

ar213

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REVISION HISTORY

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No news is [???] news!!!

You insert whatever you want in the brackets :)

Commodore is being pretty quiet about all this. I tried to get ahold of Hock Tan there at C= to no avail. The person I talked to stated that he would be back next tuesday or wednesday.

The rumors are flying though!! Everything from HP is going to buy Commodore to entertaining news that C= has dropped the Amiga line and now makes microwave ovens.

Well if the last is true, I'm sure we'll be seeing some new products from NewTek :)

Well, I'm going to pop some pizza in my Amiga and let you get on with your reading!

Take care!

1.4 Delphi

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

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

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1.5 AR Staff

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

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=====

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1.6 Amiga Report Mailing List

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

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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!

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World Wide Web

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

Simply tell Mosaic to open the following URL:  
<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/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

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Aminet

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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 or ftp.wustl.edu are two sites)

## 1.7 Amiga News

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%% Amiga News                                     %%
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Bridal Reflections Framestore 3D Image Processing Volume I

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AUTHORS

Michael Jaycox, JPV
David Tiberio, Area52

Bridal Reflections, Volume I, allows wedding videographers to create an opening and recap from saved Framestores. Using custom software, the original Framestores are converted into either the opening or recap, along with titles and a professional background. The videographer merely stores the desired Framestore, and our image processing software does the rest! In a few minutes, depending on the speed rating of your computer, the finished images will be done. The videographer may then use standard Toaster effects to perform transitions between the newly created Framestores. A free demo is available which requires Scala multimedia software, although 256 color images are also included.

More modules, featuring other themes, will be available in the future.

SPECIAL REQUIREMENTS

This software requires the Video Toaster, and has been tested with Toaster 2.0 and 3.0.

PRICE

The Bridal Reflections module and Framestore generator retails for \$275. To order, send a check or money order for \$275.00 + \$2 shipping and handling to Area52, 6 Lodge Lane, East Setauket NY 11733.

AVAILABILITY

Bridal Reflections will be shipping in March, 1994. Future modules will be announced as they become available. A demo will be made available on Aminet.

DISTRIBUTABILITY

Bridal Reflections may be purchased from your local Video Toaster dealer. You may also order direct from Area52. Please send all correspondence to Area52, 6 Lodge Lane, East Setauket NY 11733. (516) 476-1615 VOICE/FAX.

Bridal Reflections and the Framestore Image Processor are copyright 1994 Area52 and JPV. All rights reserved.

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SPACEBALLS and REALITY present SOMEWHERE IN HOLLAND II/AMICON '94

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#### INTRODUCTION

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After the success of the Somewhere in Holland party, a sequel was inevitable... and this time it's BIGGER and BETTER. From the 9th until the 11th of July the SIH II - AmiCon 94 will take place in a hall the size of a planet, with more features than you can shake a stick at! Competitions, demos, graphics, music and more! For more information, just read on...

#### THE MAIN HALL

-----

We've got a great hall. With a size of 1800 m2 it will fit a thousand freaks easily. Tina Turner once gave a concert there! Powerfailures are a thing of the past, we have enough power to illuminate the entire city of 's-Hertogenbosch. We will have a huge screen (6 x 4.5 metres) and a very high quality LCD-projector for crystal-clear projection of all demos, pictures, movies and more! And ofcourse we didn't forget the sound.. 1600 Watts of music power to blow everybody's ears off!

#### SLEEPING HALL

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You can get some rest in the sleeping hall, and there's showers and other sanitary facilities for those who like to keep themselves fresh & clean all the time... The sleeping hall measures about 500 m2

#### COMPETITIONS

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There will be 7 main competitions, each with a first, second and third prize. The prizes are stated in Dutch Guilders and their approximate equivalent in US Dollars.

- ECS Graphics competition (pre-AGA pictures - viewable on A500/A500+)
  - 1st prize: Fl.300 / \$156
  - 2nd prize: Fl.150 / \$78
  - 3rd prize: Fl.75 / \$39
  
- AGA Graphics competition (viewable on a standard A1200)
  - 1st prize: Fl.300 / \$156
  - 2nd prize: Fl.150 / \$78
  - 3rd prize: Fl.75 / \$39
  
- ECS Demo competition (pre-AGA demos - runnable on A500/A500+)
  - 1st prize: Fl.750 / \$391
  - 2nd prize: Fl.375 / \$195
  - 3rd prize: Fl.200 / \$105

- AGA Demo competition (runable on a standard A1200)
  - 1st prize: Fl.750 / \$391
  - 2nd prize: Fl.375 / \$195
  - 3rd prize: Fl.200 / \$105
  
- ECS 40Kb intro competition (pre-AGA - runable on A500/A500+)
  - 1st prize: Fl.500 / \$260
  - 2nd prize: Fl.250 / \$130
  - 3rd prize: Fl.125 / \$65
  
- AGA 40Kb intro competition (runable on a standard A1200)
  - 1st prize: Fl.500 / \$260
  - 2nd prize: Fl.250 / \$130
  - 3rd prize: Fl.125 / \$65
  
- Music competition
  - 1st prize: Fl.300 / \$156
  - 2nd prize: Fl.150 / \$78
  - 3rd prize: Fl.75 / \$39

(each category must have at least 6 entries. Only the first 30 entries in each category can compete. All entries must be solely made by the competitors. The Organisation retains its rights to refuse an entry, or check its origin. The Organisation retains the right to add further rules.)

Voting will be done using disks that are handed out at the entrance (when you pay your entrance fee) so the results can be shown on the big screen while we are counting the votes (just like they did at The Party III in Herning, Denmark last december!)

#### INFLATABLE CASTLE!

-----

Yes, there's even going to be an inflatable castle! You know, those big and colorful castles where you have to take off your shoes (hint!) and an airpressure pump irritates the hair off your scalp because it keeps running day and night, and you can jump around with your newly found scene-friends, and it gets really colorful because it already was, and we might even set up a pair of speakers next to it and play music to make people jump in sync.

#### WHERE IS IT?

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The partyplace is called "Sportcentrum Maaspoort" and is located in the north of the city of 's-Hertogenbosch ('Den Bosch'). 's-Hertogenbosch is in the south half of The Netherlands, and is quite a large city, so you shouldn't have any problems getting there. "Sportcentrum Maaspoort" is located where the A2 (an extension of the E25) and the A59 meet. The route is clearly indicated after the exit 's-Hertogenbosch/Waalwijk. Its address is Burg. Godschalxstraat 63.

A non-stop bus will drive from the party to the railway station in

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the center of the city and back!

#### WHEN'S WHAT?

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The party is held at the 9th, 10th and 11th of July 1994. To keep it short, here comes the party-program:

#### Saturday, the 9th:

- 10.00 - Doors Open
- 14.00 - Official opening of the party with the SIH Demo by Reality/Spaceballs.
- 22.00 - Deadline of the graphics competition. Both AGA and Original chipset.

#### Sunday, the 10th:

- 04.00 - Deadline of the music competition.
- 08.00 - Start of the Original Chipset Graphics competition.
- 09.00 - Start of the AGA Chipset Graphics competition.
- 10.00 - Deadline of the 40Kb intro competition. Both AGA and Original chipset.
- 12.00 - Start of the Music competition.
- 16.00 - Deadline of the Demo competitio. Both AGA and Original chipset.
- 18.00 - Start of the Original Chipset 40k Intro competition.
- 21.00 - Start of the AGA Chipset 40k Intro competition.

#### Monday, the 11th:

- 02.00 - Start of the Original Chipset Demo competition.
- 05.00 - Start of the AGA Chipset Demo competition.
- 09.00 - Deadline of the Voting, counting of the votes starts.
- 10.00 - Start of the competition prizemoney handover in the order:
  - 1) Graphics competition Original Chipset 3, 2, 1
  - 2) Graphics competition AGA Chipset 3, 2, 1
  - 3) Music competition 3, 2, 1
  - 4) 40Kb Intro competition 3, 2, 1
- 5) 40Kb AGA Intro competition 3, 2, 1
- 6) Demo competition Original Chipset 3, 2, 1
- 7) Demo competition AGA Chipset 3, 2, 1
- 14.00 - Official closing of the party.
- 15.00 - Power down.

#### MORE AND MORE AND...

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Some more words from the organisation..

- There's 800 parking places for the party only!! So don't worry, you'll get your car parked :)
  - The entrance fee will be Hfl30 for 3 days of great fun! That's not expensive is it? What have you got to lose?
  - The things said in this text are only those that are 99.9999% sure. This means there will be more fun things that the organisation is now busy organising, but we won't tell yet.. come and see !! :)
-

FOR MORE INFORMATION...

-----  
 There's an invitation-intro on its way which will feature detailed information about the party and how to get there. Try to get that if you want to know more..

There also is a paper invitation and a smaller leaflet, but I used the text of those to make this invitation, so you won't find many new things in there (except... pictures! :)

For really quickly updated information or reservations you can call 'The Southern Tribe' BBS (sysop: Wizz/Reality):

+31-(0)4160-30252 (DS/HST16k8, 030 power, /X controlled...)

Alternatively, you can write to the organisation:

SIH 2 Organisation  
 P.O. Box 139  
 5080 AC HILVARENBEEK  
 The Netherlands

Joost Brugman  
 Buizerdhorst 23  
 5431 LW CUYK  
 The Netherlands

Thomas Speller  
 Tongelaar 16  
 5438 PZ MILL  
 The Netherlands

You can even contact us by E-Mail using the following InterNet addresses:

- PSmeets@SterBBS.nl (Boulderbrain/Reality)
- M.F.C.vdnHout@kub.nl (Whale/Reality)

## 1.8 Amiga Report Goes 24-bit

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga Report Goes 24-bit                                     By Jason Compton %%
%% A reader-participation review                               jcompton@tcity.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
  
```

With the flood of 24-bit video boards of all shapes, sizes, capabilities and compatibilities, I decided someone needed to sort through the options and present our readers with a clear, comprehensive picture of the strengths and weaknesses of every board we could get our hands on.

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The problem was, I didn't know exactly what sort of clear, comprehensive view people were looking for. I'm sure there are a LOT of questions, and while it won't be much trouble for me to answer certain ones by my own motivation (you can rest assured I'll put them through thorough Emplant and A-Max IV paces), I can't read everyone's mind.

Here's the idea: send suggestions, questions, facts, or anything dealing with Amiga video enhancer boards to me for the upcoming review series. I, along with video guy Mike Hoffman, will do our best to address the issues raised, answer the asked questions, etc. YOUR chance to find out the answer to YOUR questions.

It's not that hard. My net address appears all over the magazine. But, if you don't have access to anything that'll do Internetish mail, I can always be reached at-

1203 Alexander Ave.  
Streamwood, IL 60107-3003

So far, I have contacted GVP, MacroSystems US, DKB, and Expert Services. Of these, only Expert Services has replied, with a one-month pledge of a Picasso II board. That leaves GVP's EGS Spectrum, MacroSystems Retina series, and DKB's upcoming Talon unanswered. I am also interested in contacting the manufacturer of the Merlin and Rainbow boards. If anybody has their information or a 24-bit video board they don't need anymore and would like to send our way, please let me know.

I'll report changes as I get them, and the series will begin probably with the first board we receive. Until then, keep the...um...24-bit cards warm.

## 1.9 Videot's Delight!

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Videot's Delight!                                     By Mike Hoffman %%
%%                                                       Videot1@AOL.COM %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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Okay, so I've been asked to write a column for Amiga Report.

At first, I thought: "What about? I'm no writer - I'm not even an Amiga expert in any sense of the word."

Then, as I began to think more and more seriously about it, I thought, "Why not? Look at what's going on here: this is a magazine by, about, and for the Amiga community! What a great idea - a magazine without paper, distributed freely among the residents of a great community, within which live the very authors of the magazine itself." I was recruited by one of its insiders, practically a neighbor of mine, on a local BBS. It doesn't get much better than that... so, I thought about it, and here I am writing.

My handle probably influenced the request: I'm known in most places as Videot, a name which gets as many confused questions as it does positive responses, which shocks me somewhat, considering that many Amigoids are well aware of the video capabilities of their machines. I'm often referred to simply as "video," as though I added the "t" to avoid duplicating

someone else's handle. Such is not the case: I am VIDEOT - all the letters belong there. It's pronounced VID - EE - UT, \*not\* "Video Tee"! It denotes someone who is very much "into" video in all aspects: I have a laserdisc collection, several VCRs, a number of televisions of varying sizes, and a good number of camcorders has passed in and out of my possession in the past eight years (from linear stereo VHS to VHS-C to S-VHS to my current baby: a Sony V-5000 Hi-8 camera and its companion GV-300 pseudo-Hi-8 Video Walkman. I produce, with a partner, four cable-TV series that add up to five and a half hours of original programming each month in the Chicago area. The shows range from hour-long blocks of videos (supplied by record companies) with in-studio host wraparounds to "unplugged"-style acoustic performances by Chicago bands to interviews with celebrity musicians from all over the world.

All of this costs me very little (except for whatever equipment I choose to purchase for personal reasons - I could sign out everything I need from the studio, but I prefer to own my own equipment) and makes me nothing. I'm not in it for the money, or even for the chance to meet celebrities. I'm in it for the love of what I do - I'm carrying my "videot" label to the extreme: no longer satisfied merely watching television (and, with what's on these days, who could be?), I need to create my own programming in order to feel good about myself.

Unfortunately, the studio where we produce our shows only has a very weakly-endowed Video Toaster, so it serves very little use on our shows. It has the bare minimum RAM, HD space, and processor speed. It can only store five or six frames and takes several minutes just to load one into ToasterPaint.

At home, however, I have MONSTER TOASTER, at least as 2000s go: I'm sure I'll get a lot of flames for this, because I personally know people with better systems than mine, but I'm happy knowing how well this one runs as opposed to the one at the studio, and even the one at work (where we had the best setup I'd ever seen until I bought my own!)

I was introduced to someone who was selling his Toaster 2000 system in order to move up to the 4000, and bought a nice little system which, after a few upgrades of my own, now stands as follows:

A 33-mhz 68030-based A2000, 20 meg RAM + 2 meg Chip RAM; 46-meg HD (for booting), a 1.2-gig HD (for Toaster & serious apps/storage), four floppy drives (2 internal, and a dual-floppy external left over from my A-500 days), and a CD-ROM drive.

I won't try to kid anyone: I'm not a gold-plated hacker. I didn't even create my own sig block - I had a sysop on one of my BBSs create one for me. I do, however, know enough about computers to know what it takes to make one work well, and I have enough common sense to take advantage of "for sale" signs wherever possible. So, to those of you who are chip-heads out there, I can only say "more power to you." I respect people who can dream of circuits and sawtooth waves, and who get as much out of watching an oscilloscope as I do watching Ren & Stimpy or Rocko's Modern World. But I will say this much for myself: I don't take my handle for granted. I worked hard to be known as Videot, and would dare say I can out-edit any MMU-designer or out-produce any wedding videographer this side of Silicon Valley. I've paid me dues. I've shot dozens of weddings, retirement parties, and Bar Mitzvahs. I've interviewed bands both famous and



infamous, and I've got the scarred XLR cables and the dents in my tripod to show for it. And I love it all... the smell of the oxide, the whiff of ozone from the fried sound board, the stinging pain of grabbing the business end of a quartz-halogen spotlight too soon after turning it off. I've even had one explode in my hand. It wasn't pretty.

But all this really has very little to do with the Amiga, does it?

Well, okay, you've got me there. As I said before, I had no idea what to write about. Sure, I've had my minor triumphs with the Video Toaster. I've read the ads for the non-linear, tape-free editing systems, and - like the other videots out there (sorry about the non-capitalization there, I like to reserve that for myself) I would love to take one of them for a test drive. I'm looking forward to the Video Toaster Flyer and hope it doesn't become another Real-Soon-Now product like OpalVision's video add-ons.

Other things I'd like to see are the video-card expansion systems I keep seeing in those Amiga World ads - I think the worst two words in the human language are "Coming Soon." Like the new Star Wars trilogy: Coming Soon has such a painful connotation! I want it \*now\*!

I was reluctant to write about what I already know because chances are you know it, too. I could write one of those "auxilliary articles" about the merits of using the right microphone type and placement, or about three-point lighting, or the evils of backlighting, and I will if it is what you want. I know there's always a need for that type of thing - I work at a high school as the AudioVisual Technical Assistant, and not a week goes by when a teacher asks me a question about video and I wonder how they ever were allowed to buy a camcorder in the first place. If you'd like, I could discuss the rule of thirds or the benefits of proper headroom, or the merits of a good tripod. You tell me.

But my suggestion is that I would like an opportunity to tell you about things you might not know - why non-linear editing is such a great concept, why letterboxed pictures actually give you \*more\* picture and not less, what is Video Toaster 3.1 really like, what can the \*average\* user do with the Toaster or another 24-bit card... things you might not have had a chance to discover for yourself.

As I said before, I'm no writer. I'm not a journalism graduate, or even a journalism \*student\* for that matter. My larval stage in computers came around the same time it did for my video desires: in high school. I got a Vic-20 at age 13, and was hooked ever since. Commodore computers came and went for me, and in 1986 I got my Amiga and realized that computers were great for video, and - as I simultaneously discovered my aptitudes for video editing and effects, I worked on learning all the Amiga had to offer and how to incorporate it into my video "work." I got into cable production right out of high school, where I'd already spent all my free time in the school TV station - I was station manager as a senior. I got a job in data processing and spent all my free time working on programming at the studio. My college was the school of hard knocks, and my diploma airs all over Chicagoland in the form of those music shows I mentioned earlier. Production values are king with me, and I love working on these programs more than anything else. And the more I can do with my computer, the better, although opportunities to put it to use there are limited. I'm working on getting a grant to put a Toaster-based editing suite in the building. The one episode I edited using my own Toaster as the switcher/CG was among the best work I've done, and - if the promise of the Flyer is

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fulfilled sometime soon, I can see a day when the show will be edited right here in my bedroom/office. That would be only fitting, since the Amiga answers the phone & fax for me already (PhonePak).

Wow, for a non-writer, I sure can pound it out, can't I?

Now that you know all about me, I'd like to know more about you: what do you want me to write about? I'd be just as happy doing editorials as reviews - and I'm equally inexperienced at writing tutorials and essays on good vs. bad production values, so what the heck? Take your chances and start throwing topics at me and I'll see what I can come up with.

I want to be an honest and impartial writer, so the best way to start (I suppose) is to write about what the readers want to read about, not what I want to write about. So hit me with your best shot & let's see if I'm really worth reading!

FIRST GLANCE: Toaster 3.1

Well, fellow videots, I have \*finally\* received my Toaster 3.1 upgrade and installed it, to find that while its size (a mere six discs) is comfortable, its benefits are of equally small stature (for the most part).

Don't get me wrong - I am certainly not flaming 3.1! The CG upgrade alone is well worth the effort of installing it (more on that later) but there are a few things I, personally, would love to have seen. Here is what I have discovered in a day's playing:

I'll steer clear of that which I don't know, and 3D is still very much within that category. The ample paper support for this upgrade (NewTek must be spending a small fortune on printing and postage costs for this one, folks) includes an entirely new tutorial on the modeler software, so those of you who have what it takes to venture into that area will be pleased to know that they have a new teacher.

For what it's worth, I believe NewTek ought to include a bigger binder with the next upgrade. Mine's full!

The documentation screams about new effects - May's "Amiga World" says there are "several new effects in the switcher." Really? They're certainly not in the 3.0 bank! I should have taken a picture of my old switcher, but the only changes I'd be willing to testify to are the restoration of a few of 2.0's cooler effects (the split-globe fly-in and the "Death Star" destruction, among others, with new and improved Croutons) and the overall restructuring of the 2.0 bank: it's loaded with the best 2.0 effects and most of the best 3.0 effects, making project "Sys2.0.New" a very nice selection of effects, laid out much better than the 3.0 bank.

Other documented improvements are the shortening of framestore-to-disk write time (now promised under 10 seconds) and less screen-flashing.

But my favorite improvements are in the CG.

Some fonts have been repaired, the manual update now spells out the character sets for the two object fonts (Symbola 40 & 80), and there are new color fonts: "Sans Marble," which is a salmon-and-black-colored

---

texture font which even looks pretty nice on the CG editing screen (but might suffer from unreadability when rendered against dark backgrounds - and, for some reason, seems to look terminally transparent when keyed), and "City," a nicely-colored (blue with pink diagonal, er, plaid?) font which - unfortunately - bears a vague resemblance to the old "Wedge" font. It would never \*pass\* for Wedge, but it immediately brought to mind the ugly, blocky, serif look of the Toaster 1.0-circa font.

But speaking of color, my favorite attribute to CG 3.1 is the fact that the user can now assign a gradient color to non-ColorFonts. The face color and border color, top and bottom for each character, can now be adjusted. For example, if you like a letter to start as hot pink at the top but graduates to dull gray along with a border that graduates from neon green to royal blue, go for it! You can even do one character at a time within a word, whole words, lines, or sentences. This also applies to boxes (which, while I'm on the subject, can now be added to rolling screens). Oddly enough, this new coloring ability \*also\* applies to the borders of ColorFonts!

Finally, can someone tell me if this next part has always been the case? I noticed that when I have the color control portion of the CG active (where one adjusts the face, border, and shadow color & alpha channel) I was still able to mouse down to the text area of the screen and select the character/word/line on which I want to work. I don't seem to recall being able to do that before, or maybe I just never tried.

What this all adds up to is that now, \*every\* font can be a color font. Granted, no texture - but think about how easy it would be to make gold- or chrome-chiseled fonts! A light-over-dark yellow or gray with the opposite arrangement (dark-over-light) border - wham! Instant class. I am really happy with this addition.

On the down side, real ColorFonts are still not allowed in roll or crawl pages, and although boxes \*are\* permitted (on rolls but not on crawls), boxes \*cannot\* share a line with text. So what's the point? I thought boxes are for putting text in! At the very least, though, a very skinny box can act as a line (a feature which was last available on v. 2.0). Brushes are still not allowed on either roll or crawl pages.

I'll readily admit that I haven't even touched on LightWave 3.1's new features. I do know that quite a few nice features have been added there, not the least of which is a set of new objects and, I believe, some new fonts and the ability to stop LightWave from rendering to the frame buffer while it works (saving a second or three per frame but obviously a ton of time if you're rendering enough frames to fill, say, a TV show).

It also can render text (including a message of up to 20 user-defined characters) into an animation (in low or medium res) so you can be like VH-1 and have your name in the corner - say, for demo reels or to prevent illegal use ("MMMMK Video Prod.," or something like that.) Considering the fact that this type of text is used for piracy control, it is a proportionately ugly font - it looks like Topaz 24 to me.

My biggest disappointment: there has been \*no\* substantial change made to ToasterPaint since, well, 1986! (Remember DigiPaint?)

---



extracting them.

One major advantage is that the Amiga Report Installer is capable of detecting which AmigaGuide reader you have installed. For example, if you have MultiView, AR will try to use it. The same is true for picture viewers, in the event that any pictures are included. For those of you who keep your Amiga Reports for a few weeks, each will be placed in the same directory on your hard drive (or floppy for that matter).

To begin, double click on the Install-AR icon. This will open a window asking if you wish to perform a Novice, Intermediate, or Expert install. The Novice install will perform all operations without user intervention.

The Intermediate install first asks whether you wish to install the software or just test it out. By selecting "Pretend to Install", it will go through the procedure without transferring any files. You may also create a file log as a file or to your printer to show what was done, if desired.

Next is a warning for XPK users. AmigaGuide does not always recognise files that have been compressed with XPK. This should not be a problem for Amiga Report readers unless you access Amiga Report from another AmigaGuide document.

After proceeding, a file requester asks you to select where the guide should be stored. The default is the SYS: partition, and an AmigaReport directory will be created there. The files will then be copied over.

The Expert install offers more options. At first it may seem to be identical to the Intermediate install, but once a destination device has been selected, new options are available. The Installer will search your SYS:Utilities/ drawer to see if MultiView is present. If not, it will look for AmigaGuide. If neither are found, it will check to see if AmigaGuide is included with the current version of Amiga Report, and copy it over if found. The icon ToolType will be modified to the first reader found. Workbench 3.0 users will most likely be using MultiView, while other users will most likely be using AmigaGuide.

Next, the picture display driver is created, in case pictures are included with the current Amiga Report. This will first look for MultiView, for Workbench 3.0 users, and then for WDisplay or Display. If WDisplay is included in the current version of Amiga Report, then it is copied over and used.

Next, all files are copied over to the destination directory.

If all goes well, the Installer will display a message saying that the installation is complete, and it will list the location that the Amiga Report was stored in. At this point, it is ready to read!

In the future, I would like to add support for other AmigaGuide readers and picture viewers. In order to qualify for inclusion, the picture viewer must be located in a rather consistent location on everyone's Amiga, and it must use a consistent filename. While it is possible to search for variations on filenames and locations, it is not always possible if these are non-standard.

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If anyone has any comments or problems, please feel free to email me.

dtiberio@libserv1.ic.sunysb.edu

### 1.12 Famous Amiga Uses (updated)

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

```

List of Famous Amiga Uses compiled by David Tiberio.  
 Compilation Copyright 1994 Area52. All Rights Reserved.  
 Originally published in the Amiga/Toaster 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  
 Changes for April 6 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.

+-----+

While some of these are updates to existing sightings, many of  
 them are entirely new. I have added the names of the persons who  
 have submitted or posted the sightings. Some were seen by more than  
 one person, and have been noted.

Allied Signal Aerospace, Incorporated, Indiana.  
 2 Video Toaster workstations used for internal broadcasting.  
 Employee and corporate videos and display monitors.

- unknown network sysop somewhere in Indiana.

"Kung Fu: The Legend Continues", television program.  
 Lightwave screen used as prop for police artists.

- Jason Peacock, San Antonio, Texas.

Rulag, distributor, Germany.  
 Commodore Trend Division, using CBM's name license.  
 Rebadged telephones, paper shredders, and typewriters.

- Dr. Peter Kittel, Commodore Frankfurt, Germany.

"KC's Virtual Reality Cafe", Canberra, ACT, Australia.

"Pteradactyl", A3000 based virtual reality games.

- Mark Trener, Canberra, Australia.

Amigowiec, Polish Amiga magazine, Poland.

A4000's used for desktop publishing.

"Manhatan", Polish radio station, Lodz, Poland.

A600 used for jingles.

Polish TV channel 1 and 2, Poland.

A3000's and IV24's used for commercials and video titling.

- Kolczan, Poland.

"Duckman", television program, USA Network.

Video Toaster used as prop for TV/VCR in Duckman's kitchen

- Darrell Spice Jr., Houston, Texas.

"Robocop", television movie pilot.

A4000's and Personal Animation Recorders used.

Video Toaster used for transporter effects.

EGS graphics board, Deluxe Paint, and Brilliance used for painting.

NewTek credited.

- Ray William Kulberda, Toronto, Canada.

- Fox Remy Owen, Toronto, Canada.

- Mark Thompson, Toronto, Canada.

Pacifica Cable Television, Channel 8, Pacifica, California.

A500 and A1200 using DPaint and Scala for advertising readerboard.

- Ed Vandehey, Pacifica, California.

Scala Infochannel, multimedia software publisher.

Remote control and feedback of kiosks using modems.

NBC, National Broadcasting Corporation.

Amiga rendered peacock logo used during broadcasts.

K-Mart, department store, Canada.

Scala based Amiga kiosks for coupons and blue light specials.

- Jim Moore, Canada.

"The Real McCoy", starring Kim Basinger, motion picture.

A1000 and A3000 keyboard used as prop during bank heist.

- Bill Bereza.

- Gary T Houle, Mount Vernon, Illinois.

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Avesta-Sheffield, Sweden.  
23 Amiga based information kiosks.

Channel 4, National TV, Sweden.  
Animated titles.  
"Jeopardy", networked A3000's (use unknown).  
"The Hunt for the Red Jewel", family programming.  
Matchmaker game shows, using A4000's (use unknown).

Information Channels, Sweden.  
Cablevision, Swedish Cable-TV.

Multimedia High School, Stockholm, Sweden.  
16 A4000's (use unknown).

Stockholm Globe Arena, Stockholm, Sweden.  
World's largest spherical building.  
A4000 and Scala used to control 4 Jumbotrons.

SVT Swedish Television, Channel 1 and 2, National.  
"Hugo", children's gameshow.  
Animated titles.

Swedish hospital (name unknown), Dalarna, Sweden.  
A4000 with EMPLANT and Vidi-12 for rehabilitation and eye exams.

TV Stockholm, Stockholm, Sweden (use unknown).

TV3, Scansat Broadcasting Company, Cable-TV, Sweden.  
"Funhouse", television gameshow.

ZTV, Cable-TV, Sweden.  
"Funhouse", television gameshow.

- Fredrik Lundin, Stockholm, Sweden.

dtiberio@libserv1.ic.sunysb.edu

### 1.13 Amiga Report Contest!

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

The Amiga Report contest is still going on, and it is not too late to enter. This ongoing monthly contest allows Amiga Report readers a chance to win software by either solving a puzzle or by entering a random drawing. The prize this month is the Amiga/Toaster Reference Manual v2.221, from Area52. This is a 1,000 page help system for the Amiga and Video Toaster, covering the Workbench, AmigaDOS, Lightwave, and more (\$34.95 value). Runner up prizes



are also available. All monthly contests end on the morning of the first of the following month. Any entries beyond this date will be entered into the next contest.

To enter the random drawing, select a number from 1 to 262,144 and send it to me at one of my addresses listed below, either by the postal service or email through the Internet.

Also, you may enter by solving the following puzzle. The winner of this puzzle will be decided within the same time frame as the random prize, to allow the contest information to filter through the networks, and to allow your letters and postcards to come in.

The ASCII table contains the alphabetic characters from A to Z, in sorted order. This character set is the basis for many languages, and should be common knowledge to anyone reading this. However, there exists a commonly used set of 26 characters, using these letters, in non-sorted order. Each character appears once and only once. In this non-sorted set, some of the characters do appear in alphabetic order, however there exist two characters which appear in reverse-sorted order. Where is this set found, and what are the two characters?

To enter, simply let your fingers do the talking and type up an email and send it to dtiberio@libserv1.ic.sunysb.edu, or send a post card or letter 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, Robert 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

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will be entered into the next contest, if any.

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Solution to the First Amiga Report Contest Puzzle  
by David Tiberio

Here is the first puzzle used in the first Amiga Report contest. Along with it you will find one possible solution and the first winner!

THE PUZZLE:

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.

THE WRONG ANSWERS:

There are NOT  $36*36*36$  possibilities or 36 possibilities or infinite possibilities.

THE WINNING ANSWER:

The first prize winner is Martin Allred, of Flanders, New Jersey.

"Well, the combination lock problem is interesting. Since there are 36 numbers, one would assume that you could have  $36*36*36$  combinations. However, since the actual mechanics of the lock will not allow one number to be within, say, 4 digits of the numbers before and/or after it, that cuts it down to  $32*32*32$ . So, I'll go ahead and say 32,768 possible combinations. In practice, lock manufacturers don't put consecutive numbers within about +/-10 of each other, which really cuts the number down to  $16*16*16$  (4096 combinations). Since the books that list all the combinations by serial aren't all that thick, that would bear out the lower number."

THE BREAKDOWN:

- Recently I purchased a MasterLock combination lock.

A true story.

- The numbers on the lock are marked from 0 - 35.

Irrelevant. If you scratch off all the numbers, the lock still operates in the same way.

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- To open the lock, it must be turned to the first number, the second number, and then a third number.

The combination has 3 numbers.

- How many combinations are possible?

The mechanics of the lock allow for 12, and not 36, combinations. In other words, the numbers 0, 1, and 2 all open the first location, etc, until there are 12 locations. The padlock companies mark the locks as though there are 36 locations, but in fact there are only 12.

#### THE DISCLAIMER:

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.

#### THE APOLOGY:

In the original puzzle, I offered the prize to the first one to reply with the correct answer. I determined that this is unfair, since many entries may come by mail from non-Internet readers. Also, to keep Urban D Mueller from getting that unfair edge that he had in the first contest. :) All future winners will be announced only in Amiga Report, and various other software packages will be available as prizes (if anyone wants to donate, feel free to email me).

dtiberio@libserv1.ic.sunysb.edu

## 1.14 CeBIT '94

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% CeBIT '94                                     by Dr. Peter Kittel %%
%%                                               peterk@CBMGER.DE.SO.COMMODORE.COM %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Here the CeBIT 94 as I experienced it. Forgive me when others already reported the same, but I'm many many hundred articles behind in the net, because I had no time for it for nearly the last two weeks during CeBIT. On our own booth we only had two (or even one) really new devices: the A4000T and the CD1200, the latter still a handmade prototype. The CD1200 is the CD32 add-on for the A1200. I could not look at its internals, so that I couldn't verify the existence of those SIMM Fast RAM sockets. An interface board is plugged into the trapdoor expansion slot and a cable leads from there through that breakthrough at the right back to the drive which looks like a white, half CD32. This cable means

no standard drive interface, but something custom, faster. As the expansion slot is already occupied, no turbo boards or other expansions are possible. For space reasons, there's "yet" no MPEG part attachable. (This "yet" means that perhaps in some years the MPEG circuitry can be made so small that it fits into this space. If the A1200 will have a comparably long product life as the A500, there should be a chance.) But there were again incompatibility problems of the nasty hardware coder kind: They had provided some Fast RAM expansion for this A1200 via a PCMCIA card. This was enough to let some \*new\* CD32 games crash! (Without the card they were said to run.) This makes me rethink my aversion against death penalty...

The A4000T came already with OS 3.1 installed. It was a newer version than we knew before. In the A4000T user's manual, still OS 3.0 is mentioned. There's yet no concrete date available for the release of OS 3.1. The Dutch company Eureka showed their "Communicator", a hardware and software solution to network a CD32 and any Amiga, so that the CD32 becomes usable as a CD-ROM for this Amiga. Still a bit expensive, but it works. I'm just waiting for hardware companies coming out with such solutions that use the CD32 expansion port, making it considerably faster. There seems to be something in the pipeline.

A German company, P&K from Wolfenbuettel, showed us their expansion box to bring the CD32 to a full A1200, including all interfaces, IDE drive and floppy drive. They plan a price of 650,- DM.

Generally, the CD32 and especially the MPEG add-on gained big interest. My big positive experience of CeBIT 94 was the fact that lots of multi-media software houses approached us, claiming high interest in CD32 (and mostly directly coupled with its MPEG add-on) to use it in kiosk applications. One company was concretely involved in a project where they have to place 60-80 kiosks in a whole town, which also have to communicate. Until now this is projected with Apple hardware at costs of ca. 20,000 DM for each kiosk. They interviewed me, whether every needed feature was makeable on the CD32. I didn't need to pass in a single item :-). So he can easily save money by a factor of 10 to 20. For one or two installations this all wouldn't have been an issue, but for 60 to 80...

As I said, of this caliber there were many. What made me so happy with that was that the message obviously already \*had\* been around in the market, that CD32 and Amiga are able to do such things efficiently. Our marketing can't be that bad...

But what frightened me with several of these "Multimedia Software Houses", was that they (several, not all) don't program at all in the common sense. That wouldn't be so critical, as there exist some wonderful authoring systems. But our all-time experience is that you sometimes have to dig a bit deeper (by using C, not necessarily Assembler). And for such cases, these companies don't even have one single programmer at hand! A very frightening scenario for me. It's my strong opinion that you only can do "good" applications when you know enough the SW \*and\* HW internals of your system, so that you can judge what's an easy task for the system and what puts more load on it.

Especially for CD32 we had arranged a comparison of the game Microcosm on a Commodore PC 486/33, a CD32 and a Sega MegaCD. On the CD32, the picture and animation was definitely looking best, the PC version coming very close. The Sega version lacked extremely in the direct comparison, only 64 colors or some such. It was plain obvious. Pitily, they stole the Sega CD

on the third day and we couldn't get a new one fast enough. Else we had a number of working places with A1200's and A4000(T). The accent lay intentionally on video. I could send people asking me about this field there, being sure they would get a good answer from the experts demoing their stuff there. Forgive me when I can't give more details about this area, because it was the far corner of the booth from my place, and I had very little time to look around there.

Several people spontaneously broke into "back to the roots", when they recognized typewriters and telephones at our booth. A German company has licensed our name for these products of them, else it's no Commodore product at all.

We have a new, informative brochure, its title being translated "What you always wanted to know about the Amiga". The text was developed by me and many contributions from the German net and some from the English developers community. I hope that I can convince my English/US colleagues to start a similar project. On the fair, the resonance was very positive.

At the Commodore press conference, our General Manager, Alwin Stumpf, said that he wants to announce new stuff only when he'll be able to ship it days after the event. Saying this, he didn't want to give information about new Amigas or the AAA chipset or a coming RISC processor. But he added that he wants to announce some new devices this year, and other nice dates for this like the CeBIT could be the WoC in Koeln later in the year.

What about the competition?

I saw a Power Mac. It seemed to be faster. It opened windows already nearly as fast as an A500. I was not impressed.

After the last year's rumours about IBM, OS/2, and Amiga/Scala, I went there. On a big booth they were promoting OS/2. On several big projection screens they were doing practical demos of how to work with OS/2, but besides this there was also a small Vidi-Wall and some single monitors, running a sort of demo. And that was definitely Amiga and Scala: diverse wipes and text animations only known from Scala, and when one run was over, the screen was dark for ca. a minute, showing only a typical Amiga OS 2/3 mouse arrow. I'm sure you don't find this mouse arrow on other systems. I didn't ask anybody there and also had no chance to look behind the screen, where I perhaps only would have seen a VCR or a Laserdisc player.

The 3DO was on show at the Panasonic booth. Really nice, but you obviously have to have the right applications that make it look good. The best one was some space shoot-em-up, where you fly arround in corridors of a space station. This showed the nice 3D texture mapping feature. All the other stuff didn't impress me too much. It was always very obvious, that they use only 320 pixels resolution, where the CD32 can do over 1300, when it needs it. The low res was so obvious, perhaps they had too good monitors... They also had MPEG, also via an add-on module, but it did not go inside the case as with the CD32, but did plug to the side, A500-style.

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# 1.15 CSM Responds!

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% CSM Responds!                                     by Paul D. Hoskins %
%                                                    an374@yfn.ysu.edu %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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I just got off the phone with Mike Levin of the Commodore ShareHolders Movement!! Don't go throwing out those Amiga Computers yet!!

Mike said to let you all know that there is hope!! On Monday (4-4-94), the CSM will be going to a meeting with the major creditors. These creditors are either going to liquidate Commodore or restructure it and take over management to make it a "going" concern. If they dump everything, then the money they have invested is basicly lost...the company is not worth that much on the auction block! But if they go ahead and restructure...then the debts can not only be paid off...but money can be made!! So the decision...while not made yet...is fairly clear. Cut your loses now and lose what you've got invested, or take a chance and start with a fresh look in charge! What would you do?? Since we are talking millions of dollars lost...I think they'll take the second option!

One of the reasons that CSM has been called in is that they have a person that is not only ABLE to take the reins of day to day operations....but is WILLING!! He is wiling to put his own reputation on the line to do what needs to be done to make C= the money making company that we all know it can be! His resume has been sitting on Gould's desk for quite a while now and there has been no real objection to his qualifacation. The major stumbling block to date has been that the position that he needs to fill is ALREADY filled! With a restructuring...that position will be filled by a person of the creditors choice! When this happens, the lines of communication between C= and the Commodore ShareHolders Movement are already in place. This person has the ability to move C= into the mainstream by doing the things that we, as users, already know need to be done. Mainly Marketing, Production, Research and Developement! Doing the first to first...Marketing to let people know that there is a great product to be had...and Production to make sure that the product is there when they want to bt...allows that last...R&D...to take place at a clip that is consistant with the pace of todays users.

One of the first thing that will be done is a.....

Amiga Developers Summit meeting!!

This will be a meeting with the "big boys" of the Amiga....NewTek...GVP... go ahead, name some more....they're all invited!! This meeting will be the turning point in the focus of the company! Discussions which will point the way to the future with the support of the companies that are firmly behind the Amiga and her many users!

Mike also want to apologise to those that have had trouble reaching him in the past few weeks. He's started a new job and has been absorbed in it. The CSM has not lost it's appeal to him...it's just that his InterNet Account is in Philadelphia and his "home base" is now in Virginia. This makes the "casual" conversation via E-Mail a costly proposition. More

infomation will be forthcoming as soon as possible.

Stay Tuned, Boys and Girls....Round 2 is just beginning!!!

## 1.16 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.

Some of Portal/Amiga Zone's amazing features include:

Over 1.5 GIGabytes of Amiga-specific files

The \*entire\* Fred Fish collection of freely distributable software, online.

Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.

Twenty Amiga vendor areas with participants like AmigaWorld, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.

35 "regular" Amiga libraries with thousands of files. Hot new stuff arrives daily.

No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.

Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. Famous Amiga folks aren't the exception on Portal, they're the norm.

Vast Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.

Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi,

Director and Landscapes are fed right into the Zone message bases. Read months worth of postings. They don't scroll off, ever! No need to clutter your mailbox with them.

FREE unlimited Internet Email. Your Portal account gets you a mailbox that's connected to the world. Send letters of any length to computer users in the entire industrialized world. No limits. No extra charges. No kidding!

Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.

Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.

The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.

Portal features an exciting package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. Free to all Portal customers with your account. Internet Services is a menu driven version of the same kinds of utilities you can also use from your Portal UNIX shell account.

All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.

Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)

And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

How does all that sound? Probably too good to be true. Well, it IS true.

Portal Signup or for more information:

408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time  
 408-725-0561 (modem 3/12/2400) 24 hours every day  
 408-973-8091 (modem 9600/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in in the USA,  
 or telnet to "portal.com" from anywhere.

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

Total Total Total Total



|                                    | Startup<br>Fee<br>\$ | Monthly<br>Fee<br>\$ | Fee<br>Per<br>Hour<br>\$ | Cost<br>1 hr.<br>Per<br>month<br>\$ | Cost<br>5 hrs.<br>per<br>month<br>\$ | Cost<br>10 hrs.<br>per<br>month<br>\$ | Cost<br>30 hrs.<br>per<br>month<br>\$ |
|------------------------------------|----------------------|----------------------|--------------------------|-------------------------------------|--------------------------------------|---------------------------------------|---------------------------------------|
| Portal                             | 19.95                | 19.95                |                          |                                     |                                      |                                       |                                       |
| 2400/9600/14.4Kbps, *direct 24 hrs |                      |                      | 0.00                     | 19.95                               | 19.95                                | 19.95                                 | 19.95                                 |
| 2400/9600bps nonprime Sprint       |                      |                      | 2.50                     | 22.95                               | 32.45                                | 44.95                                 | 94.95                                 |
| 2400/9600bps prime Sprint +%       |                      |                      | 5.50-10                  | 29.95                               | 69.95                                | 119.95                                | varies                                |
| 2400/9600bps non prime # PCPursuit |                      |                      | 1.00                     | 20.95                               | 24.95                                | 29.95                                 | 49.95                                 |

\* plus cost of phone call if out of Portal's local dialing area  
 Direct rates also apply to connections made to Portal using the  
 UNIX "telnet" program from an account you may already  
 have on an Internet-connected system.

% 9600 bps Sprintnet in over 300 cities areas

+ \$10 rate prevails at smaller US Cities

# PCPursuit is a service of US Sprint. Portal is a PCPursuit  
 "Direct Access Facility" thus connection to Portal with a PCP account  
 is simply a matter of entering C PORTAL,PCP-ID,PCP-PASSWORD at the  
 SprintNet login prompt instead of C PORTAL.

#### Note:

Portal Direct 9600/14400 bps service is available for both USR HST  
 modems, and any V32/V32.bis modems. There are dozens of direct-dial  
 high speed lines into Portal. No busy signals!

SprintNet 9600bps service is V.32 modem protocol only.  
 Again, Portal does NOT surcharge high speed modem users!

Portal subscribers who already have an account on an Internet-capable  
 system elsewhere, can use that system's "telnet" program  
 to connect to Portal for \$0.00 an hour. That's right ZERO. From anywhere  
 in the world. If you're in this category, be sure to ask the Portal  
 reps, when you signup, how to login to Portal from your existing  
 Internet account.

Call and join today. Tell the friendly Portal Customer Service  
 representative, "The Amiga Zone and Amiga Report sent me!"

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

That number again: 408-973-9111.

Portal Communications accepts MasterCard, Visa, or you can pre-pay any  
 amount by personal check or money order. The Portal Online System is  
 a trademark of Portal Communications.

## 1.17 Dealer Directory

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% Dealer Directory %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Almathera Systems Ltd  
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](mailto:almathera@cix.compulink.co.uk)  
(Technical) [jralph@cix.compulink.co.uk](mailto:jralph@cix.compulink.co.uk)

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

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

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

Keizer Tech  
 3881 River Rd N  
 Keizer, OR 97303  
 USA  
 Voice: 393-5472

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

## 1.18 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.

## 1.19 Forcelcon v1.4

### TITLE

ForceIcon

### VERSION

1.4

### COMPANY

None

### AUTHOR

Kai Iske  
Brucknerstrasse 18  
63452 Hanau  
Germany  
Tel.: +49-(0) 6181-850181

email: kai@iske.adsp.sub.org  
iske@informatik.uni-frankfurt.de

### DESCRIPTION

ForceIcon is an utility mainly for users of CDROM drives or users of networking software capable of sharing devices and icons. Since one can not snapshot the position of a volume's icon (on read only media), nor replace it by a user-defined one, I wrote this utility. ForceIcon allows you to set the position of a disk's icon and/or replace it by a different image/icon which doesn't have to be a disk.info file. All types of ".info" files may be selected.

---



Special features include inheritance of device specific settings, specifying the root drawer's size/position and display flags/modes.

#### NEW FEATURES

- Added Server/Prefs concept. The main program comes with no GUI. It is controlled through an external Prefs editor.
- Prefs Editor rewritten to use MUI (version 7)
- Inheritance added. Volume entries may inherit settings from the corresponding device entry now.
- Better code for scanning the DOS-List entries
- Online Help
- Diskchanges will be sent to all known volumes/devices on startup, now. This way you might be able to start ForceIcon from within SYS:WBStartUp
- Added memory pool support
- Edit entry will cause a diskchange to the volume/device so that you may see the changes you've made
- More and better cloning of window flags
- Added pattern support
- Some bugfixes

#### SPECIAL REQUIREMENTS

Only OS 2.x and up  
MUI (MagicUserInterface) version 7 (MUI 2.0)

#### HOST NAME

wuarchive.wustl.edu (128.252.135.4)

#### DIRECTORY

/pub/aminet/os20/wb/

#### FILE NAMES

ForceIcon-14.lha ; program, docs and source

#### PRICE

GiftWare, i.e. anything you like ;)

---

## DISTRIBUTABILITY

GiftWare

## 1.20 ImageDex v2.0

## TITLE

ImageDex 2.0

## AUTHOR

Zach Williams (zachws@ids.net)

Precision Imagery  
PO Box 20676  
Cranston, RI 02920

## DESCRIPTION

Update to utility program that acts as a graphic front-end to Art Department Professional 2.2 to 2.5. Program will take a series of image files (any format) and create an image index of scaled down "thumb-nail" pictures, labelled appropriately.

Useful for cataloging images, textures and anim frames, allowing them to be stored off the main system.

## NEW FEATURES

- Multiple output resolutions, including PAL screens.
- New output modes (DCTV, 24-bit IFF, HAM8)
- Greatly improved requesters - uses ReqTools
- More choices for number of pictures per image
- Full menus with hot-keys
- Options for printable output (ex. gray-scale, white background)
- Cleaner, sharper, more colorful output
- Fuel-gauge type "% Complete" display
- Many bug fixes

## SPECIAL REQUIREMENTS

- AmigaDOS 2.0+
- Art Department Professional 2.2+
- ARexx

## HOST

Aminet FTP sites (ftp.wustl.edu, ftp.luth.se, etc)

## DIRECTORY

pub/aminet/gfx/misc

---

## FILENAME

ImagDx20.lha

## PRICE

ShareWare, \$15 reg. fee.

## DISTRIBUTION

Freely redistributable as long as archive is intact. All rights reserved. Not to be re-sold, except for duplication/disk costs (\$4 max), or with express written consent from the author.

## 1.21 S3Host v1.0

## TITLE

S3Host

## VERSION

1.0

## AUTHOR

Oliver Wagner

Internet: o.wagner@aworld.aworld.de

## DESCRIPTION

S3Host is a file transfer utility for easy file exchange with the Psion S3 and S3a palmtops via the Y-Modem-G protocol. It utilizes the builtin file transfer protocols of the S3 without the need to use a terminal package on the AmigaOS side.

## SPECIAL REQUIREMENTS

S3Host requires OS 2.04 and MUI 2.0. A Psion S3/S3a palmtop and the 3-Link cable is required, too.

## HOST NAME

Available on Aminet FTP sites. Try 'wuarchive.wustl.edu'.

## DIRECTORY

/pub/aminet/comm/misc

## FILE NAMES

s3host10.lha

---

PRICE

Freeware.

DISTRIBUTABILITY

S3Host (C) 1994 Oliver Wagner, All Rights Reserved.

This archive is freely distributable.

OTHER

An AmigaOS implementation of the EPOC NCP network system is still under development.

1.22 In Closing

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               %%
%%          -   -   -   -   -   %%
%%         / \  | \  / | | //  \  / \  %%
%%        /  \ |  \ / | | | (<  _  /  \  %%
%%       /--- \ |  \ / | | | \_|| /--- \  %%
%%      /----- \  %%
%%     /----- \  %%
%%          Amiga Report International Online Magazine  %%
%%                April 8, 1994 ~ Issue No. 2.13      %%
%%                Copyright 1994 SkyNet Publications  %%
%%                All Rights Reserved                  %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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not to be reprinted.

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

## 1.23 Columns and Features

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

Amiga News  
News and Announcements

AR Goes 24-bit  
24-bit News, reviews and more!

Videot's Delight!  
Doing it with Video!

Reader Mail  
The readers speak!

Using CBM's Intstaller  
Installer scripts made easy

Famous Amiga Uses  
Updated!

AR Contest  
Solve the puzzle and win!

CeBIT '94  
Summary of CeBIT '94

CSM Responds  
The Shareholders Movement Responds to crisis!

## 1.24 About Amiga Report

For Starters  
Where to get AMIGA REPORT

AR Staff  
The Editors, and Contributors

In Closing  
Copyright Information

## 1.25 Commercial Online Services

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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

## 1.26 Files Available for FTP

ForceIcon v1.4  
Use icons with CDROMs and other devices

ImageDex v2.0  
Graphic Front End FUW ADPro

S3Host v1.0  
File x-fer util FUW Psion S3 & S3a palmtops

~~~~~  
The most downloaded files from wustl.edu during the week until 03-Apr-94
Updated weekly. Most popular file on top.

File	Dir	Size	Description
-----	---	----	-----
ViewTEK21.lha	gfx/show	425K+	ViewTEK v2.1
ar212.lha	docs/mags	52K+	Amiga Report 2.12, 01-Apr-94
xprkermit.2.lha	comm/term	70K+	Kermit with Windows as an Amiga XPR
starwars.lzh	game/misc	158K+	StarWars - Trivia Demo
showdt23.lha	gfx/show	39K+	Scaling Datatypes Picture Viewer.
Imperial.lha	game/think	149K+	Board game like Shanghai
MaxonMAGIC.lha	util/misc	406K+	Animated Screen Blanker/Sample Player
megabombv0.1.lha	game/shoot	108K+	A 'Playable' Dynoblaster clone
UUCode.lha	util/arc	14K+	Optimized uuencode/uudecode programs
PowerPlayer.lha	mus/play	156K+	User/System friendly module player

~~~~~

## 1.27 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

## 1.28 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.

## 1.29 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 (FileREQusted) from here as "AR.LHA", Freq's are valid at ANY time.

## 1.30 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

### 1.31 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

### 1.32 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

### 1.33 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



## 1.34 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.

## 1.35 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

## 1.36 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

## 1.37 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.

## 1.38 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

```

## 1.39 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).

## 1.40 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

## 1.41 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!!

## 1.42 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.

## 1.43 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
```

## 1.44 Phantom's Lair

```
* PHANTOM'S LAIR *
Official Amiga Report Distribution Site
* Running CNET 3.0 *
FidoNet:  1:115/469.0
Phantom Net Cooridinator: 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
```

## 1.45 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.
```

## 1.46 Freeland Mainframe

```
* FREELAND MAINFRAME *
Offical Amiga Report Distribution Site
* Running DLG Proessional *
      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

## 1.47 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  
Seinäjäki, 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!

## 1.48 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

## 1.49 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

## 1.50 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"

## 1.51 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

## 1.52 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

## 1.53 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

## 1.54 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

## 1.55 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

## 1.56 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!)

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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

Amiga3000 25MHz - 1.3Gigs HD  
 BBS Software: Dialog Pro BB/OS

## 1.57 Doom of Darkness

\* Doom of Darkness \*

\* Home of AmBoS \*

Official Amiga Report Distribution Site -- Germany

Marc Doerre (Marc\_Doerre), Sysop (BBS-Owner/AmBoS-Support)  
 Bernd Petersen (TGM), Sysop (Amiga-Software-Support)  
 Gerhard Luehning (Klaro), Co-Sysop (Aminet-Support)  
 Kai Szymanski (Kai), Co-Sysop (AR-Support/AmBoS-Support)

Usenet: user\_name@doom.platinum.werries.de  
 Line 1 +49 (0)4223 8355 19200 V.42bis/Zyx  
 Line 2 +49 (0)4223 3256 16800 V.42bis/Zyx  
 Line 3 +49 (0)4223 3313 16800 V.42bis/Zyx  
 Sysop Email: marc\_doerre@doom.platinum.werries.de

## 1.58 RedEye BBS

REDEYE BBS

\* Running EXCELSIOR/UUCP/AFAX \*

"Official Amiga Report Distribution Site Germany/Europe"

Sysop: Thorsten Meyer

Internet: sysop@redeye.greenie.muc.de

Line 1: +49-89-5460535 (V.32b, Zyxel EG +)

Line 2: +49-89-5460071 (USR Courier V32b terbo)

24hrs - 7 days

Munich, Germany

Areas for Amiga, PCs, Lotus Notes Group,  
 Amiga Report, Game Byte, Graphic Stuff,  
 3D-Exchange, 3D-tools, 3D-objects,  
 McAfee, GUS, PAS, DOOM, WINDOWS-NT, OS/2  
 Online CD, Online Games, USENET, INTERNET,  
 FIDO ECHOS, Developer

## 1.59 Virtual Palace BBS





.....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 BSS

.....Campinas, Brazil

COMM-LINK BBS

.....Port Coquitlam, BC, Canada

PHANTOM'S LAIR

.....Glendale Heights, Illinois

Tierra-Miga BBS

.....SanDeigo, Ca

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

Virtual Palace BBS

.....Chico, Ca

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