

ar212

COLLABORATORS

	<i>TITLE :</i> ar212		
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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar212

1.1 Amiga Report Online Magazine #2.12 -- April 1, 1994

Turn the Page



```

      d#      ###b      g#00      `N##0"      _agN#0P0N#      d#
      d##      jN##      j##F      J##      _dN0"      "      d##
      .#]##      _P ##L jN##F      ###      g#0"      .#]##
      dE_j##      # 0## jF ##F      j##F      j##'      dE_j##
      .0""N##      d"      ##L0 ##F      0##      0##      "9##F"      .0""5##
      .dF'      ]##      jF      ##0 ##F      ##F      `##k      d##      .dF'      j##
      .g#_      _j##_g#_      ]N      _j##L_      _d##L_      `#Nh_g#N'      .g#_      _j##_
      """"      """"""""""      "      """"""      """"""      """"""      """"""      """"""

```

```

#####      #####      #####      #####      #####      #####      #####      TM
##      ##      ##      ##      ##      ##      ##      ##      ##
##      ##      ##      ##      ##      ##      ##      ##      ##
## #####      ## ##      ## #####      ##      ##      ## #####      ##
##      ##      ##      ##      ##      ##      ##      ##      ##
##      ##      #####      ##      #####      ##      ##      ##

```

International Online Magazine

"Your Weekly Source for Amiga Information."

Copyright 1994 Skynet Publications
All Rights Reserved

//

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%//%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% April 1, 1994      \\\      Issue No. 2.12 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

1.2 Amiga Report Main Menu

Columns and Features
News, Reviews, and More!

About AMIGA REPORT
Staff, Copyright information

Dealer Directory
Amiga Dealer Addresses and Numbers

Commercial Online Services
Sign-Up Information

FTP Announcements
New Files Available for FTP

AR Distribution Sites
Where to get AMIGA REPORT

```

// | | //
%%%%%%%%%//%%|| Amiga Report International Online Magazine |%%%%%%%%%//%%
%% \\\ | Issue No. 2.12 April 1, 1994 | \\\ %%
%%%%%%%%%|| "Your Weekly Source for Amiga Information" |%%%%%%%%%
| |

```

The Editor's Desk	Amiga News	Dealer Directory
Distribution BBS's	Product Announcements	European Outlook
CIS Conference	Reader Mail	AR Contest

SPECIAL FEATURES

```

Amiga Talk .....Ivo Kroone
Famous Amiga Uses .....David Tiberio
CD32 Short Reviews .....Jukka and Alan
Custom Gadgets w/ Dir Opus .....David Tiberio
NAB '94 Show Report .....Steve Herring
Linelink and Voice Mail .....DJJones
%%%%%%%%%
%%

```

DELPHI

PORTAL

FIDO

INTERNET

%%

%%%%%%%%%

1.3 The Editor's Desk

```

%%%%%%%%%
%% The Editor's Desk By Robert Niles %%

```

%%%

Well this is the last issue of Amiga Report. I must say that it has been real enjoyable, but ...it time to go.

JUST KIDDING!!!!

We're here to stay!

Well as many of you know, Commodore has been having serious financial difficulties. I don't know what that means for us, but I'm quite sure we're not seeing the end of CBM. I've tried to get ahold of CBM... to no avail. Looks like they aren't answering the phone today. We'll keep trying, and hopefully get you some more information by next week.

There's been many rumors. One interesting rumor is the one floating around about Hewlett Packard doing some sort of take-over, or possibly just helping CBM out. OK, this is just a rumor, and there are many more floating around out there.

...Maybe it's some fancy April Fools joke??

Oh well, on with the show...

1.4 Delphi

%%%

%% Delphi Internet Services -- Your Connection to the World! %%

%%%

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

SIGNING UP WITH DELPHI

=====

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

JOIN -- DELPHI

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

When connected, press RETURN once or twice
and....

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

DELPHI's best plan is the 20/20 plan. It gives you 20 hours each month for the low price of only \$19.95! Additional hours are only \$1.50 each!
This covers 1200, 2400 and even 9600 connections!

For more information, and details on other plans, call
DELPHI Member Services at 1-800-695-4005

SPECIAL FEATURES

Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more!
(Internet option is \$3/month extra)

SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.

Large file databases!

SIGs for hobbies, video games, graphics, and more!

Business and world news, stock reports, etc.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.5 AR Staff

%%
%% The Amiga Report Staff %%
%%

Editor
=====

Robert Niles

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FidoNet: 1:3407/103
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=====

Internet: Jason Compton
jcompton@tcity.com

European Editor

=====

Jesper Juul
 Internet: norjj@stud.hum.aau.dk

1.6 Amiga Report Mailing List

%%
 %% Amiga Report Maillist List, the WWW, and Aminet %%
 %%%

AR Mailing List

~~~~~

No Official Amiga Report Distribution Site in your local calling area? Are you tired of waiting for your local BBS or online service to get Amiga Report each week? If so, have we got a deal for you!

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 rniles@hebron.connected.com. 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.

Many thanks to PORTAL Communications for setting this service up for us!

P.S.: Please be sure to include your Email address in the text of your request message, it makes adding it to the list much easier. Thanks!

\*\* 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!

~~~~~

World Wide Web

~~~~~

AR can also be read with Mosaic (in either AmigaGuide or html form).  
 Reading AmigaReport with Mosaic removes the necessity to download it.

Simply tell Mosaic to open the following URL:

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

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

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

~~~~~

Aminet

~~~~~

To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to text/mags. All the back issues are located there as well.  
 (ftp.cdrom.com, and ftp.wustl.edu are two sites)

# 1.7 Amiga News

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga News
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Amiga Report - COMMODORE AT RISK OF FINANCIAL COLLAPSE

~~~~~

Commodore International Ltd, has announced that they are currently having financial difficulties which may result in bankruptcy or other liquidation procedures unless sufficient additional funding is found.

The Wall Street Journal reports (3-28-94) that for the second quarter Commodore has lost \$8.2 million, or 25 cents a share. Revenue fell to \$70.1 million from 237.7 million. Commodore stock fell 12.5 cents to \$3.00 in NYSE trading. Stocks closed thursday at .75 per share.

Associated Press reports that, "The company's net worth turned negative during the fiscal year that ended last June 30 and it has since had two more quarters of losses."

Suppliers have limited credit to Commodore and some have filed suit. Commodore is now trying to negotiate a restructuring plan with creditors, including those that have sued the company. There has been no reports as to the nature of the suits.

The New York Stock Exchange has halted trading of Commodore stock, and stock will remain halted while NYSE reviews Commodore's eligibility for continued listing. Hock Tan of Commodore told Reuters that he didn't know when CBM would be able to resume trading.

AR wasn't able to reach anyone at Commodore today for questions.

=====

New CD by Sidewinder

~~~~~

```

                F U T U R E   S H O C K
                ----- <<2>> -----
    PRESENTING THE NEW CD BY SIDEWINDER
    71 MINUTES * 15 TRACKS * %100 AMIGA

```

Announcing the relase of a new CD by SideWinder...

Taking over a year to create.. Produced by Eric 'SideWinder' Gieseke in 1994 using the Commodore Amiga 2000.. This CD has a variety of High Energy Dance TECHNO/RAVE, Ambient Tribal and Synth Pop/Jazz styles, for over 71 minutes of digital electronic music.... The CD is called FUTURE SHOCK 2 and is not available in any stores.

Using new and unique digital sampling methods for Amiga.. along with the very latest in Amiga Sound enhansing hardware..



first and last machine in the network and the hardware is ready to go.

Installing the software isn't that easy. Manufacturer Adonis doesn't use the standard Commodore installer. Instead they have their own system, regrettably in German. So there's nothing else to do but follow the instructions from the translated manual blindly.

First one has to name the server. I named my server "office". One has to specify which devices can be accessed by the clients. For some reason RAM: and DF0: aren't recommended but the manual nor the software explains why. Next the names for all clients have to be entered. Now all clients need to be installed. The installer sees which clients can be appointed and with a simple click of the mouse a client name can be selected for the current machine.

To use the network the server has to run "StartServer" before the other machines have access. The "StartServer" command does not display a window or anything annoying. Without any clients "StartServer" doesn't complain either so it doesn't harm to put it in the S:Startup-Sequence. For a client to access the network the command "NetMount" has to be run. If a client has a similar device to the server (e.g. DH0:) one can "mount as". For example "NetMount Office/DH0: as SH0:", now the harddisk of the server will be known as SH0: on the client.

#### USING THE NETWORK

It's slow. It is very slow. It's just a little faster than the diskdrive. Of course the harddisks on the network don't have slow heads to move but seek time and transferring rate are very disappointing. This is surely not a network for heavy file transferring. However to transfer single records for a distributed database system it will perfectly do.

Here are the figures:

DiskSpeed 3.1 - Copyright (c) 1989,90 by MKSoft Development

Device: DH0: local drive on unaccelerated server

Test Intensity: Med Performance Stress: None

10 Files/s Create  
17 Files/s Open/Close  
88 Files/s Scan  
46 Files/s Delete

134 Seek/Read

| Buffer Size    | 512   | 4096   | 32768  | 262144 |
|----------------|-------|--------|--------|--------|
| -----          | ----- | -----  | -----  | -----  |
| Bytes/s Create | 27377 | 156157 | 292095 | 393024 |
| Bytes/s Write  | 28470 | 169306 | 347714 | 486737 |
| Bytes/s Read   | 54723 | 243368 | 405287 | 478779 |

DiskSpeed 3.1 - Copyright (c) 1989,90 by MKSoft Development

Device: SH0: remote drive on unaccelerated server

Test Intensity: Med Performance Stress: None

5 Files/s Create  
 5 Files/s Open/Close  
 10 Files/s Scan  
 11 Files/s Delete

5 Seek/Read

| Buffer Size    | 512   | 4096  | 32768 | 262144 |
|----------------|-------|-------|-------|--------|
| -----          | ----- | ----- | ----- | -----  |
| Bytes/s Create | 6537  | 19950 | 23984 | 22406  |
| Bytes/s Write  | 6857  | 21030 | 24443 | 23918  |
| Bytes/s Read   | 4538  | 21002 | 27522 | 28844  |

If the server has a ".backdrop" file in the root, it will be copied to all clients. With my server having "PageStream", "DirectoryOpus", "Term", "Ami-Back" and a Shell as outplaced icons, they all appear on the clients as well. Running them from a client works as well. Keep in mind that calls to logical drives like L:, Libs: or Devs: are still aimed at the client itself. So in order to run the programs the necessary files have to be on each client or the paths have to be assigned to the server as well.

#### PRINTER SPOOLER

The Adonis software also offers a way of printer spooling. All output to the standard printer device (PRT:;) should be re-routed to a file using the standard CMD-command. A printer-spooling program then sends all printer files to a special directory on the server. The server checks for new files in this directory and prints them.

This all works all right. However if one has a printer on the client (for example a matrix printer) and the server has a laserprinter, one chooses once in a while. A draft copy can be printed locally, the final result should be printed on the laserjet. Creating two printer devices isn't easy. The "CMD.info" can only contain "DEVICE=parallel" or "DEVICE=serial". So, by appointing the server-printer to be "serial" by the client it can be done. Creating a special printer device (SPT:?) would have been a better solution from Adonis.

The printer spooler on the server opens a window which cannot be closed. The person working on the server always has one extra window in the WorkBench.

#### DETAILS

To maintain the network some extra utilities have been supplied. Again most of their output is in German so they ain't that useful after all. The programs allow to check the network and reinstall (new server, new devices, other machine names).

As the network hardware plugs into the diskdrive ports using drive patches like CrossDOS could cause trouble. Intense activity on the network slows the speed of the diskdrives on the current Amigas down.

AmigaTalk v1.1d has been tested using 3 Amigas. All running KickStart 2.0, all having a personal printer and a network printer. Two machines have a modem, one internal and one external.

```
server:
  Amiga 500
  Supra ByteSync 105M harddisk
```

```
clients:
  Amiga 2000
  GVP 40M harddisk
  Amiga 2500
  Supra WordSync 52M harddisk
```

## CONCLUSION

I'd recommend AmigaTalk for those who transfer small files. Companies who make magazines can send texts and pictures to the server. Companies can send records for a database to the server or lookup something. Using AmigaTalk in a file-server situation, where all users run software from a central machine wouldn't be a good idea.

The network never crippled a file and never crashed. If the server crashes for some reason all clients will go along. For some reason I hardly ever have GURUs or software failures and therefore I only know this from the manual.

Nice try. If Adonis translates the German texts to English and polishes the software here and there it could be a very interesting product. Even after all these years between introduction and buying it the software seems out dated. Some work still needs to be done.

```
negative:
  o client-server system
    Not a peer-to-peer network. So the clients can access the harddisks of
    the server. The server cannot access the client harddisks.
  o slow
    Not a good idea for running programs over the network. Perfectly
    suitable for small files like database records, messages, mail or
    pictures.
  o all in German
    Isn't English the standard computer language?
```

```
positive:
  o affordable
    Compared to prices in other countries $ 230 (USD) might be a lot for a
    network but compared to prices here in Holland it is very cheap.
  o transparent
    The network acts as a device. Easy to use easy to install other packages
    to work with the system
  o printer spooler
```

Not perfect, but it's there and it works.

-Ivo Kroone (ab2693@triton.heao.hsa.nl)

Dutch distributor:

1001 Software Development  
Nieuwendam 10  
1621 AP Hoorn  
The Netherlands  
(Europe)

Manufacturer:

Adonis  
Industriestr. 36  
D-6470 Budingen  
Germany  
(Europe)

## 1.9 Famous Amiga Uses (updated)

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Famous Amiga Uses (updated)                                by David Tiberio %%
%%                                                            dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

List of Famous Amiga Uses (updates) compiled by David Tiberio.  
Compilation Copyright 1994 Area52. All Rights Reserved.  
Originally published in the Amiga/Toaster Online Reference Manual.

Send all updates to dtiberio@libserv1.ic.sunysb.edu.  
Area52, 6 Lodge Lane, East Setauket NY 11733 USA.  
(516) 476-1615 VOICE & FAX  
New updates for March 21 1994.

This compilation may be distributed and published freely, in whole  
or in part, so long as you give credit to the author, David Tiberio.

Motorola, Inc.

Used to broadcast data to various production plants.  
Used in fabrication, test floor, and burn-in areas.  
Control room consists of various Amigas and Toasters.

Ramsund Orlogsstasjon, navy base, northern Norway.

Amiga 3000 and Scala used for internal television broadcasting.

Rutgers University, New Jersey.

Rutgers Video Yearbook created using Amigas.  
Used for desktop publishing for order forms, video covers, etc.  
Produced by KnightVision Productions.

Slovene National Television, Maribor, Slovenia.

Amiga controlled video wall.  
Amiga produced computer game on videowall.  
Amiga produced openings and commercials.

"Studio 3", Polish Television, channel 25.

Video Toaster used for video effects. Also used for commercials.  
Airs Saturday and Sunday 6pm-7pm.

University of Florida, Gainesville, Florida.

Student ID's digitized and printed using networked Amiga 2000's.

WMGM NBC in Wildwood/Atlantic City, NJ, Bill Camarota, Art Director.

Graphics used in newscasts, promotions, and station identification.

Wolverhampton Wanderers FC, soccer club.  
Two large Amiga controlled video walls.

World Financial Center, New York City, New York.  
Information kiosks controlled using Scala.

dtiberio@libserv1.ic.sunysb.edu

## 1.10 Custom Gadgets with Directory Opus

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Custom Gadgets with Directory Opus                               by David Tiberio %%
%%                                                                    dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Creating Custom Gadgets with Directory Opus by David Tiberio

One of the best features of a program such as Directory Opus is that it can be used to control other software. For example, mine controls my music module player, software compression, email, and much more. Although the authors would like for you to believe that it is easy to configure, this simply is not true! In many cases external files were necessary, although newer versions have fixed those problems (I will use my older scripts for the sake of those who are using the older version or other software).

-- EdPlayer --

One of my favorite uses is to control my music player. I use EdPlayer by Ed Mackey to play my modules. Although Ed does have a usable interface, I rarely ever see it since DirOpus does all the work. My EdPlayer control panel contains the following options: OPEN, MENU, PLAY, STOP, NEXT, PREVIOUS, EJECT, and KILL. In the past I have also used volume control functions but apparently they were deleted and not used as often.

To load a music module, I merely select the file or a group and then press the OPEN command from DirOpus. This executes a script that loads the desired file. My DirOpus config contains the line:

```
OPEN:  AmigaDOS    c:telled.s {f}
```

With the following options:

```

CD source
Do all files
Run Asynchronously

```

My c:telled.s file is an AmigaDOS script that looks like this:

```
key infile/a
```



```

run c:edplayer -h
c:telled DCOL 4
c:telled PALM
c:telled AUTO 3
c:telled JUKE <infile>
c:telled NEXT           ;use this line for the module to play immediately

```

To play a song, I used the command: AmigaDOS c:telled NEXT

Likewise, I also use other EdPlayer commands. The NEXT option above may be replaced with STOP, HIDE, KILL, EJEC, PREV, or nothing to load the EdPlayer screen. Now I can play and control EdPlayer from DirOpus. The advantage is that it is much faster and easier to select the songs I want to hear.

-- XPK --

I also frequently use XPK for realtime file compression and decompression of files on my hard drive. For this I used to have every supported XPK method, but now have only two selected, NUKE and SQUASH (for audio samples and music modules). I also access the XPK decompressor and the compression identifier program. These allow my to select various file with DirOpus and select only one gadget to actually perform the compression. Here are the commands I use in the DirOpus configuration screen:

```

XPACK:      AmigaDOS      c:xpack {f}{sr} method nuke
XSQUASH:    AmigaDOS      c:xpack {f}{sr} method squash
XUNPACK:    AmigaDOS      c:xup {f}{sr}
XDIR:       AmigaDOS      c:xdir {f}

```

With the following options:

```

CD source
Do all files
Output window

```

-- LHA --

Using LHA, I can compress files in various ways. By merely selecting the files I wish to compress with DirOpus, clicking the right gadget will either compress to a default name, add files to an archive, move files to an archive, and more. Also, if the archive already exists, new files may be added without destroying the old archive.

For example, a basic LHA addfiles command looks like this:

```

LHA ADD:     AmigaDOS c:lha -2x a "{sr}{aArchive Name}"{O}.lha
LHA MOVE:    AmigaDOS c:lha -2x m "{sr}{aArchive Name}"{O}.lha
LHA EXT:     AmigaDOS c:lha -x x {f}
LHA LIST:    AmigaDOS c:lha v {f}
LHA TEST:    AmigaDOS c:lha t {f}

```

With the following options:

```
CD source
Do all files
Output window
Recursive directories
Rescan source          (not needed for ADD, LIST, and TEST)
```

-- MultiView --

MultiView is a great little program incorporated into Workbench 3.0. This will display pictures, hear sounds, read text and hypertext, and hopefully play music modules also in the future. The great part is that using "loaders" called datatypes it can access various types of file formats, unlike other picture viewers (but keep your favorite viewer, such as viewtek, as a spare).

```
SHOW:   AmigaDOS sys:utilities/multiview SCREEN {f}
```

Or if you have a large 256 color Workbench or greater, try using:

```
SHOW:   AmigaDOS sys:utilities/multiview WINDOW {f}
```

With the following options:

```
CD source
Do all files
```

My backup viewer is viewtek, which handles GIF and JPEG much better than the current MultiView datatypes do. This command looks like this:

```
VIEWTEK:  AmigaDOS c:vt {f}
```

With the following options:

```
CD source
Do all files
```

In closing, you will find DirOpus can perform many tasks. When I used to run my Internet site, I could send email and binary files to people simply by clicking on the files and entering their email addresses. I could also post files to newsgroups or send files to FTP mail servers. Then my machine would be able to send and receive all the files while I ate lunch, went to class, or slept.

Good luck using your file manager programs in the future, and look for my new shareware file manager which will be coming soon. The layout is designed to increase performance once you become accustomed to the new design, as well as increased configurability. Unlike some programs which insist that configuring the appearance of the program is most important, you will come to find that getting work done is much more important. But my interface looks better than theirs anyway! :)

---

dtiberio@libserv1.ic.sunysb.edu

## 1.11 Reader Mail

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Reader Mail                                                    %%
%% The Readers Speak                                             %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

From: NES@delphi.com  
 Subject: Re: New columns

I used to get a magazine which had a lot of little programs sent in by users. This used to get alot of reader participation. The programs would not be limited to a topic. One issue the program maybe a utility next issue a game. Since we don't want to make the AR file to large for downloading. I was thinking to have the readers send in programs that they have written. The only limit to the programs would be they have to be under 20K arc'ed, or 10K if you think that 20K will add to much size to AR. The programs would be arc'ed in with AR. And there would be a discription of the program inside AR.

EXAMPLE:

```

This issues program is "CRLF"
Written by Eric Stringer [NES@DELPHI.COM]
Programed in E.

```

CRLF is a utility program to remove the Carrage return or Line feed from a text file.

```

USEAGE: From cli type "CRLF inputfile outputfile -options"
options are one of the following: -LF = remove line feed, -CR =
remove carrage return.

```

You will find the file as "CRLF.LHA" inside the AR arcive.

Rules?

Yep there are a few rules. Of course the program or programs must be under 20K arc'd (Lha please). Please include with your program a short discription with your name, mail or INTERNET address and the language you used (Programing language that is). Also include instructions.

```

[ ED - How about it?? If you're interested in this send mail to either ]
[ myself or to NES@DELPHI.COM, and let us know what you think!       ]

```

## 1.12 Amiga Report Contest

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga Report Contest                                     by David Tiberio %%
%%                                                         dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

I brought up the idea to Rob Niles that we could hold a monthly contest to Amiga Report readers, and he agreed. After discussing it briefly, I was asked to create some sort of entry contest method that people could enter with. After much thought, I decided that the best way for people to enter the contest is simply to send a letter. Sure, I thought of various tricks and puzzles, but I have a tendency to make them very hard. :)

The prize for the contest will be computer software. The first prize will be the latest version of the Amiga/Toaster Reference Manual from Area52 software. This is a 1000 page AmigaGuide document on disk, including pictures. It covers AmigaDOS, the Workbench, Lightwave 3D, over 500 questions & answers, and a dictionary of over 800 words. A perfect prize for people who know nothing or very little about using the Amiga, or just to learn all the little tricks and tips such as writing AmigaDOS scripts. This has a retail value of \$34.95, and is sure to help many Amiga Report readers.

Runner-up prizes will also be available. These will include older versions of the same package that are no longer shipping. The winner of this and all other prizes will be selected randomly from a random number generator.

Also, the first person to solve the following puzzle will win a copy of the first prize (in addition to the other winner) automatically:

Recently I purchased a MasterLock combination lock. The numbers on the lock are marked from 0 - 35. To open the lock, it must be turned to the first number, the second number, and then a third number. How many combinations are possible? Keep in mind that this is a trick question. Please provide the answer along with the formula used to derive the answer.

We will give it a test run to see how things work out. To enter, simply send an email to me at dtiberio@libserv1.ic.sunysb.edu, or send a printed letter via "snail mail" through your local post office to:

Amiga Report Contest  
 c/o David Tiberio  
 6 Lodge Lane  
 East Setauket, NY 11733

In your letter or email, please provide the following:

Your full name and address. Please keep in mind that many of you may have addresses that I am not accustomed to, so please include your country or any other information that I would need in case to win. An email address should also be included, if possible.

You must also include a one sentence or "short answer" explanation of the editorial content from the editor, Rob Niles, or any stand-in editor, in the issue in which you read about this contest. You must also include the issue number. For example, if you read this in AR213, then include that in your correspondence. Also, the prize winner will be determined by a random number generator. Choose a number from 1 to 262,144. The closest winner or winners to the randomly generated number will receive the prize in the mail. Anyone who does not provide a number will have one assigned to him randomly.

DISCLAIMER: This contest is being provided as a service to the Amiga community and all persons involved in running this contest cannot be held liable for anything that costs you money or lifetime pain and anguish. Rules are subject to change. All entries must be received by April 30th, 1994. Any entries beyond this date will be entered into the next contest, if any.

dtiberio@libserv1.ic.sunysb.edu

## 1.13 CD32 - Short Reviews of the Software

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% CD32 - Short Reviews                by Jukka O. Kauppinen and Alan Buxey %%
%%                                grendel@freenet.hut.fi and kccil@central.sussex.ac.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

CD32 - Short Reviews of the software  
by Jukka O. Kauppinen (Finland) and Alan Buxey (England)

D/Generation RRP: 29.99  
Mindscape

Jukka  
-----

You probably know what this is about. Guy running around a building where strange things happen. D/Generation has got loose! Overall the game is very much like the floppy (AGA or not) version. In fact, it's identical. Only the intro is a bit longer, and controls have been remapped

for CD32's joypad. Joypad isn't the best possible thing for this game, as controlling the guy is sometimes too inaccurate and you try to walk on walls etc. Anyway the game is great adventuring and puzzle solving, if you can get over the funny gfx that almost don't have colours at all.

Alan  
-----

When I first slipped this disc in i thought "what the..." the graphics really are minimalistic - harking back to

the old isometric days (though not as monochromed as "head over heels" on the speccy). But after spending a few hours playing i realized how indepth the game really was. Its certainly a puzzler to contend with. Control with the standard joypad is a real pain - but its mapped for it so no joystick option. BTW, I remember the floppy version wasn't a success. A matter of taste, try before you buy.

Saving: saves games at CD32's flash ram.

#### RATINGS

|              | Jukka | Alan                   |
|--------------|-------|------------------------|
| GFX:         | ***   | *** (very bare)        |
| Sound:       | ***   | ***                    |
| Playability: | ***   | ***                    |
| Lastability: | ****  | ***                    |
| Overall:     | ****  | *** - an average game. |

-----  
Diggers/Oscar RRP: 29.99

Commodore CD32 disk (Millenium/Flair)

Jukka

-----

These games come with CD32. Diggers is interesting and good looking/sounding game of gem digging and strategy while Oscar is basic platformer.

Oscar looks great. It uses lots of copper-colours at background, and has very beautiful fore/background graphics. But gameplay sucks. There's nothing that keeps you playing and coming back time after time. Diggers is quite good, while Oscar fails.

Alan

-----

Diggers was hyped up by the press to be THE puzzle game 1993, but for me is simply does not cut the mustard (as the expresion goes). The graphics are nice (AGA) and the mellow sounds from the CD make for an interesting atmosphere but the shallow (and VERY slow) gameplay just trash the game.

Oscar is far too colourful for its own good the baddies are hard to see but the sound IS good and a generous amount of continues are given for a platformer. The first of its genre for the CD32. The game had a nice idea, but the execution of this idea failed miserably. All I can say is thank god this Disc came with the CD32

---

I wouldn't like to have bought it - there again, it gives bad impressions of CD32 capabilities..

RATINGS (Diggers/Oscar)

```

-----
                Jukka                Alan
GFX:                ****/****                ****/*** (too many)
Sound:              ****/***                ****/****
Playability:       ***/***                **/**
Lastability:       **/*                    **/*
Overall:           ****/**                **/**
-----

```

John Barnes European Football RRP: 14.99  
Krisalis Software/Buzz cheapo label

Jukka

-----

Puke flows when you play this game. Just terrible. It's ages since I've seen football game so full of bullshit as this. Looks bad, sounds a bit good and plays awfully. No way I would touch this again.

Alan

-----

Is this a joke? Come on, April the 1st 's not for another few weeks yet! - seriously, I had the same vomiting problems as Jukka when I played this title. It really is CRAP. The graphics take me back to the old soccer days (the days we'd rather forget!!)

The graphics dont even seem to take up 1 colours, let alone 32! The sound is the only saving grace here - some nice chants and fx, but the control is awful! If you WANT a soccer game - but already have Sensi or dont like Sensi, then wait for Krisalis to release "Man. Utd. Euro. Leag. Champ." as it will be much better - even Easy AMOS experts can beat this!

RATINGS

```

                Jukka                Alan
GFX:                **                    *
Sound:              ***                    ***
Playability:       **                    **

Lastability:       *                      *
Overall:           **                    **
-----

```

Pinball Fantasies RRP: 29.99  
21st Century Entertainment

Jukka

-----

THE pinball game, of all times. THE glory of 256-colour AGA-graphics with CD-sound? Not quite. GFX look great, though their AGA enhancement hasn't been so complete as one could wish. Anyway the fields look very good. Game sounds are the old ones, no CD quality here. As far as gameplay and outlook goes, CD32 version is 99% identical to the old one. Though compared to

OCS-version this HAS some new things, the 32-bit maths routines are bit more efficient and gameplay is remarkable faster - even so much that one guy who

has previously played PF on A500 couldn't get practically any points as he was used to the "slowness" of A500-version.

Cool. BUT, this is anyway cool. CD-soundtrack at beginning is nice, but the great thing is that it's all so easy now!

Throw disk in, go and play. No disk swapping, or

password completion. Yes - there is no pw-protection on CD! This makes be believe to CD-platform!

It's not worlds greatest achievment on CD-technology, but as game it's supercool. A must to own.

Alan

----

You like pinball? Good! Well then, you should get a copy of this game then - it'll save you a fortune on that addiction of yours! Seriously, though its not as good as actually playing fields such as "indiana jones" and "dr who" - not to mention "twilight zone" ;) it gives them a run for their money. Graphically this version is the AGA floppy version on a disc. Loading is extremely quick! and there is no manual protection. The music is also better. But for CD, they could have at least added proper pinball sounds - AND put the pinball dreams fields on the same disc (though they had problems due to P.Dreams

not being OS friendly). This is still one helluva game to own at any rate. But I wish the flipper controls were on the top

2 "action" buttons rather than on the joypad and red button

Saving highscores: are saved to flash ram.

#### RATINGS

|              | Jukka | Alan  |
|--------------|-------|-------|
| GFX:         | ****  | ****  |
| Sound:       | ****  | ****  |
| Playability: | ***** | ***** |





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Commodore reveals A1200 and A4000 CD expansions!

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The CeBit computer fair in Hannover took place on the 16th to 23rd of March. Around 5800 exhibitors and 650,000 visitors attended. CeBit is huge; busses help you move form one hall to the next, there's hotels, restaurants, post offices and even a church.

Apple displayed their new PowerMac, Sillicon Graphics had a huge stand showing of their latest machine.

The 4000 tower was shown, just like it was a year ago. Yes, Commodore had it up and running at the last CeBit. Mighty strange. Let's hope they get around to actually selling it now.

Aaaaaaand... Commodore revealed their A4000 CD expansion which is internal and includes MPEG! This is great, since MPEG is controlled by a standard system device (mpeg.device) and can run from HD as far as I know, meaning that it'll be extremely easy to do presentations from an A4000 including live video, with genlocked graphics on top. I suspect that programs like the Scala MM package will very soon support the board.

The A1200 expansion unit (called CD1200) is white, and is shaped like the CD part of a CD32. It's a stand-alone unit which you connect with a cable. It apparently was more of a prototype than the CD4000. Unfortunately, the CD1200 can not be expanded with MPEG for the time being.

Both units fortunately include the AIKIKO chip of the CD32, which any texture-mapping game (like Wolfenstein or Doom) is quite likely to use. So there should be no compatibility problems on that account, CD32 games are pretty likely to work. I have no details of pricing for either unit, unfortunately.

And IBM were using the Amiga and Scala MM again this year. A video-wall running some presentation/demo featured some distinctly Scala-ish wipes.

The head of Commodore Germany, Alvin Stumpf, shrugged off the inevitable questions of AAA and RISC machines, saying that he only wanted to announce new machines when he could ship them a few days later. But he admitted that he will announce some "new devices" later this year. Come on, Commodore, tell us, and tell us now!

I went to CeBit last year, walked at least 100 KM in two days. One of the funny things about the place is that the different restaurants are styled in their own special ways; La Cuisine Francaise, pizza and so on. But the most interesting place is the "Muenchener Bierhalle". For those of you who haven't met that much German culture, you'll have to know that there is a (Southern) German tradition of wearing Lederhosen (very large leather pants), small hats with feathers, drinking 1-liter beers (served by huge women who carry 6 or 7 at a time) and listening to "Heimat-musik" (a particularly beer-oriented musical style which includes yodeling) in huge halls, seated along long wooden tables. The

restaurant at CeBit is approx. 100 times 50 meters, and was completely packed with visitors who relaxed from watching computer screens by wearing the aforementioned silly hats, going extremely drunk, and singing "do-de-li, do-di-ley" along to a lederhosen-wearing band. It's quite interesting to note the amount of contradiction a person can contain!

And let's hope the CD expansions hit the stores soon. Can't wait.

(Sources: Peter Kittel in CSAA, Markus Moenig, and Knut Poeschel.)

The CD32, again

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The official "Creation" commercial for the CD32 runs on German television in conjunction with the SeaQuest series. It goes like this (I've only seen the English version): A young man in a white coat is welcomed to a laboratory by a scientist in another white coat. (You can tell he's scientist because he is old, his hair is white, and he wears glasses.) The voice of the young man goes "I never understood why he chose me to share his secret." They see a CD32 machine, "this was twice as fast, twice as powerful. (Pan over the "32Bit" text on the CD32.) He goes on about "colors, the sheer number of colors", the scientist calls forth a robot which is set to play "MicroCosm". (MicroCosm is a kind of cute flying-through-arteries-in-a-human-body-which-is-a-background-animation-and-killing-some-tiny-sprites-on-top-game.) This, of course, is so great that the robot overloads, the scientists hits all kinds of red "stop" buttons, the robot explodes, and the picture stops at "CD32 - The worlds first 32-bit games console." It's a very professional ad, but it seems to be aimed at a very young market. Am I too old, is it too late?

### 1.15 NAB '94 Show Report

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%% NAB '94 Show Report by Steve Herring %%  
%% Steve\_Herring@matrix.rain.com %%  
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NAB '94 Show Report  
written by Steve Herring for Amiga Report (c) 1994

Let me start off by explaining what NAB is...NAB stands for National Association of Broadcasters. The NAB show is generally for the REALLY wealthy people who happen to be part of the broadcast industry. Just for comparison, on-site registration to NAB is \$695 vs. the \$50 for CES!

On with the show, right?? Well, we arrived in Las Vegas (after driving from Portland, OR to Las Vegas, NV - 18 1/2 hours!) at approx. 12:45 PM on Sunday, March 20th. We were supposed to be at NewTek's press conference at 2:00 PM. So after RUSHING to check in to our hotel, and showering, we finally arrived at Caesars Palace at about 2:00. Here we were greeted with an almost maze-like casino where the conference rooms we were seeking

were at the other end. The Colisseum rooms were within sight, so the fun was about to begin.

NewTek started the show by quickly introducing a "video" segment and then dimming the lights. The video began with narration by Ken Nordine (Remember him from all the other NewTek demo tapes?) who informed us all that we'd have to wait until the beginning of NAB the next day to see NewTek's new breakthrough. But then finally after a few seconds we were saved by the next narrator, Penn Jilette (sp?). We were told that we had waited long enough. So, the video introduced what NewTek calls the "Flyer." The Flyer is a completely digital non-linear editing system. What does that mean? Well, the Flyer takes video and records it to a hard drive (it takes 2 HD's), so that it can be sequenced (edited) together with any of the Toaster transitions, CG's, or effects all in REAL TIME. I won't go into technical details, but the output I saw was stunning. Tim Jenison (NewTek's President) then came out and gave the history of the Flyer and how it had been planned to be used with the Toaster ever since the beginning. NewTek's overall demonstration was flat in my opinion, and the employees who departed a few months back had an obvious impact. The Flyer should totally revolutionize the world of video just like the Toaster has. So, all I can say is, get one if you can! :)

After the NewTek press conference, we travelled to the Las Vegas Convention Center to pick up our badges for the NAB show the next day. It took roughly an hour to get everything straightened out, so after we had the badges, we headed off to our hotel to get some MUCH needed sleep. The next morning, we parked next to the Convention Center (not an easy task!) and ventured in.

My first impression was wow! There was literally millions of dollars of equipment all accessible to everyone there. The absolute best in video gear was here to play with. My absolute favorite thing was the HDTV stuff. If you haven't seen an HDTV unit yet, you don't know what you're missing. There were HDTV cameras from several vendors, including Sony, Panasonic, and Toshiba. The only HDTV recorder that I saw was from Toshiba, and it was about the size of a dishwasher. While NewTek may have released their digital non-linear editing system, they were definitely not alone. I must have seen at least 10 different systems from companies like Matrox, ImMix, and Abacus.

On to the real computer stuff...the MULTIMEDIA side of NAB. The Multimedia expo was held in the Las Vegas Hilton. Here is where the Amiga was more prevalent. Let me see if I can name all the Amiga vendors... ASDG was showing a new version of Elastic Reality (the SGI version of MorphPlus), Centaur was showing their OpalVision card with all the modules (it's starting to look REALLY impressive - but it still needs a few improvements), Video Toaster User was giving VTU issues, Scala was demonstrating InfoChannel and Scala MM310, and DevWare was showing their Toaster stuff.

I believe that's almost all the Amiga related vendors that I saw. InfoChannel seemed to be gathering quite a crowd the whole time I was there (so much so, that it was hard to get around the booth!). Another \*INTERESTING\* thing at the Multimedia side was Hewlett Packard. They were demonstrating their interactive TV set-top box. The guy I talked to didn't have any specific comment on the technology inside, but he did say they had two versions of the box. One was based on Intel technology, and

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one was based on Motorola technology (I assume with CD32 stuff being added! :D). The controller for this box was the thing that I liked. It was a remote (IR) with a trackball to control the cursor on the screen. The trackball could be pressed as a selector as well. Very simple, and easy to use. I was impressed by the accuracy of an IR controlled trackball!

My lasting impressions...There were quite a few things \*I\* found interesting, but didn't put here 'cause they don't pertain to the Amiga community at all (at least not directly). I do believe NewTek's Flyer needs some software improvements (which are most likely already underway). The Flyer is supposed to be available for demonstration in June/July and available to the market by the Fall! The business atmosphere of NAB was kind of refreshing compared to the circus atmosphere of CES, but it was harder to get answers from vendors. This made it slightly frustrating, but I began to learn some tricks to get their attention. Anyway, there were lots of new things, which I'm sure I'm only beginning to see what I missed. I look forward to going to the next NAB, and maybe doing another report! That is, if I don't get snubbed out of the writing community for this drab piece of writing! ;)

If you have any comments, you can catch me the following ways...

Internet E-Mail:

Steve\_Herring@matrix.rain.com

US (nail) mail:

Steve Herring  
c/o Cyberspace 3D  
PO Box 230123  
Portland, OR 97281-0123

Maybe you'll see me at the World of Commodore in Pasadena! ;)

## 1.16 Linelink and Voice Mail

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Linelink and Voice Mail                                     by DJJames %%
%%                                                           djames@cup.portal.com %%
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LineLink modem owners should check out the cool voice mail program in the library. I've been playing with it for a bit and I'm really impressed! I had no idea that this \$99 bargain had so much capability.

In brief, the software provides means of turning your Amiga and LineLink into a simple answering machine which will play your greeting and record messages to disk (yes, the little gem digitizes from and plays back to the phone line) complete with time stamps or caller ID info (if available). It can accept fax calls or switch into a BBS with the touch of a key or with Silent Answer.

It has a remote maintenance mode (with password) that allows you to call in remotely to play back/delete your messages or change the personal message, password etc. It has a toll saver option as well.

And that's only the simple mode. It also supports a multi-level menu system, mailboxes for two or three users and more. The program is shareware (\$20 or \$35) comes functional but you get more configuration options if you register.

You'll need to download three files, the VoiceMail program avml1.11a.lha (473826 bytes), pre-recorded messages AVMVEngCVSD72.lha (510578 bytes) and MUI1\_4usr.lha (575899 bytes). If you already have MUI1.4 you can skip the last file. You must have MUI1.4 installed for the software to work. You can digitize your own messages using Perfect Sound or generic digitizers or use the telephone. I recommend getting the pre-recorded ones and change them as you see fit.

The setup uses the CBM Installer program so it's rather easy to startup the default system - a one user mailbox system. Read the instructions at least once through, there's a lot of information there but it can be confusing at first glance.

Djj

## 1.17 CIS Conference with GVP and Nova Design

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%% CIS Conference with GVP and Nova Design                                %%
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(MarkM/MOD) Great Valley Products is one of the largest developers of Amiga products. They have produced hard disk controllers, accelerators, video related hardware and software, digital sound samplers and they are the publishers of Nova Design's ImageFX Image Processing package.

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I would like to welcome:

- Steve Peoples - GVP Marketing Manager
- Gary Nush - GVP Product Manager
- Kermit Woodall - Nova Design
- Tom Krehbiel - Nova Design
- Bob Fisher - Nova Design
- Rusty Mills - Warner Brothers Animation Director

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We will start with a prepared opening statement by GVP and a prepared statement from Nova Design.

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This is a formal conference. In a formal conference you must follow some simple rules:

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1. You must be silent unless called upon by the moderator.
2. To ask a question you must type ? and wait to be recognized by the moderator. The moderator will notify you with a private message indicating you are next in line to ask a question. Try to have the question already prepared so that the flow of the conference is quick and smooth.
3. Once you ask your question end the question with the letters 'GA' indicating 'Go Ahead'. This tells the moderator and the guests that you have finished asking your question.

4. Once the guest has answered the question, you have the option of typing a ! to indicate that you have a followup question or comment. Please wait once again to be recognized by the moderator.

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This conference is being recorded and will be made available in a downloadable form usually a week after the conference. You should be logged in at 2400 for the best savings while online.

.  
Enjoy the conference! Be sure you hang around for the whole conference, as often times vendors give things away! THE GIFT GIVING COULD HAPPEN AT ANY TIME--NOT JUST AT THE END OF THE CONFERENCE!

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-- End of Formal Intro --

I would like to start with GVP's opening statement. GA

(<GVP>Steve P.) Welcome from GVP!

Thank you all for coming this evening.

We are rather excited about the opportunity to interact with all of you through the CIS Forum.

Just to get up-to-date, we have recently launched the following products:

EGS-28/24 SPECTRUM - Our 24bit RTG (ReTargetable Graphics) Card.

It includes the customer paint program, Spectra Paint

TBCPlus - Our entry in the Time Base Corrector marketplace.

The Plus is a 24bit framebuffer/grabber and powerful special effects generator.

A1230Turbo+ SeriesII & A1291 SCSI Kit

40 & 50MHz o3o accelerator for A1200s with room for 32MB RAM. The A1291 is a full DMA SCSI controller.

Coming soon.....

A4000 G-Force o4o/40

- The much-anticipated 40MHz accelerator and multifunction board for A4000 and A3000 owners. Available options include a RAM board for additional 96MB of fast DMA memory and a SCSI II FAST DMA controller.

DMA Audio Card Unnamed officially, this card inserts in the A1230's DMA slot.

Provides 16bit 48KHz playback and sampling in a multitasking environment.

ImageFX-EGS

ImageFX 2.0 Exciting new developments for this acclaimed Image processing software. Ask tonite for details.

Thanks again for joining us.

(MarkM/MOD) Nova Design.. do you have a opening statement?

(<ImageFX> Kermit W.) We have no formal opening statement on ImageFX. We'll be happy throughout the night to anwer your questions regarding ImageFX 1.5 or the upcoming release of ImageFX 2.0. As Gary said, feel

free to ask about new features, effects ... anything that comes to mind. Rusty Mills from Warner Bros is due to show, but is not yet online. When he arrives you can ask him about Warner's use of ImageFX in the FOX animated series; Animaniacs!

(MarkM/MOD) I want to thank all of you gentlemen for joining us tonight. I would like to ask GVP a question...

(<GVP> Gary Nush) Glad to be here.

(MarkM/MOD) GVP: How soon before the release of the A4000 accelerator?

(grin)

(<GVP> Gary Nush) We're producing boards at the factory now. Units should begin shipping before the month ends...

(<IAM>dale) Is SCSI included or optional? What controller chip?

(<GVP> Gary Nush) SCSI is optional; we're using an NCR chip.

(<IAM>dale) Which connector? Active or passive termination?

(<GVP> Gary Nush) Probably Active, but the PCB can support both as an option.

(<GVP>Steve P.) There is also a RAM optional module. 2 SIMM slots included and 6 more on the option. And you can have both the SCSI and the RAM. They're not mutually exclusive.

(<IAM>dale) Standard SCSI-II connector (like on 4091)?

(<GVP> Gary Nush) Yep, the stylish looking one. :-)

(Mike Smith) Tell us about IM/FX 2.0 !! I already love 1.5!ga

(<ImageFX> Kermit W.) OK...there are literally hundreds of new things coming in the new release...

(<ImageFX> Kermit W.) (actually, it's up to two hundred today. :) We're adding more painting tools... more loaders, savers, previews - more modules of all types. There are many new effects being added, such as Minimum, Median and Maximum filters, Ripples, Twirls, and Lens Effects. Feel free to ask for specifics.

(<GVP> Gary Nush) BTW, A formal press release is in the works and should be released in the near future, listing the new features in more detail than this conference will permit...

(Mike Smith) How's Toaster/FX? Is there full Picasso preview??

(<ImageFX> Kermit W.) I was told yesterday, by the programmer of ToasterFX, that it is FINALLY SHIPPING!! I've used it in beta, it's amazing. Literally nothing like it anywhere...it lets you paint directly on the Toaster's composite output. As for Picasso II, we're working with the programmers there towards a preview for their board.

(JohnG) Steve: I noticed on the list of new products that the 4098 SCSI-II... controller was not on the list. Will it still be available?  
GA



(<GVP>Steve P.) Sorry to say that we can't do it... There are technical problems in the A4000... that prevent it's completion...I can't go into the details in this conference, though

(<ImageFX> Kermit W.) I'd like to point out that Rusty Mills, of Warner Bros, is now here and can take Animaniacs questions as well. Thanks for coming Rusty!!

(WarnerBros) hello everyone and I'm glad to be here GA

(JohnG) OK Steve, understandable. Well lets hear about some of the new.... loaders Kermit. What's in the works?

(<ImageFX> Kermit W.) We're adding about a dozen or more new loaders and savers in ImageFX 2.0 ... these include support for the C64 Koala format <grin>, SGI Wavefront RLA/RLB, Xwindows X11 .xwd, Macintosh PICT, Sunraster, PAR ...and many more.

(Juan Casado Poblado) will the IM/FX-EGS and ImFX 2.0 be identically (except EGS structure)?

(<GVP> Gary Nush) No, ImageFX-EGS is on par with 1.5, and 2.0 is a whole new ballgame.

(<ImageFX> Kermit W.) Although 2.0 will include EGS support as well...just with all the new features as well.

(Juan Casado Poblado) will be an direct loader for KodakPhoto available on SpectraPaint?

(<GVP> Gary Nush) We're investigating, but Kodak's current \$\$\$ are high.  
(MM) I would like to change the subject for a moment. The Amiga has a short coming with both serial and parallel ports.. which you have addressed with your I/O extender card.  
Can you tell me about your current product and whats coming in the... future?

(<GVP>Steve P.) Well I listed a few items at the opening statement... but we have nothing \*new\* for an ioExtender. The one we have... Is doing just fine at the moment. GA

(MM) So the io card will remain at one serial port for the time being? I'm... thinking of the user who runs a bbs and needs mult ports. I think this is important since CBM no longer makes their card. ga

(<GVP>Steve P.) It is actually 2 serial ports. Only one supplied in basic package.... second is avail as an optional accessory... multi cards can be placed in one machine....

(<GVP>Steve P.) There wasn't enough demand for more than 2 ports per card at this time.Sorry.

(MarkM/MOD) I want to ask a question of Rusty.. Just what is Warner Brothers doing with ImageFX? I love it when Amiga products are used for television. :-)

(<Warner Bros> Rusty) Well I have been a long time amiga user and it did

what I needed...which was to create the title cards for Animaniacs... and to do various color corrections on backgrounds and whatever else I desired.

(<GVP>Steve P.) PS My daughters watch it every day <grin>

(MarkM/MOD) Are there many Amigas at Warner Brothers?

(<Warner Bros> Rusty) Nope only my A4000 but I run circles around the MACs and SGI's with it!

(MM) Rusty, if thats the case. Have others there expressed interest in moving to the Amiga as their work platform?

(<Warner Bros> Rusty) Mostly as a personal home machine but not the computer department. They like to bost about how much their machines cost!

(jon - GroVeR) GVP: During the Jessup/Haynie conference, it was mentioned that C= was considering EGS as their RTG standard. Any comment on that?

(<GVP> Gary Nush) We are obviously excited about EGS and it's future, but we are also aware of Commodore design needs and goals, and we're trying to move forward with them.

(jon - GroVeR) So, does that mean that EGS might be adopted, or that EGS... will function in their RTG design?

(<GVP> Gary Nush) I cannot comment further at this time due to NDA.

(Leslie T. Bartiromo) I'm using IV24 on an 030 A2000. Is the IV24 4000 software available to me as an upgrade? Thanks.

(<GVP>Steve P.) IV24-A4000 is a hardware change and was only built in PAL at this time.

(Leslie T. Bartiromo) So there is no Image FX available for the users of the older boards?

(<GVP>Steve P.) ImageFX standalone (1.5 is current) works great!

(Leslie T. Bartiromo) I was also wondering about the EGS paint too.

(<GVP>Steve P.) That was not brought forward for IV24-A4000 at this time.

(Steve Setzer) Kermit: Does Image F/X 2.0 have a encapsulated postscript Loader/saver?

(<ImageFX> Kermit W.) No Postscript loading for ImageFX 2.0 I'm afraid. ImageFX 1.5 can already output EPS Postscript files via the Postscript print module.

(Steve Setzer) Can in import it also?

(<ImageFX> Kermit W.) Import how? Can you elaborate?

(Steve Setzer) Well, have been using Final Writer lately and would like to play with some of the clip art.

(<ImageFX> Kermit W.) Ah. Well, like I said there is no planned Postscript loader/importer. You could always find a program that can

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load the clipart and out put it as an IFF then load the IFF into ImageFX.

(Steve Setzer) alas that is what I am doing now and was looking for a more straight forward way to handle it...paiteince when you are an amiga owner

(<ImageFX> Kermit W.) It's a great idea and it's definitely on our "to do" list someday soon.

(<Warner Bros> Rusty) I just want to clear something up that I said earlier... As for how many Amiga's are being used... I am only in the Animation department do places that do other types of work such a Babylon 5 are seperate from me and I can't speak for them.

(Trent Hawkins) GVP: With the release of the CD32, does GVP plan to make any hardware that would allow a CD-ROM equipped A1200 or 4000 to run CD32 discs?

(<GVP> Gary Nush) Not at this time.

(Trent Hawkins) But it is not being ruled out tho?

(<GVP> Gary Nush) No it's not, but the CD32 has a custom chip that A1200's (and A4000's) don't. That's a tough thing to overcome...

(Stuart H. Brand) Can you tell us anything about the "DSS-16", both the internal and the PCMCIA versions?

(<GVP>Steve P.) There are 2 versions being planned and designed at this time.. One inserts in the DMA Peripheral Port on our A1230Turbo Series II and the other is a PCMCIA card. Both will play and sample 16bit 48K audio in stereo and mix multiple. The speed of a EGS28/24sources and play back simultaneously. Real multitasking!

(Stuart H. Brand) OK, can I use both at the same time, or is that asking a little much. And can you give us an idea of what type of software will accompany it?

(<GVP>Steve P.) Unknown at this time if they will both operate simultaneously We hadn't tried that yet... As for the software... We are preparing DSS version 3.0 for this...Real nice stuff with a new interface, mixing panel, etc ...

(<GVP> Gary Nush) Both work well independently, though! :-)

(jon - GroVeR) Will the PCMCIA version work with PClone portables? Will there be a Zorro version (possibly as an audio-for-video solution, i.e., Sunrize competitor)?

(<GVP> Gary Nush) Yes, the PCMCIA hardware will be our first cross-platform product. There are no current plans for a Zorro version.

(MarkM/MOD) Garry.. will there be a version that works on the A4000 at all?

(<GVP> Gary Nush) Not in the immediate future.

(Juan Casado Poblado) will be there an EGS-animation program to take full

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advantage of the EGS-spectrum board?

(<GVP> Gary Nush) I'm not sure if I can say this yet, but I'll take my chances...Magic Lantern now fully supports the SPECTRUM in multiple ways for ultimate animation performance!

(<Warner Bros> Rusty) Yes you can say it Brad said it last week at another conference

(JohnG) OK Kermit, we know some about the new loaders and savers of ImageFX 2.0, anything new concerning the preview and render modes?

(<ImageFX> Kermit W.) New previews will include anything EGS of course. We're also working with the Picasso II guys on their preview module. New render modules will include the Harlequin.

(Carl Hansen) Back to the 040 board. Will the same one work on the A3000 and A4000? If not will the price be the same?

(<GVP> Gary Nush) The same board will work in both machines!

(Carl Hansen) Price?

(<GVP> Gary Nush) \$1800 MSRP with 4MB's installed. Street price will vary.

(MarkM/MOD) I have two questions that I would like to end with--before prizes.. :-) The first one I want to direct at Nova Design..

I would like to ask how you would compare your product (ImageFX) to your competitions?

(<ImageFX> Kermit W.) That's hard to do here...

(MarkM/MOD) Ok.. a better question would be why should someone pick ImageFX over say Adpro or ImageMaster?

(,<ImageFX> Kermit W.) In short, ImageFX is a complete solution. You have every image processing tool you need right at hand - completely integrated.

(<Warner Bros> Rusty) How about if I interject here!

(<ImageFX> Kermit W.) Sure...take a shot at it Rusty! :)

(<Warner Bros> Rusty) Being a user on the outside I can tell you what drove me towards IFX...It was the most like Photoshop on the Amiga...And now with 2.0 ImageFX is moving closer to Photoshop which has become an industry standard and IFX works well with the SGI formats too! As a professional I really needed to see my work as I did it and I needed the program to be fast and IFX did the job.

(MarkM/MOD) Ok.. my second question is to GVP... I would like to know GVP's general feeling about the future of Commodore and GVP's future developing new Commodore Amiga products?

(<GVP>Steve P.) GVP remains committed to the Amiga platform...We are actively developing new products for Amiga systems, and although we have brought out some product in the PC arena this doesn't mean we are

abandoning the platform in any way.

(<GVP> Gary Nush) Commodore has had it's ups and downs before and they've always pulled through. I believe they will again, perhaps in a different market niche, but again nevertheless.

(sja) First of all, I'm sorry that I've missed most the the CO ... altho I've been online, I wasn't paying attention due to ... helping my son with his math homework <grin> ... and, if this question has already been asked, please let me know and we'll move on .. I have heard that GVP has dropped all telephone/voice support, is this the case?

(<GVP>Steve P.) Here's the story... We are providing full tech support via Fax, mail and here on CServe. We also are providing TS indirectly through your dealer. This is the most effective method of support available, it's just painful to make the changes.

(MM) I'd just like to say that I did call your tech support once and recieved... prompt and excellent support for a hardware problem. I and prob most... users feel better being able to actually speak with someone with the CO. So I hope this new way will not damage the aspect of GVP.

(<GVP>Steve P.) Thanks... We are looking forward to better things all the time. Let's get on to the prizes!

(MarkM/MOD) Ok.. we got a pile of 'em too.. Why not tell them what you folks are giving away tonight ?

(<GVP> Gary Nush) We have six prizes tonight:  
Three ImageFX 1.5's right now (which include free upgrade's to 2.0 when it's launched), and...  
Three DSS8+'s (which include free upgrade's to the 3.0 software when it's released).

(MarkM/MOD) Ok.. lets give away the first ImageFX... I am going to roll for Jon (grover)

Ready..

SEt...

Go..

(\*\*DICE\*\*) Juan Casado Poblado rolled (100) 38  
(\*\*DICE\*\*) John Horton rolled (100) 89  
(\*\*DICE\*\*) Leslie T. Bartiromo rolled (100) 5  
(\*\*DICE\*\*) Stuart H. Brand rolled (100) 68  
(\*\*DICE\*\*) Mike Smith rolled (100) 99  
(\*\*DICE\*\*) Carl Hansen rolled (100) 47  
(\*\*DICE\*\*) ASDGTechHuman rolled (100) 28  
(\*\*DICE\*\*) Steve Setzer rolled (100) 11  
(\*\*DICE\*\*) Harry Callesis rolled (100) 48  
(\*\*DICE\*\*) Chris Tolmie rolled (100) 16  
(\*\*DICE\*\*) Jim Saklad rolled (100) 96  
(\*\*DICE\*\*) MM rolled (100) 45  
(\*\*DICE\*\*) EdV rolled (100) 55  
(\*\*DICE\*\*) Chris Wright rolled (100) 46  
(\*\*DICE\*\*) MarkM/MOD rolled (100) 39  
(\*\*DICE\*\*) Charles Hill rolled (100) 87  
(\*\*DICE\*\*) Trent Hawkins rolled (100) 19

---

(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 68

(MarkM/MOD) Looks like Mike Smith is our first winner!

(<Warner Bros> Rusty) Cograts Mike

(Mike Smith) yea!!!!

I am pleased

(Chris Tolmie) congrats Mike!

(<ImageFX> Kermit W.) Congratulations!

(Chris Tolmie) lucky dog!

(MarkM/MOD) Ok.. Now Mike.. you can't win again... next is a DSS 8+

(<GVP>Steve P.) Recorded...

(Mike Smith) Thnks it was nothing really

(MarkM/MOD) Ready...

Set..

Go...

(\*\*\*DICE\*\*\*) Leslie T. Bartiromo rolled (100) 97

(\*\*\*DICE\*\*\*) Stuart H. Brand rolled (100) 50

(\*\*\*DICE\*\*\*) John Horton rolled (100) 24

(\*\*\*DICE\*\*\*) Carl Hansen rolled (100) 40

(\*\*\*DICE\*\*\*) Trent Hawkins rolled (100) 29

(\*\*\*DICE\*\*\*) Chris Tolmie rolled (100) 87

(\*\*\*DICE\*\*\*) Harry Callesis rolled (100) 45

(\*\*\*DICE\*\*\*) Steve Setzer rolled (100) 50

(\*\*\*DICE\*\*\*) MarkM/MOD rolled (100) 9

(\*\*\*DICE\*\*\*) MM rolled (100) 25

(\*\*\*DICE\*\*\*) Chris Wright rolled (100) 36

(\*\*\*DICE\*\*\*) EdV rolled (100) 93

(\*\*\*DICE\*\*\*) ASDGTechHuman rolled (100) 26

(\*\*\*DICE\*\*\*) JohnG rolled (100) 7

(\*\*\*DICE\*\*\*) Jim Menix rolled (100) 51

(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (6) 2,1=3

(\*\*\*DICE\*\*\*) Charles Hill rolled (100) 5

(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (100) 95

(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 76

(MarkM/MOD) I believe Leslie won that one..

(Leslie T. Bartiromo) YaHOOO

(Trent Hawkins) Is that Rod Steiger back there?

(<ImageFX> Kermit W.) Folks...I'm ducking out a few minutes early. Work night and all that.

(Trent Hawkins) WTG Les

(jon - GroVeR) Thanks, Kermit. Great CO.

(Leslie T. Bartiromo) Thanx!

---

(MM) Night Kermit! Thanks for the CO!

(Mike Smith) Thnaks Kermit

(Chris Tolmie) goodnight Kermit

(Carl Hansen) bye Kermit. Thanks!

(<ImageFX> Kermit W.) Thanks for having us here. Gary, you'll take care of prize winners??

(Trent Hawkins) Nite Kermit and TNX

(Steve Setzer) Thanx Kermit!

(1-2,MarkM/MOD) Thanks Kermit.. hold on the rest of you.. 4 more prizes to give away!

(<GVP>Steve P.) G'night Kermit. Thanks for coming tonight!

(JohnG) Night Kermit - Thanks!

(<ImageFX> Kermit W.) Had a lot of fun! See ya'll online!

(<GVP> Gary Nush) I'll take care of the prizes!

(MarkM/MOD) Ok.. next is an ImageFX..

Ready ...

Set ...

Go!

(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (100) 14

(\*\*\*DICE\*\*\*) John Horton rolled (100) 100

(\*\*\*DICE\*\*\*) Trent Hawkins rolled (100) 90

(\*\*\*DICE\*\*\*) Harry Callesis rolled (100) 22

(\*\*\*DICE\*\*\*) Stuart H. Brand rolled (100) 44

(\*\*\*DICE\*\*\*) Chris Tolmie rolled (100) 2

(\*\*\*DICE\*\*\*) Steve Setzer rolled (100) 2

(\*\*\*DICE\*\*\*) Chris Wright rolled (100) 45

(\*\*\*DICE\*\*\*) EdV rolled (100) 28

(\*\*\*DICE\*\*\*) Carl Hansen rolled (100) 24

(\*\*\*DICE\*\*\*) ASDGTechHuman rolled (100) 77

(\*\*\*DICE\*\*\*) Charles Hill rolled (6) 5,1=6

(\*\*\*DICE\*\*\*) MarkM/MOD rolled (100) 87

(\*\*\*DICE\*\*\*) MM rolled (100) 20

(\*\*\*DICE\*\*\*) Jim Saklad rolled (100) 35

(\*\*\*DICE\*\*\*) Jim Menix rolled (100) 50

(\*\*\*DICE\*\*\*) Charles Hill rolled (100) 84

(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (100) 61

(\*\*\*DICE\*\*\*) Mike Smith rolled (100) 45

(MarkM/MOD) John Horton--you win!

(Chris Tolmie) can't beat 100

(John Horton) AllRight!!

(JohnG) Yeah John!

(John Horton) !!!!!

(Mike Smith) yea!!

(Carl Hansen) 100? Wow!

(<Warner Bros> Rusty) congrats John

(MarkM/MOD) Ok.. now a DSS 8!

Ready...

Set..

Go!

(\*\*\*DICE\*\*\*) Chris Tolmie rolled (100) 50  
(\*\*\*DICE\*\*\*) ASDGTechHuman rolled (100) 87  
(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (100) 100  
(\*\*\*DICE\*\*\*) Stuart H. Brand rolled (100) 40  
(\*\*\*DICE\*\*\*) JohnG rolled (100) 79  
(\*\*\*DICE\*\*\*) Harry Callesis rolled (100) 55  
(\*\*\*DICE\*\*\*) EdV rolled (100) 2  
(\*\*\*DICE\*\*\*) Charles Hill rolled (100) 45  
(\*\*\*DICE\*\*\*) Mike Smith rolled (100) 19  
(\*\*\*DICE\*\*\*) Trent Hawkins rolled (100) 83  
(\*\*\*DICE\*\*\*) Carl Hansen rolled (100) 72  
(\*\*\*DICE\*\*\*) MM rolled (100) 95  
(\*\*\*DICE\*\*\*) Chris Wright rolled (100) 64  
(\*\*\*DICE\*\*\*) John Horton rolled (100) 42  
(\*\*\*DICE\*\*\*) Steve Setzer rolled (100) 29

(MarkM/MOD) Looks like Juan got it!! :-)

(Chris Tolmie) another 100? WOW Juan!

(Carl Hansen) another 100. Congrats Juan!

(Trent Hawkins) WTG Juan

(<Warner Bros> Rusty) Boy two 100's rolled in a row!

(Juan Casado Poblado) great

(<Warner Bros> Rusty) Congrats

(John Horton) Beat me record

(Juan Casado Poblado) ok

(MarkM/MOD) Ok.. this is the last ImageFX...

Ready..

SEt..

Go!

(\*\*\*DICE\*\*\*) Juan Casado Poblado rolled (100) 67  
(\*\*\*DICE\*\*\*) Harry Callesis rolled (100) 2

---



(\*\*\*DICE\*\*\*) Carl Hansen rolled (100) 17  
(\*\*\*DICE\*\*\*) ASDGTechHuman rolled (100) 29  
(\*\*\*DICE\*\*\*) Trent Hawkins rolled (100) 54  
(\*\*\*DICE\*\*\*) Jim Saklad rolled (100) 38  
(\*\*\*DICE\*\*\*) Chris Wright rolled (100) 29  
(\*\*\*DICE\*\*\*) Mike Smith rolled (100) 65  
(\*\*\*DICE\*\*\*) EdV rolled (100) 18  
(\*\*\*DICE\*\*\*) Stuart H. Brand rolled (100) 23  
(\*\*\*DICE\*\*\*) Leslie T. Bartiromo rolled (100) 8  
(\*\*\*DICE\*\*\*) Charles Hill rolled (100) 34  
(\*\*\*DICE\*\*\*) Chris Tolmie rolled (100) 61  
(\*\*\*DICE\*\*\*) Jim Menix rolled (100) 19  
(\*\*\*DICE\*\*\*) Steve Setzer rolled (100) 24  
(\*\*\*DICE\*\*\*) John Horton rolled (100) 14  
(\*\*\*DICE\*\*\*) MM rolled (100) 57  
(MarkM/MOD) Juan.. you can't win again. :-)  
(Juan Casado Poblado) I love you ... all  
(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 94  
(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 53  
(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 11

(MarkM/MOD) Looks like Chris Tolmie got it!

(Mike Smith) yea chris!!!

(Chris Tolmie) I did?!

(Trent Hawkins) WTG Chris

(<Warner Bros> Rusty) Congrats Chris

(,MarkM/MOD) Yep..

(Jim Menix) ust

(Chris Tolmie) oh boy! thanks!

(<GVP>Steve P.) Congrats Chris!

(Chris Tolmie) just what I wanted too!

(MarkM/MOD) Last but not least.. DSS 8!

(MarkM/MOD) Ready..

Set...

Go!

(\*\*\*DICE\*\*\*) Stuart H. Brand rolled (100) 60  
(\*\*\*DICE\*\*\*) John Horton rolled (100) 34  
(\*\*\*DICE\*\*\*) ASDGTechHuman rolled (100) 72  
(\*\*\*DICE\*\*\*) MM rolled (100) 87  
(\*\*\*DICE\*\*\*) Trent Hawkins rolled (100) 13  
(\*\*\*DICE\*\*\*) Harry Callesis rolled (100) 3  
(\*\*\*DICE\*\*\*) Jim Saklad rolled (100) 77  
(\*\*\*DICE\*\*\*) Chris Wright rolled (100) 41  
(\*\*\*DICE\*\*\*) Steve Setzer rolled (100) 88  
(\*\*\*DICE\*\*\*) EdV rolled (100) 18

---

(\*\*\*DICE\*\*\*) JohnG rolled (100) 22  
(\*\*\*DICE\*\*\*) Carl Hansen rolled (100) 24  
(\*\*\*DICE\*\*\*) Jim Menix rolled (100) 25  
(\*\*\*DICE\*\*\*) Charles Hill rolled (100) 25  
(\*\*\*DICE\*\*\*) Mike Smith rolled (100) 1  
(\*\*\*DICE\*\*\*) MarkM/MOD rolled (100) 66  
(Harry Callesis) Quick ? for GVP (I got here late ...)  
(Mike Smith) hey a 1!  
(\*\*\*DICE\*\*\*) Chris Tolmie rolled (100) 57  
(\*\*\*DICE\*\*\*) Gayle Lee Fairless rolled (100) 66

(MarkM/MOD) Looks like Steve got it!

(<Warner Bros> Rusty) Congrats Steve

(Carl Hansen) Way to go Steve!

(Steve Setzer) hot #\$\$^

(Harry Callesis) Thanks ... What are the chances that the new tech support might be rethought

(John Horton) OK Steve!1

(Chris Tolmie) yah, Steve!

(Mike Smith) yea steve-

(MarkM/MOD) Ok.. folks.. Rusty wants to make a statement before we wrap this up. So go ahead Rusty!

(Harry Callesis) considering that those without fax capability might end up taking days to solve a problem that could be fixed over the phone in 1/2 hour sitting in front of the computer?

(MarkM/MOD) Harry that was already asked earlier.

(Harry Callesis) As I said, I got here late ... 8^)

(<GVP>Steve P.) Harry, Send me EMail here on this and I'll discuss it with you. it's 11:30 here and I get up at 5am for work <grin>

(<Warner Bros> Rusty) I would like to announce that GVP will be releasing "The Video Guide to ImageFX in the real near future here...the official announcement will come out in the next few days...it is hosted by me and covers all of IFX 1.5 Including CineMorph!  
Call GVP or your local dealer for inquireies

(Mike Smith) great!

(MarkM/MOD) Excellent!!!

(JohnG) Outstanding!!!

(Chris Tolmie) Rusty > I will want to purchase a copy.

(Harry Callesis) Steve: Thanks ...

---

(MarkM/MOD) I would like to thank the folks from GVP for coming here tonight!

(MarkM/MOD) I would like to announce the next conference...

The next conference will be on the 20th of March with Black Belt Systems. That is a Sunday.. 10PM EST.

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\* Special thanks to Steve Seltzer for providing this file.

\*

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## 1.18 Portal

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%%                               Portal:  A Great Place For Amiga Users                               %%
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Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information  
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The Portal Online System is the home of acclaimed Amiga Zone, which was formerly on the People/Link System. Plink went out of business in May, 1991 and The Amiga Zone's staff moved to Portal the next day. The Zone has just celebrated its second anniversary on Portal. The Amiga press raves about The Amiga Zone, when compared to its competition.

If you live in the San Jose, CA area, then you can dial Portal directly. If you live elsewhere, you can reach Portal through any SprintNet (formerly Telenet) indial anywhere in the USA. If you have an account on another Internet-connected system, you can connect to Portal using the UNIX Telnet programs, from anywhere in the industrialized world. Delphi and BIX users can now Telnet into Portal for a flat \$19.95 a month, with \*unlimited\* use.

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| 2400/9600bps nonprime Sprint       |                      |                      | 2.50                     | 22.95                               | 32.45                               | 44.95                               | 94.95                               |
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\* plus cost of phone call if out of Portal's local dialing area  
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 UNIX "telnet" program from an account you may already  
 have on an Internet-connected system.

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# PCPursuit is a service of US Sprint. Portal is a PCPursuit

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 reps, when you signup, how to login to Portal from your existing

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

That number again: 408-973-9111.

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### 1.19 Dealer Directory

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%%                               Dealer Directory                               %%
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                Southerton House
                Boundary Business Court
                92-94 Church Road
                Mitcham, Surrey
                CR4 3TD England
                VOICE: (UK) 081 687 0040
                FAX:   (UK) 081 687 0490
                Internet: (Sales) almathera@cix.compulink.co.uk
                (Technical) jralph@cix.compulink.co.uk

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```

                Amigability Computers
                P.O. Box 572
                Plantsville, CT 06479
                VOICE: 203-276-8175
                Internet: amiga@phantm.UUCP
                BIX:   jbasile
                (Send E-mail to subscribe to our mailing list)

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```

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

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                Armadillo Brothers
                753 East 3300 South

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Salt Lake City, Utah  
VOICE: 801-484-2791  
Internet: B.GRAY@genie.geis.com

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

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

CLICK! Amiga Specialists N.V.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
Belgium - Europe  
VOICE: 03 / 828.18.15  
FAX: 03 / 828.67.36  
USENET: vanhoutv@click.augfl.be  
FIDO: 2:292/603.9  
AmigaNet: 39:120/102.9

Comspec Communications Inc  
Serving your computing needs since 1976  
74 Wingold Ave  
Toronto, Ontario  
Canada M6B 1P5  
Computer Centre: (416) 785-8348  
Service, Corporate & Educational Sales: (416) 785-3553  
Fax: 416-785-3668  
Internet: bryanf@comcorp.comspec.com  
bryanf@accesspt.north.net

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

DataKompaniet ANS  
Pb 3187 Munkvoll  
N-7002 Trondheim

---

Norway - Europe  
VOICE/FAX: 72 555 149  
Internet: torrunes@idt.unit.no

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

Finetastic Computers  
721 Washington Street  
Norwood, MA 02062  
VOICE: 617-762-4166  
BBS: 617-769-3172  
Fido: 1:101/322  
Portal: FinetasticComputers  
Internet: FinetasticComputers@cup.portal.com

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

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

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

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



MusicMart: Media Sound & Vision  
71 Wellington Road  
London, Ontario, Canada  
VOICE: 519-434-4162  
FAX: 519-663-8074  
BBS: 519-457-2986  
FIDO: 1:221/125  
AmigaNet: 40:550/1  
MaxNet: 90:204/1  
iNET: koops@gaul.csd.uwo.ca

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

Software Plus Chicago  
3100 W Peterson Avenue  
Chicago, Illinois  
VOICE: 312-338-6100

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

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

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

PROTONIC INC.  
Amiga RuleZ!  
4-3-11 Shinbashi

---

Yanagi Bldg 4F  
 Minato-ku, Tokyo 105  
 Japan  
 Tel:+81 (0)3 5402-7425  
 Fax:+81 (0)3 5402-7427  
 and of course the BEST Amiga BBS in Japan  
 BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
 Email: nighty@gmatter.twics.com

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

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

(Dealers: To have your name added, please send Email!)

## 1.20 BIX

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% BIX - Byte Information Exchange           Lots of information!    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
  
```

BIX is the premier online service for computing professionals and enthusiasts. While other online services cater to computer novices, BIX is the place for knowledgeable people to go for answers to tough questions. You're likely to find many others in similar situations who can offer advice, give technical assistance, or point you in the right direction.

\*\*\* FULL INTERNET ACCESS! \*\*\*

BIX features access to the Internet - you can use FTP to transfer files from sites all over the world, telnet to log on to other online services, schools, and research sites, and send Internet mail to millions of people at services like DELPHI, CompuServe, America Online, MCI Mail, and other sites and services. Services like "WHOIS" and "Finger" are also available, with more features on the way (like USENET newsgroups; our newsreader is currently being tested and should be available very soon!) There are no usage fees or special charges for Internet access - it's all part of your BIX subscription.

```

=====
Rates and Connect Information:
=====
  
```

BIX membership costs \$13 per month, plus connect time. There are several different ways to connect:

|            |                            |                   |
|------------|----------------------------|-------------------|
| SprintNet* | \$3/hour evenings/weekends | \$9/hour weekdays |
| Tymnet:**  | \$3/hour evenings/weekends | \$9/hour weekdays |

(SprintNet and Tymnet rates shown are for 48 contiguous US states only.)

|                        |                                            |                    |
|------------------------|--------------------------------------------|--------------------|
| Tymnet Canada:         | \$4/hr eves/wkends                         | \$9/hour weekdays  |
| Tymnet Hawaii:         | \$10/hr eves/wkends                        | \$20/hour weekdays |
| Telnet (via Internet): | \$1/hour, round the clock                  |                    |
| Direct dial (Boston):  | \$2/hour, round the clock (up to 9600 bps) |                    |

\* SprintNet daytime hours are from 6am to 7pm, M-F, ET.

\*\* Tymnet daytime hours are from 7am to 6pm, M-F, ET.

#### 20/20 PLAN OPTION (for USA-48 users only):

Volume users can choose the 20/20 Advantage Plan, which is \$20 per month and includes the first 20 hours of access by any combination of methods from the contiguous United States. Additional use is \$1.80 per hour (additional use for telnet access is \$1 an hour). The 20/20 Plan's cost is in addition to the \$13 monthly fee.

#### INTERNATIONAL USERS:

If you wish to connect internationally through Tymnet or SprintNet, please contact your local PTT. BIX accepts prepaid international calls, direct dial, or telnet connections. In order to make a "collect" (not prepaid) call to BIX, your account must be verified before the charges are accepted. When you complete the registration, we'll mail you a BIX Membership Agreement by regular US Mail. When you receive it, sign it and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

If you want to access BIX right away, contact your local PTT to set up a prepaid account. You'll pay your local carrier for your calls to BIX in advance, so there's no waiting period or verification needed. Or, connect at BIX via telnet to x25.bix.com.

SprintNet international calls from most locations are \$24 an hour. Tymnet international charges vary, but are generally between \$20-\$30 an hour.

#### ===== Billing Information: =====

You can charge your monthly BIX membership fees to your Visa, Mastercard, Discover, or American Express card.

You may have your company invoiced for one or more BIX memberships with a BIX Corporate Account.

```
=====
To Sign Up For BIX:
=====
```

Dial by modem 1-800-695-4882 or 617-491-5410 \*  
(use 8 data bits, no parity, full duplex)

Press a few carriage returns until you see the Login:(enter "bix")  
prompt, then type bix

At the Name? prompt, type bix.amrpt

\* Users already on the internet can telnet to x25.bix.com instead.  
At the USERNAME: prompt enter bix, then bix.net at the Name? prompt.  
Once your account is registered, you can connect the same way, except  
at the Name? prompt you'll enter your BIXname and then your password.

Using the above procedure will allow users in the 48 contiguous United States to take advantage of our special "5 for \$5" offer. This offer lets you use up to 5 hours of evening/weekend time on BIX during the current calendar month (whatever month you sign up in), for \$5. Additional time is \$1.80 per hour (\$1 per hour for telnet). At the end of the calendar month, you will be placed into our standard rate plan, at \$13 monthly plus connect charges. You may also join the 20/20 Plan at this time.

If you have other questions, please contact BIX Member Services at (800) 695-4775; send a fax to BIX at (617) 491-6642; or send Internet mail to info@bix.com.

BIX Member Services hours are 12pm - 11pm, Monday through Friday, ET.

## 1.21 AXshell v1.31

### TITLE

AXsh - Amiga external shell

### VERSION

1.31 - a non-crippled evaluation version

### AUTHOR

Pasi 'Albert' Ojala Internet: albert@cs.tut.fi OR  
albert@cc.tut.fi

### DESCRIPTION

AXsh's main purpose is to let other users have access to your Amiga and still be sure that nothing inappropriate can happen. AXsh ensures this by allowing access only to directories that are defined accessible and only accepting commands and arguments that are defined legal.

---

AXsh supports multiple lines, multiple users logged in simultaneously and 8 different user levels. User actions can be saved into a log file. Each user has his/her own home directory, and the used disk space can be/is restricted.

AXsh can be used as a bulletin board system with or without UUCP or as a door program in a 'normal' BBS. It has its own mail, news and file transfer programs. However, AXsh is not restricted to remote access, it can be very well used as a local shell.

The shell itself has command line editing, function key macros, history, aliases, variables and scripts. It also has filename and commandname completion assigned to the TAB key. VT100, Ansi and dumb terminal modes are currently supported.

Many useful programs are included in the packet and any CLI-based programs can easily be added.

AXsh systems can be connected together to form a network, so that mail and news are exchanged between systems. You can also use UUCP instead of the native AXsh net system or you can use another transport mechanism like Fidonet (TrapDoor) to transfer AXsh net packets. News and mail programs are configurable to fully interface with UUCP or CNews.

If you have WB2.1, you can choose the used language from English, Finnish, Spanish, French, Danish, Swedish and German. New 2.0 features are also used, but you can still use AXsh with ks1.3 if you have arp.library.

## NEW FEATURES

All known security holes patched.

Possibility to kick out users and a crude time-limit feature.

New, faster serial handler.

Possibility to have userlevel-specific configuration files for FFE and Rn (allows restricted file/news areas).

Numerous bug fixes and improvements.

It is now possible to install from hard disk (Assign AXshPack: to the directory you unarchived the InstallDisk packet).

## SPECIAL REQUIREMENTS

arp.library (v39) OR ks2.0

LhA (or Lx) to unpack the archive, installation disk and language catalogs

C= Installer in the WorkBench command path to use the installation script (usually SYS:System/Installer)

---

## SUGGESTED ENVIRONMENT

A hard disk, about 1M for a basic one-user system without news

At least 1M of memory

A modem for remote access

## HOST NAME/FILE NAME

ftp.funet.fi:/pub/amiga/shells/AXsh/AXsh-1.31-demo.{lha,readme}

Aminet sites, util/shell/AXshDemo131.lha

## PRICE

Suggested shareware/registration fee is US\$30

## DISTRIBUTABILITY

The demo version can be freely distributed, provided that the contents of the archive remain intact.

## IMPORTANT!

This can be the last 1.3-compatible version. However, bugfixes will be done for registered users, if needed. The next version will be totally new inside, writing applications will be easier, the security will improve etc. If there is enough interest (and registrations), I might consider making a 1.3-compatible version also.

## 1.22 CycleToMenu v2.0

## TITLE

CycleToMenu - turns cycle gadgets into popup menus

## VERSION

2.0 (20.3.94)

## AUTHOR

Federico Giannici <MC4080@mclink.it>

## DESCRIPTION

CycleToMenu is a commodity that turns the standard cycle gadgets into popup menus or "expanding" gadgets. This way, selecting the desired option is easier and faster.

The look and behaviour of the popup menus are highly configurable by a font&resolution-sensitive configuration window.

CycleToMenu works under AmigaOS 2.0 but takes advantage of some features of AmigaOS 3.x.

The archive contains the documentation and localization files in four languages: English, Italian, German and Dutch.

#### NEW FEATURES

- The popup menus' look&behaviour is now highly configurable
- Added a font&resolution-sensitive configuration window
- Complete localization of the program (AmigaOS 2.1 required)
- Parameters can be used both from Workbench and Shell
- It's now possible to quit the program

#### SPECIAL REQUIREMENTS

AmigaOS 2.0.  
AmigaOS 2.1 is required for the localization.

#### HOST NAME

Available via anonymous FTP from Aminet,  
for example ftp.luth.se (130.240.18.2).

#### DIRECTORY

/pub/aminet/os20/cdity

#### FILENAME

CycleToMenu-20.lha (37712 bytes)

#### PRICE

Free.

#### DISTRIBUTABILITY

The archive is freely distributable as long as the archive remains intact and only a nominal fee is charged for its distribution.

This program is CardWare: if you like it, send a postcard of your

---

country to the author.

### 1.23 In Closing

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%
%%              -   -   -   -   -
%%             / \  | \  / | | // \  / \
%%            /  \ | \  / | | | (<  -  / \
%%           /--- \ | \ / | | | \_|| /--- \
%%          /-----\
%%         /-----\
%%        Amiga Report International Online Magazine
%%              April 1, 1994 ~ Issue No. 2.12
%%            Copyright 1994 SkyNet Publications
%%                  All Rights Reserved
%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

### 1.24 Columns and Features

From the Editor's Desk  
 Saying it like it is!

Amiga News  
 News and Announcements



Amiga Talk  
A low cost network system

Famous Amiga Uses  
Updated!

Creating Custom Gadgets  
Using Directory Opus

Reader Mail  
The readers speak!

AR Contest  
Win, win, win!

CD-32 Short Reviews  
By Jukka and Alan

European Outlook  
A worldly view

NAB '94 Show Report  
The Amiga in Broadcasting

Linelink & VoiceMail  
Using AVM 1.11a

CIS Conference  
GVP, Nova Design, and Warner Brothers

## 1.25 About Amiga Report

For Starters  
Where to get AMIGA REPORT

AR Staff  
The Editors, and Contributors

In Closing  
Copyright Information

## 1.26 Commercial Online Services

Delphi  
Getting better all the time!

Portal  
A great place for Amiga users...

---

InterNet  
Subscribe to the AR Mailing List

BIX  
For Serious Programmers and Developers

## 1.27 Files Available for FTP

AXSH v1.31  
A multiuser system for the Amiga

CycleToMenu v2.0  
Turns cycle gadgets into menus

~~~~~  
The most downloaded files from wustl.edu during the week until 28-Mar-94

File	Dir	Size	Description
ar210.lha	text/mags	50K+	Amiga Report 2.10, 18-Mar-94
rot2.lha	demo/euro	164K+	A wonderful Doom-type Demo
walls.lha	game/demo	26K+	FAST interactive (wolf-type) 3D-labyrinth
csh537.lha	util/shell	223K+	C-Shell (csh) 5.37, CLI replacement
svdemo.lha	game/demo	127K+	Great demo of VERY VIOLENT shareware game!
IconPack1_0.lha	util/wb	81K+	95 new icons for WB 2 & 3 with installer
statram3.lha	disk/misc	9K+	Recoverable ram drive. Multiple units, Cro
BIGTIME1.dms	demo/mega	838K+	BigTimeSensuality-AGA-Demo From AXIS!1/2
gf2_game.lha	game/shoot	185K+	Gravity Force 2. Great 2 player PD-game
BIGTIME2.dms	demo/mega	847K+	BigTimeSensuality-AGA-Demo From AXIS!2/2

~~~~~

## 1.28 NOVA

\* NOVA BBS \*  
Official Amiga Report Distribution Site  
\* Running Starnet BBS \*  
Wayne Stonecipher, Sysop  
FidoNet 1:362/508  
An Amiga Software Distribution Site (ADS)  
615-472-9748 USR DS 16.8 24hrs - 7 days  
Cleveland, Tennessee

## 1.29 In The MeanTime

\* IN THE MEANTIME BBS \*  
Official Amiga Report Distribution Site  
\* Running AXShell \*  
Robert Niles, Sysop  
rniles@imtired.itm.com

509-248-5645 Supra V.32bis 24hrs - 7 days  
Yakima, Washington

\*\*\*\*\* Notice \*\*\*\*\*

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus we will no longer be accepting File REQuests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted.

Those who call for the latest edition of Amiga Report, and who do not wish to establish an account, at the first login: prompt type "bbs", at the second login: prompt type "guest".

Once in type "ARMAG" (without the quotes) at any prompt.

### 1.30 PIONEERS BBS

\* PIONEERS BBS \*  
\*\* A PREMIER GENEALOGY BBS \*\*  
\*\* WEST COAST - Amiga Virus Busters Support BBS \*\*  
\*\* CD32 REVIEW Support BBS \*\*  
AND NOW  
Official Amiga Report Distribution Site  
\* Running EXCELSIOR! BBS \*  
Michael & Marthe Arends, Sysops  
FidoNet: 1:343/54.0  
206-775-7983 Supra 14.4k v32.bis 24hrs - 7 days  
EDMONDS, Washington

New users can call and get ANY copy of Amiga Report. Just call using the Name "Long Distance" and the password "Longdistance" (without the quotes of course). Users using this account will have full access to ALL past and present issues of AMIGA REPORT starting with the premier issue. The latest issue of Amiga Report can be Freq'ed (FileREQueted) from here as "AR.LHA", Freq's are valid at ANY time.

### 1.31 Biosmatica

\* BIOSMATICA BBS \*  
Official Amiga Report Distribution Site -- Portugal  
\* Running Excelsior/Trapdoor/UUCP \*  
Celso Martinho, Sysop  
FidoNet 2:361/9  
+351-34-382320 V.32bis 24hrs - 7 days

### 1.32 Amiga Junction 9

```

* AMIGA JUNCTION 9 *
Official Amiga Report Distribution Site -- United Kingdom
* Running DLG Professional *
Stephen Anderson, Sysop
Sysop Email: sysadmin@junct9.royle.org

Line 1 +44 (0)372 271000 14400 V.32bis/HST FidoNet 2:440/20
Line 2 +44 (0)372 278000 14400 V.32bis only FidoNet 2:440/21
Line 3 +44 (0)372 279000 2400 V.42bis/MNP

Internet: user_name@junct9.royle.org

```

### 1.33 BitStream BBS

```

* BITSTREAM BBS *
The BBS of the Nelson (NZ) Amiga Users Group
Official Amiga Report Distribution Site
* Running Xenolink 1.0 Z.3 *
Glen Roberts, Sysop
FidoNet 3:771/850
+64 3 5485321 Supra V.32bis 24hrs - 7 days
Nelson, New Zealand

```

### 1.34 Realm of Twilight

```

* REALM OF TWILIGHT BBS *
Official Amiga Report Distribution Site -- Canada
* Running Excelsior! BBS *
Thorsten Schiller, Sysop
Usenet: realm.tdkcs.waterloo.on.ca
UUCP: ...!uunet.ca!tdkcs!realm
FIDO: 1:221/302
Fish: 33:33/8
24hrs - 7 days
519-748-9365 (2400 baud)
519-748-9026 (v.32bis)
Ontario, Canada

```

Hardware: Amiga 3000, 105 Meg Quantum, 213 Meg Maxtor, 5 megs RAM

### 1.35 Metnet Triangle

```

METNET TRIANGLE SYSTEM
Official Amiga Report Distribution Site
UK Support for Mebbsnet
* Running Mebbsnet and Starnet 1.02a *
Jon Witty, Sysop

```

FIDO: 2:252/129.0  
 24 hrs - 7 days  
 Line 1: 44-482-473871 16.8 DS HST  
 Lines 2-7: 44-482-442251 2400 (6 lines)  
 Line 8: 44-482-491744 2400  
 Line 9: 44-482-449028 2400  
 Voice helpline 44-482-491752 (anytime)

Fully animated menus + normal menu sets.  
 500 megs HD - Usual software/messages  
 Most doors online - Many Sigs - AMIGA AND PC SUPPORT  
 Very active userbase and busy conference  
 Precious days and MUD online. AMUL support site.

### 1.36 Omaha Amiganet

\* OMAHA AMIGANET \*  
 Official Amiga Report Distribution Site  
 \* Running DLG Professional \*  
 Andy Wasserman, Sysop  
 24 hrs - 7 days  
 FidoNet: 1:285/11  
 AmigaNet: 40:200/10  
 Line 1: 402-333-5110 V.32bis  
 Line 2: 402-691-0104 USR DS  
 Omaha, Nebraska

### 1.37 Amiga-Night-System

\* AMIGA-NIGHT-SYSTEM \*  
 Official Amiga Report Distribution Site - Finland  
 \* Running DLG Professional \*  
 Janne Saarme, Sysop  
 24 hrs - 7 days  
 InterNet: luumu@fenix.fipnet.fi  
 FidoNet: 2:220/550.0  
 +358-0-675840 V.32bis  
 Helsinki, Finland

### 1.38 Ramses Amiga Flying

\* RAMSES THE AMIGA FLYING \*  
 Official Amiga Report Distribution Site -- France  
 \* Running DLG Professional \*  
 Eric Delord, Sysop  
 Philippe Brand, Co-Sysop  
 Stephane Legrand, Co-Sysop  
 Internet: user.name@ramses.gna.org  
 Fidonet: 2:320/104  
 +33-1-60037015 USR DS 16.8

+33-1-60037713 V.32bis  
 +33-1-60037716 1200-2400

Ramses The Amiga Flying BBS is an Amiga-dedicated BBS running DLG-Pro on a Amiga 3000, 16MB RAM, 2GB Disk space, 3 lines.

We keep a dayly Aminet site mirroring, NetBSD-Amiga complete mirror site from ftp.eunet.ch (main site), Amiga Report, GNU Amiga, Ramses is the SAN/ADS/Amiganet French coordinator.

### 1.39 Gateway BBS

\* THE GATEWAY BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior! BBS \*  
 Stace Cunningham, Sysop  
 Dan Butler, CoSysop  
 24 hrs - 7 days  
 InterNet: stace@technet1.jcte.jcs.mil  
 FidoNet: 1:3604/60.0  
 601-374-2697 Hayes Optina 28.8 V.FC  
 Biloxi, Mississippi

### 1.40 Talk City

\* TALK CITY \*  
 Official Amiga Report Distribution Site  
 708-372-0190 - 2400bps  
 708-372-0268 - V32 14.4K  
 708-372-0283 USR DS 14.4K  
 Fido Net 1:115/372,0 Phantom Net 11:2115/2.0 Clink Net 911:6080/4.0  
 UUCP tcity.com

Over 3 Gig of Files Online | More and More things everyday.

With Three IBM CD-ROMs online, 10 lines, support for all platforms, and a REALLY dedicated sysop (The Mayor).

### 1.41 Amiga BBS

\* Amiga BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior! BBS \*  
 Alejandro Kurczyn, Sysop  
 FidoNet 4:975/7

First Amiga BBS in Mexico  
 (5) 887-3080 9600 V32,MNP  
 Estado de Mexico, Mexico

## 1.42 The Stygian Abyss

\* THE STYGIAN ABYSS BBS \*  
 312-384-0616 14.4 USR Courier HST  
 312-384-6250 14.4 Supra V.32 bis (FREQ line)  
 312-384-0716 2400 USR Courier

FIDONet-1:115/384.0 CLink-911:6200/2.0 NWNNet-206:310/0.0--206:310/1.0  
 PhantomNet Central States Cooridinator-11:2115/0.0--11:2115/1.0  
 FaithNet Central States Cooridinator-700:6000/0.0--700:6000/1.0  
 AMINet Chicagoland HUB-559:2/5.0  
 Chicago, Illinois

Over 4 GIGS of files I Over 3700 MODS I Over 120 On-Line Games  
 Tons of digitized sounds I Over 15,000 GIFS  
 Supporting: Amiga I IBM I Macintosh I C=64/128  
 SIR SAMMY-SysOp Enter.....If you dare!!

## 1.43 Amiga Do PC BBS

\* AMIGA DO PC BBS \*  
 Official Amiga Report Distribution Site - Brazil  
 \* Running Excelsior! v 1.18 \*

+55-192-33-2260  
 Weekdays: 19-07 (-3 GMT)  
 Weekends: 24 hours  
 Fidonet: 4:801/44  
 RBT: 12:1212/1  
 Virinet: 70:101/17

Internet: fimoraes@dcc.unicamp.br  
 Francisco Moraes, sysop  
 Campinas, SP

Freq AREPORT for the newest issue available.

## 1.44 Comm-Link BBS

\* COMM-LINK BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior Pro \*  
 604-945-6192 USR DS 16.8  
 24 hrs - 7 days  
 Fido: 1:153/210.0

AmigaNet 40:800/9100.0  
InterSports: 102:540/305.0  
PussNet: 169:1000/305.0  
InterNet: steve\_hooper@comm.tfbbs.wimsey.com  
Steve Hooper, Sysop  
Port Coquitlam, B.C. Canada

## 1.45 Phantom's Lair

\* PHANTOM'S LAIR \*  
Official Amiga Report Distribution Site  
\* Running CNET 3.0 \*  
FidoNet: 1:115/469.0  
Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0  
708-469-9510  
708-469-9520  
CD ROMS, Over 15511 Files Online @ 2586 meg  
Peter Gawron, Sysop  
Glendale Heights, Illinois

## 1.46 Tierra-Miga BBS

Tierra-Miga BBS  
Software: CNet  
Gib Gilbertson  
24 hours - 7 days  
FidoNet: 1:202/638.0  
AmigaNet: 40:406/3.0  
Internet: torment.cts.com  
Line #1: 619.292.0754 V32.bis  
City: San Diego, CA.

## 1.47 Freeland Mainframe

\* FREELAND MAINFRAME \*  
Offical Amiga Report Distribution Site  
\* Running DLG ProgeSSIONAL \*  
John Freeland, SysOp  
206-438-1670 Supra 2400zi  
206-438-2273 Telebit WorldBlazer(v.32bis)  
206-456-6013 Supra v.32bis  
24hrs - 7 days  
Internet - freemf.eskimo.com  
Olympia, Washington



## 1.48 LAHO

```
      * LAHO BBS *
Official Amiga Report Distribution Site -- Finland
      * Running MBBS *
      Lenni Uitti, SysOp
      Juha Mäkinen, SysOp (Amiga-areas)
      Tero Manninen, SysOp (PC-areas)
      +358-64-414 1516, V.32bis/HST
      +358-64-414 0400, V.32bis/HST
      +358-64-414 6800, V.32/HST
      +358-64-423 1300, V.32bis
      Seinäjoki, Finland
```

Our host machine is a 386/33 with 20MB of memory, 1GB harddisk and a CD-ROM drive running in a Novell network. The BBS software is a Norwegian origin MBBS running in a DesqView windows.

We have now (26th March 1994) over 10000 files online (mostly for the Commodore Amiga line of the personal computers.)

Every user has an access to download filelist (LAHOFIL.ZIP), list of the Finnish 24-hour BBS's (BBSLIST.ZIP or BBSLIST.LHA) and every issue of the Amiga Report Magazine (AR101.LHA-AR???.LHA) even on their first call.

The system has been running since 1989 and is sponsored by the local telephone company, Vaasan Läänin Puhelin Oy.

BTW, LAHO stands for "LAtomeren Höyrylaiva Oy" = "Barnsea Steamship Co."

Welcome on board!

## 1.49 Falling BBS

```
      * FALLING BBS *
Official Amiga Report Distribution Site -- Norway
      * Running ABBS *
      Christopher Naas, Sysop
      +47 69 256117 V.32bis 24hrs - 7 days
      EMail: naasc@cnaas.adsp.sub.org
```

## 1.50 Command Line BBS

```
      * COMMAND LINE BBS *
Official Amiga Report Distribution Site -- Canada
      Canada's Amiga Graphics & Animation Source
      * Running AmiExpress BBS *
      Nick Poliwko, Sysop
      416-533-8321 V.32 24hrs - 7 days
      Toronto, Canada
```

## 1.51 Leguans Byte Channel

```
* LEGUANS BYTE CHANNEL *
Official Amiga Report Distribution Site -- Germany
* Running EazyBBS V2.11 *
Andreas Geist, Sysop
Usenet: andreas@lbcmbx.in-berlin.de
      24 hrs - 7 days
Line 1: 49-30-8110060 USR DS 16.8
Line 2: 49-30-8122442 USR DS 16.8

Login as User: "amiga", Passwd: "report"
```

## 1.52 Stingray Database BBS

```
* STINGRAY DATABASE *
Official Amiga Report Distribution Site -- Germany
* Running FastCall *
Bernd Mienert, Sysop
EMail: sysop@sting-db.zer.sub.org.dbp.de
+49 208 496807 HST-Dual 24hrs - 7 days
Muelheim/Ruhr, Germany
```

## 1.53 T.B.P. Video Slate

```
* T.B.P. VIDEO SLATE *
Official Amiga Report Distribution Site
An Amiga dedicated BBS for All
* Running Skyline 1.3.2 *
Mark E Davidson, Sysop
      24 hrs - 7 days
201-586-3623 USR 14.4 HST
Rockaway, New Jersey
```

Full Skypix menus + normal and ansi menu sets.  
Instant Access to all. Download on the first call.

Hardware: Amiga 500 Tower custom at 14 MHz, 350 Meg maxtor,  
125 Meg SCSI Maxtor, 125 Meg IDE Maxtor, Double Speed CD rom,  
9 meg RAM

## 1.54 Amiga Central

```
* AMIGA CENTRAL! *
Official Amiga Report Distribution Site
CNet Amiga Support Site
* Running CNet Amiga BBS *
```

Carl Tashian, Sysop  
 Internet mail: root@amicent.raider.net  
 615-383-9679 1200-14.4Kbps V.32bis  
 24 hours - 7 days  
 Nashville, Tennessee

Hardware: Amiga 3000 Tower 68030+882@25MHz, 105 meg Quantum, 225 meg Seagate,  
 Zoom 14.4k modem

## 1.55 Continental Drift

\* CONTINENTAL DRIFT BBS \*  
 Official Amiga Report Distribution Site  
 \* Running DLG Pro software \*  
 Murray Chaffer & Andre Lackmann, Sysops  
 +612 949-4256  
 24 hours - 7 days  
 Sydney, Australia

## 1.56 Guru Meditation

\* GURU MEDITATION \*  
 Official Amiga Report Distribution Site -- Spain  
 \* Running Remote Access \*  
 Javier Frias, SysOp  
 +34-1-383-1317 V.32bis  
 24 hours - 7days  
 Spain

## 1.57 Moonlight Sonata DLG

M O O N L I G H T   S O N A T A   D L G

\* Amiga Report Official Distribution Site \*  
 \* DAS ModPlayer Support \*

2 Nodes \*FREE PUBLIC\* Amiga BBS  
 MIDI-tunes, MIDI-utils, Modules, Amiga-files  
 Messages, Door-games, MUD...  
 Also patches for several synths!  
 (About 100MB of ProTracker Modules!)

Node #1 - +358-18-161763 - ZyXEL V32b 19200  
 Node #2 - +358-18-161862 - HST DS V32 14400  
 Fidonet: 2:221/112.0

Keyboards: Erno Tuomainen

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FREQ the filename "AR.LHA" for the most current issue of Amiga Report!

OMAHA AMIGANET  
.....Omaha, Nebraska

NOVA  
.....Cleveland, Tennessee

PIONEER'S BBS  
.....Edmonds, Washington

BIOSMATICA  
.....Portugal

AMIGA JUNCTION 9  
.....United Kingdom

BITSTREAM BBS  
.....Nelson, New Zealand

REALM OF TWILIGHT  
.....Ontario, Canada

METNET TRIANGLE  
.....Kingston Upon Hull, England

AMIGA-NIGHT-SYSTEM  
.....Helsinki, Finland

RAMSES THE AMIGA FLYING  
.....France

GATEWAY BBS  
.....Biloxi, Mississippi

TALK CITY  
.....Waukegan, Illinois

AMIGA BBS  
.....Estado de Mexico, Mexico

THE STYGIAN ABYSS  
.....Chicago, Illinois

AMIGA DO PC BBS  
.....Campinas, Brazil

COMM-LINK BBS  
.....Port Coquitlam, BC, Canada

PHANTOM'S LAIR  
.....Glendale Heights, Illinois

Tierra-Miga BBS  
.....SanDeigo, Ca

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MOONLIGHT SONATA DLG  
.....Finland  
Non-FidoNet Systems  
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IN THE MEANTIME  
.....Yakima, Washington

FREELAND MAINFRAME  
.....Olympia, Washington

LAHO  
.....Seinajoki, Finland

FALLING  
.....Norway

COMMAND LINE  
.....Toronto, Canada

LEGUANS BYTE CHANNEL  
.....Germany

STINGRAY DATABASE  
.....Muelheim/Ruhr, Germany

T.B.P. VIDEO SLATE  
.....Rockaway, New Jersey

AMIGA CENTRAL  
.....Nashville, Tennessee

CONTINENTAL DRIFT  
.....Sydney, Australia

GURU MEDITATION  
.....Spain

DOOM OF DARKNESS  
.....Bremen, Germany

REDEYE BBS  
.....Munich, Germany

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