (second public release)

AUTHOR

Bahman Moallem

E-Mail: bamo@ctools.pp.se

World Wide Web: <http://www.ctools.pp.se/>

DESCRIPTION

VWM, the virtual screen aware window manager, is a small, fast, and system friendly virtual screen aware program that gives you 100% control over windows' positions.

VWM features 2 ways of defining the new location for the target window, setting an absolute or relative position (Co-ordinate Positioning) or using a preset positioning technique usually related to the mouse position (Preset Positioning Techniques).

VWM can force your programs to:

- open their windows in absolute positions related to the start point (0x0) of the active screen.
- open their windows in absolute positions but related to the point (0x0) of the "active part" of the screen (for virtual screens).
- center their windows under the mouse pointer (FollowMouse).
- locate their windows under the mouse pointer but respect the view, that is to locate the windows far enough away from the closest edges of the visible screen but still under the mouse pointer (RespectView).

FollowView(TM), known as RespectView in VWM, is Copyright (c) 1993-1997 Bahman Moallem and was first introduced in MagicWords, the multilingual word translator for the Amiga back in 1993.

- open their windows in the center of the visible part of the screen (CenterWindow).
- open their windows in the corner of the visible part of the screens which is farthest away from the mouse pointer position (UseCorners).

And much more.

NEW FEATURES

- New keyword 'DestinationOpenDelay'.
If, for any reason, you want to delay the window opening, you can use this optional 'destination definiton' keyword.
- Empty lines in the VWM configuration file are considered comment lines and will be ignored.
- Improved error trapping in VWM configuration file.
- Minor clean up of the code.

SPECIAL REQUIREMENTS

AmigaOS 2.04 or better.

AVAILABILITY

VWM version 1.4 (app. 34 KB) is available on Aminet, e.g.

<ftp://wuarchive.wustl.edu/pub/aminet/util/misc/VWM14.lha>

or in the author's WWW site:

<http://www.ctools.pp.se/>

PRICE

Freeware.

DISTRIBUTABILITY

VWM is freely distributable so long as all files accompanying the VWM package remain intact and unchanged.

Unlimited non-commercial use is encouraged.

VWM is Copyright (c) 1995-1997 Bahman Moallem.

1.23 MoveToMirror v2.0

TITLE

MoveToMirror

VERSION

2.0 (completely rewritten)

AUTHOR

Kenneth "Kenny" Nilsen/
Digital Surface

E-Mail: kenny@bgnett.no

URL: <http://www.bgnett.no/~kenny/>

DESCRIPTION

This tool is used locally to move the files you have in your download directory to a local Aminet mirror on your harddisk. The program uses the *.readme files and the "Type:" field to determine where to put the files. If drawer(s) of the Type: field don't exist MTM will create them when needed. It also uses the Short: field (which is required in Aminet readme files) as filecomment for the main archive.

Main features of MTM:

- Pattern matching (optional)
 - Buffered copying
 - Clone option (optional)
 - Short: to comment (optional)
 - Overwrite check (optional)
 - Verbose output (optional)
 - Fast and small (written completely in assembler)
 - Simple to use
-

SPECIAL REQUIREMENTS

Required:
OS 2.04 or better

AVAILABILITY

Aminet
<ftp://ftp.doc.ic.ac.uk/aminet/disk/misc/MTM.lha>

User files
<http://www.bgnett.no/~kenny/>

PRICE

Free

DISTRIBUTABILITY

Distributed as freeware.

MoveToMirror (MTM) is Copyright (c)1997 by Kenneth "Kenny" Nilsen/
Digital Surface.

1.24 Targetus 3.0

TITLE

Targetus 3.0

AUTHOR

Dalibor Kezele (dkezele@mia.os.carnet.hr)

DESCRIPTION

Targetus is a Workbench system friendly game of shooting.

Targetus is very simply to play. Just start it and you'll learn how to play it. Simply: shoot targets, get score, get into highscore, use menus/keyboard to pause, change speed of targets, get info and select 'Quit' to exit the game.

SPECIAL REQUIREMENTS

An Amiga. (Tested on 500/1.3 and 1200/3.0.)

AVAILABILITY

Available on Aminet, e.g.
<ftp://ftp.wustl.edu/pub/aminet/game/wb/Targetus.lha> (13K)

PRICE

The shareware fee is a postcard to author.

OTHER

C source file included. Author's mailbox opened for reports.

Author cannot be held responsible if Targetus causes any damage.

DISTRIBUTABILITY

Copyright (c) 1995 by Dalibor S. Kezele
The program is postcardware. It's freely distributable.

1.25 Cronus And proDAD Agreement

CRONUS AND PRODAD ANNOUNCE SOFTWARE DISTRIBUTION AGREEMENT

Cronus and proDAD Software provide complete p.OS development environment.

Tempe, Arizona (March 26, 1997) - Cronus, a software development and distribution company, and proDAD Software, creator of the p.OS operating system, announced today that they have reached an agreement to distribute a complete set of software tools and a developer version of p.OS that will allow developers to begin porting their software to the new p.OS operating system. The upcoming Geek Gadgets Version 2 CD-ROM (Amiga Developers Environment) from Cronus, due for release in April 1997, will contain a developers release of p.OS and all necessary tools for p.OS development.

Using these tools, it is possible to write programs that run on both p.OS and AmigaOS using the same binary file. A shared library that runs on both operating systems provides applications with all necessary ANSI C and POSIX support, while special startup code allows programs to determine at startup whether they are running on p.OS or AmigaOS and make the appropriate system calls. Using this technique, the development tools themselves run on either operating system with negligible overhead or increased binary size.

The p.OS developer release requires an m68020 (or higher) processor, a hard drive, and a minimum of 2 MB of RAM. Applications developed for this portable operating system are source code compatible with p.OS ports to other architectures such as the PowerPC. With a simple recompile, developers of p.OS applications can reach the entire installed base of p.OS users, regardless of the underlying hardware. By porting to p.OS now, developers will be able to take advantage of easy migration to future p.OS releases on other architectures and enjoy the benefits of hardware independence (and a brighter market).

Geek Gadgets and the Geek Gadgets logo are trademarks of Cronus. p.OS and the p.OS logo are trademarks of proDAD Software.

ABOUT CRONUS

Cronus
1840 East Warner Road
Suite 105-265
Tempe, AZ 85284
USA

Phone: 602-491-0442
FAX: 602-491-0048
Email: info@ninemoons.com
WWW: <http://www.ninemoons.com>
ftp: <ftp://ftp.ninemoons.com>

Cronus was founded by Fred Fish, author of the famous "Fish Disks" for Amiga, the "Fish" series of CD-ROMs, the "Amiga Developers Environment", and other Amiga software products. Fred Fish has been involved in the distribution of software for the Amiga since 1985.

ABOUT PRODAD

proDAD Software
Feldelestr. 24
D-78194 Immendingen
Germany

Phone: ++49-7462/91134
FAX: ++49-7462/7435
Email: adver@prodad.de
WWW: <http://www.prodad.de>

proDAD Software was founded 1990 and is the leading producer of video software for the Amiga. The p.OS project was started in 1995 to produce a portable operating system for proDAD Software and other innovative Amiga developers, while providing an easy migration path from AmigaOS and retaining all the expected features and advantages such as full preemptive multitasking and responsive user interfaces.

1.26 Speris Legacy Sequel

Hi,

After working hard on Minskies:The Abduction and GunFury, Binary Emotions are looking into producing the sequel to "Speris Legacy". The design and concept has been complete for quite a while, we are now at a stage where we would like adventure game fanatics to express enhancements they would like to see in the latest episode. Here are examples of what we've discussed.

- * Twisting plot, with plenty of over dramatisation.
 - * The choice of strategy & arcade style combat.
 - * A greater and more flexible array of weapons.
 - * Possibility of multi player.
 - * A more simplified text interface, rather than the Monkey Island style selection.
 - * Multi language select - German, French, Spanish, Italian + more.
 - * Stronger multi-thread puzzles.
 - * Meaningful sub games.
 - * Smaller levels, but with more overall locations to visit.
 - * Subtler background music.
 - * AGA & ECS in the same package (auto-enhancing)
 - * More help and clues available.
 - * A full character stats system.
-

We are also looking for talented artists & effects coders interested in contributing their skills to help make Speris 2 a great follow up on Amiga AGA/ECS & PC. If you are interested then please Email Ian at : ISJOLLY@AOL.COM we can then discuss the work further.

Ian Jolly (Binary Emotions)

1.27 ADE Snapshot

The 970328 snapshot of the Amiga Developers Environment is now available for ftp from ftp.ninemoons.com:pub/ade/current. See the "README" file in the pub/ade directory for more information about the ADE. See the "Changes" file for a quick list of some (but not all) of the changes since the last snapshot.

The complete ftp distribution is approximately 432 Mb (compressed), which includes original baseline sources (154 Mb), amiga sources (160 Mb), amiga binaries (106 Mb), and diff files (12 Mb). When unarchived, the binary tree is approximately 270 Mb, if you install everything. The source and baseline trees are approximately 650 Mb each when unarchived.

For the convenience of those that are unable to acquire the full ADE via ftp, because of limited internet access bandwidth or cost considerations, a CD-R disk containing this material is available from Cronus. See the Cronus web site (<http://www.ninemoons.com>) for additional information or to place an order via the web. You can also send email to "info@ninemoons.com" for details.

Since there was room on the CD-R disk, we have also included the partial port of Geek Gadgets for BeOS DR8.2. These binaries will NOT run on the upcoming DR9 release. The CD-R disk also contains archives of the Commodore include files integrated into the appropriate place in the binary tree. These files are NOT available in the ftp version because our license to distribute them applies only to CD-ROM distributions.

I would recommend that if you have the disk space, that you create a new ADE directory, say dh0:ade-new, assign ADE: to it, cd to ADE:, extract all of the binary distribution lha and tgz files in that directory, and then put back all of your local changes (if any). That way you can be sure that you are starting with a clean install. Simply extracting the distribution lha archives on top of an existing binary tree is NOT advised.

If you sent in patches that were not included in this snapshot, they are probably still in my TODO patch directory. Please feel free to inquire about them to make sure they were not overlooked. Over the next one or two weeks I will be integrating some more patches and some new packages, and then will do another snapshot just prior to cutting the master for the next ADE CD release.

Have fun!

-Fred Fish
29-Mar-97

1.28 Australian Amiga Gathering 97

AUSTRALIAN AMIGA GATHERING 97 UPDATE

Proudly brought to you by Australian Amiga Gazette

I am please to inform you that we have finalized the location and dates for the Amiga Expo:

SYDNEY SHOWGROUND
(Exhibition Village)
28TH - 29TH JUNE

If you would like to receive automatic updates regarding the "Australian Amiga Gathering 97" just send a email to the address below with the subject "Expo-update", no text is required in the message.

Australian Amiga Gazette
Suite 19 9-11 Abel Street
Penrith NSW 2750
Ph: (047) 222-803
Fax: (047) 215-277
Email: mother@pnc.com.au
Web: www.pnc.com.au/~mother/aag.html

1.29 RP2000 AmiExec Implementation Pack V1R0

TITLE

RP2000 AmiExec Implementation Pack

VERSION

V1R0

COMPANY

DYNACHROME Software

e-mail : wjm@magma.ca

web page: <http://www.magma.ca/~wjm/dynachrome.html>

AUTHOR

W. John Malone

DESCRIPTION

The RP2000 AmiExec Implementation Pack (AIP) is a set of software modules necessary to run the AmiExec kernel on the BVM RP2000 single board computer. These modules are those defined by AmiExec, but not implemented in the base AmiExec distribution due to their hardware dependence.

The major modules provided are `cpu.RP2000.resource`, `timer.RP2000.device` and `serial.RP2000.device`. Also in the Implementation Pack are some associated include, configuration, and source files.

See Background section below for a brief description of AmiExec and the RP2000.

SPECIAL REQUIREMENTS

AmiExec V3R2 - Also from DYNACHROME Software, this is available free of charge from Aminet in the `dev/cross` directory, or you may e-mail DYNACHROME Software and request a copy of the distribution archive.

RP2000(s): RP2000s are available from:

BVM Limited
Hobb Lane, Hedge End,
SOUTHAMPTON,
SO30 0GH, UK
Tel: +44 (0)1489 780144
Fax: +44 (0)1489 783589

In North America the RP2000 is available from:

BILL WEST INCORPORATED
887 D Main Street
Monroe, Connecticut 06468
Tel: (203) 261 6027
Fax: (203) 261 5061

AVAILABILITY

RP2000 AIP is available directly from DYNACHROME Software. To order, e-mail `wjm@magma.ca` and request an RP2000 AIP Software Licence Agreement.

PRICE

\$135 CDN purchases 1 development system and 10 target system licences.

DISTRIBUTABILITY

RP2000 AmiExec Implementation Pack is a commercial product,

Copyright (c) 1997 by W. John Malone, All Rights Reserved.

BACKGROUND

DYNACHROME AmiExec is a real-time, multi-tasking microkernel, the core of which is an implementation of exec.library. AmiExec can be used for automation, process control, or other embedded systems based on 68K family CPUs and microcontrollers. Software development for AmiExec can be done on Amigas with Amiga development tools.

The BVM RP2000 is a standalone intelligent IndustryPack carrier for embedded applications. It features:

- * 16MHz MC68302 Integrated Multiprotocol Processor
- * 512K bytes of zero wait state EPROM space
- * up to 512K battery backed SRAM
- * 1 RS-232 serial port and 1 RS-485 serial port
- * 2 IndustryPack sites

1.30 HotListHandler 1.10

TITLE

HotListHandler 1.10 (30-Mar-97)

AUTHOR

Robert Nienkemper, Den Helder, The Netherlands
robertn@tip.nl

DESCRIPTION

HotListHandler (HLH) will manage your hotlist!

Share one hotlist with all the browsers available for the Amiga.
If you use more than one browser then use HotListHandler.
If you stick with one browser, well, use it anyway.

HLH FEATURES

- o A nice toolbar
- o Easy to use
- o Share one hotlist among Amiga browsers
- o Offers a QuickMenu for fastlinks
- o Creates an index when viewing the hotlist through a browser
- o Grab URL's from browsers* (if the browser supports it via ARexx)
- o Edit the hotlist while off-line (create Groups, add URL's, etc.)
- o Jump to any public screen
- o Totally font sensitive
- o AddToHotlist conversion

NEW FEATURES

- o Sort a hotlist
 - o Search a hotlist
 - o An HLH ARexx port
 - o More Tooltypes for a better startup
 - o Multiple hotlist support (Open, Save As)
-

- o Step through groups
- o Print a hotlist
- o Use the "hide" flag from AWeb hotlists
- o Support for Voyager-NG
- o And more.....

HLH SUPPORTS

- o AWeb
- o IBrowse
- o Voyager*
- o Mosaic
- o Voyager-NG*

* QuickGrab cannot be supported with Voyager as these browsers have no ARexx command to share the URL with other programs.

REQUIREMENTS

Amiga OS 3.0+

AVAILABILITY

<ftp://ftp.wustl.edu/pub/aminet/comm/www/HLHandler110.lha> (57344)
<http://www.tip.nl/users/robertn/>

REPLACES

HLHandler10.lha (22-Dec-96)

PRICE & DISTRIBUTABILITY

Shareware: \$10 US
Distribution: Not restricted.
Copyright (c) 1996-1997 Robert Nienkemper

1.31 HTDS v40.10

TITLE

HyperText-DataType-System (HTDS)

VERSION

40.10

RELEASE DATE

05.04.1997

AUTHOR

Stefan Ruppert (Stefan.Ruppert@informatik.fh-wiesbaden.de)
(<http://home.pages.de/~Ruppert/>)

DESCRIPTION

This package provides a modular HyperText System based on the datatypes concept of the AmigaOS 3.x. It offers many features, which aren't implemented in any currently available datatype.

Main features are :

=====

- * embedding of other datatypes objects, which supports DTM_DRAW method
- * definition of links
- * multiple fonts
- * asynchron rendering
- * starting program's, ARexx macros from a link
- * Retrace/Forward buttons
- * ARexx port with commands to manipulate the hypertext object
- * well defined HyperText Programming Interface (HTPI)
- * supports lists like HTML : , and <DL>
- * supports normal and pattern searching
- * rexx scripts for internet access from a hypertext document (ftp, aminet, www, mail)
- * node indexing for very fast opening of hyperguide documents
- * rexx script for source viewing
- * background colors and pictures
- * HTML color expression handling (#RRGGBB)
- * navigator button row configuration
- * export class system. HTML/ASCII export.

Currently there are the following datatypes available in HTDS:

- hypertext.datatype :
super-class for all HyperText/Text related formats
- hyperguide.datatype :
AmigaGuide compatible (about 99.9%) sub-class.
- directory.datatype :
Allows you to browse through the FileSystem
- man.datatype :
Used to manage Unix-Manual-Pages in ASCII format (output of groff).
Now you can use man-pages with HyperText links !
- html.datatype :
THE hypertext format these days
- htidsascii.datatype :
HTDS replacement of the normal ascii.datatype
- productinfo.datatype :
View Product-Info files.

In the SDK archive with full source code:

- catalog.datatype
Sample implementation for IFF files.

- htdemo.datatype
Example sub-class DataType with full source code
- dirdemo.datatype
Subclass of directory.datatype

FUTURE

For the future development of HTDS is planed :

- mail.datatype
Read your email or mailinglist archives
- autodoc.datatype
No need to convert autodoc files to AmigaGuide anymore
- remove bugs, improve existing datatypes (add table support)
and more

AVAILABILITY

<http://home.pages.de/~Ruppert/amiga/HTDS.html>
<ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS.lha>
ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS_SDK.lha
ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS_020.lha
ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS_030.lha
ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS_040.lha
ftp://wuarhive.wustl.edu/pub/aminet/util/dtype/HTDS_060.lha
And all other Aminet sites.

PRICE

It's Shareware.
The fee is 40,- DM or 30 US Dollar

DISTRIBUTION

Permission is hereby granted to distribute the program's archive containing the executables and documentation for non-commercial purposes as long as the archive and its contents are not modified in any way.

It is strictly forbidden to include this archive in any kind of software collection except the Fish Amiga-Library, Aminet-FileServer, Meating-Pearls CD's or BBS fileareas or by a explicit permission from the author!

1.32 CeBIT Show Report

My report with pictures on this year's CeBIT show in Hannover, Germany is online at:

<http://www.cistron.nl/~ttavoly/aTmosh/cebit97.html>

```
...
_ . Thomas Tavoly
. _ // . aTmosh@amiga.cistron.nl
. \X/   http://www.cistron.nl/~ttavoly
... 5.0
```

1.33 AsimCDFS v3.0

TITLE

AsimCDFS

VERSION

v3.8

COMPANY

Asimware Innovations Inc.
600 Upper Wellington St., Unit D
Hamilton, Ontario
Canada L9A 3P9

Phone: (905)578-4916
Fax: (905)578-3966
EMail: info@asimware.com
WWW: http://www.asimware.com
ftp: ftp://ftp.asimware.com

AsimCDFS v3.8 Maintenance Release

We would like to announce the availability of AsimCDFS v3.8, which was released as of April 1st, 1997. This is a maintenance update for the AsimCDFS v3 package.

The update highlights include:

- support for new CD-ROM drives, including the Pioneer 12x, Nakamichi 4.8, Toshiba XM-3801, Toshiba XM-5701 and the Philips CDD2600.
- support for the Corel Stock Photo Library #3
- updated language catalogs;
- German localization of the installation procedure.

Registered users can obtain this release via our BBS, WWW or ftp site.

- ftp: ftp://ftp.asimware.com
- WWW: http://www.asimware.com
- BBS: (905)332-9207

You will need your AsimCDFS serial number to obtain access.

About AsimCDFS v3...

The AsimCDFS software package is a CD-ROM control system which allows the user to read most CD-ROM discs with an Amiga computer and a suitable SCSI or ATAPI CD-ROM drive.

AsimCDFS is equipped with the following advanced features:

- access to ISO 9660, High Sierra, Rock Ridge and Macintosh HFS CD-ROM formats;
- FishMarket, a CD-ROM disc containing the public domain Fred Fish collection;
- AsimTunes, an audio librarian/controller providing advanced librarian and playback features;
- support for direct digitizing from standard audio CDs and playing audio via the Amiga hardware;
- CDTV and CD32 emulation modules, complete with autobooting from CD-ROM discs;
- integrated support for Kodak and Corel PhotoCD discs. Colour WorkBench icons are created for easy identification. Support for resolutions from 192x128 up to 3072x2048;
- support for both SCSI and ATAPI CD-ROM drives;
- preferences editor for all AsimCDFS settings; and,
- full ARexx command set available for all programs.

Asimware Innovations Inc. is an Amiga software development house specializing in CD-ROM and CD-Recordable technologies. Our current product line includes AsimCDFS, MasterISO, Texture Heaven 1 & 2, Audio Thunder and PhotoCD Manager.

Asimware Innovations Inc.
April 1st, 1997

1.34 MasterISO v1.25b

TITLE

MasterISO

VERSION

v1.25b

COMPANY

Asimware Innovations Inc.
600 Upper Wellington St., Unit D
Hamilton, Ontario
Canada L9A 3P9

Phone: (905) 578-4916
Fax: (905) 578-3966
EMail: info@asimware.com
WWW: <http://www.asimware.com>
ftp: <ftp://ftp.asimware.com>

MasterISO v1.25b Maintenance Release

We would like to announce the availability of MasterISO v1.25b, which was released as of March 29th, 1997. This is a maintenance update for the MasterISO v1 package.

Registered users may contact us directly for information on obtaining this update.

MasterISO v1.25b adds support for the following CD-R drives:

- Philips CDD2600*.

*Please read the changes file on the update disc for full compatibility information.

About MasterISO...

The MasterISO software package allows a user to control a CD-R recorder to create custom CD-ROM and CD-Audio discs.

CD-ROM discs are formatted in the universal ISO 9660 format, compatible with Amiga, IBM, Macintosh and virtually any other CD-ROM equipped platform.

CD-Audio discs are formatted to the Red Book standard and offer universal compatibility with standard CD players.

For reference, our current list of supported CD-R drives is:

- Yamaha CDR-100, CDR-102
- Sony CDU-920, Sony CDU-924
- Pinnacle RCD-1000, RCD-202, RCD-5040
- Philips CDD-522, CDD-521, CDD2000
- Pioneer DW-S114X
- HP 4020
- TEAC CD-R50

Please contact us for a current list of tested CD-R and SCSI controller combinations.

Asimware Innovations Inc. is an Amiga software development house specializing in CD-ROM and CD-Recordable technologies. Our current product line includes AsimCDFS, MasterISO, Texture Heaven, Texture Heaven 2, PhotoCD Manager and Audio Thunder.

Asimware Innovations Inc.
March 29th, 1997

1.35 dignet.library v3.0

TITLE

dignet.library

VERSION

3.0 (Major update)

[sorry to users that have looked for 2.2, but it was deleted from Aminet. Please try again with this version.]

Also available now is the 3.023 update file.

AUTHOR

Kenneth "Kenny" Nilsen
Digital Surface

E-Mail: kenny@bgnett.no
URL: <http://www.bgnett.no/~kenny/>

DESCRIPTION

This is a library that will make serial network handling easy. It contains a set of functions that will do most of the "dirty" work for you. All you need to do is to allocate a net and then read and write to/from that net. Net here is a device, for example serial.device or a compatible device (such as the duart.device, artser.device .. and so on).

With help from this library you can connect games and programs via null-modem cable or modem in a relatively comfortable way. It has its own modem functions to deal with modem dial-up/receive. You can even make your own BBS with this library.

The library has integrated resource tracking. The resource tracking allows you to free memory, ports and devices that are used by a program that is suspended or terminates without a clean-up. The resource tracking also prevents you from free-ing an invalid pointer to a net.

Archive includes developer information and a demo terminal program that uses the dignet.library.

FEATURES

- resource tracking
- string/text/binary support (all-in-one)
- should be painless to use, straight forward.
- possibility for more advanced uses (eg. with signals)
- fully re-entrant (more connections open at the same time)
- ready-for-use when allocating a net
- easy to change default parameters
- fast and small routines (written in assembler).
- safe to call functions even with faulty arguments (such as read/write no bytes, free-ing net twice).

NEW FEATURES (3.0)

27 new functions added, among them you can find:

- Dial-up and receive modem functions
 - Resource tracking is made public available with functions
-

- Resource tracking improved (more information)
- Text converter routines (PC <-> AMIGA)
- Now defaults to preference settings (own function to set a "safe" setting)
- Functions for converting special strings ("ATZ\r" -> ATZ(13) etc.)
- Added more functions for advanced usage (port/message ++)
- Added NIL support for the FlushNet() command (no more trash left)
- Added guide file documentation
- More debug tools and functions
- More speed improvements and optimizes

Also included full convert tables between the different charsets such as ISO, IBN, IBM, APPLE, UK7, NO7 and more.

Read the guide file or autodoc for more information.

SPECIAL REQUIREMENTS

Required:

- OS 2.04 or better
- A serial.device or a compatible device

AVAILABILITY

Aminet

- <ftp://ftp.wustl.edu/pub/aminet/util/libs/DigNet.lha>
- <ftp://ftp.wustl.edu/pub/aminet/util/libs/DigNetUPD.lha>

User files

- <http://www.bgnett.no/~kenny/>

Source code

- Includes source code for a terminal program that uses `dignet.library`. Source code of `DignetTERM` is public domain.

PRICE

Free

DISTRIBUTABILITY

Distributed as freeware.

Special notes:

Freeware authors: The library file can be distributed as a standalone file in your own archive as long as you include a credit (read autodoc). If credit is unsuitable you can distribute the whole archive as it came from Aminet in your archive.

Shareware/Commercial authors can also include the file as a standalone file, but they should under any circumstances include a visible (to user) credit in their programs. If the library performs more than 20% of the functionality in the program the library is not allowed to be used without a license agreement. Shareware/ commercial authors can buy themselves free

from the credit requirement in their programs. I also consider the sake of the program and what the fee is for the particular program. Make contact for more information.

dignet.library is Copyright (c) 1997 by Kenneth "Kenny" Nilsen/
Digital Surface.

1.36 Pretium Checkbook Finances Software v1.1

TITLE

Pretium Checkbook Finances Software

VERSION

1.1

COMPANY

IDD
204 NW 25th Street
Gainesville, FL 32607

(352) 373-9471

<<http://www.pobox.com/~idd>> - idd@pobox.com

DESCRIPTION

Pretium is a checkbook accounting program designed specifically for the Amiga. To record a transaction, such as a deposit or withdrawal from your checking account, enter the information the same way you would record the transaction in your checkbook. Pretium keeps track of the running balance and cleared and uncleared transactions automatically.

Choose an option from the menu and your transactions are sorted by payee, category, amount, check number, or date. Pretium supports check printing to print professional looking checks faster than you can write a check by hand.

Pretium can be used for keeping track of credit card charge and payments, savings accounts, petty cash funds, cash transactions, and more. You can work with any number of separate accounts on-screen at one time. Select a transaction and click a button, and Pretium will display address and phone number information about the payee from its built-in phone and address database. Pretium can also fill-in information from a previous transaction, matched by entering just the first few letters.

If you want a clearer picture of where your money is going, you can have it print a report. Pretium supports categories and subcategories for transactions, allowing you to classify and organize your finances.

It also supports importing and exporting of files with Quicken, Microsoft Money, and other programs that support the QIF exchange format.

Pretium is designed for international use. It works with any date and money format.

NEW FEATURES

New features since the 1.01 version include the payee database, sorting of transactions by different transaction fields, funds transfers between accounts, check voiding, and check printing.

SPECIAL REQUIREMENTS

Pretium runs on any Amiga with AmigaDOS 2.x or better. Pretium is designed for use in any country with any money and date format.

DISTRIBUTABILITY

Pretium is a commercial software package.

PRICE

Pretium's suggested retail list price is \$54.95 (US funds).

AVAILABILITY

The commercial software package is available through several dealers and distributors. If your software dealer doesn't carry Pretium, you can order it directly from IDD by sending \$54.95 (US funds) to:

IDD
204 NW 25th Street
Gainesville, FL 32607

A demo of Pretium is available as on Aminet in /biz/misc as "pretium.lha". You can use the URL:

<ftp://wuarchive.wustl.edu/pub/aminet/biz/misc/pretium.lha>

The demo is also available through the IDD web site at <http://www.pobox.com/~idd>. You can also receive it by e-mail by sending mail to idd@pobox.com with "send demo" as the subject.

1.37 Finnish Users' Group Web Site

A Finnish Amiga users' group, the Finnish Amiga Users' Association (Suomen Amiga-kayttajat ry.) have new pages on the World Wide Web. The pages contain relevant information about the association and the latest Saku e-zines for Finnish Amiga users.

The pages can be found at:

<http://www.ic.jytol.fi/~saku/>

1.38 Australian Amiga Gathering 97

[Originally directed at major webmasters, but good information for everybody. -Jason]

Australian Amiga Gazette, Australia's only 40 page monthly Amiga magazine is hosting the Australian Amiga Gathering '97.

Since our initial issue in December of 1996 we have found that support for the Amiga is still strong in Australia.

Because of this we have decided to put together a show. There has not been an Amiga show Downunder for a number of years and we feel its time there was one.

The show will be a two day event scheduled for the weekend of June the 28th and 29th.

It will be located at the famous Sydney Showground which has been the location of Sydney's Royal Easter Show for over a hundred years.

The show will not only include dealers, but also feature exhibitions by Amiga User Groups, demo competitions and a few other surprises.

To show your support we would ask if you could add the html link provided in this email on to your web-page.

The link will load a 400x40 pixel banner about the show from our homepage (<http://www.pnc.com.au/~mother/expo.html>). This banner will be updated weekly as preparations for the show progress.

Could you please contact me via my email address (mgruber@fl.net.au) as to your decision in regards to accepting this link. This will allow me to track where the show is being advertised. Thankyou.

If you have any questions regarding the show do not hesitate to contact me.

Michael Gruber

1.39 Amiga News Australiasia Online Excerpts

Amiga News Australiasia Online Excerpts

[Thanks to John Pospisil and ANA (<http://www.ozemail.com.au/~pospisil/amiga.html>) for these items.]

Australian Amiga show will go on

Megatron Electronic Industries, an Australian Amiga distributor, has renewed its commitment to staging an Australian Amiga show.

"We would like to congratulate Petro Tyschtschenko on concluding a deal that will ensure the future of the Amiga platform for many years to come," says Megatron's general manager, Bob Farrow. "Now the uncertainty has been

lifted, we can all get on with life and support Gateway 2000 and the rest of the Amiga producers, service agents and dealers in an endeavor to recapture a market that the Amiga excelled in."

Megatron says it intends to renew its efforts to push the Amiga to the forefront of the graphics community and will shortly announce the date and location of the Australian Amiga showcase. "We hope that now the uncertainty has been lifted, the Australian dealer network will rally around Megatron to make the showcase an event to be remembered," says Farrow.

Interested parties should contact Bob Farrow at Megatron by phone on (03) 9870 4844 or by e-mail on bob@megatron.com.au

Australian Education Network

The Australian-based Amiga Education Network (TAEN) was established in response to Commodore Australia's demise (which preceded Commodore International's demise by a few months) as a means of supporting the Amiga platform in schools that were using it.

TAEN hopes that:

- o 1997 will see the Amiga rescued.
- o The new owners will appreciate the importance of the education sector and continue to provide a low cost (A1200HD-based) Amiga for this market.

TAEN invites your comments, and hopes to encourage discussion among those in the Amiga community who still have an interest in using the Amiga in education.

TAEN

PO Box 353
Armidale NSW 2350
Ph (067) 722 100
flinter@tpgi.com.au

1.40 ELSAT Product Name Contest

ELSAT S.C., makers of the FG24/Pro-Grab RT and the CD32 ProModule, as reviewed in recent issues of Amiga Report, are sponsoring a unique contest!

Elsat is looking for a new name for the FG24/Pro-Grab RT (as it is known in different countries.) This name would be used both on the current Amiga products and their new PC framegrabbing product.

The winning entry to Elsat will receive their choice of a CD32 ProModule or an FG24. In addition, a random entry will be drawn and will receive a prize to be named by Elsat.

So, to recap: Come up with a catchier name than "FG24" and win one of them, or one of the better CD32 expansion boxes out there. Not a bad deal.

Entries should be mailed directly to Elsat's Marek Kujda, at

marek@elsat.com.pl, with the subject header "FG24 NAMING ENTRY". Elsat will have sole responsibility for selecting contest winners and will announce their selections in an upcoming issue of Amiga Report.

1.41 Amiga '97 Developer Meeting Summary

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                        Amiga '97 Developer Meeting Summary
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March 17, 1997 - Hosted by Kermit Woodall of Nova Design, Inc.
Summarized by Paul Sadlik

Kermit Woodall, of Nova Design, hosted an informal meeting of developers at the AMIGA 97 show in St. Louis to discuss the possibilities of setting up an informal developers support group. During the meeting a number of topics were discussed where developers could be working together to help each other, the Amiga platform and community. The idea is that this group could begin to fill the void left by the demise of Commodore's CATS developer office and coordinate developer efforts to move the Amiga forward

General Discussion - what do people want to see:

A source for getting current RKM manuals?

Nothing was concluded on this. There was some discussion that someone could work on getting something put together.

[I had the following record of a German company that was selling 3.x developer documentation:]

Hirsch & Wolf OHG
MittelStr 33
56564 Neuweid, Germany
voice 02631-8399-0
fax 02631-839931

A recommended development environment?

Kermit suggested that this development effort should not get bogged down in such religious decisions over what compilers to use, etc. This should be a loose organization the focused on moving the platform ahead, not imposing rules and limitations on developers.

Developer communications:

Developer mailing list

Kermit set up an InterNet mailing list for folks interested in exchanging general development information. This list is intended to act as a central communications medium to coordinate members of this developers community (not necessarily a programming help line). To subscribe, send mail to:

newdev-requests@lists.best.com

in the message body put this line:

subsingl

to send messages for distribution to the list, address messages to:

newdev@lists.best.com

Web site:

Wayne Hunt has set up a general Amiga web site at the following address. He has offered to host an area for Amiga developers on this site to keep files and exchange information. The existing site is located at:

<http://www.amiga.org/developer>

Parts of this site could have to be password protected and accessible to fellow developers only. This would allow areas of the site to contain more private information - not for general, public consumption.

The site could contain a public list of people to send press releases to and their preferences regarding formatting, type, etc.

The site could contain announcements of future, multi-developer, direct mail efforts. Don Hicks suggested a "bounty" system of qualified or contingent bidding system that would indicate to participants how much they'd have to pay for a specific part of the mailing.

The site will be maintained by Wayne Hunt. His E-Mail address is: wayne@amiga.org

File areas:

The idea is to maintain a collection of development tools, utilities, source codes, etc. for all developers.

The current contents of the AmiNet "dev" tree can be copied to the site, (with their permission) but organized into more development specific categories for easier navigation.

Just do it:

Organized Chaos:

This isn't a formal organization. No controllers. Just suggestions and aids for development. Just do it. No dues. "You do not have to pay to be confused."

Following through:

If you propose to do something for this effort, you should be responsible for doing it or at least finding someone to take over your role.

Participation:

This effort should include some way to bring people into the development process. Experienced developers as well as newer/smaller participants. To bring in new blood and ideas.

Standards:

Kermit suggested that this developer body should become a central vehicle for moving the platform forwards with new standards and community-wide development efforts. He presented the following points as examples of things to be done:

AmigaGuide Replacement:

Kermit proposed that we need to replace the existing AmigaGuide-based help system with a HTML-based one. His proposal was to use a communications-stripped version of one of the Amiga web browsers as

publicly distributable help program.

This raised many questions about whether such a system should require all users to then have to have MUI or ClassAct. Also that deviating from the single Multiview/datatypes system would deprive Amiga users of that unified, easy to use system of handling many different file types.

It was suggested (again) that we could an HTML datatype to handle such help files. It was also suggested that only a new API standard for help program interfacing be defined (a superset of the current AmigaGuide API) to which any web browser (communications enabled or not) could be modified for and used. This would leave the choice of MUI (or not), datatypes, public or commercial version, etc up to the user.

After touching on the many questions and issues, it was decided that James Melin of Digital Lightyear would act as a coordinator of this effort to revise or replace the existing Amiga help system.

Twain scanner support:

Kermit said that some people were working on a freeware/shareware TWAIN scanner driver. He suggested that such a widely distributable scanner interface would be valuable so many applications could incorporate scanner support with little effort and little expense (required by a commercial solution). To take full advantage of this effort, developers should support it by agreeing on an interface to it and supporting it. Without the specific scanner TWAIN drivers being freeware, and freely redistributable, the effort to support TWAIN could be fruitless, according to Woodall.

IFF ILBM & ANIM Standards:

Kermit suggested that the existing IFF standards had suffered stagnation without any CATS-like body to coordinate and push standard evolution, like they did with ANIM-7, etc.

As examples, Kermit suggested that the IFF ILBM standard was in need of much work to support CMYK information, new compression methods, and more. That the ANIM standard needed support for timing and frames rates, full color display and playback, as well as interleaved sound.

Finally, Kermit reinforced that these needed to be open, non-proprietary solutions that should avoid pandering to serving just the needs of single or small groups of developers.

Eric Schwartz added that the Amiga needed a new Object Based animation standard reminiscent of the old "movie", Fantavision and Movie Setter formats.

Developer Codependency:

In a small development community such as ours, Kermit suggested that Amiga developers should cultivate, coordinate and use contacts and efforts with other developers for everyone's benefit. He offered the following as examples of possible initiatives:

Developer Directory:

The entire community would benefit from having a directory of developers to facilitate communications that could be kept online (on the web site).

Sharing announcements:

To increase contact between developers and with users, developers should make sure to share their product announcements with each other and their users. Include all news/flyers/inserts in mailings to users.

Product Swapping, Developer Pricing:

It is helpful to developers to swap products, yet one never knows what kind of policy a developer has regarding this. Kermit suggested that developers need to publicize what their policy is regarding swapping or selling (at cost?) a product to other developers is. This could be publicized in the developers-only area on the web site.

Licensing - site licensing?

Another question (usually from distributors and dealers) is what a developer's policy is regarding site licensing. This could be determined in a dealers-only area on the web site.

User Groups:

Developers should publicize their user group buying and training programs and policies. It benefits dealers in the long run to support user groups, at least with demos. For example, Nova Design offers to demos and training for user groups for travel costs.

Q: How are beta testers found and handled:

Companies have varying policies. Sometimes they are not asked to pay, since they are being asked to test software and their information can be very valuable. Good beta-testers are hard to find.

Traditional Media - by DON HICKS, Amazing Computing:

Product Announcements:

Send product announcements to magazines to let them know what's going on. Amazing Computing (and all Amiga magazines) want to see something on paper for authenticity (fax may do), but appreciates an electronic (EMail) version for editing/inclusion.

Product Reviews

Provide them with two copies of your product. One goes to the writer, one they keep in the office to check the review against.

Suggest review angles

Suggest review angles of your software while providing demo copies. It is helpful to mention different or unusual ways users may have put your product to use.

Programmer's CD-ROM proposal:

Don suggested that people could submit documents and programming tools to Amazing Computing for placement in a developer CD-ROM ... As people buy the CD-ROM, contributors could get royalty checks.

Marketing 101:

Announcements:

Learn how to write announcements as if they were edited articles. Send the press announcements to everyone (Amazing, AmiReport, etc), as well as other developers, user groups, etc. Also send releases out on new ways your program is being used to keep it in the public's eye.

Cooperative advertising:

Share advertising space with complimentary developers of a single solution (for example, solutions for video companies). This could be used with a wide variety of advertising methods.

Direct Mail

Do a big, multi-developer group mailing with a flyer to all Amiga users. The idea is to keep the costs down to individual developers but get the word out to many Amiga users. Don Hicks offered that PiM Publications could do the printing and mailing with their existing equipment.

Lead Sharing:

Provide Amiga show participant lists to developers. Developers could share or trade lists of users that allow their names to be distributed for Amiga marketing.

Video Tapes:

Do multimedia promotion on video tape. To be sold or sent directly to users or used in video magazines, like the "Amiga Legacy" magazine being started by Jason Compton.

In Closing:

As we ran out of time, Kermit Woodall closed with a short statement of encouragement and direction for the assembled group. While we have a lot to do with the Amiga, we should all focus on doing what we can and don't worry so much about trying to do everything at once. As long as we are able to accomplish consistent, constructive things around us, the big picture can take care of itself.

1.42 A Quick Look at MPEG3 Audio

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A Quick Look at MPEG3 Audio

By:

Jason Compton

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I've been meaning to do a "Fun with video streams" feature, and was well on my way to getting comfortable with the new QuickTime, AVI, and MPEG players for the Amiga when something else came up, and in some ways it's even better.

It's called "MPEG3", "MPEG Layer 3", "MPEG Audio" or sometimes just "mp3". An MPEG3 file contains 16-bit audio data that has been massively compressed (by a factor of 9 or more) and can be played back directly from a hard drive. At 44.1khz, a sampled song from CD can take up 50 megs or more. Applying MPEG3 to the file can result in something more in the neighborhood of 5 megs.

On the Amiga, we don't quite have the luxury of 16-bit playback, but if you have a sufficiently fast system, you can get MPEG3 playback which still sounds quite good. You will want an 040 to really get good results, however.

Presently, I'm using Stephane Tavenard's mpeg2.2, which you can find on Aminet in mus/play as mpeg2.lha. Other playback and decoder programs are also on Aminet, in mus/play and mus/misc.

The principle behind MPEG is beyond the scope of this article, but the compression scheme is being used for all sorts of high-speed video and audio transmission and delivery, including VideoCD and the new wave of "DVDs". MPEG Layer 3 audio is a deeper level of compression than previously used, and has made it possible to put CD quality sound in a reasonably sized file.

The implications are of course that you can store an entire CD on a small hard drive partition or even a Zip disk. A Zip's 100 megs are more than enough to contain all the data of a 74-minute CD. The extended implication is that a CD-ROM could actually store multiple CDs on it, providing you were willing to play it back through a computer rather than a regular CD player. Whether or not this technology will catch on for a new breed of CD players remains to be seen.

Because MPEG audio files have reached manageable proportions relative to modern data transmission speeds (at about 3-6 megs of data for a typical "radio" length song) 28.8 and 33.6k modems are suitably equipped to make trading MPEG3 files over the net a reality--which is where things get interesting.

There are literally hundreds of MPEG3 Web and FTP sites out there, but the entire practice is rather objectionable from a legal standpoint. Record companies would rather have you buy their CDs than swap MPEG3 files with the rest of the world--but they are out there if you look. My cursory inspection reveals an awful lot of Spice Girls and techno and not much of anything I'd like to listen to.

If you want to roll your own, you have some options. There are packages for the Amiga that will allow you to create your own MPEG3s from a digitized source. However, MPEG3 compression is very, very time consuming. I have not yet tried using an Amiga to do the compression. Instead, I put the P-100, which typically sits around as a game machine, to work. There is a program which will digitize a .wav file directly off of a CD-ROM drive, and another which does the MPEG3 compression. All told, the entire process takes about 11-12x longer than the length of the song to complete. I then take the resulting file over to the Amiga and play it back.

To get similar results on the Amiga you'd want to use a reliable sampling program and preferably one that could get you reliable 16-bit results over a long period of time. (A cheapie homebrew parallel port digitizer is not the ticket here.) Then be very very patient as the compression goes to work.

I'll say this: I'm glad I've got a Zip drive now or else my hard drive would be getting rather full. In a way, it's a silly novelty--particularly if you already have the CDs, why in the world wouldn't you just play them, instead of the MPEG3 file? Well, if you don't own them it's a good way to sample CD-quality tracks without counting on radio DJs. If you do own them, if you travel with your computer it saves you the trouble of packing your CDs. And face it, like so many other things we do with computers, we do them because we CAN. MPEG3 is a very neat "Hey, look at what we CAN do" technology with some very serious real-world implications which will likely

make existing "iPhone" and "AmiPhone"-type projects look and sound silly in retrospect.

1.43 Review:Kang Fu

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                        Review: Kang Fu
                        By:
                        Ken Anderson
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[With additional comments from me at the end of the review, as I have played Kang Fu as well with a somewhat different outlook than Ken. -Jason]

Kang Fu is another in the growing list of CD-only games, this time from independent software house Great Effects Development (or GREED as they like to call themselves).

Playing Klont, the kangaroo (did you guess?), your task is to hop around the scrolling playfield, jumping on platforms and other creatures, gathering up your little joeys ("little kangaroos") and finding the exit. Of course, you don't get it your own way - there's an odd assortment of creatures out to stop you; bees, bouncing balls and grotesque axe-wielding monsters. However, various weapons lie scattered around for your use, including the obvious boxing glove.

In other words, it's a platform game. Classic platform games, such as The First Samuri, Gods and Robocod have taken the genre in different directions, introducing puzzles, clever level design and humour. Sadly, Kang Fu has none of these qualities: there are too many "leaps of faith", where the player simply can't tell whether he/she can make it to the next platform; a missed jump means another two minutes making the way back up the playfield, no doubt only to miss it again. Finding the exit is easier said than done, and the only puzzle elements Kang Fu are of the "find the key for the lock" variety.

The freedom of CD has been partially exploited by that obligatory backing music, which isn't that bad. There's also plenty of high-quality static pictures for between levels, and even more brightly coloured backgrounds. All of these graphics eat up Chip RAM, however, and you'll need at least 1.8Mb continuous graphics memory free before Kang Fu will execute.

The graphics do look gorgeous, though ... until they move. The sprites move smoothly enough, but apart from the main character, there's not nearly enough frames of animation for each baddie. This leaves some opponents looking sped up, and the others positively wooden. The main character has all the responsiveness of a dead goldfish, and precision jumping takes an unnecessary amount of effort. It's not always immediately obvious where the platforms are. Couple this with some dodgy collision detection, we're talking a bit of a mess all in all.

I'm trying really hard here to find something good to write about Kang Fu,

but I can't. It DOES look very pretty, and it's professionally produced and presented. As with Burnout (AR503), I find it a real shame that talented coders, graphic artists and musicians put so much effort into producing something that just isn't playable or addictive at the end of the day.

Pros: Looks nice.

Cons: Very limited entertainment, poor control and bad level design. No hook whatsoever.

[And now, a word from the editor...]

Much as I like Ken's writing, he wasn't originally slated to do this review--I was. But unfortunately, Kang Fu is one of the products that sometimes gets shelved and neglected instead of reviewed promptly--which is what I should be doing.

I did play Kang Fu enough to get a feel for it. I've read what Ken and our colleagues have to say.

Everyone is in agreement that Kang Fu is visually very accomplished. The player's kangaroo, in particular, is fluidly animated in a variety of actions. As platform games go, it's got one of the most elaborate graphics sets I've ever seen.

Control using a single-button joystick is just about out of the question, but the game supports a CD32 gamepad and I highly recommend using one. It's easier to get a feel for what you're trying to do.

Ken's right--the game is often very unforgiving in terms of its jump distances even on the first level, and because the levels are so large (particularly across the height, which is a dimension we're less used to dealing with in platform games) it can be very easy to get lost. Whose fault that is, though, is unclear. Just because the structure is different doesn't make the game bad.

I don't think the gameplay is really a major problem with Kang Fu--once you get accustomed to your task, picking up the joeys who look sort of like escaped convicts, tossing eggs and boomerangs around, it may even grow on you. What I think has caused difficulties for reviewers and the acceptance of the game is the uneven presentation. The graphics are very pretty and crisp indeed, so the whimsical sound effects and absolutely ridiculous enemies and situations (the gun-wielding kangaroo in overalls is a disturbing sight) make you wonder what, exactly, the game is trying to accomplish. It's a blending but not a masterfully executed blending.

Kang Fu is a misunderstood game--misunderstood by its players, and I think by its designers as well. -Jason

Kang Fu is distributed by Alter Interservice, Holland. More details from--

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1.44 Review: Worms - The Director's Cut

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Review: Worms - The Director's Cut
By:
Ken Anderson
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Worms - The Directors Cut (AGA)
By: Ken Anderson

Team 17 / Ocean

It's sad that Team 17 seem so resigned to the fact that the Amiga games market is dead. They've stated it countless times before, but as the last paragraph in the Worms - The Directors Cut manual is titled "Bye Bye" [and gives their thanks and sendoff to the Amiga... -Jason], maybe this time they really mean it when they say this is their last Amiga title. It's especially sad, as Worms DC is fine game, far better than some of the crap Team 17 were foisting on the Amiga 3 years ago (anyone remember ATR? Didn't think so).

I can't honestly imagine there's anyone reading this who hasn't played Worms in some shape or form, but to summarise the gameplay: players take turns to fire various weapons at each other across an uneven landscape. Whoever stays alive the longest wins the match.

Of course, Worms adds more to this: dozens of weapons, wacky battlegrounds and silly samples. It's become as much a part of the Amiga as Lemmings and Zool, and Amiga owners can feel proud that the game that's taken every platform by storm, from the PC to the PlayStation, started out on the Amiga.

Worms DC doesn't add too much; instead, it enhances what's already there. The graphics - in particular the backgrounds - are now far prettier, with a pleasing parallax effect and an alleged 300+ colours in total. Cavern levels have been introduced - the playing area has a roof, which renders air strikes useless, but does allow the use of "batropes" to swing across chasms.

One interesting new addition is the "graffiti" mode, giving the player the chance to draw their own level within the game. This is actually more fun than it sounds - use the mouse to scratch down a base landscape and the computer will then add the peripheral objects to clutter up the playing area. Now you can battle on your initials without going through the rigmarole of loading paint packages, saving bitmaps etc.

If you really want that truly custom landscape, Worms DC has improved

facilities for custom battlegrounds; in fact, a small GUI utility is included for just this. Factors such as gravity, background colours, water type and even the quote that appears at the start of each level can be altered, and already AmigaNet is filling up with more custom landscapes from avid players (methinks it's time for game/worm, Urban)

There's a few new weapons, some more for effect than practical use, but with names like Old Woman, Mad Cow and Sheep-on-a-rope, there's enough entertainment value just finding out what each one does to keep you going for a while. Some of your armoury from the previous Worms has been subtly enhanced - for example, it is now possible to choose which direction an air strike will fire from.

Every Amiga gamesplayer should have a copy of Worms; it's a fine blend of action and strategy that works well and is genuine fun to play, especially against human opponents. I'm not sure if there's quite enough different in Worms DC to convince the occasional Worms player to buy it, but if you played the original to death and are eager for more, or just have a hankering to blow up your friends with furry mammals, grab Worms DC now.

Pros: The ultimate Worms. Looks good, plays well and is as silly as ever.

Cons: It's still just Worms - nothing radically new.

Worms - The Directors Cut is distributed by Ocean and should be available from your local stockist, priced at 19.99UKP.

[Quick note: The title of WormsTDC is somewhat confusing since the original Worms starts up with a note designating it "The Director's Cut." However, this is in fact not the same game. WormsTDC starts up with a big spinning grenade. That should keep you clear as to which is which. -Jason]

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1.45 Review: Yamaha Desktop Speakers

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 Review: Yamaha Desktop Speakers: YST-M10, YST-M5.

Calum Tsang

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Introduction

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 When Amigas were older, they came with special monitors: ones that ran at 15 KHz, which Commodore customized at the OEM level. Made by Phillips, Daewoo, and others, models such as the 1084, 2080, and 1080, came with internal speakers to showcase the audio capabilities of the Amiga system. Some of these speaker systems were actually quite good, including the pair

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integrated into the cabinet of my aging C1084SP2. However, with the proliferation of deinterlacers, AGA, and graphics cards, plus Commodore's unfortunate demise three years ago, very few Amiga users have the benefit of sound in their monitors because they've upgraded to new SVGA class displays.

Some resort to brutish measures like wiring up receivers and custom made amplifiers. While this certainly satisfies the need for audio, it's also a waste of energy, and space consuming. What many Amiga fans need is a good set of desktop speakers.

The first set of high quality desktop speakers I tried about four years ago, was a pair of Synthedata SD series stereo monitors, originally hooked up to a Roland U20 keyboard at school. They accepted a wide range of input, from the mixboard/amp ready output of the keyboard to line level. They sounded amazing attached to my Amiga 2000, and their cast iron casing exuded a certain professionalism to them. However, they were very expensive.

While at Comdex 95, I remarked at a very pretty pair of desktop speakers made by Sony, those Japanese stylemeisters of industrial design. (I secretly wish to be a graphic designer, industrial stylist, architect, or even a Lightwave modeller, but so far, all I've amounted to is a wishywashy industrial engineering student, and a bad one at that, according to the Faculty. :) So not only is sound quality an issue for me, but I wanted them to look nice too.

In more recent years, it seems there are many desktop speakers for the consumer: but primarily, all are designed for headphone level output, with an impedance incorrect for the line level output of Amiga systems, or their external CDROM subsystems. Many, sporting rather large ratings for power output, are poorly designed: A pair of speakers at work, given to me because they came with a generic sound card, rattled at any volume greater than 10%. They're usually made of cheap plastic, and look very ugly, a generic PC clone derivative. No Mac user would come near these atrocities, but then of course, they have Apple's rather exquisite AppleDesign Powered Speakers.

I had looked at Sony and Yamaha, even Roland too. All produced line level speakers with high quality output. Unfortunately, they were also extremely expensive at around \$180-250CAD. But one day, visiting my local Future Shop consumer electronics retailer, I noticed a giant stack of Yamaha YST-M10 desktop speakers, complete for \$70 in their oddly spartan red and rice coloured Japanese packing.

YST-M10

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The M10's are very attractive speakers, which is what drew me to them originally. About nine inches tall, in a rice/white colouring, these speakers have a pretty cloth grill on the front, unlike the cheap, resonating plastic or metal grills of normal PC speakers. Each speaker has a distinctive curve outwards, with a finely moulded plastic backing. Instead of some cheesy SuperBass function, controls are very simple: Power, Presence and Volume. Presence is basically Tone: more treble or bass in one knob. All the controls are on the right speaker, and the setup is integrated: no additional amplifiers are needed, just the supply and the two cabinets.

Most importantly, the M10 supports both line level and headphone level input. There is an input for power, supplied in a very nice power adapter module which doesn't take up extra plug spaces, being halfway down the power line, an output for the left speaker, and a stereo input. The signal connectors are both 1/8".

Complete with a dual RCA to 1/8" adapter, plus 1/8" to 1/8" for Walkman's and PC sound cards, and 1/8" to 1/4" phono for larger headphone jacks, my first test of the YST-M10 was to our family's Pioneer CLD1080 LaserDisc combi player. Accidentally setting the volume up high, the first brass horn blasts of Gloria Estefan's "Conga" scared the hell out of me. Subsequent tests with Dave Matthews, Kon Kan and U2 proved the Yamahas to be amazing in sound quality, filling the entire room the way our Sony STR-AV970 200W surround receiver does. The floor rattled.

The pair was subsequently relocated to my bedroom, where my Amiga 3000 is located. Hooking up to my machine was really simple: a pair of RCA cables. Amiga sound was fine. The M10 made the Amiga native audio seem somewhat depressing compared to the LD's output. I also hooked up my NEC CDR83i CDRom drive, housed in a Apple SC CD casing. It's output was also extremely good. I've since used a set of Y cables to mix the Amiga 3000 audio and the CDRom sound. A3000T and A4000 owners have this feature built into the motherboard with a simple mixer circuit.

The M10 also hooks up to headphone level devices, including a Toshiba 420CDT notebook's headphone jack, and a Panasonic RQ-SX1V walkman. Using the M10 has been a blast: while I usually have music playing quietly while using the Amiga, when I need volume, the M10 surely delivers. It has great range, and you can never hear the thing resonate. Powering up and down the speaker makes little "pup" noise, and volume control is easy. The only issue is switching off the powerbar while the speakers are on: this makes a pop noise. The disturbing thing is that the M10 is only rated at 10W. It uses Active Servo Technology, which, according to a more knowledgeable friend, basically improves the SPL and quality by actively monitoring the output and changing the speaker signal dynamically. It compares to 80W PC generic soundcard speakers.

YST-M5

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Shortly after purchasing the M10's, I was at PriceCostco, and saw the younger sibling, the M5 for sale. At \$39, it was certainly a deal! Knowing how good the M10's were, the M5 would likely be the same quality. Most intriguing was the inclusion of TWO input ports, instead of the one on the M10.

Again, the M5 supports line level in, a must for Amiga owners. Yamaha intends you to use this as a true multi component speaker system: the instruction leaflet shows diagrams for hooking up to a Nintendo, a TV, a VCR, a PC sound card, and a CasioTone (tm) keyboard.

I intended to use this pair with my sister's A2500/30, which has both the native Amiga sound, plus a A2386SX25 Bridgeboard and a SoundBlaster Pro card on it. Plugging in the SoundBlaster Pro into input 1, and the Amiga RCA output into input 2, I discovered the M5 was designed to truly use both at the same time: each input is independent!

As a result, both signals are at the correct volume. A perfect match for our Bridgecard/Amiga setup! The M5 is less neat looking than the M10, with a more traditional plastic styling without the cloth grille. However, the plastic is still the same high quality material, and it comes with the entire assortment of connectors and cables. Canadian versions also come with an extra box on the outside with more tacky designs, plus a free The Who's Tommy musical MMCD. I found this to be largely useless and I gave it away to a friend.

The M5 is rated at only 3W, but like the M10, sounds much more powerful. It was such a good deal, I ended up buying two more pairs for friends who had Amiga systems.

Both speakers are magnetically shielded, which means they don't interfere with monitors or erase floppy disks. The M10 is rated at 80 Hz to 20kHz +/- 3db, the M5, 90-20kHz. The only issue I've had with either is the connectors: they tend to be loose. As long as you don't toss them around and unplug every day, they're fine. You can even get them in stylish black too.

#### Conclusion

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In late summer of 96, Yamaha replaced the M5 and M10 with newer models: the M7 and M15. A friend purchased the M15 to replace his M10, and reports slightly better treble high range, plus the added benefit of a 1/8" front headphone jack.

You can additionally add a subwoofer unit. I've never found a need for this, but it includes an active crossover somewhere inside. The entire line is of very high quality, and while I prefer the look of the M10 to any of the other models, any will certainly make a great addition to your Amiga setup.

1.46 Review: Epson Color Stylus 500

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Review: Epson Colour Stylus 500

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[Note: Epson has recently introduced the Stylus Colour 400 and 800, capable of 1440x720 output, but they are largely still based on the 500 series printers.--Calum]

I remember quite well when my friend Olivier purchased his Epson Stylus Colour a year and a bit ago: the near photo output was nothing short of amazing. Of course, the price tag for the unit was nothing short of amazing too: around \$700-800, Canadian. At the time, I had just received a free Canon Bubblejet BJ5--and was quite happy printing out with the basic package Canon Europa had distributed from Wolf Faust. If you notice that the model numbers of the latest Canon printers are in the 4500's, you can surmise how pathetic a BJ5 is. Still, the Epson Stylus Colour, and the later introduced Stylus Pro, required special drivers and the paper was expensive...

Until recently, my BJ5, while slow and black ink only, met all my needs. Proofing output for layouts, printing reports, making labels and inserts for my tapes etc. Unfortunately, it's always had trouble feeding paper: the rollers are clogged and worn, and it's external ASF module is somewhat crickety. And right before exam season last year, it started causing a lot of problems. So off I went, looking for a new printer.

There were a few alternative choices, including some refurbished HP DeskJet 500's for only \$175 at a local used computer store. Packed in shrinkwrap, there were at least twenty of them. I like the HP's, but bad memories of my ex girlfriend (whose workplace had HP Deskjet Colour printers) made me stay away. Used printers perhaps from school, like broken HP LaserJet II's, could be a route as well. Neither proved to be the right path, though.

I could continue to use the school's resources: one of the labs had recently installed a pair of LaserJet 5SiMX's, RISC RIPs with 17 ppm 600 dpi output. But the process of file conversion, school equipment breaking down and a constant lack of paper in the trays strayed me from that route.

Somehow, after breaking up with my ex, I had this intense desire to do something other than school: to be creative. So my thoughts turned to colour printers. The memories of Olivier's amazing Colour Stylus sprang to mind, yet the fact I had about three dollars in my bank account also were a bit more noticeable. What to do?

Fortunately, I made enough of a fuss that my family said they'd pay for it. Looking at all the different models, it occurred to me that the printer market is primarily inkjet these days for consumers. The two major manufacturers are Hewlett Packard and Canon. Secondary brands included Epson, and Lexmark (formerly a subsidiary of IBM), plus a multitude of other weird one offs. Name wise, I'd had good experiences with Canon Bubblejets-my BJ5 was a real trooper to the end. I had also used a Deskjet 500C, a CMY-K model which required a cart swap for colour. The paper handling seemed superb on the HP. Epson is a relative newcomer to the technology: but they've garnered a lot of respect in the last few years.

Going to buy a printer these days isn't the way it used to be: when I got my A2000 in 1988, we spent literally weeks reviewing different printers. When we finally chose a Star Micronics NX1000Rainbow, I had printed so many of my own samples, most salespeople considered the printer sold. Nowadays, PC hardware is commodity driven: a printer is a printer is a printer. Visits to Computer City Canada and Future Shop reinforced the new computer retail paradigm of boxes, boxes, boxes. You look at the boxes, you pick the one you like, you take it home. You don't bring in your own files. Nor do you ask for practical print samples. You just use your copy of HomePC, ComputerLife or Martha Stewart Computer Living, those amusing family PC magazines to select the right model, whip out your credit card and bring home your new printer to plug into your Windows machine.

Some general notes about printers: all come with personal creative software. While I think this is really quite nice and is a great idea for PC newcomers, the idea of paying extra for some Print Shop esque package is somewhat revolting, seeing as I have a 10MB A3000. Of course, you can't quite say no. They also all have Windows only drivers. (I don't think there's a printer in history that came with an Amiga specific driver, except for the odd ones like the Primera and all.)

I guess I'm lacking in confidence overall lately. But I don't want to make the wrong decision on a new printer. So I very carefully looked at all the printers, so as not to jump into my new output hardware too quickly, the way my failed relationship started. (I intend to have this printer more than two years, thank you)

HP's offerings, their 600 series models, have a U paper feed where you place paper in the front, and it loops back out. This is similar to the older Stylus model. I was not too impressed with their output, even though their claimed resolution was 600x300 dpi. The pricing on these printers seemed about \$100-150 more than anything else. I had somewhat ruled out the HP.

Lexmark's round shaped printers looked like a extruded cross section of those ham macaroni loaf things you see in the deli section but never buy. Unfortunately, with a limited market share, buying supplies would be difficult. No go for Lexmark, although they get bonus points for their nifty Optra N workgroup lasers, which can belt out page after page of TokenRing throttled 16 Mbps Novell NPRINT output.

Canon, had two model ranges, the CMY-K 200 series, and the CMYK 4000 series. Early on, I'd decided I didn't want a CMY-K printer where you had to put in all the colours with no black, or black only. Not only a nuisance, but the colour output is faded and not as vivid without true black. As a result, the 4000 models, 4100 and 4200, were taken into consideration. These models can do 600 dpi.

Finally, the Epson line, with the midrange Stylus 500 and the higher end Stylus Pro and Stylus Pro XL, was studied. All can do 720x720 dpi, and apparently in plain paper too. The concept of printing large format posters on an XL intrigued me, but then my father saw the price tag and thought about buying a new car instead of tabloid colour output. I still don't see his reasoning. The Stylus Pro, around \$550, seemed like an excellent choice, with it's support for 11x17 output. However, it's unlikely I'll ever need to print anything that large. It also had a U shape paper path, which I wanted to avoid. I wanted to be able to shove in corrugated cardboard, if needed.

The Stylus 500, is actually quite similar to an interim model, the Stylus II. With two simultaneous cartridges, one CMY and the other K, the 500 had a somewhat straight V shape paper path, with folding output tray. However, compared to the Deskjets and Canons, the 500 looked sparse and cost reduced. It's anemic control panel and flimsy plastic, while incorporating improved Stylus Colour technology, seemed indicative of it's low, low, price at \$380. Basically, it looked like a shoebox with a paper feed. It's sole purpose seems to be slamming colour images out at maximum quality with a minimum of features for the cost conscious yet resolution demanding family or home office. While not some wussy oriented job like the Canon BJC2xx models, nor a industrial monster like the BJC4550 or the ProXL, the 500 seems very much a middle of the road choice.

So, finally caught between the two, a Stylus 500 or a Canon BJC4000 model, we bought the Epson, because of it's output quality. While no retailer in Toronto had the unit in stock, a trip to our favourite high-volume-bulk-quantity-pigs-slurping-at-the-trough-but-we-love-it-anyway s consumer retail outlet PriceCostco yielded an entire skid of the Epsons.

Plus for \$390, we got an extra Black ink cart and a high quality shielded printer cable. At the checkout, the woman in front of us rang up her sole purchase: "MILK 4L --\$3.99". Then, we rang up our purchase "EPSON STYLUS PRINTER --\$389.00". Only in North America, kids.

The first few days were somewhat disappointing, due to a lack of quality paper. While my friend's Stylus Colour, obviously meant for professionals and serious print mavens, came with a sampler full of special paper, all I got was the Epson Kiddie Paint Bucket CDROM, a wonderful and unexecutable set of Windows programs. I'm sure it's great, apparently you can make fridge magnets and greeting cards with it. I don't know. My nearest PC is at work, and it's attached to a Canon CLC800 colour laser copier, and we're not allowed to print fridge magnets on it. Unless it's for business reasons.

Of course, with the purchase of the Epson was the requisite requirement of printer drivers. And of course, a call to my Amiga using friend. Turns out Olivier has a package of the Endicor EnPrint Epson drivers he's not using. Well, I'm game. I install the excellent EnPrint drivers and try belting out some JPEGs that I had scanned from 35 mm photos on a Logitech PageScan Colour at 100 dpi. Hrm. The output looks muddy. Could it be this the fact I'm using photocopier 20 lb bond Xerox 1524 plain paper? Hey, wait, the box says you can print 720 dpi on plain paper! What a lie! Or does the printer just suck? Oh no! Have I made the wrong choice!?

...the fear of an important thing unwinding, unraveling is pretty scary. You put so much effort and dedication into something, and it just falls apart, your impression, your love of it, just-wait, sorry, this is a printer review...

Subsequent trips to Business Depot and OfficePlace find a ream of Hammermill JetPrint premium inkjet paper (highly recommended by all Epson users, I've found) and 100 sheets of the Epson 720 dpi clay coated special paper. More print outs. Amazing. This thing can print! Soon after, the sound of the Epson whizzing along is interminable. Layouts are crisp, photo images rich and deep. Flesh tones come out nicely in faces, while basic colours are sharp and distinct. The only problem seems to be ink soaking, which is largely remedied with varying paper.

A problem arises. Text out of a word processor, using scalable fonts, takes ridiculous amounts of time to print. That's okay, a quick search on Aminet turns up several Epson LQ and ESC/P2 printer drivers for Preferences. They run extremely well for black and white output with word processors and the like. Perfect.

After a while, I start to notice some nice design features on the unit. For example, the ample sheet feeder pops forward when loading a page, to shuffle and align the rest of the stock. Paper handling is a joy, the Epson deals with pages with the skill of a Vegas cardshark. Setting the width of a stack of paper is similar to a departmental laser, a locking latch that's easily set and left secured, unlike the finicky collapsing mechanisms on others. The front panel, which looked silly at first glance, folds down and extends as a very useful paper tray, yet folds back up, saving desk space. In both positions, the printer looks normal. The front panel is also easy to use: head cleaning and form feed is surprisingly easy, not requiring any complex button combinations. It's also surprisingly well built in the right places, although it's still not a

tank. The inkwells are much larger than other models, and don't clog the way some printers do. There's the ever useful Macintosh 8 pin DIN serial port along with the usual Centronics parallel I used with my GVP ioExtender.

Weeks later, I find a BJC4200 at a client's. The plastic is worse than the Epson, and there's even fewer controls than the Stylus: a single button on the top. The ink cartridges are small, the mechanism frail. Perhaps I did buy the right one.

The Epson of course, handles raw text dumps fine too: configuration files, shell scripts, source code printouts all spit out nicely. It feeds the cheap paper I use for these easily, and it's output speed is very fast.

One project that came up had me designing business cards for a school organization. While the final camera copy would be done on a 600 dpi PostScript laser (namely a Lexmark Optra) for professional offset printing, I decide to make a few with the Epson for fun and to fulfill a last minute need for a seminar I'm attending. I could have used the expensive route and bought some inkjet perforated business card sheets from the local stationary store. But it's 2 am, and I need them tomorrow. A quick look around the room discovers some old file folders from 1991. I cut a rectangle out of them, toggle the Stylus to envelope/thick mode, and load the sucker into my new printer. The 500 easily prints out my cards onto the file folder stock, and with a couple cuts of a razor, I have a small stack of business cards. Amazing. The Stylus' near straight paper path comes in handy.

Another project involved making a birthday card for a friend. I took a picture of her I already had on file, and composited it in 24 bit with an existing background image of texture I had made for another layout. I ran the Stylus with some rough fibrous paper, and cut and glued it with other images/papers I had gathered for variety.

It seems that ever since I left school for my year of self-adjustment and work, I've been designing more and printing more. I also am running my Amiga in dual monitor mode more too. Every evening seems to have my terminal session on the 13" and my page layouts on the 15", while the sounds of Dave Matthews play out on the CDROM and the Yamaha speakers. Since buying the printer, I've done several layouts for CSIE, the Canadian Society for Industrial Engineering's U of T Chapter. Business card proofs, logo designs. Some purely artistic, like a friend's odd birthday card. Some purely commercial, like my own flyer/advertisement. Some purely crazy too, to satisfy this ridiculous obsession I've grown with paper output. I've grown this somewhat disturbing fetish with printing, both design and formatting. Seeing an image, whether text or graphic, coming out of the Epson, is a wonderful sight.

To conclude, I'm very very happy with the Epson Stylus Colour 500. Every Amiga user should consider buying it, along with the various driver packages out there.

--Calum Tsang writes for the University of Toronto's Engineering Society newspaper, the Cannon, and is the creative drive behind the U of T Chapter of the Canadian Society for Industrial Engineering, if not the academic or leadership force. He is currently working as a systems developer at a large

company with lots of paper while out of school forcibly for a term.

1.47 Picasso IV

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Review: Picasso IV Graphic Card from Village Tronic
      By:
      William Near
=====
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MILLIONS OF COLORS AND A FLICKER FIXER TOO

If you have ever used an AGA Amiga's Workbench in 256 colors then you know just how unusable and frustrating that can be. You also know that virtually every AGA owner runs his Workbench in usually no more than 16 colors due to the speed problem.

There are really only two ways to cure this problem if you want a colorful and fast computer display. One is to wait for a next generation Amiga, which may just happen due to the Gateway 2000 buyout of the Amiga. The other way is to buy a 24-bit graphics card.

The latest contender in the Amiga 24-bit graphics board market is the Picasso IV from Village Tronic Marketing GmbH of Germany. Any Amiga with a Zorro II/III slot, a video slot, Workbench 3.1, and a 68020 or better CPU can join in on the fun.

FEATURES AND OTHER THINGS

The Picasso IV is based on the CL-GD5446 graphics chip by Cirrus Logic. This chip is certainly not one of the newer graphics chips from Cirrus Logic, but it still serves its purpose on the Amiga. There are 4 MBs of 64-bit, 50 ns EDO video RAM on the card that enables it to run at a maximum 1280 x 1024 in TrueColor (24-bit) with a local PCI-Bus.

Some of the other more interesting features of the Picasso IV are: S-VHS video input/outputs, 3.5 mm stereo audio input/outputs, FLASHROM for future firmware updates via software, picture-in-picture capability (PIP), Amiga and CD-ROM audio inputs, 4 channel audio mixer on-board (Amiga, Line, TV, CD), and many more.

The built-in flicker fixer/scan doubler was the main feature that attracted me to the Picasso IV rather than the competition. The flicker fixer enables all standard Amiga screenmodes to be viewable on virtually any monitor. By standard Amiga screenmodes, I mean NTSC and PAL only -- nothing else! The Picasso IV won't pass-through the non-15 kHz. screenmodes and scan doubling the double-NTSC/PAL modes is also not in the cards.

TO HACK OR NOT TO HACK

Installing the board into your A3000 or A4000 is simply a matter of dropping the card into the Zorro III slot that is in-line with the video

slot. Installing the same board into an A2000, which I did, is a whole other beast.

You must first remove all the monitor drivers from your system, except for the NTSC and PAL ones. All RTG software, like CyberGraphX must be removed too. After doing this it's time to install the Picasso96 driver software using the standard Commodore Installer. I would highly recommend that you run to the nearest source of Picasso96 support, the Internet, and grab the latest version of the software (currently 1.16), as the included version is woefully outdated at this point. The Picasso96 software is being actively updated on an almost weekly basis, which is a great thing.

In order to install the Picasso IV hardware into an Amiga 2000 you must first remove the flicker fixer module from the main card. According to the manual, this is simply a matter of cutting two plastic bridges that help to hold the two boards together -- wrong!

I started out by following the procedure outlined in the English manual. I cut through the two bridges with a very sharp knife and proceeded to gently bend the flicker fixer module back and forth in an attempt to set it free. I soon realized that this just wasn't going to happen. If I applied too much pressure on the main board and module, it would surely cause damage. I had to saw through almost every connecting point between the module and main board (there are 31 of them) by hand with a jigsaw blade made especially for plastic. About 45 minutes later I had two separate boards. This is not a job for the faint of heart! If you don't feel confident doing this modification then I would suggest that you let your local computer dealer do it for you. It's not an impossible task, but I haven't talked to anyone yet that hasn't spent anywhere from 30 minutes to well over an hour doing this.

After removing the flicker fixer module from the main board, I placed the Picasso IV into an empty Zorro II slot and the flicker fixer module in the video slot. Three cables are then routed under the power supply to connect the two boards together.

All of this could have been avoided if Village Tronic would have finished development on their Denise adapter board before releasing the Picasso IV. This adapter will enable A2000 owners to install the entire graphics board into a Zorro II slot and then run a cable from the board's flicker fixer to the Denise socket.

The Picasso IV comes with a nice, spiral-bound German manual and a plain folded and stapled English version. Unlike the Picasso II's English manual, which was a decent piece of work and spiral-bound too. Don't get me wrong, the English manual uses good grammar and spelling for the most part, unlike other translated manuals I have had the misfortune of using in the past.

READY TO GO

Once all of the hardware and software is installed it's time to boot up the computer and see what happens.

Initially, a low-res screenmode is selected from the available ones. I promptly entered the Prefs/Screenmode program and brought up a 1024x768x256 Workbench screenmode on my 17" monitor. It looked quite nice on a large

monitor too. If you've never seen an Amiga being run in a high resolution screenmode then it will be a sight for sore eyes, literally.

Screen updates after opening or moving a window on Workbench are so much faster than any non-graphics-board-Amiga that you will wonder how you ever got along without one. Even switching to a 1024x768x24-bit Workbench hardly slowed things down. Yes, it was noticeable when compared to only 256 colors, but it's still just as fast or faster than a 16 color hi-res Workbench under OS 2.1. Of course, if you don't have a good amount of available FAST RAM then I wouldn't recommend going over 64,000 colors at that resolution for your Workbench. I have 8 MBs of FAST and I still only use 256 colors on my Workbench.

There's really nothing like running all of your favorite applications in high resolution and bit depth screenmodes. The number of screens you can have open at any one time is really only limited by the amount of RAM available to your system. Of course, the higher the resolution and bit depth of your screen, the more RAM it eats. I can easily run Workbench, DOpus 5.5, and Final Writer 5 at the same time with memory to spare. On the Internet I often run YAM, VoyagerNG, and AmIRC at the same time. I have limited VoyagerNG to 256 colors due to the amount of RAM needed to run it in 24-bit color. If you're used to viewing the WWW in 16 colors now, you won't believe your eyes when doing the same in 256 or even 16 million colors! Programs like PageStream and Final Writer will run faster on a graphics board's screen too. Imported graphics just plain look better in 256 colors.

Screen flipping with my middle-mouse-button is virtually instantaneous, but screen dragging is not available at this time. I actually don't miss screen dragging ever since moving to a graphics board a couple of years ago.

TUNING THE DRIVERS

There is an included program called PicassoMode, or you can use the improved PicassoModeTNG, for tuning the board's output to get the most out of your monitor.

With PicassoModeTNG you can set the minimum and maximum horizontal and vertical frequencies that your monitor is capable of, as well as the pixel clock, sync rates, etc. You can effectively tune every available screenmode and create new ones too. Be forewarned, you can totally fry your monitor if you don't know what you're doing! Those who choose to play around with the presets will pay dearly for any great mistakes made in the settings. It's best to just set the minimum and maximum horizontal and vertical sync rates and leave the rest to the software.

There are many included monitor settings for various models and more are available on the Picasso96 WWW site.

COMPATIBILITY

The Picasso96 authors claim high compatibility with CyberGraphX applications and I have found this to be true. All of my picture viewers and players still function under Picasso96 as they did under CyberGraphX. I haven't found anything that won't work, but I'm sure there may be a thing or two out there that will break. [It seems that certain pieces of

CyberGraphX software being developed in affiliation with Phase5 are issuing thinly veiled threats that the software is not likely to work under the P96 CGX emulation. -Jason]

ImageFX users will notice that the program will lockup at times. The Picasso96 authors are aware of this problem and are working on it. ImageFX will still work, but the occasional lockup is not unheard of.

NewIcons support is there, as long as you disable the RTG feature of NewIcons 3. This is a CyberGraphX-specific feature of NewIcons and will cause problems when enabled under Picasso96.

FINAL RAMBLINGS

One way to breathe new life into an aging Amiga is to buy a 24-bit graphics card. Any Amiga, for that matter, will seem like it's better than brand new, provided you have the CPU and RAM required.

The Picasso IV is one of the nicest 24-bit graphics boards available for the Amiga today. It only has a few faults, overall, and the Picasso96 software is under constant development. The authors of Picasso96 are available via Email and there's even a Picasso mailing list too.

I would recommend this board over the competition mainly due to the on-board flicker fixer. It would be nice if the board would just pass-through the non-15 kHz. screenmodes and scan doubling the double-NTSC/PAL modes would have been a plus for AGA users too. None of these things really deter from the overall package so much that you wouldn't be happy, though. So go out and grab a Picasso IV and start seeing the computing world in true color!

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USA
<http://www.softhut.com>
610-586-5701 voice

1.48 AmyResource CD-ROMs

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Review: AmyResource CDs Zero through Two
By:
Jason Compton
=====

Another series of CD-ROMs has arisen in what has been a difficult task to master in recent years--how to come up with a general-interest CD-ROM

that's attractive when we have Aminet and Aminet CD-ROMs?

Interactive (di Danelon Luca, of Italy) may have found a good formula. Compile a bimonthly CD-ROM, grab as much good new stuff as you can find, make sure everything has an icon and is fairly easy to launch, and top it all off with a strong set of commercial demos and two or three registered shareware or commercial "coverdisk" titles that people might actually want to use. Oh, yeah, and put Eric Schwartz artwork on your CD sleeve and the disc itself.

Started in September 1996 with Volume Zero (I'm not quite sure why), the three entries we were sent reflect their origins and what at the time was a primarily Italian market focus, but the publisher tells me that he's looking to expand distribution to more of Europe and North America, and will be compiling English language versions as well. As it stands now, the AmyResource CDs are geared to an Italian user although a number of the programs on the CDs do have English documentation. The registered packages tend to have both English and Italian documentation, although this is not always the case. (a couple of programs on CD #0 seemed to be Italian-only).

Like I said, it's tough to put together a set of CDs that will continually endear itself to users when they can pick up the really inexpensive Aminet CDs instead. But for all the good stuff on Aminet, and the ease of use of the AmigaGuide interface, it's not necessarily the easiest thing in the world to navigate and also isn't as pretty as a bunch of classy icons would be--and that's what AmyResource does. The only recent general interest CD series I can look at as having great appeal have been magazine covermount CD-ROMs (at the very least, CU Amiga and Amiga Format now offer them monthly) and the more occasional AGA Experience discs, now up to volume 3. The magazines have the advantage of a readerbase looking for things to do with their Amiga and magazine tie-ins, as well as the magazine's coverdisk software (and probably a lot of support material to boot which wouldn't have fit on a floppy.) The AGA Experience CDs tend to gear themselves at being very visual.

AmyResource is a pretty balanced collection, as you would expect something with its frequency to be. Of course, I couldn't get full enjoyment out of everything because of the language barrier, but hitting "install" is obvious enough in most any language, to set up assigns and so forth.

Volume Zero has a very well thought out collection. There are demo versions of Haage and Partner's software library (ArtEffect, StormC, StormWizard), large parts of Cloanto's library, Cinema4D 3.1, and others. As well, there are a number of game demos, a whole mess of freely redistributable software, a collection of mods, and the commercial/registered versions of ImageStudio 2.3, McFiler, and MUI More. ImageStudio is the attraction here--for a low-end image processor and converter, it can't be beat.

Volume One caused me a bit of trouble with the installer for some reason. The "coverdisk" collection this time is CygnusEd and Amiga E--two very useful packages, although I think CED is pretty dated. Still, lots of people seem to swear by it.

Volume Two -- well, you get the idea here. Given away are Doopsi and WebPlug, the HTML editor.

AmyResource is also now using a Web interface (with AWeb and IBrowse demos provided) to make getting around the CDs easier.

So, keep an eye out for this series when it's released in English. I'm told there's likely to be a "best of" CD to introduce the English versions.

Interactive di Danelon Luca
Via Boizano, 2
33010 Feletto Umberto (UD)
+ 0432 575098 voice/fax
danelon@interlansrl.it

1.49 Aminet Charts: 30-Mar-97

| The most downloaded files from Aminet during the week until 30-Mar-97
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
ar503.lha	docs/mags	119K	1+	Amiga Report 5.03, March 22, 1997
FFNews156.lha	comm/news	212K	0+	*The* new Amiga NNTP Newsreader
qt14.lha	gfx/show	266K	0+	QuickTime player for AGA/CyberGFX. V
akLJPG43x.lha	util/dtype	93K	0+	AkLJPG-dt V43.1 (LJPG, 68000-060)
MCC_HTMLtext.lha	dev/mui	105K	0+	HTMLtext.mcc with Browser (MUI)
ffnews_update.lha	comm/news	71K	0+	FFNews update (Executable only!)
APatchBeta.lha	util/boot	7K	0+	Speed up patch for your 68020+ Amiga
SerialPrefs26.lha	util/sys	60K	1+	V2.6 - Extended Serial Preferences f
pplib020.lha	util/libs	5K	0+	Powerpacker.library 68020+ version
AlienF1.lha	game/demo	139K	1+	A fast, full texture-mapped F1 Game
LinuxAmigaHOWT.lha	misc/unix	18K	1+	Amiga Linux setup, install and HOWTO
TM30_PopMCCs.lha	util/wb	28K	0+	Pop*.mcc update for Toolmanager 3.0
Gir03.lha	comm/tcp	115K	0+	Gsm internet realtime audio player
CServer.lha	comm/tcp	2K	0+	Smart AmIRC script for multiple serv
SysInspector10.lha	util/moni	108K	0+	SysInspector 1.0 - A new system moni
wbupdate.lha	util/misc	633K	0+	Workbench Update 3.12
narrate.lha	comm/tcp	2K	1+	AmIRC script to SPEAK what is typed!
VersionWB.lha	util/sys	23K	1+	V2.5 AmigaDos Version replacement.
MailCheck.lha	comm/mail	34K	1+	ESSENTIAL scripts for Miami and YAM
Xtruder33.lha	util/virus	435K	0+	Virus killer with extensive checking

| The highest rated programs during the week until 30-Mar-97
| 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
AlgoMusic1_8.lha	mus/misc	1.2M	8+	Creates algor. techno tunes. A must-
mui38usr.lha	util/libs	1.0M	6+	MagicUserInterface 3.8, user files
FW_AllInOne.lha	biz/swood	74K	3+	FW-Macros-Packet - german -

poing4.lha	game/actio	108K	12+Nice breakout clone
PacMan96.lha	game/misc	571K	14+Superb PacMan-Clone, systemfriendly
Creepy.lha	game/shoot	314K	6+Arcade game with brilliant graphics
ACM.lha	dev/c	443K	199+Amiga C manual w/ many examples
Executive.lha	util/misc	1.2M	0+UNIX-like process scheduler (V2.10)
Miami20g.lha	comm/tcp	694K	4+TCP/IP stack for easy Internet acces
MagicMenu2_15.lha	util/wb	169K	13+Improves the Intuition menus (V2.15)
McF_43.lha	biz/dbase	163K	14+*McFiler* catalogues files w/ many u
dCN_Z20.lha	comm/bbs	69K	2+Best and quickest Zippy 2.0 for FAME
GetNET22.lha	comm/thor	27K	17+GetNET 2.2, URL grabber for Thor 2.4
yastralp.lha	demo/aga	1.3M	40+Your Astral Pilot: meet the alien wi
Point_Rock4.lha	demo/mag	602K	1+Issue 4 of a new Hard Rock Amigaguid
WBsteroids.lha	game/wb	137K	4+Asteroids in a scalable WB-Window.
mac2ni.lha	gfx/conv	9K	16+Convert/Rip MacOS.rsrc Icons to NewI
CyberAVI19.lha	gfx/show	76K	1+AVI animation player for CyberGraphX
CyberQT11.lha	gfx/show	74K	1+QuickTime animation player for Cyber
WzonkaLad.lha	misc/emu	80K	1+Wzonka-Lad - Gameboy emulator v0.58.
AmigaAnim.lha	pix/anim	67K	1+Amiga Animation for Web Pages
EvenMore036.lha	text/show	98K	1+Font sensitive text viewer (bug fix)
ObjArc14usr.lha	util/arc	50K	111+Access archives (lha, tar...) like d
BindPathes.lha	util/boot	6K	28+Create all the search pathes in one
BlizzMagic.lha	util/boot	12K	12+V3.3 Softkicker+ for Blizzard 1230/4
FastIPrefs4035.lha	util/boot	37K	3+FastIPrefs 40.35 & FastWBPattern 40.
SerialPrefs26.lha	util/sys	60K	1+V2.6 - Extended Serial Preferences f
RushHour13.lha	game/misc	237K	6+Switch traffic lights, Version 1.3
Logic.lha	game/think	290K	4+Great Game!
raystorm_881.lha	gfx/3d	585K	5+V1.8 of RayStorm (68020+881 binaries

1.50 Aminet Charts: 13-Apr-97

| The most downloaded files from Aminet during the week until 13-Apr-97
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
dtypeslib452.lha	util/libs	130K		1+New datatypes.library, V45.2
VirusZ_III137.lha	util/virus	188K		1+VirusZ v1.37 by Georg Hoermann
AddDataTyps451.lha	util/sys	37K		1+New AddDataTypes, V45.1
SoundDT.lha	util/dtype	17K		0+New sound.datatype w/fixes for OS3.0
HTDS.lha	util/dtype	266K		1+HyperText-Data-Type-System (HTDS) 40.
mpega.lha	mus/play	219K		1+MPEG I,II & III audio decoder V2.2 (
AmiServ.lha	comm/tcp	4K		0+First FServe for use with AmIRC! (2n
New8nl.lha	comm/misc	73K		0+Replaces serial.device. V37.34
BenchTrash.lha	util/wb	25K		0+Global trashcan 4 WB, w. eject suppo
aagenesp.lha	game/demo	2.9M		0+Vulcans-GENETIC SPECIES 3D Demo V2.0
arcanoid.lha	game/wb	90K		0+"Arkanoid" clone in window version 2
info.lha	comm/cnet	13K		37+Show user Info at login.
ViNCEd.lha	util/shell	287K		0+The final CON: solution, ^Z, XTerm,
infodt391_upd.lha	util/dtype	2K		1+DataType for Amiga .info files
WinSoundv1.2.lha	util/cdity	38K		0+Workbench Sound Commodity v1.2
xfd117.lha	util/pack	137K		1+Decrunch almost every packed file (e
trsivw65.lha	util/virus	609K		0 V6.5 of the AMIGA viruskiller by M.S
MCC_HTMLtext.lha	dev/mui	112K		1+HTMLtext.mcc with Browser (MUI)
HTDS_030.lha	util/dtype	73K		1+HTDS 40.10 datatype binaries for 680

| The highest rated programs during the week until 13-Apr-97
 | 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
mui38usr.lha	util/libs	1.0M	8+	MagicUserInterface 3.8, user files
Executive.lha	util/misc	1.2M	1+	UNIX-like process scheduler (V2.10)
Miami20g.lha	comm/tcp	694K	6+	TCP/IP stack for easy Internet acces
pretium.lha	biz/misc	132K	0+	Checkbook accounting demo V 1.1
Point_Rock4.lha	demo/mag	602K	3+	Issue 4 of a new Hard Rock Amigaguid
Petition.lha	docs/misc	1K	1+	Amiga Games Petition
CyberAVI19.lha	gfx/show	76K	3+	AVI animation player for CyberGraphX
CyberQT11.lha	gfx/show	74K	3+	QuickTime animation player for Cyber
AmigaAnim.lha	pix/anim	67K	3+	Amiga Animation for Web Pages
EvenMore036.lha	text/show	112K	0+	Font sensative text viewer (BETA)
FastIPrefs4035.lha	util/boot	37K	5+	FastIPrefs 40.35 & FastWBPattern 40.
SerialPrefs26.lha	util/sys	60K	3+	V2.6 - Extended Serial Preferences f
EagleWB.lha	util/wb	237K	2+	Eagle pic, 800x600x256, a great WB B
AmIRCsounds.lha	comm/tcp	240K	2+	IFF samples to use with AmIRC
Logic.lha	game/think	290K	6+	Great Game!
Xtruder33.lha	util/virus	435K	2+	Virus killer with extensive checking
WB_BootPic7.lha	pix/boot	362K	4+	Workbench Boot Pictures for Amiga OS
AlienF1.lha	game/demo	139K	3+	A fast, full texture-mapped F1 Game
MasterMind.lha	comm/cnet	3K	16+	Mastermind door for CNet
GuitBust.lha	mods/rock	504K	3+	GuitarBusting by T-REX/PRIDE
PowerDrops.lha	mods/sets	434K	187+	PT-MODs (1) from Olof Gustafsson
PowerFlops.lha	mods/sets	598K	187+	PT-MODs (2) from Olof Gustafsson
SwitchbackMods.lha	mods/sets	306K	117+	Mods from Rebels Switchback by Chrom
PackDev1_9.lha	util/arc	24K	3+	Packs DFx, DHx etc., XPK support, V1
PlayWormDC.lha	game/data	59K	2+	A sexy stage for WormsDC =:)
akJFIF43x.lha	util/dtype	212K	1+	AkJFIF-dt V43.50 (JPEG, 68000-060)
TimeConnect.lha	comm/misc	174K	42+	Phone Call coster/logger with MUI
MCC_HTMLtext.lha	dev/mui	112K	1+	HTMLtext.mcc with Browser (MUI)
DOpusXFD.lha	biz/dopus	78K	30+	XFD Decruncher for DOpus5 v1.01
STFax.lha	comm/misc	194K	1+	STFax 1.302 - Powerful and user-frie

1.51 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 majordomo@ninemoons.com

Your subject header will be ignored. In the body of the message, enter

subscribe areport

The system will automatically pull your e-mail address from the message header.

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! **
```

1.52 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

1.53 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.luth.se, ftp.doc.ic.ac.uk

1.54 World Wide Web

World Wide Web
=====

AR is also available on the WWW! Some of the mirror sites include a mail form, allowing you to mail to Amiga Report from the web site and some also include a search engine allowing you to search recent issues for specific topics and keywords (if your browser has forms capability). Simply tell your browser to open one of the following URLs (pick a location nearest you for the best performance):

Australia

<http://ArtWorks.apana.org.au/AmigaReport.html>
<http://www.deepwoods.saccii.net.au/ar/menu.html>
<http://www.livewire.com.au/cucug/ar/ar.html> (w/search and mail)
<http://www.phys.unsw.edu.au/~pec/amiga.html>

Germany

<http://www.fhi-berlin.mpg.de/amiga/ar/>

Greece

<http://www.acropolis.net/clubs/amiga/amigareport/>

Hungary

<http://mm.iit.uni-miskolc.hu/Data/AR>

Italy

<http://www.vol.it/mirror/amiga/ar/ar.html>

Poland

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

Sweden

<http://www.lysator.liu.se/amiga/ar/>

United Kingdom

<http://ppewww.ph.gla.ac.uk/~gowdy/Amiga/AmigaReport/>
<http://www.iprom.com/amigaweb/amiga.html/ar/ar.html> (w/search and mail)
<http://www.sussex.ac.uk/Users/kccil>

USA

<http://www.cucug.org/ar/ar.html> (w/search and mail)
<http://www.omnipresence.com/Amiga/News/AR/>

Additional 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

1.55 Copyright Information

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=====
Amiga Report International Online Magazine
April 16, 1997                Issue No. 5.04
Copyright 1997 FS Publications
All Rights Reserved
=====
```

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1.56 Amiga Report Writing Guidelines

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

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

1. Please use English.

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

1.57 CalWeb

```
=====
                        CalWeb: The Home of the Amiga Zone!
=====
```

AMIGA ZONE MOVES TO CALWEB!

THE AMIGA ZONE MOVES FROM PORTAL TO CALWEB INTERNET SERVICES

For over ten years the Amiga Zone has been an online resource, home, community, oasis, for Amiga owners.

For over ten years I've made my living running the Zone and supporting Amiga users all over the USA, Canada, and the world.

Five years ago when American People/Link pulled their own plug, we had to find the Zone a new home and we found a good one on the Portal Online System.

Well, it's happened again.. Portal has informed all of its customers that its ten year history as an online service and Internet provider is coming to an end on Sept. 30, 1996. This is very sad, it's short-notice, and the decision is completely out of my control, but it's also irreversible.

Portal is changing its entire business plan from being an ISP to selling an accounting system to other online services.

So be it. It's sad, but like I said, the Zone went through this before and now we'll go through it again, and come out the other side better and wiser.

THE AMIGA ZONE IS MOVING TO CALWEB INTERNET SERVICES.

CalWeb (<http://www.calweb.com>) is a two year old Internet provider located in Sacramento, CA. It has a good sized customer base, and very knowledgeable support staff.

It's also run by a long time Amiga owner who has been a friend of mine for

many years.

The world of modeming has changed much in the last ten years. In 1985 you had very few choices and you had 1200 baud. These days, everyone and his dog has an ISP running and a web page

But the vast majority of those providers don't know an Amiga from a hole in the ground, and could care less about Amiga owners. Say "AWeb" or "IBrowse" to them and they'll say "Omega? Amoeba? What? Huh? They still make those things?"

CalWeb is different because it's the new home of the Amiga Zone.

In October 1996, a new custom front-end menued system will be added to CalWeb to host the Zone. It'll have features for Zone users that neither Plink nor Portal ever had nor were they willing to add.

The tradition of a friendly online Amiga community, run by long time Amiga owners, users and lovers will continue.

Message bases, huge file libraries (we plan to move over the 20,000+ files we have on the Zone on Portal to CalWeb, MANY of which you'll never see on Aminet or anywhere else), live nightly chats, vendor support and our famous prize contests will continue.

We've given away tens of thousands of dollars worth of Amiga prizes in the last ten years. No one else even comes close.

I urge any and all of you who were on Plink, or who are now on Portal or who may have left Portal.. or even if you were never on either but used or still use another online service to join CalWeb for the Amiga Zone. I personally promise you the best online Amiga community we can possibly build. You will not be disappointed.

CalWeb has arranged a special signup offer for you!

Call:

1-800-509-9322

or

1-916-641-9320

or telnet to calweb.com, login as "guest", and follow the prompts.

You can join CalWeb for US\$19.95 flat, a month.

CalWeb takes major credit cards or you can establish a monthly invoiced account if you don't have plastic.

The signup is FREE.

To get this deal you must say "THE AMIGA ZONE SENT ME" when you call or signup online.

I hope to see lots of you join CalWeb. You can telnet into it from anywhere for no hourly charges at all. Your \$19.95/mo fee covers everything and also gets you ten meg of storage which includes hosting your own personal web page. Naturally, when the Zone opens there, you'll have

unlimited use of all of its features and areas. Never a "money meter" clock to worry about.

Your personal or business CalWeb Web pages are maintained by you via FTP. It's pretty slick. You can make a net connection to the server with any Amiga FTP client, put your files onto it, the permissions are automatically set (no "chmod-ing" required!) and flip to your running browser and see the changes instantly.

The Amiga Zone's new home is already up at:

<http://www.amigazone.com>

running on CalWeb's server. Ccheck it out!

Please feel free to write to me at harv@amigazone.com or harv@cup.portal.com if you want more information.

Remember to say "THE AMIGA ZONE SENT ME!" when you join.

A splendid time is guaranteed for all.

Please plan to join us in the Amiga Zone on CalWeb!

1.58 Editorial and Opinion

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

compt.sys.editor.desk
Gateway Days are here...

News

Opinion

Articles

Reviews

Charts

Adverts

1.59 News & Press Releases

News & Press Releases

Gateway 2000 Offer
The first news we heard

Gateway Bid Accepted
Just about the icing on the cake

Amiga Myst
Myst being ported to the Amiga!

Win an FG24 or ProMod!
Name the product and win one!

Developer Network
Amiga Developer Network Website

Siamese System v2.0
Siamese with RTG released

VWM v1.4
Control screen and window positions

MoveToMirror v2.0
For local Aminet mirrors

Targetus 3.0
WB shooter game

Cronus And proDAD
Joint development support agreement

Speris Legacy Sequel
Binary Emotions at work

ADE Snapshot
New version of Amiga Dev. Environment

Amiga Gathering 97
Dates and times for the show

RP2000 AIP V1R0
Run AmiExec on a single-board computer

HotListHandler 1.10
Share hotlists between browsers

HTDS v40.10
Modular hypertext in datatypes

CeBIT Show Report
Pictorial report on the Web

AsimCDFS v3.0
New version of the CD filesystem

MasterISO v1.25b
New version of the CD mastering program

dignet.library v3.0
Help with serial networking for programmers

Pretium Finances v1.1
Personal finance package news

Finnish Group Web Site
New user group site

Amiga Gathering 97
Show announcement

ANAO Excerpts
Magazine excerpts from Down Under

IAM Welcome
IAM welcomes Gateway to the game

QuikPak Welcome
QuikPak's reaction to the buyout

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1.60 Featured Articles

Featured Articles

Developer Meeting Summary
From the Amiga '97 show

A Quick Look at MPEG3
High quality audio compression

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1.61 Reviews

Reviews

Kang Fu
Insert bad kangaroo pun here.

Worms: Director's Cut

Little, pink, different enough?

Yamaha Speakers
Make your Amiga sound good

Epson Stylus 500
A look at this and other printers

Picasso IV
Bill Near breaks down the new 24-bit card

AmyResource CDs
A look at a new series of CD-ROMs

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1.62 Aminet Charts

Aminet Charts

30-Mar-97

13-Apr-97

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1.63 About AMIGA REPORT

=====

About AMIGA REPORT

=====

AR Staff
 The Editors and writers

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 What you need to do to write for us

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 The legal stuff

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1.64 The Staff

=====

The Staff

=====

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 Jason Compton
 Assistant Editor:
 Katherine Nelson
 Games Editor:
 Ken Anderson
 Contributing Editor:
 William Near
 Contributing Editor:

Bohus Blahut

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Where to Get AR

The AR Mailing List

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1.66 Distribution Sites

Distribution BBSes

Look for the listings in the next issue of Amiga Report!

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

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1.67 Dealer Directory

Dealer Directory

Look for the listings in the next issue of Amiga Report!

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

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