

ar221

COLLABORATORS

	<i>TITLE :</i> ar221		
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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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News, Reviews, and More!

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Amiga Dealer Addresses and Numbers

Commercial Online Services
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FTP Announcements
New Files Available for FTP

AR Distribution Sites
Where to get AMIGA REPORT

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// |-----| //
%%%%%%%%//%%| Amiga Report International Online Magazine |%%%%%%%%//%%
% \// | Issue No. 2.21 June 24, 1994 | \// %
%%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%%
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The Editor's Desk
Emulation Rambler

Dealer Directory
Reader Mail
Amiga News

Distribution BBS's
CES Report

SPECIAL FEATURES

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AR Contest!! .....David Tiberio
Creative Computers Complaints.....Assorted
Retina Z-III Review .....Jason Compton
Amiga Media Watch #1 .....Pat Fish
Obituary.....(written by Harv Laser)
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DELPHI

PORTAL

FIDO

INTERNET

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1.3 The Editor's Desk

%%%

%% The Editor's Desk

by



Jason Compton
%%

%%

Writing this is actually harder than I anticipated. I figured that being the editor (for a week), I'd want to come up with something profound to say. It's not working.

Instead, I'm going to renew an old plea. WRITE! Write to us! Write FOR us! We know you're out there, you keep getting the magazine on the mailing list, we're almost always on the FTP charts, and we've got about 3 dozen distribution sites. Unfortunately, we'll bore you if there's nothing in the magazine. So, to ensure that there IS something, put it in yourself!

Actually, you don't even have to do the work of putting it in, all you have to do is write it and send it to Niles. HE'S the one who has to put it all together.

It's not hard...my career started with a letter to the editor. After getting over the shock of seeing it printed, I wrote the first article in the long running Emulation Rambler (then Emulation Examiner) column, and a career of sorts was born. Try it. Robert has even been nice enough to include a real-life US Mail address, so there's very little excuse for not being capable of submitting articles.

Anyway, on to business. I think Robert may have forgotten to forward his mail to me: either that, or there were REALLY no submissions this week. I hope it's the former. I've drawn fairly strongly on comp.sys.amiga.reviews and my own columns. But my own observations and Dan Barrett's staff of freelance reviewers do not a magazine make.

No news on Commodore yet...they're supposed to have a decision deadline at the end of the month, but they had one of those last month, too, so I'm not getting overly excited yet. I tried to talk to Samsung reps at the CES, but my results were less than ideal, as you'll read in my CES report...

Finally, sorry it took so long to get AR out this week. It's been busy, there was a lot to put in, and I lost the mailer address. Again, my fault.

Enjoy the magazine.

1.4 Delphi

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

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

SIGNING UP WITH DELPHI
=====

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and....

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At Password: type AMIGAUSER and press RETURN.

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Business and world news, stock reports, etc.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.5 Editor

%%
%% EDITOR %%
%%

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1.6 Emulation Editor

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%%                CONTRIBUTING EDITOR                %%
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1.9 Amiga Report Mailing List

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%%                Amiga Report Mailing 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





# 1.11 Reader Mail

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%% Reader Mail %%  
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Some letters to  
David Tiberio

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Q. Many readers frequently ask, "Could you please email me the latest issue of Amiga Report?"

A. Absolutely NOT! Why? I don't get them until a week after they are released, so chances are when you ask me for it I haven't gotten it yet either! I just subscribed to the Amiga Report Mailing List, which uuencodes and emails me the latest issue the day it is released. I merely sent email to rniles@hebron.connected.com and gave him my return address. He replied that they have very few subscribers. :)

+-----+

Q. Many people also ask about the List of Famous Amiga Uses, a monthly list of people and companies that use the Amiga. "Could you please email me the latest version?"

A. Well, I wish I could, but it is over 50 pages long, pushing 100k in size. Most email is not safe unless it is under 32k in size, although many systems do accept larger files (I can get at least 100k myself). In actuality, I haven't updated it since March or so, and it is about time I release another one on Aminet. I will keep you all posted, and promise to make them available by request in the mail. I just have to figure out an easy way to do it from my mailx program. :)

+-----+

Q. "What is your opinion on the situation with Commodore?"

A. When the time comes, I will eventually have to buy a new system. I see no reason to abandon the platform at this point in time. In fact, we became an Amiga dealer on the day that CBM announced its liquidation at the beginning of April! I am giving them at least until the end of the summer to see what will happen. In the mean time, I am buying a Macintosh emulator. I would prefer an IBM system, but I feel that I can set that as a goal to meet later in the year.

+-----+

Q. "Why doesn't my Amiga Report display pictures properly?"

A. Well, it appears our fearless editor misread one of the instructions that I had modified. Originally, the Installer script generated the image viewer based upon what display program you had available. The new display driver supports most viewers in one driver, and our editor had not

included that driver with the archive. Hopefully this will be resolved in the future!

+-----+

Q. "Why didn't the AmigaDOS scripts article have working scripts?"

A. Simple. They did work, until my UNIX system ate all the ".key" commands from mailx, and sent them as "key" commands, which are not valid AmigaDOS script commands.

+-----+

Q. "What happened to Omega RIPort magazine?"

A. After saving enough articles for a few more issues, I found that it was too much work to edit all the articles into a standard format, and my fingers hurt from typing so much as it is! Maybe if CBM changes hands this week, there may be a new version out!

- USENET REFERENCES -

On many AMINET sites:

|                               |                        |
|-------------------------------|------------------------|
| /pub/amiga/docs/mags/ar#?.lha | Amiga Report magazines |
| /pub/amiga/test/mags/ar#?.lha | Amiga Report magazines |

On other AMINET sites:

|                                |                        |
|--------------------------------|------------------------|
| /pub/aminet/docs/mags/ar#?.lha | Amiga Report magazines |
| /pub/aminet/test/mags/ar#?.lha | Amiga Report magazines |

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I actually got a piece of mail this week, too...

From: jason.eyre@kosone.com (Jason Eyre)  
 Subject: Editorial  
 Date: Tue, 21 Jun 1994 19:47:00 -0400  
 Organization: Kingston Online Services 613-549-8667

I've been an avid reader of AmigaReport for quite some time and think that it is an excellent source for information. But I'm a little disappointed that there aren't any editorials. Is there any reason for this?

[I already replied to Mr. Eyre personally, but it's worth responding here, too...]

Well, I have always considered the Editor's Desk an editorial source, even if Robert Niles isn't a rabble-rouser. :) At the same time, my compt.sys.amiga column has, to me, all the trappings of an editorial. If you'd like to see more opinion, though, let us know and we'll try to help. At the same time, anybody is free to submit opinion pieces to the magazine.

Jason

## 1.12 CES Report

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%% CES Report                                     by
        Jason Compton
        %%
%% A look at what's up and coming...           jcompton@bbs.xnet.com %%
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I had been looking forward to the CES for quite some time...it had always seemed like the place to be when you wanted to see new, amazing products.

After all, the Amiga was introduced at one.

So far, I've been a bit disappointed from the computer angle. Very, very new computer-oriented products are being shown, the exception being new software lines like Paramount. Of course, many of these new lines won't be supporting the Amiga, since, as a Paramount rep told me, "We're in this to make money. We're not doing this to make other people's platforms attractive." So much for wanting to be on the ground floor.

The show is broken up into two major areas: the East building, which I refer to as the "quiet one", featuring large Philips, 3DO, and Gemini displays, with a host of other consumer electronic devices, a few of which are actually pretty impressive (and which I'll actually include in the magazine this week and next), and the North, or "loud one", with all of the games: Nintendo, Sega, Ocean, Paramount, MTV, etc. etc. A few of the gaming magazines have actually set up booths, I guess to make them seem more journalistic.

I HAVE been walking around, trying to get information, and relating it to the Amiga if I can. So I'll try to get the Amiga news out of the way first.

1. ReadySoft will be distributing Robinson's Requiem in North America, probably around Christmastime. It's a CD32 title by Silmarlis.
2. Inferno, another CD32 title, is scheduled for CD32 release around Christmas, a couple of months after the PC introduction. (incidentally, the game looked good on their PC).
3. Samsung is there, so I figured I'd try asking around. I went into the super-special Samsung reception room and left my card and my question, "Is Samsung bidding for the Commodore Amiga technology?", because nobody there knew what I was talking about. A fellow Amigan who I ran into at the show said that he talked to a Samsung rep who said that Samsung was still in it and waiting for a response, but since I didn't talk to this rep I can't be convinced. On Saturday, I checked back in, and they still didn't know.

4. Blue Ribbon was supposedly there, but I never managed to find them.
5. MicroProse is going to drop Amiga support, in all likelihood.
6. A rep from Westwood told me to sell my Amiga and "get a real computer."
7. Ocean bought the license to 6 new EA titles. Unfortunately, they only got the UK license (or perhaps only the Europe license.) I asked David Size of EA if he knew why they couldn't get the US licenses. He didn't know, since he's a game producer and doesn't deal with licensing.
8. Psygnosis is still supporting the Amiga. The sequel to Microcosm, which is now nameless because of a legal dispute, was being shown on the FM-Towns console (which, incidentally, has a bad controller). It looked decent. Same gameplay, mainly, just in a more open space.
9. I had a GREAT conversation with a rep from Maxis UK. She was very enthusiastic about the Amiga, and while she admitted that they don't port everything over to it, pointed out that they do the games that they feel "need" to be on the Amiga. Unfortunately, I didn't get her name.

(By this point in the show, I had been sent to see so many UK reps I was considering going to software companies and simply asking, "Excuse me, is anybody here British?")

That about does it for Amiga news. On with the show...

1. Yeah, yeah, The 3DO Company has a huge section. Actually, they just have a bunch of meeting rooms and reps, but have sublet a lot of that space to Panasonic, Samsung, Sanyo, and GoldStar, all of whom have their 3DO boxes present. They were in the East building, away from other games.

Panasonic: Still has that "castle-shaped" unit, still has controllers that shock you through the speaker port (I actually got a few Panasonic and 3DO reps to admit that they have a problem with it!), and is coming out with an MPEG module and memory card.

MPEG module: Latches onto the right side as you look straight at it, a boring black rectangle. No release date, no price.

Memory card: Uses the PCMCIA 1 standard size, but their own proprietary cards anyway. The prototype was in a big ugly box about the size of an ORIGINAL external Amiga floppy drive, except this one was black. The memory card (128k) is tiny and sticks out of it. No price, no date.

Also, Panasonic is working on implementing a "second-generation" 3DO box, which may very well be a cost-reduced, no-expansion-port model.

Panasonic ALSO had a PAL 3DO on display, cleverly hooked up to a PAL TV so it didn't look like crap to the Americans. (come on, say it with me...) "No price, no date."

Samsung: Probably has the most attractive unit in existence. What can I say, it plays 3DO games. No price, no date.

Sanyo: Ugly box. Plays 3DO games, although the sound seemed to be lower quality than the others. That may just be the Sanyo TVs they had



the boxes hooked up to, though. <shrug> No price, no date.

GoldStar: Box similar to Samsung's. Plays 3DO games.  
No price, no date.

I asked representatives from each company this question: "What will be your selling angle? What will make the consumer buy YOUR 3DO box over someone else's?" I think I could have given these answers myself.

Panasonic: Name recognition, status in the 3DO market, possible cost reductions.

Samsung: May include the MPEG module in their unit, but maybe not.

Sanyo: I'm not really sure, their rep spoke lousy English. The upshot, though, was that they would market it and try to bring it in cheaply.

GoldStar: This guy seemed to have learned English from the Sanyo guy, and was about as helpful. Same story.

Also, Creative Labs has a cleverly titled product called the 3DO Blaster. This is an 8-bit ISA card with the 3DO chipset that, if armed with a SoundBlaster and a sufficient double-speed CD-ROM drive, will play 3DO games on Windows or DOS (although the Creative guy seemed puzzled that anyone would want to play it on DOS.) The 3DO board passes through the normal VGA output and adds its own graphics, if the 3DO is in use. Creative also plans a 3DO MPEG board to go with this. Date: none. Price: "Well under \$500", which we all know probably means \$489.99. They did such an impressive job of showing it multitask, too: they had MINESWEEPER loaded at the same time as the 3DO. Oh dear, looks like the Amiga's been surpassed.

Want my analysis on the situation? With all the games present, it doesn't seem like 3DO will be folding overnight. HOWEVER, I think that the "new 3" haven't thought their plans through well enough, and I predict that Panasonic will win unless they misprice their units... of course, they have already, but that's because they CAN.

Creative's board is a nice idea, but unfortunately is rather silly. You will be paying roughly the same cost as a new 3DO (\$480 at Software Etc. these days) for just a card that will require you to have a CD-ROM and SoundBlaster already installed (BTW, all the SB does is amplify the 3DO-generated sound.) The MPEG board will NOT (that's NOT) be accessible by the PC, meaning that if you've got a ReelMagic card or would like to use your 3DO MPEG for a PC program, too bad. The Creative rep ALSO admitted that there would be some problems with recognizing different varieties of MPEG movies and 3DO games, but their hope was that the white book standard would emerge supreme. For what looks like it will be the cost of a FULL 3DO unit, you can buy JUST A CARD that requires you already have a SB and a double-speed CD-ROM. Somehow, I think PC users will take a pass and go for a cheaper, full unit, unless they already own both pieces of hardware. Hopes and promises.

Moving on across the aisle, Philips is putting on a blitz for the CD-i. Too bad they haven't improved on it. I will admit, though, they're trying, and the games are getting more exiting. Unfortunately, they all require the MPEG module. Perfect case in point is Microcosm.

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I walked over to where the Microcosm disk was and asked the Philips rep to start it up. He did, and the intro began. I had to admit to myself, it looked a touch better than the CD32 version, although the music was not as good. At any rate, it played for a while, and I asked (because I didn't know), "This is the base unit?"

The replay: "The base unit and the Full Motion Video cartridge."

Ah. THAT put a new spin on it. Now I was looking at an intro that, while looking somewhat sharper than the CD32 version, required an extra \$250 to run. (The gameplay, incidentally, was not discernably superior. It had a first-person perspective, however.)

Philips is trying to permutate the CD-i into lots and lots of new forms...TVCD-i being one, a 20 inch TV with a CD-i built in.

They're also coming out with a new, low-cost box for \$300. Its MPEG module will run another \$200, for a grand total of \$500 required to play Microcosm. It's a box, smaller in every dimension than the CD32, with a medium grey case and little visibility inside the CD drive.

If any of you have ever seen a CD-i, you've probably noticed that their controllers are horrible, hard-to use, poorly-laid-out affairs. Even the Philips guys don't like them. However, they're coming out with a new gamepad-like controller for their new line.

Something looked REALLY, REALLY familiar about this pad, but I couldn't place it.

Finally, my companion, Katie Nelson, figured it out. "Why does this pad look so much like a Gravis Gamepad?"

The Philips rep clamped his hand over his mouth in mock horror and said, "Well, you just said it. Yeah, they make them for us."

The upshot from that display: CD-i has some decent games, IF you have the MPEG module. If not...you may as well have bought a CD32, it's better.

Gravis: (on the subject) Gravis is coming out with a wicked-huge flightstick/programmable pad. This sucker is huge, sporting about 20 programmable buttons, two functions each, a joystick AND a joypad... for flight-sim enthusiasts, this is home.

Paramount: A nice big display in the Loud building, featuring some new Star Trek games and Nana Visitor from Deep Space Nine (who, incidentally, looks much smaller in person.)

Sir-Tech: I haven't made it to them yet, but they included a disk with press releases in the press packet. THAT, I like. Too bad none of them are very relevant to the magazine.

I saw the Gunvertor! They had a couple of company representatives there, plus a busty blonde in a tight black bodysuit. Somehow, I figured as much. (If you don't remember the Gunvertor, I mentioned

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it a week or two ago. It's a \$70 universal remote in the shape of a handgun.)

I haven't been able to track down the Amazing Computing people, which is really a shame, because I was looking forward to talking with them.

I've got some press releases: some computer/game oriented, some of just cool items on display. I'll be entering them over the next month or so, since only Sir-Tech had the foresight to include a disk for the press...

### 1.13 Problems with Creative Computers

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Problems with Creative Computers                                %%
%%                                                                %%
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[Ed's disclaimer: Amiga Report is in no way affiliated with any Amiga or computer dealership. Our Dealer Directory is open to any, and is carried as a public service only. We do not specifically endorse any particular dealer over another. This article has been compiled from Usenet users and is provided as information for Amiga users.]

[Ed's note: I first noticed this thread begin about two weeks back and read it. As it progressed, it seemed like there was a serious concern to be had. Decide for yourself.]

----- Newsgroup: comp.sys.amiga.misc -----  
In article <2t1g6f6\$n79@usenet.INS.CWRU.Edu>, dml39@cleveland.Freenet.Edu (Charles John Statton, Jr) writes:

>I'm planning to purchase products through either one or both  
>of these companies, but I wanted to know what experiences others  
>have had with them first.

I have dealt with CREATIVE COMPUTERS several times without problems UNTIL NOW!!! I will never do business with them again! They lie like dogs to sell products, then they don't back up their promises. For further (gory) details, I am posting a note regarding my adventures with them entitled "CREATIVE COMPUTERS LIE THROUGH THEIR TEETH!"

Scott

```

#16770 comp.sys.amiga.misc 5k
From: hansen@eisner.decus.org (Scott Hansen)
Subject: *** CREATIVE COMPUTERS LIE THROUGH THEIR TEETH ***
Date: 13 Jun 1994 16:28 -0400
Organization: DECUServe

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This is a warning to all interested parties that CREATIVE COMPUTERS of Torrance, California, sells their products by telling BALD-FACED LIES about features and functionality. I certainly will never do business with them again and I felt that everybody should be aware of their business practices. Here's what happened:

Short version:

Prior to ordering a software product, I asked very specifically whether or not the product contained certain functionality, and I received assurances that it did. I bought it, and the product does NOT do what they promised. CREATIVE COMPUTERS themselves later confirmed this. Despite the prior promises, they refuse to accept a return. I am now pursuing recourse through VISA.

Long version:

I recently bought (not from CREATIVE COMPUTERS) a Power Point high density external floppy drive for my Amiga 1200. It works great, except for the fact that the utility I was using for backups (HDBackup, it came installed on the 1200 when I bought it) did not take advantage of the high density feature of the drive. It uses the drive ok, it just writes to the floppy in its standard double-density proprietary format. Anyway, since I now have this high density capability, I thought (silly me) that it would be nice to have a backup utility that ACTUALLY USED the high density of the drive. So I read old reviews of backup products and proceeded to call CREATIVE COMPUTERS to ask them about two products, Ami-Back and Quarterback. I spoke to a sales-type by the name of JIM HOUSKA, who assured me in no uncertain terms that Ami-Back does not use the high density feature of the drive (it turns out it actually does), and that Quarterback does absolutely write in high density with the Power Point drive (it turns out it doesn't) and is also the best backup product in the Known Universe. So I ordered Quarterback (unaware that its maker, Central Coast Software / New Horizons, was in the midst of going out of business). Not only does Quarterback not write the floppies in high density, it absolutely will NOT write to a HD floppy in the HD drive at all in any density. It will write to a DD floppy in the HD drive, and it will write to a HD floppy in the DD drive, but with a HD floppy in the HD drive the entire backup bombs right out.

So I called CREATIVE COMPUTERS, explained the problem and asked for a Return Authorization number and a refund. No, I was told, but thanks for asking. They actually confirmed that my results were in fact the truth; the blasted thing didn't work, no way, no how. I spoke to Jim Houska, the sales guy who got me into this. I spoke to "Veronica C.", who would not give her last name. I TRIED to speak to Veronica's manager, "Bill M." (Veronica wouldn't give me his name, either), but Bill doesn't answer his phone and doesn't respond to his voice mail. Jim Houska freely admitted that he had promised me the thing would work ("I really thought it would, honest", he said). But no, I could not have a refund. I explained to them that since I had purchased this thing with VISA, I had certain rights, and that I would pursue a refund through VISA. They seem a bit confused by this, but didn't change their minds.

So I packed the thing up in mint condition and sent it to their return department by U.S. Mail with RETURN RECEIPT REQUESTED, together with a

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letter requesting a refund. I later received the Return Receipt, proof that they accepted delivery. A few days ago, I received the package back (they had obviously opened it), marked "Delivery Refused - Return to Sender". Without re-opening it, I returned it to the U.S. Post Office together with the signed Return Receipt, and the U.S. Postal Service happily accepted it for return to CREATIVE COMPUTERS. I am now in process of having VISA issue a charge back against CREATIVE.

CREATIVE COMPUTERS WILL LOSE THIS DISPUTE! I WILL GET MY MONEY BACK

THROUGH VISA. Why they even bother to try this type of tactic is beyond me. There are regulations, I do have rights to protect me against such thieves, and they will lose. They are not being very "creative" if you ask me. What is obvious is that they have only one objective: sell product at all costs and by any means, even if it involves lying. They have lost at least one customer, and I would advise all you to stay away from them.

Scott Hansen  
hansen@eisner.decus.org

#16796 comp.sys.amiga.misc 2k  
From: bsutter@silver.sdsmt.edu (Ben Sutter)  
Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Date: 14 Jun 1994 02:07:27 GMT  
Organization: South Dakota School of Mines and Technology

Bradley Leffler (hammah@infi.net) wrote:  
> [stories deleted]

Although it's sad and upsetting to see, hear of, or experience these kind of stories, I am glad they are posted instead of just being swallowed by the victim. It's called voting with your feet (or dollars) and it's more powerful than any "consumer protection" law could ever hope to be.

Companies that screw the customer by making fraudulent statements should be put out of business. Filing charges cost money, clogs the courts, and in general wastes resources that could be better spent on other things. Rather, simply putting them out of business by letting people know about them is much more effective.

I hope both of you come out of your situations without too much damage done, and thanks for spreading the word.

BTW, for anyone who's thinking about flaming someone who posts such messages, keep in mind that one of the qualifications for a statement to be slanderous is that it be false.

Ben Sutter  
bsutter@silver.sdsmt.edu

#16830 comp.sys.amiga.misc 2k  
From: ak512@freenet.buffalo.edu (Kent F. Miller)  
Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Date: Tue, 14 Jun 1994 08:09:28 GMT

---

Organization: Buffalo Free-Net

I've had numerous problems with Creative and advise everyone to stay away from them for the past few years. A friend of mine had a defective 4000 and he sent it back to them for repairs. While it was sitting around waiting for the new motherboard, the technicians were having fun playing the games that were on his hard drive. When the board finally came in, it was shipped back and everything seemed fine until he put a Zorro III type card and problems occurred constantly. I told him that it could be an old version of the Buster chip and sure enough, it was. After complaining to Creative for some time that when it was sent in, it had the latest revision, the tech guy said, "Well, to know that you have an old version means you opened the case and your warranty is voided so we can't do anything for you." Well after some serious bitching and threat of a law suit, they agreed to take it back.

Also their adds showing fully stocked warehouse is crap. The picture is back from the Amiga 500 days and they are trying to sell off their amiga stock and further support the Mac platform.

#16866 comp.sys.amiga.misc 2k  
 From: nbonfili@galaxy.csc.calpoly.edu (Nick Bonfilio)  
 Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
 Date: Tue, 14 Jun 94 19:20:58 GMT  
 Organization: Computer Science Department, Cal Poly SLO

I have encountered similar problems with Creative Computers, however, all turned out alright in the end. I had ordered a Bodega Bay unit from them for my Amiga 500. I really was steamed when upon opening the box, (after waiting for it to come in stock and to ship it), I discovered that it was physically damaged. There was a terrible scrape on the side and the cover did not fit on properly. Thus, I was not willing to accept it in this condition. I telephoned my local UPS office and explained to them I have received my parcel in a damaged condition. Their representative asked me to check the box for any visible damage. Of course, there wasn't any. Therefore, I was able to conclude that Creative likely knew of the damage before hand, and shipped it to me in this condition. After telephoning Creative they helped me get a RETURN AUTHORIZATION, and UPS picked up the defective unit, and eventually I got a new one that was okay. I still believe that Creative has a sort of creepy business practice, and I am still leary about ordering from them, although I probably would since I live in California and their products get to me reasonable fast.

--

Nick Bonfilio :::::::::::::::::::::::::::::::::::::::  
 Cal Poly, San Luis Obispo :::::IF YOU CAN READ THIS, THANK A:::::  
 nbonfili@galaxy.csc.calpoly.edu :::::::::::::::TEACHER.:::::::::::  
 STILL A PROUD AMIGA USER!! :::::::::::::::-how profound!:

#16879 comp.sys.amiga.misc 2k  
 From: bcolbert@cwis.unomaha.edu (Robert A. Colbert)  
 Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
 Date: Tue, 14 Jun 1994 23:46:25 GMT  
 Organization: University of Nebraska at Omaha

Just wanted to get my two cents worth in. I also had problems with Creative Computing. Last month when I got my Amiga World, I couldn't believe the prices on some of the stuff. I called and waited on the line for one and a half hours before I talked to a human, of the list of items that I wanted (about 10), they only had one... a 49 cent magazine...

Imagine my surprise when I opened up this months Amiga World to see another add by Creative Computing with some more "amazing deals." Well, I found something very interesting in there... they had the DKB 1202 memory board in the add three times with three different prices. One box showed \$119 for the board with no description of what was included with the board, another was \$99 for the board with no memory, no math co, with clock, and another (this is not a mistake) for \$79 with a 14mhz math coprocessor (68881). Well, I figured I would give it a shot, I called and got through with no wait. To my surprise they had ONE left in stock, so I ordered it. Well, I got it, it works, and I know they had to have made a mistake, because my friend paid \$149 for the same deal about 6 months ago. So maybe that will bring some satisfaction, to know that they screwed up, to those of you who got screwed.

Bob

bcolbert@cwis.unomaha.edu

#16881 comp.sys.amiga.misc 2k  
From: dougg@comtch.iew.com (Doug Goodridge)  
Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Date: 15 Jun 1994 00:36:58 GMT  
Organization: CompuTech, Spokane WA

Nick Bonfilio (nbonfili@galaxy.csc.calpoly.edu) wrote:  
I have encountered similar problems with Creative Computers, however, all turned out alright in the end. I had ordered a Bodega Bay unit from them for my Amiga 500. I really was steamed when upon opening the box, (after waiting

Hey, I have a Creative Computers story also...

About six months ago I wanted to buy a hard drive for my 1200. I ordered one from Creative Computers over the phone with my Visa and made sure that it was going to be shipped overnight. I waited for 5 days and nothing happened, no call, no invoice, no hard drive. I called back on the sixth day and asked what the problem was and they told me the drive I ordered was out of stock. I asked why they couldn't have bothered telling me that when I placed the order so I wouldn't be hanging around the house for 5 days waiting for a shipment, and why they made a point of telling me that they wouldn't be able to ship it the day I ordered it, but it wouldn't be shipped in the morning. Then they told me the drive had been on backorder for a couple of months. I just told them to cancel my order and got a snippy "As you wish, sir." in reply. Needless to say I called another company that same day, ordered the same drive for 5 dollars more and got it the next day. Creative Computers will not be getting my business again.

dougg

#16909 comp.sys.amiga.misc 3k  
From: hansen@eisner.decus.org (Scott Hansen)  
Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Date: 15 Jun 1994 12:11 -0400  
Organization: DECUServe

In article <solmes.01ct@pangaea.aldhfn.org>, solmes@pangaea.aldhfn.org  
(Jim Perkowski) writes...

> But in Creative's defense I must say that I have never had any  
> problems with them. They shipped me my A4000 COD and it arrived on time  
> and in excellent condition. Since this purchase I have also bought  
> Magic Lantern, the Retina 2.2 software upgrade and other things from  
> them. No problems. Also, in Quarterback's defense, it does work on my  
> A4000/040's HD floppy drive. I'm running version 6.02 and I must put an  
> HD floppy in the drive before I start the backup to make sure it uses  
> the HD mode. The problem you are having could really be with the drive.

My purchase of Quarterback was not my first encounter with Creative, I've ordered things from them before and those orders arrived without exceptional delays and in working order. But with previous purchases I never had a problem that required trying to work with their Customer Service department, or trying to get a refund. As for Quarterback, I've had several users of that product make the same suggestion that you make, and I appreciate all your help. However, as I understand it, the external HD drive from Power Point differs from Commodore's A4000 internal drive in that Commodore's drive is recognized as a native device, whereas the third-party drive requires that a patch be run during startup, and apparently this is what causes the problem with some (most?) backup programs which use proprietary formats. AmigaDOS itself has no trouble at all writing to this drive. Nevertheless, your suggestion may in fact allow Quarterback to work, I don't really know. My question is this: why didn't Creative's Customer Service people make that suggestion? Did they check it out, try it? They told me they had investigated the question and that there was absolutely no way to make it work. I have no way to know if they were telling me the truth or not. Whatever, as I said in my original posting, I packed it up and sent it back, they sent it back to me again, and I refused delivery right back at them. It's up to Visa now.

In any case, the replies from others who have related their horror stories with Creative Computers are enough to convince me that my problem with them is anything but an aberration. Based on the replies in this thread, it seems to me that ANY order with Creative that goes without a hitch is due to sheer luck. Despite your good fortune, there is no defense for Creative.

Scott Hansen  
hansen@eisner.decus.org

P.S. I just received my Ami-Back. It works! And you don't have to go through any goofy stuff. I like it a lot!

#16961 comp.sys.amiga.misc 1k  
From: scott@ddreams.chs.wa.com (Scott Wiard)  
Subject: Re: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Date: 15 Jun 94 02:07:08 GMT  
Organization: Digital Dreams II

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[Note about Memory World deleted]

Brad,

I have had several business dealings with Memory World and have never had a problem with their service. When I needed to get more RAM for my SupraRAM board I didn't even know what I needed (ZIPS, SIMS) and the person who took my order knew exactly what my board would take and even saved me some money by recommending slower chips than what a friend had told me. He made his recommendation because he knew the specs of my board and even explained it all in laymans terms so that I'd understand.

Also I've had many friends buy products from them and never have any of the problems you've described. My guess is that you've just had a run at extremely bad luck with your equipment <and I know how that sucks>.

Scott

#17114 comp.sys.amiga.misc 2k  
From: gbrawn@aol.com (GBrawn)  
Subject: Yet Another Creative Story  
Date: 17 Jun 1994 18:28:02 -0400  
Organization: America Online, Inc. (1-800-827-6364)

Bradley Leffler (hammah@infi.net) wrote:  
> (story deleted)

YACCHS - Yet Another Creative Computers Horror Story.

The attitude exhibited by Creative Computers is nothing new. A few years ago I purchased an A2000 HD from them, NOT. In the beginning, delivery was prompt - so far, so good. I booted my new machine: I only had chip ram, and the HD didn't show. Reboot. Nothing changed. Find the Phillips screwdriver and remove the cover.

Imagine my surprise when I saw a virtually empty case - this was a stock 2000 - no HD and no extra memory. I checked the box . . . yep, it said Amiga 2000 HD, as did the badge on the CPU. The waybill said the package originated in West Chester. I assume that the box was stuffed by CBM and "disassembled" by Creative (who resold the components).

I called Creative - no, I couldn't ship the unit to them and still get it back in time to meet my deadline. "But, you could bring it in to our shop," the anonymous voice encouraged me. Their shop was 120 miles away.

Reluctantly, I made the long drive north. At Creative, the head tech set me up with no questions (no one apologized either). Nevertheless, their original intent lingered, and I've not bought from them since.

Lately, I've been patronizing DevWare. Their advertising emphasizes video, but they have a good mix of hardware and software

---



Jason Compton  
%%

%% Part 2 jcompton@bbs.xnet.com %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Part Two: Eye to Eye With the Retina

Wow. That's a lousy pun. I hope at least nobody's used it before.

At any rate, this week I'll tell you how the Retina actually PERFORMS.

RetinaEmu and Retargeting  
-----

The entire Retina mechanism is activated by a program called RetinaEmu. This is the program that wakes up the board and tells it to start targeting opened screens to the Retina display hardware unless specified otherwise. At its heart is an emulation of the Workbench screen.

So how does that look? Well, you can put it in 8, 16, or 24-bit color depth. You can put it in a variety of screen sizes: I stick with the 800x480, 8-bit depth setting, but it can go higher. It looks good. The window updates are snappy and smooth, the pointer is flawless...in general, it's a formidable display, better than the delaced view on my 3000's native display. It is an ideal place to run programs that have Workbench capabilities but are otherwise impractical for use: for example, Terminus flickers when it scrolls on my 3000's display. Through the Retina, however, it is fairly smooth and has a bare minimum of flicker.

If you choose to open a Retina screen for a program, be aware that you MAY be in for some problems. Some programs just don't come out looking quite right, like Terminus (which gives a nasty light blue-green border instead of basic black). Other programs, like Final Copy II, choke if you try to increase their color display by more than they like-32 or greater. Placing Terminus on a public screen, though, greatly improves appearance.

The resolution for any new screen is the default, set in the RetinaEmu program. You can set defaults for 8, 16, and 24-bit screens, in any of the resolutions available for the particular mode (quite a few!). I have had great success with this, even on programs that are not terrifically programmed or programs that still date back to 1.3 compatibility (DirWork looks funny in 1024x768, or 1200x800).

The resolution for these screens can be changed too, through RetinaEmu, which lists screens it has to open by their name, and recognizes them internally by this list of items, in the order it checks:

Public Screen name  
Window name  
Program title

This means that just about everything will register. You can edit and change the set resolution at any time, but it won't take effect until that particular screen is opened again.

As I've said, the overall result is very pleasing. Windows move crisply, smoothly, and often in lots and lots of colors. Screens can be thrown into

new, bizarre screen modes, although their reactions will vary.

Some programs that rely on heavy video-banging won't work well in their new environment...emulators like the Spectrum, A64, and PC-Task come to mind. But for native Amiga applications, it's very effective.

RetinaDisplay: Show me some pictures!

RetinaDisplay is the packaged program that is responsible for displaying pictures directly to the Retina. Among the 10 or so formats supported are IFF and JPEG, the two most useful of the list. However, notable in its absence is GIF. This means that the Retina needs a program like Viewtek's Retina version to bring it up to speed with a large amount of the available pictures out there.

The program itself gets its screenmode from the RetinaScreenMode utility, with modes down to 320x200 8bit up to 1200x900 interlaced 24-bit on my 1950 monitor. (Conspicuously absent from the monitor list is the 1960.) You also have the option to display pictures on the Workbench, but it seems like the settings necessary to get this are elusive: Donovan at NoahJi's tech support talked me through what I needed, and it still didn't work. That's happened to other people he's told as well. I HAVE seen it, though, and it's the only way you can scroll pictures: if you let the Retina open up a screen for the pic, it can't be scrolled.

The quality of the display, of course, depends on your monitor and the mode the screen is in. I'm pleased with the results, but am very glad that Vt\_Retina exists, because otherwise a large amount of graphics would be fairly useless for Retina users.

VDPaint: Draw some yourself!

-----  
There's really not much reason for me to fully review this section. I'll tell you why:

1. I have no other experience with 24-bit paint programs.
2. They didn't send me a manual.

That being said, I'll at least give you the rundown on VDPaint.

You select the 24-bit screen you would like to draw on using the good old RetinaScreenMode program. From there, if you start the program, a paint screen opens up on a true Retina-only screen, with a message that contains a bit of German and the warning that the software version only works on a Retina. Well, ok, fine.

Control is simple...the right mouse button brings up a window full of option buttons. Too bad I don't know what all of them do. A couple of nice features: The disk loader supports a sort of thumbnail file format that gets displayed in a small window on the requester.

JPEGs can be loaded and saved in different compressions, but still no GIF support here.

The text functions support even the rattiest of old Amiga fonts, and with shading, too.

Of course, it IS free, so there's not much room for complaint.

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be loaded, along with 100 predefined palettes. Text can be genlocked live or saved as IFF files (\$24.95).

Winners may also select CG52 Fonts, which includes 50 scalable fonts for use with the CG52jr character generator, the Workbench, and most Amiga applications that support BitMap or CompuGraphic fonts (\$19.95).

Previously we have offered the ARexx Reference Disk by Merrill Callaway, which was awarded to a previous winner. Contact Whitestone for more information (505) 268-0678.

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.

- THE MONTHLY DRAWING -

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 winner for June 1994 will be published next week.

- THE PUZZLE -

Everyone thinks that the other code problem was too easy, which it was. So this month I made it a bit tricky (and I don't want to hear any complaints that the solutions are too hard)! This is a transcript of a press conference about a military operation somewhere in the United States. Your job is to figure out which companies are involved. In the next few issues I will make the clues gradually become easier.

Gore, the Vice President, made the statement.  
He said he would, but very quietly.

The engineers are locked up on the island.  
They are computer experts.

They are no longer incorporated, but AmigaGuide is stored there.  
That is why their fort is so valuable.  
The banner on the building reads "BRCH".

The surface to air missile drowned in the sea.  
Squad A had to move into the area at 5:00pm, as they always do.  
Strategic Operations in New York handled the affair.  
They landed opposite their destination.  
There is no other way to calm the port.

The rest will be printed at a later time.

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- TO ENTER -

To enter, simply let your fingers do the talking and write an email and send it to dtiberio@libserv1.ic.sunysb.edu. You MUST put the word CONTEST in the subject line of the email header! Otherwise you run the risk of having your email deleted (don't ask, it is a long story!) or send a post card or letter to:

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

Is it possible to win via snail mail? You might think that your chances of winning are better by entering in email (much faster of course), but one month's winner sent in a letter that arrived the day before his winning number was drawn!

In your letter or email, please provide the following, using this format:

```
RANDOM_NUMBER postal_address  
                email_address
```

Such as:

```
4761615 David Tiberio, 6 Lodge Lane, East Setauket, NY 11733  
        dtiberio@libserv1.ic.sunysb.edu
```

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 you win. An email address should also be included, if possible.

You must also include a brief one sentence overview of the editorial in this issue of AMiga Report. Just to make sure you are reading it. :) You must also include the issue number. For example, if you read this in AR213, then include that in your correspondance. Also, a 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.

All prizes will be mailed within one week after I get my hands on the published version of AmigaReport. I am doing this for a few reasons. First, every winner so far has given the correct puzzle solution before I have received the editon of AmigaReport that announced it. :) Second, I don't like to go to the post office every day if I can avoid it. Third, you never know when someone's power supply might blow up (right Mr. Editor?!).

- RULES AND REGULATIONS -

1. In the event that the editor's power supply fries, the contest for that month will have its deadline postponed to a later date, to be

announced. Any contest entries for the random drawing will be added to the next month's drawing, to be held once per month near the beginning of the month.

2. All prizes are donated. I cannot be held responsible for any damage caused by a prize. For example, if you leave your prize on the stairs and your grandmother slips on it, I will not pay her medical bills.
3. We are not doing this for any profit, and cannot be held responsible if we go out of business or are otherwise financially unable to give you anything! We are actively looking for submissions from other software authors.
4. Good things come to those who read the rules and regulations! Here is a tip to help you win: every problem is a trick problem, or gives you clues that are not part of the problem itself. Read the whole entire contest entry looking for clues. And read my other articles for more clues. I give some very obvious clues :).
5. If for any circumstance you are awarded a prize but do not receive it, contact me at (516) 476-1615. I will promptly attend to any mistakes that have been made.
6. These rules are subject to change at any time without warning!
7. Each line of the press release has the name of a company.
8. All contest entries must be received within the dates listed at the top of this page. A new puzzle is published each month.
9. Don't post the answer to public forums!

- 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 whenever TBA. Any entries beyond this date will be entered into the next contest, if any.

- THE CHANCE YOU WILL WIN -

Odds of winning are approximately 1:50 for the random drawing and 1:15 for the correct answer to the puzzle, based upon current entries.

SPECIAL THANKS to SideWinder for donating the Future Shock albums for inclusion in our contest, along with Merrill Callaway for his ARexx Reference Disk!

dtiberio@libserv1.ic.sunysb.edu

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dtiberio@libserv1.ic.sunysb.edu

### 1.16 AR Contest Winner!

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

%% AR Contest Winner By:  
David Tiberio  
%%

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

#### THIS MONTH'S WINNERS:

Carl Laurence Gonsalves - randomly drawn from 13 correct entries,  
guessing the number 139236 from the drawn number of 147601.

and goodwinm@mail.cs.orst.edu - randomly drawn from 50 correct and  
incorrect entries in our second chance drawing, guessing the number  
214387 from the drawn number of 212164.

Both will be able to choose as a prize either the Future Shock II  
audio CD-ROM from SIDEWINDER, or the Amiga Online Reference Manual  
from Area52. The ARexx Reference Disk by Merrill Callaway was  
awarded to last month's winner.

#### THE PUZZLE:

Since people complained that the first contest was too hard, and  
that the second was too easy, I made one that anyone can solve with  
a little thought. Once you get some of it decoded you will be able  
to solve it with ease ::heh heh::!

Decrypt the following encoded message: 17851 47932

Each location in the code represents one character in the  
ASCII character set from A to Z. Also provide your method of  
obtaining the answer.

#### THE WRONG ANSWERS:

No one submitted an incorrect answer, of all entries submitted. One entry  
suggested that RAW keycodes were used in the puzzle. This is incorrect,  
however he did guess the correct answer.

Francesco "Syylk" Munda writes in his correct entry: "Okey, that was easy,  
after all. On "Amiga Report" isn't likely to appear "MSDOS GREAT"... :)"

#### THE WRONG WAY TO ENTER:

from LILLIQUIISTJ@delphi.com:

"Well, I couldn't get Delphi to post to you but MAYBE now it'll work. Anyhow, I already publically posted the answer to your puzzle. Sorry! I had it nicely type out too."

Well, that's okay! Just try not to do it again! :)

#### THE WINNING ANSWER:

The prize winner is Carl Laurence Gonsalves, drawn from the winning answers.

And here is Carl's correct entry, drawn randomly from all correct entries:

```
>The puzzle was to decrypt: 17851 47932
>
>The answer is: AMIGA RULES
>
>To solve the puzzle I looked at the numbers carefully. You said that "Each
>location in the code represents one character ... from A to Z". I figured
>this meant each digit represented a letter, and the space was a break
>between the words. The first 5 letter word I thought of that had the same
>first and last letters was Amiga, so I wrote down a table like:
>
>0 1 2 3 4 5 6 7 8 9
> A      G  M I
>
>Then I thought, "Okay, where the heck is he getting the numbers from?"
>Looking up at my keyboard I noticed that the letters A-G-M-I had the
>same left-right placement as my table. I then expanded the numbers for
>the second word by counting them and got:
>
>0 1 2 3 4 5 6 7 8 9
> A W E R G  M I L
>      S D F  U  O
>      X C V  J
>
>I then wrote down the second word like:
>
>47932
>RMLEV
>FUODS
>VJ CX
>
>And looking across this the only sensible word I could see was "RULES".
```

Katie Nelson's correct entry, which was not selected as the winning entry from the 13 correct entries, adds: "PS-- I like the message."

Arnoud W. Morsink's correct entry, which was not selected as the winning entry from the 13 correct entries, (but wrong method!) identifies a hint found in another issue of Amiga Report: "Like you said, it wasn't hard - i.e., after I read the clue in "Programming Hash Tables":

```
("... this word (which I chose as an example for no particular reason).")
:)"
```

THE BREAKDOWN:

- Since people complained that the first contest was too hard, and that the second was too easy, I made one that anyone can solve with a little thought. Once you get some of it decoded you will be able to solve it with ease ::heh heh::!

The fastest way to solve this is to note that the first number, 17851, begins and ends with a "1", just like the word "AMIGA". As I stated in the puzzle, once you got some of it decoded, the rest should be easy.

- Decrypt the following encoded message: 17851 47932

There are two words, and notice that only 10 digits are used. In this code, one digit can represent between 3 and 6 characters.

- Each location in the code represents one character in the ASCII character set from A to Z. Also provide your method of obtaining the answer.

Originally I was going to number my fingers from 0 to 9, and then touch type a message. Then I decided instead to use the numbers based upon the alignment with the characters on the QWERTY keyboard. Since people do have different keyboards, future puzzles will not rely on the keyboard anymore! ::whew!::

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:

I learned from the last contest not to use the keyboard, since it may be different in some countries than the QWERTY keyboard that I use. I promise not to do it again (I guess the MATRIX puzzle next month will be the exception ::hint::).

As Edward Cayce might say, that is all for the present...

dtiberio@libserv1.ic.sunysb.edu

**1.17 Review: ARexx Guide 2.0a**

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
% C.S.A. Review: ARexx Guide 2.0a By: Thomas Voirol %

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

#### PRODUCT NAME

ARexxGuide 2.0a

#### BRIEF DESCRIPTION

ARexxGuide is an extensive hypertext document in AmigaGuide format on the ARexx programming language.

Do not confuse it with the South West Amiga Group's similarly named "Introduction To ARexx". This is an entirely different beast.

#### AUTHOR/COMPANY INFORMATION

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Address: 1020 Seneca #405  
Seattle, WA 98101-2720  
USA

E-mail: robin@halcyon.com on Internet  
R.EVANS6 on GENie  
r.evans6@genie.geis.com on Internet

Availability: ARexxGuide can be obtained from many local BBSs and the Aminet ftp sites (util/rexx directory).

#### LIST PRICE

ARexxGuide is shareware. This means it is freely distributable, but if you find it useful, the author asks you to register. The shareware fee is \$15 (US).

Registration can be done from within ARexxGuide. A script asks you a few questions about your configuration and then assembles a text file which you can print out and mail in with the fee.

#### SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

##### HARDWARE

Each ARexxGuide file is smaller than 75KB, so no extra RAM should be necessary.

A hard disk or a high density disk drive is recommended, since a complete installation requires about 1 MB of disk space.

##### SOFTWARE

AmigaOS 2.04 or later is required.

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It might work with AmigaDOS 1.3, however, if you have ARexx and AmigaGuide or an equivalent of the latter like Hyper.

#### COPY PROTECTION

None.

#### MACHINE USED FOR TESTING

Amiga 3000T, 2MB Chip RAM, 16MB Fast RAM  
Kickstart 40.68, Workbench 40.42  
Multiview 40.8  
Picasso II Graphics Board

#### INSTALLATION

Installation is a simple copy operation which can be done from Workbench. No Assigns or Path additions are necessary. If you invoke ARexxGuide from ToolManager or the likes, you should set the current directory to the one where ARexxGuide resides.

#### REVIEW

ARexxGuide starts with a nicely detailed, clearly arranged, main panel. From here you jump directly to the relevant chapters. Several entry points are given; that is, if you want to find a particular piece of information, there are usually several different "paths" that will lead you to it.

If you are an ARexx beginner, you can browse through the Guide starting with the Introduction. The document turns out to be a complete course in ARexx, at the end of which you will be able to write programs. No prior knowledge of the language is necessary. Even a small history of Rexx is included.

The seasoned ARexx programmer also will find ARexxGuide to be an invaluable on-line reference. The reference part of this documentation is divided logically into the chapters "Basic Elements", "Instructions", "Functions", "Operators", "Commands" and "Error Codes".

ARexxGuide uses the hypertext capabilities of AmigaGuide extensively. This makes for a very lucid tree structure. You practically never have to read more than one or two pages of text, and almost every technical term is cross-referenced through a hypertext link. Finally, ARexxGuide encompasses a very thorough index which is the fastest way to look up the syntax and arguments of a command whose name you already know.

All pages show the path by which they can be reached in the window's drag bar. On the bottom of each page, the Previous, Next and Contents links are displayed. All this makes navigating really easy.

Distributed with the regular ARexxGuide is a requester version that, according to the author, will display term definition references in a

---

requester window instead of jumping to the glossary. The requester version requires Nico Francois' reqtools.library and Rafael D'Halleweyn's rexxreqtools.library. However, since that Guide works properly only with V34 of the AmigaGuide utility, I could not try it out.

#### DOCUMENTATION

Since ARexxGuide IS documentation, there is not too much to say about this part ;^). Nevertheless, all the necessary meta-information (i.e., Distribution, Author, Registration and others) is there and easily accessible.

#### LIKES

I like and appreciate the enormous amount of work and care the author has put into ARexxGuide. It is very thoroughly detailed and provides almost all knowledge relevant to ARexx. I have not been able to spot any mistakes so far.

#### DISLIKES AND SUGGESTIONS

Dislikes I have to find yet.

#### COMPARISON TO OTHER SIMILAR PRODUCTS

The only product I know that is comparable to ARexxGuide is the aforementioned "Introduction To ARexx" by the South West Amiga Group. While being a nice tutorial also, it lacks in the reference field and is not as clearly structured.

#### BUGS

None found. There obviously were some in the example scripts of the 2.0 release which have been fixed in 2.0a.

#### VENDOR SUPPORT

Besides releasing the bug-fixed version 2.0a, the author has provided a 50KB patch archive to upgrade an existing ARexxGuide 2.0 installation. Users of slower modems will be thankful that they don't have to download a whole new version.

#### WARRANTY

None mentioned.

#### CONCLUSIONS

I rate this product 10 stars out of 10. Honest. Robin Evans has

---

provided us with an indispensable on-line help for ARexx where Commodore neglected to do so.

The \$15 shareware fee is fair compensation for the incredible amount of time and dedication the author has put into this documentation. I encourage all ARexx programmers, seasoned or aspiring, to test this fine product and by all means send the shareware fee to Mr. Evans.

REVIEW AUTHOR'S BACKGROUND

I program in REXX for a living on IBM mainframe computers running under MVS/ESA, and I use IBM's very comprehensive TSO/E REXX documentation on a daily basis.

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Anonymous ftp site: math.uh.edu, in /pub/Amiga/comp.sys.amiga.reviews

1.18 Review: Blitz Basic II

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% C.S.A. Review: Blitz Basic II By: Nicholas J. Kingsley %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

PRODUCT NAME

Blitz BASIC II

BRIEF DESCRIPTION

A BASIC compiler and editor.

## AUTHOR/COMPANY INFORMATION

Name: Acid Software  
Address: 10 St Kevins Arcade  
Karangahape Road  
Auckland  
New Zealand

They also have a PO Box in London, England.

## LIST PRICE

I paid 49.95 UK pounds at First Computers.

## SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

## HARDWARE

1 MB RAM required.

## SOFTWARE

None.

## MACHINE USED FOR TESTING

Amiga 600 with 2MB RAM  
External disk drive

## INSTALLATION

## OVERVIEW

Blitz Basic 2 ("BB2") comes on three compressed disks. The first contains BB2 itself and some programs that were published in Amiga Format magazine as type-ins. The others contain games, two of which were also in Amiga Format. In addition, some Blitz libraries are included, although you're not told how to use them nor what they do.

There are also several utility programs. The first is a (bugged) program that will convert a bitmap screen, approximately 320 by 200 pixels, to either bobs or sprites. The second allows you to set up screens and graphics for map programs. You are also supposed to be given a program that allows you to set up windows icons and gadgets, although I haven't found it anywhere.

BB2 consists of two parts - the editor and the compiler, discussed separately below. The compiler is accessed from the editor using pull-down menus.

## THE EDITOR



The BB2 editor is quite basic. Consisting of no more than 30 commands, it is enough to get programs up and running. If you don't like the editor, you could always use your favourite word processor.

The commands available include:

```
NEW          Clear program from memory
LOAD & SAVE  Load tokenised programs only
DEFAULTS     Modify tab settings, colours, etc.
CUT, COPY,  DELETE, FORGET Modify blocks
SEARCH & REPLACE Find letters/words
GOTO        Go to a line number
```

Most important commands include short-hand versions.

If you select commands too quickly, the editor tends to muck up the screen. It won't redraw the screen until you select another option or scroll the screen.

#### THE COMPILER

This is where all your basic programs are turned into (very) fast machine code, although, due to the fact that compiled code is slower than pure assembly, programs do not run as fast as professional programs (although they do come quite close).

The compiler has two settings: 1-pass mode and 2-pass mode. One-pass mode produces much slower code than 2 pass mode, as the code is not efficient. In addition, in 1 pass mode only, you can exit a program with CTRL-C. This is one of the many things that Acid manage to omit in their manuals.

The machine code itself is quite small. The compiler manages to convert around 200K tokenised text to 64K in 2-pass mode.

#### THE LANGUAGE

The language itself is quite good. You don't need line numbers any more, and it supports procedures and functions, though procedures are called "statements" for some reason. AGA machines are supported with extra colours and graphics.

All necessary commands are there - commands for string handling, mathematical calculations, displaying to screen, bitmaps, speech, samples (you can play only 128K (6 seconds) worth for each sample), sprites, windows, menus, bobs and structured programming commands (REPEAT/UNTIL, WHILE/WEND). For some reason, they've kept the ON GOSUB/GOTO commands as well as LET. I would have thought it was about time we got rid of both of those.

However, extra commands and improvements to the language are available only to those people who subscribe to the BB2 magazine, which for a very bugged program (see "The Bugs") is not good at all. This is where AMOS manages to excel (the only time it really can), as all of its updates

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are in the public domain.

Collision detection is a main problem. Although fairly accurate, it will tell you only if you've collided with something, and not which sprite or bob you've collided with. This means you've got to slow the program down by searching for which things you've collided with, using a FOR/WHILE/REPEAT loop.

BB2 allows you to access all AmigaDOS ROM routines. The language handles bytes, words, long words and floating point numbers.

The language has got a thing about using the currently activated object. Although a fairly good idea, I do feel it would be much easier for programmers to just enter one extra parameter for where they would like their objects to be placed.

Sprites can only be removed from memory if they've been converted from bobs (for some strange reason).

## DOCUMENTATION

BB2 comes with 2 manuals. One is a reference guide for most of the commands available, while the other contains the user guide for programming and some extra commands that they've added (presumably after they made the first book).

Like the program, the manuals are full of errors and mistakes. CLS they say can be used in Amiga mode (multi-processing mode) or Blitz mode (disables multi-processing - games mode). Try as you might, CLS always returns an error message when used in Amiga mode.

One command (ReMap) they've managed to get in the index of the reference manual but appears only in the user guide.

The errors messages that they mention at the back of the reference guide are all the ones that you probably WON'T get - all the important messages are not mentioned at all, which is very bad. One of the worst messages you can get is "ERROR :" (Yes, that is the whole error message). This normally appears if you try to use a palette before a slice has been set up.

At the end of the reference guide is a A500/A1000 keyboard layout of all the RawStatus codes, which can be quite useful. In addition, it also gives a technical insight into how the Copper works, and how the language handles all the technical aspects of the machine. In addition, all NewTypes (like the standard "C" structures) are given.

## COMPARISON TO OTHER SIMILAR PRODUCTS

AMOS and HiSoft Basic are the only ones that you should look at really. HiSoft Basic is new, so I don't know what it's like.

AMOS is good if you're new to programming; as unlike BB2, the language does all the hard work for you. However, with AMOS, you have to buy a compiler as extra if you want faster programs.

---

However, unlike AMOS, the amount of support given by BB2 is very small. As stated earlier, you have to subscribe to their magazine if you want anything extra. PD libraries currently stock only one BB2 program (and you get the code for that with the main program anyway). However, BB2 can produce (with hard work and patience) software that is as good as, if not much better than, software written with AMOS. See Skid Marks for a commercial game written in Blitz Basic.

## BUGS

This is the one part that BB2 excels at.

Bugs in the program are everywhere - the program can crash when you've loaded the program, when you've exited it, or when running it. All of these bugs mean that you have to reset the computer and reload the program again. When you load or exit the program, it gives a #80000003 code, and when running a program, it just crashes.

The worst cases are when you run the program. Even though you carry out the error reduction routine as mentioned in the user guide, the program will always crash if:

- A) You try and open a bitmap that is too big for memory.
- B) You use some I/O command while in BLITZ mode.

## CONCLUSIONS

The program scores marks for having the compiler built into the editor and for a very fast compiling and running speed. However, on the minus side, the program loses points for all the errors in the manuals, the program crashes, all the error messages not mentioned, and the lousy screen updates in the editor.

Overall, BB2 is very good if you want fast arcade games and/or want to access the Amiga's ROM. However, you should be patient enough to save your programs before every run, and to suffer continual re-loading of BB2.

- Nicholas J. Kingsley  
nicholk@dcs.rhbnc.ac.uk

---

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Request information: amiga-reviews-requests@math.uh.edu  
Moderator mail: amiga-reviews@math.uh.edu  
Anonymous ftp site: math.uh.edu, in /pub/Amiga/comp.sys.amiga.reviews

## 1.19 Review: Microvitec 1438 Monitor

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
% C.S.A Review: The Microvitec 1438 Monitor By: Fergus O'Hea %

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

From: hazard@csvgax1.ucc.ie (Fergus O'Hea)

PRODUCT NAME

Microvitec 1438 Multisync monitor

BRIEF DESCRIPTION

A 14" colour RGB multisync monitor compatible with all AGA screen modes, available with or without stereo speakers.

AUTHOR/COMPANY INFORMATION

Name: Microvitec PLC  
Address: Bolling Road  
Bradford  
West Yorkshire  
BD4 7TU  
UK

Telephone: (0) 274 390011  
FAX: (0) 274 734944

Name: Microvitec (Deutschland) GmbH  
Address: Heinrich Hertz Strasse 4  
4006 Erkrath  
Bei Dusseldorf  
West Germany

Telephone: (211) 920010  
FAX: (211) 9200115

LIST PRICE

I paid 300 GBP for the 1438 monitor without speakers. Some stores now sell the same monitor WITH speakers for around the same price, so shop around.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

A 23-pin to 15-pin RGB adaptor is required, since the monitor comes with an RGB lead ending in a 15-pin VGA style D-plug. Amiga 4000 owners should already have this adaptor.

SOFTWARE

None.

---

## MACHINE USED FOR TESTING

Standard Amiga 4000/030.  
Standard Commodore-supplied RGB adaptor.

I have also hacked the C= monitor adaptor to fix the AGA banding problem. This hardware flaw in the AGA chipset causes noticeable vertical stripes on screens using the higher bandwidth monitors like Multiscan and DBLPAL. The simple fix for this, as posted some time ago on comp.sys.amiga.hardware by Steve Cutting (Steve\_Cutting@guru.apana.org.au), involves soldering a resistor into the monitor adaptor. This fix worked perfectly with my 4000 and 1438 monitor.

## INSTALLATION

The RGB adaptor must be connected to the Amiga's RGB port, then the RGB lead from the monitor plugs into the adaptor. The power lead from the monitor ends in a standard 3-pin "kettle lead" PLUG, i.e., it can be fitted directly into the main pass-through on the back of an Amiga 4000. Otherwise the supplied "kettle lead" must be used.

## REVIEW

The first thing I noticed when I took the monitor out of the box is the case - it's pretty boring looking. A bit like an ultra cheap VGA monitor. Just below the front of the monitor are the brightness, contrast, size and centering controls (more about these later) and the all-important on/off switch. The monitor comes with its own tilt/swivel stand, but as I mentioned above, mine came with no speakers. A nice touch is the three-pin "kettle lead" plug on the end of the power lead; this means that 4000 owners can actually use that pass-through on the back of their machines instead of having yards of black wiring running around behind their desks.

Installation was no problem. The strange shiny metal C= adaptor was plugged in between the monitor and the Amiga, then both the monitor and the Amiga were powered up using the switch on the front of my 4000 (because I'm lazy :-)).

The first thing I noticed when my Workbench screen came up was the flicker -- I had the screen mode set to "PAL:Hires-Interlaced" previously, and on the 1438 it flickered even more horribly than it used to on my old TV. Also, any \*non-interlaced\* PAL or NTSC mode now flickers a bit more than it used to. I put this down to the fact that the 1438 specifications say it has a low-persistence tube. No kidding! But that was just an initial impression -- now I am used to the 50Hz flicker, and I don't even notice it any more. Besides, no one would use a PAL or NTSC screen any more when they can use the much nicer DBLPAL mode!

After one quick visit into the Prefs drawer, and I had my DBLPAL Workbench all set up and ready to impress. But wait - the top and bottom of the Workbench had disappeared off the screen, and there were ugly black borders about 3 cm wide on either side. No problem, I thought, just adjust the vertical size, no problem, and the horizontal size... BUT! There is NO

horizontal size control - a MAJOR flaw as far as the Amiga is concerned (I have noticed the same borders when I tried a SVGA monitor on my machine). In fact, there is no vertical position control either. All you get is brightness, contrast, vertical SIZE and horizontal POSITION. Nothing else.

But don't panic. The default C= monitor drivers for DBLPAL and so on may stretch and move the screen on your 1438, but all that is needed is a little experimentation with MonEd and a (reasonably) full-screen display can be achieved. (MonEd is available on the Aminet ftp sites.) I recommend booting up some PAL or NTSC game and setting the monitor controls so that the screen is centred fairly well on the monitor, and THEN fiddling about with MonEd to arrange the DBLPAL, DBLNTSC, Multiscan, Super72, etc., monitors to give the best screen coverage. This will ensure that you won't have to keep adjusting the monitor controls every time you run a hardware-hitting game or demo.

Apart from that initial period of driver-hacking, I am very satisfied with my monitor purchase. The picture quality of the 1438 is as good as any monitor I have ever seen, the pixels are sharp, and the colours really jump out of the screen. Mode-switching is also very fast. For example, I estimate it takes maybe a tenth of a second to switch between a Super72 screen (great for JPEGs) and a DBLPAL screen. In other words, the monitor can re-sync about as fast as you can manually switch screens anyway.

#### DOCUMENTATION

A small booklet containing six pages or so of documentation in each of six languages. There are the usual guidelines, precautions in use, etc., and some basic installation instructions (plug the video lead into the computer's video connector :-)).

#### LIKES

I like the sharp and clear picture quality and the fast mode-switching time.

#### DISLIKES AND SUGGESTIONS

I am disappointed that there is no horizontal size control. Also, the quality of the monitor case leaves something to be desired -- it's fairly cheap and ugly. I presume these two flaws exist because of efforts made to reduce the cost of the monitor.

#### COMPARISON TO OTHER SIMILAR PRODUCTS

I haven't used any other multi-sync monitors for the Amiga. In terms of picture quality alone, it is as good as any PeeCee SVGA monitors I have seen, if not better.

#### VENDOR SUPPORT

I have had no reason to contact the vendor.

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## WARRANTY

I am unsure of the warranty terms. In the rush to get the monitor up and running, the guarantee card went missing :-). However, the user manual states that UK users should return the monitor to the supplier (not the manufacturer) if a fault appears.

## CONCLUSIONS

Overall, this is a very good monitor for the price. I wanted the cheapest multisync I could get for the Amiga, and this is it. Just be ready with your copy of MonEd, and you will be happy with the 1438.

I'd give it 4 stars out of 5. The last star was lost because of the omission of the horizontal size control and the somewhat grotty appearance.

## COPYRIGHT NOTICE

Copyright 1994 Fergus O'Hea. All rights reserved. This review is freely distributable. If you want to contact me by e-mail, my address is hazard@csvgxl.ucc.ie.

## 1.20 Amiga Media Watch 1

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%  Amiga Media Watch #1                                     By: Pat Fish  %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

filename=AmigaMediaWatch1.txt

Please distribute the following article far and wide (newsgroups, BBS's, echos, post on FTP sites, etc). When you mail the author your POLITE comments, please send a copy of his responses to me at:  
pfish@erc.cat.syr.edu

If possible, please also keep a copy of your messages to him.

The author (Al Fasoldt) is syndicated in \*over 100 newspapers\*, and is a long-time Atari ST fan. (You can tell from the spin he puts on the Amiga story, and his anxiousness to pronounce the Amiga dead.) He avoids all the details and facts that imply that the European outlook is better than the US outlook, claims of continued production, and several potential buyers (with stories ranging from an outright takeover, to purchase of the Amiga chipset & OS for licensing to those wanting to make Amiga compatibles).

This was AFTER a Rome-NY Amiga dealer corrected the columnist following Fasoldt's announcement (on a May 18th PBS talk-show) 'that it was all over'. The author refused to listen to the dealer's facts, instead insisting that Commodore was a singularly AMERICAN company and that ALL

of CBM had already closed it's doors, everywhere. Also note what seems to be stale Atari fanaticism regarding Tramiel, Atari and the Amiga's lineage. If you have access to one of the texts from RJ Mical, Jay Miner, Dale Luck, Dave Needle, etc., describing the factual events surrounding the Amiga's birth send them as a separate message to the columnist or his editor. Maybe one of you has a copy of the 'History of Amiga' video that you could send him.

Mail responses to this article to the Editor and Publisher of the Syracuse Herald American Newspaper/Stars Magazine, and to the columnist himself. US and E Mail addresses at bottom.

(Text inbetween %% are my personal comments, use your own)

Transcription of Al Fasoldt's column by David Gorton

-----Excerpt of syndicated column follows-----

Syracuse Herald American - Stars Magazine                      May 22, 1994                      Page 29

REQUIEM FOR A COMPUTER

Revolutionary Amiga has logged off for last time

The Commodore company gave up the fight against IBM and Apple Macintoshes and closed, probably for good.

The company had too many debts and too few assets. It had a lot of True Believers but not a lot of cash.

AND SO THE Commodore Amiga Has passed away. It was a brilliant computer, more powerful than a PC or a Macintosh when it was introduced nine years ago. It displayed stunning color graphics when the best a PC could do was an ugly picture or two - and when the best a Mac could do was show a tiny black and white image on an absurdly small screen.

COMMODORE KEPT improving the Amiga year after year. One of the biggest changes was a built in emulator that turned the Amiga into an IBM-compatible PC at any time. Another was the addition of faster chips and greater memory.

%% IBM compatibility was an option; not built in, and most of us %%  
%% preferred it that way. Memory was never a problem either.    %%

A separate company marketed a device that turned the Amiga into a television-picture editing machine at one-tenth the cost of previous equipment.

%% A really crude way of short-selling NewTek's VideoToaster? %%  
%% Or just the ramblings of a person who's never bothered to %%  
%% find out what the Amiga/Toaster is really all about?        %%

This brought video editing down to an affordable level for the first



time and started a revolution, just now catching on among PCs and Macs, called desktop video.

The legend of the Amiga is ripe with stories that sound too tall to be true but are factual nonetheless. One of them is the story of how the Amiga came to be a Commodore computer in the first place.

%% The following is The Word According to Atari Fanatics %%

THE AMIGA WAS supposed to be an Atari. In the early '80s, a group of computer software and hardware designers, including some from the original team that created the first Atari models, came together to devise a new model that would put Atari on top of the home-computer market.

%% It was an independent company called Hi-Toro. Not an Atari %%  
 %% subsidiary. Jay Miner who once worked for Atari was now working %%  
 %% for Hi-Toro on their new computer the "Lorraine". It was named %%  
 %% after the fiancée of one of the engineers. Atari's role was %%  
 %% limited to it's vulture-like intent to take over the struggling %%  
 %% company, with an insultingly low stock buyout offer. %%

It was going to be powerful and friendly, and so the code name of "Amiga" - Spanish for "friend" - was chosen.

%% Almost. Amiga = FEMALE friend, chosen to replace "Lorraine". %%  
 %% It came lexically before APPLE, unlike "Lorraine". %%

At that time, Atari was owned by Warner Communications. Atari's rival, Commodore, was owned by Jack Tramiel and his sons. In a hectic month, Tramiel had a falling out with Commodore's board of directors and left the company, pausing only briefly before buying the Atari company from Warner.

%% Reality check: CBM insiders claim Tramiel's intent to buy Atari %%  
 %% was known to him LONG before CBM had any suspicions. They claim %%  
 %% Tramiel intentionally set CBM up to fail, as he was moving to %%  
 %% take over CBM's competitor (Atari). His seemingly insane %%  
 %% actions before he left CBM now make sense. CBM never fully %%  
 %% recovered from his 'bad business decisions'. %%

To get back at Tramiel, Commodore raided the Amiga team and hired all of them. Overnight, the Amiga switched stables, and the prize that Tramiel had set his heart on- an Atari with a dazzling new model-turned out to be a company in distress.

%% Falcon fantasy. Hi-Toro (now renamed Amiga) accepted CBM's %%  
 %% offer because Atari's was a joke. Companies don't %%  
 %% "get back at" former execs. They seek profit. Later, %%  
 %% Tramiel claimed his ST was better than the Amiga. %%

NO DOUBT the Amiga as a Commodore fared better than it would have as an Atari, but an irony was playing itself out on the week that Commodore handed its affairs over to a liquidator.

%% Funny, European divisions are said to be in normal operation. %%

Atari, still in the computer business, announced a new deal that would put its graphics circuits in IBM-compatible PCs and saw its stock soar on Wall Street.

%%Is this like "Atari & IBM entered a joint venture to make the %%  
 %%Jaguar" when Atari actually PAID IBM to manufacture it's Jaguar? %%  
 %%I suppose anything from .25 would be a soaring improvement. "Still %%  
 %%in the computer business"? When was the last time you saw an Atari %%  
 %%TT or Falcon anywhere? Atari survives by sales of stand-up arcade %%  
 %%units. Jaguar is it's last shot at consumer electronics. %%

To some, it looked like Jack Tramiel's revenge. But to fans of the Amiga, it was just a somber epitaph for a computer that lived a good life.

Rest in peace, Amiga.

%% Mr. Fasoldt seems all too eager to perform an autopsy while %%  
 %% the patient is still warm. Not surprising considering the %%  
 %% disproportionate coverage he's given to the Atari in %%  
 %% contrast to the Amiga, IBM and Mac. %%

Al Fasoldt's "Technofile" is distributed in the United States and Canada by Newhouse News Service. The author is systems editor at the Syracuse Newspaper. Write to him c/o Stars, P.O. Box 4915, Syracuse, NY 13221.

You can send electronic mail to "a.fasoldt" on GENie or to his Internet address: A.Fasoldt@genie.geis.com Or Email him at the Syracuse Newspapers' computer bulletin board service, "Syracuse Online" BBS: 315-470-2027. Fax:315-470-2111

-----End of annotated article-----

Due to some disreputable reporting, the Amiga's condition has been battered. Amigans are used to this arrogance, but now, at this critical time, it is very vulnerable. We need to address every non-truth, lie, slam, and premature declaration of death. Many less-than-savy Amigans are already thinking about moving to another system. These are the people who are most easily mis-lead by "industry pundits" who are all too happy to bury the Amiga while it's heart still beats.

It's up to us to do damage control, since CBM sure isn't going to do it. Public perception and reactions will have an effect on the

willingness of companies to take over and continue the Amiga family.

While you're still fresh from reading his article, use your Amiga multitasking to write a letter, right now! Or call. Considering Mr. Fasoldt's disposition, it makes more sense to contact his editor first:

The Syracuse Herald American/Stars Magazine welcomes comments and calls on this issue. Jim Howe, Editor of Stars Magazine, has a willingness to listen to Amiga users' complaints, perhaps to even PRINT them. His office is reachable at:

Jim Howe  
Stars Magazine                      Voice/AnsMach: 315-470-2296  
P.O. Box 4915                      Voice/AnsMach: 315-470-6052  
Syracuse, NY 13221                      FAX: 315-470-2111

To developers continuing support of the Amiga: consider sending Mr. Fasoldt (and Mr. Howe?) letters of your intent, or literature on your product(s). His home mailing address is (if for some reason you don't use the PO Box listed above):

Al Fasoldt  
7408 Van Ness Rd Blvd.  
Baldwinsville NY 13027  
315-635-4712

The Syracuse Herald American/Stars is owned by Newhouse News Service, who syndicates selected columns (Al Fasoldt's is one). Mr. Beaubette is the executive editor. Newhouse's address is:

Newshouse News Service  
2000 Pennsylvania Ave. N.W.  
Washington, DC 20006  
202-785-0101

If you happen to be one of the people who actually worked on the Amiga, (or know one of them) please contact Mr. Fasoldt and his \_Editor\_ @ the above E-Mail address and phone numbers. The designers of the Amiga hardware and system software are in a better position than anybody to straighten Mr. Fasoldt out. Note that it's probably just as important to contact his editor.

#### NEW YORK STATE AMIGA USERS

The Syracuse area Amiga dealer, Industrial Color Labs, has about a quarter million dollars of Amiga products in stock. Since Mr. Fasoldt's premature claims, they've had a difficult time selling their wares. You can contact the PBS affiliate which broadcast the interview with Al Fasoldt. The "Good Afternoon" show is hosted by Art Levy, who seems almost smitten by Mr. Fasoldt. It's better to complain to Jack Neal, the Executive Producer for WCNY at: 1-800-451-9269  
Good Afternoon Call-in: 1-800-451-2414  
Other: 1-800-453-2424  
If you're outside their 800 coverage, replace "800" with 315.

## 1.21 Obituary

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%  The Passing of Jay Miner...                                     %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

[Ed: Obituaries are unusual in computer magazines, but in this case I thought it was important. Here is the text from the message Harv Laser posted recently.]

----- Newsgroup: comp.sys.amiga.misc -----

```

#17766 comp.sys.amiga.misc 2k
From: Harv@cup.portal.com (Harv R Laser)
Subject: Jay Miner, R.I.P.
Date: Sun, 26 Jun 94 20:16:26 PDT
Organization: The Portal System (TM)

```

The man known to all as The Father of the Amiga is gone. I just pulled this posting off his own BBS, "The Mission", posted there today by his co-sysop.

Those of you who knew Jay or had met him at the many Amiga shows he attended, please join me in your own private way and remember this wonderful guy who gave us all so very much.

Harv  
-----

```

*--* 06-26-94 - 18:51:53 *--*
atdt14159672021
CONNECT 9600/ARQ

```

DLG Pro BB/OS v0.995 - Copyright (c) 1989-1992 by TelePro Technologies  
Serial #PR0335

New Shell process 9

Welcome to THE MISSION

in Mountain View Calif.

Now running DIALOG BBS system

(DLG Professional!)

Your host and SYSOP Jay Miner (Padre)

Co-Sysop Gary Chow

Sysop hours 10-12am 2-5pm 7-10pm PST

(unless gone fishing)

Line 1: 415/967-2021 [SUPRA 14.4 V.32bis]  
Line 2: 415/967-0116 [SUPRA 14.4 V.32bis]

[From ] Gary Chow [MSG 50 OF 51]  
[To ] All [Has Reply 51]  
[Date ] Sun 26 Jun 94 13:18  
[Subject ] Jay Miner

Jay Miner passed away June 20, 1994, at the El Camino Hospital in Mountain View. The actual cause of death was heart failure, but it was the result of kidney complications. A private memorial service will be held in July.

He'll be greatly missed and much remembered.

## 1.22 Portal

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% Portal: A Great Place For Amiga Users %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

### Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information  
-----

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

|                                    | Startup<br>Fee<br>\$ | Monthly<br>Fee<br>\$ | Fee<br>Per<br>Hour<br>\$ | Total<br>Cost<br>1 hr.<br>Per<br>month<br>\$ | Total<br>Cost<br>5 hrs.<br>per<br>month<br>\$ | Total<br>Cost<br>10 hrs.<br>per<br>month<br>\$ | Total<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.

### 1.23 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
          (Technical) jralph@cix.compulink.co.uk

```

```

                Amigability Computers - A CEI affiliate dealer
                P.O. Box 572
                Plantsville, CT 06479
                VOICE: 203-276-8175
Internet:  caldi@pnet.com
                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

```

```

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

```

```

                Atlantis Kobetek Inc.
                1496 Lower Water St.
                Halifax, NS, Canada, B3J 1R9
                Phone: (902)-422-6556
                Fax:   (902)-423-9339

```



BBS: (902)-492-1544  
Internet: aperusse@fox.nstn.ns.ca

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

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

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

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

DataKompaniet ANS  
Pb 3187 Munkvoll  
N-7002 Trondheim  
Norway - Europe  
VOICE/FAX: 72 555 149  
Internet: torrunes@idt.unit.no

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

---

BIX: msears

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

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

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

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

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

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

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

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

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

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

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

PROTONIC INC.  
Amiga RuleZ!  
4-3-11 Shinbashi  
Yanagi Bldg 4F  
Minato-ku, Tokyo 105  
Japan  
Tel: +81 (0)3 5402-7425  
Fax: +81 (0)3 5402-7427  
and of course the BEST Amiga BBS in Japan  
BBS: Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
Email: nighty@gmatter.twics.com

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

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

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

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

## 1.24 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.

## 1.25 HWGRCS Patch Level 9

TITLE

HWGRCS

VERSION

HWGRCS 5.6.0.1 at Amiga Patch Level \_9\_

AUTHOR

Ported, enhanced, and maintained by

Heinz Wrobel  
Karlstr. 16  
82131 Gauting  
Germany

<heinz@hwg.muc.de>  
<heinz@edohwg.adsp.sub.org>

FAX +49 89 850 51 25, I prefer email.

---

## DESCRIPTION

HWGRCS is a port of GNU RCS 5.6.0.1 done with SAS/C 6.51.

The Revision Control System (RCS) manages multiple revisions of files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example programs, documentation, graphics, papers, and form letters.

For upgraders from the old RCS 4.x on Fish 281/282:

- HWGRCS supports the RCS\_link feature
- No problems with non-ASCII characters

Special features:

- File pattern and response file expansion in all RCS commands.
- Support for .a, .ag, .asm, .fd, .guide, .i, .mod, .ps extensions.
- GNU DIFF 2.6, GNU patch 2.1 and a N\*rtion like LP utility.
- AmigaGuide. docs.
- I try to \_support\_ HWGRCS (See the docs).

## NEW FEATURES

New since patch level 8:

- .mod extension recognized.
- LP better documented.
- 'D' protection bit is handled better.

Bugs fixed since patch level 8:

- rcsfreeze works with empty paths in RCS\_link correctly.
- No dummy entries left behind in the task list anymore.
- \$AmigaProtection\$ changes should work right on ci now.

## SPECIAL REQUIREMENTS

>=V37, >1MB suggested, HD required.

## HOST NAME

Any Aminet site, e.g. ftp.uni-paderborn.de (131.234.2.32) for users in germany. Please use the site that is closest to you.

## DIRECTORY

/pub/aminet/dev/misc

## FILE NAMES

HWGRCSp9i.lha            Incremental patch to create patch 9.

---

NOTE: The above is an incremental patch based on "HWGRCS Patch Level 8"  
If you don't use patch 8 yet, you'll need the following archives  
in addition to the one above to set up patch 9.

HWGRCSp8f.lha            Binaries and full AmigaGuide. docs  
HWGRCSsrcp8f.lha        The sources  
HWGRCSmanp7f.lha        The ASCII unix man pages for RCS (Note: \_7\_!)

#### PRICE

I don't declare it shareware as it is Gnu SW, but donations/gifts for  
my support are quite welcome! Donations in physical form preferred.  
Support ~ Gifts, especially for commercial users.

#### DISTRIBUTABILITY

RCS is distributable under the Gnu Public License.

For my support of HWGRCS I won't bill you, but I ask for donations (Hear  
me, commercial users? :-).

--

Heinz Wrobel            Edotronik GmbH: heinz@edohwg.adsp.sub.org  
                         Private Mail:    heinz@hwg.muc.de  
My private FAX: +49 89 850 51 25, I prefer email

## 1.26 Master Midi v2.0a

#### TITLE

Master Midi

#### VERSION

v2.0a

#### AUTHOR

Pascal Serrarens  
Raadhuisstraat 40  
1474 HH Oosthuizen

e-mail: passerra@fwi.uva.nl

#### DESCRIPTION

Master Midi v2.0a is a tool for controlling your midi-setup.

At this moment it supports the following instruments:

General Midi  
Korg 05R/W

---



Korg 03R/W  
Yamaha PSS-680

And by writing your own voice-module, every other instrument.

You can voices on channels, change the controllers, mix the various channels and edit the effects of the Korg instruments. It also supplies a patch-bay, mute and solo, and an overview of which voices are set on the various channels.

It cooperates well with Midi Play by Janne Syvdniemi: you can see the program changes, control changes, volumes and levels of the played song. You can change -realtime- the controls, voices and volumes of the song.

#### SPECIAL REQUIREMENTS

Required:

- OS 1.3 or higher (1.2 is not tested)
- MIDI-interface
- an instrument supporting MIDI
- midi.library (FISH 227)

Recommended:

- Midi Play

#### HOST NAME

every Aminet site, for example  
ftp.luth.se

#### DIRECTORY

/pub/aminet/mus/midi

#### FILE NAMES

mastmidi2\_0a.lha (43748 bytes)

#### PRICE

The shareware fee is \$10 (US)

#### DISTRIBUTABILITY

Copyright (c) 1994 by Pascal Serrarens  
The program is freely distributable, but shareware.

## 1.27 SpiroDraw06

#### TITLE

SpiroDraw06 - Spirograph(tm?) simulator of the spiral-drawing toy.  
Simple, fun and addictive!

#### VERSION

---

This is version 06. Lengthened slider gadgets in the "Set Data" window in HI-RES mode to be easier to "grab" with the mouse.

#### COMPANY

No company, just an AMINET upload by "yours truly".

#### AUTHOR

SpiroDraw06 was written by me, Chuck Kenney. My particulars (address, etc.) are included in the user document in the archive.

#### DESCRIPTION

SpiroDraw06 simulates the Wheels-and-Rings-and-Pens spirograph drawing toy. Allows the user to specify different sizes for the "Drawing Wheels, Drawing Rings", etc. The use of a computer to generate the SpiroDraw designs actually enhances some of the capabilities! SpiroDraw06 is mouse-driven (MENUs, GADGETs, etc.) and provides an easy way to create one's own 'eye-candy'. It is fun and addictive! SpiroDraw06.lha also contains a very nice freely distributable "screen-to-IFF" saver utility written by Preben Nielsen (thanks, Preben) so that SpiroDraw designs can be imported into "paint" programs. SpiroDraw06 is shareware but does not nag the user in any way and all features are fully functional.

#### NEW FEATURES

Lengthened slider gadgets in the "Set Data" window in HI-RES mode to be easier to "grab" with the mouse.

#### SPECIAL REQUIREMENTS

There are no special requirements that I know of. SpiroDraw06 has been tested on an Amiga 2000HD (OS 2.1) and an Amiga 1000 (OS 1.3).

#### HOST NAME

SpiroDraw06.lha has just been uploaded to the AMINET site, ftp.etsu.edu (192.43.199.20) and should soon be available on all other AMINET sites.

#### DIRECTORY

SpiroDraw06.lha and SpiroDraw06.readme reside in the "aminet/gfx/misc" directory.

#### FILE NAMES

SpiroDraw06.lha is 58,003 bytes long.

#### PRICE

The asking shareware price is the amount sent to me by my first shareware contributor (Thanks go to Bill from Glendale, AZ!).

---

This requested shareware fee is \$5.00 (US).

#### DISTRIBUTABILITY

This program is freely distributable but is a copyrighted (1994) shareware program by me, Chuck Kenney.

#### OTHER

"SpiroDraw06" is the final release under the name, "SpiroDraw\*\*". In the future "SpiroDraw" functionality will be integrated into a new forthcoming program, "EyeCandy01" which is currently being developed. "EyeCandy01" will have the capability of drawing various other designs (as the name implies) in addition to the "SpiroDraw06" designs. Any future changes/enhancements to any "SpiroDraw" features will be implemented in the "SpiroDraw" part of "EyeCandy\*\*" only.

SpiroDraw06, and other programs in progress are coming out of my basement as a result of the availability of a truly wonderful "BASIC-but-much-more!" compiler, "ACE" by David Benn. I would like to sincerely thank Mr. Benn for renewing my enthusiasm in programming and for making it possible for me to make my programs available to more than just my friends and immediately family!

## 1.28 Account Manager-muFS v1.0

#### TITLE

AM - Account Manager for muFS

#### VERSION

1.0 (first public release)

#### AUTHOR

Ingolf Koch  
ingolf@mathematik.uni-bielefeld.de

#### DESCRIPTION

Are you running muFS, the Multi User File System for the Commodore Amiga? Then you surely have thought of a program providing an easy way to maintain the users and groups in your system.

Of course such a program should have a graphical user interface which allows doing all necessary operations by a few mouse clicks or key strokes. Additionally, it should be localized i.e. speaking to you in your preferred language.

Then 'AM' is the program you want. It was written to support the system operator's work by supplying an easy-to-use user interface based on MUI.

---

## FEATURES

- \* localized (currently English, German, Netherlands, Norwegian, Portuguese, and Swedish catalogs)
- \* needs and makes extensive use of MUI 2.0 ('muimaster.library' version 7+)
- \* supports the following operations on the muFS system files
  - create new users/groups
  - edit any characteristics of an existing user/group
  - delete users/groups
  - temporarily ban a user from the system
- \* automatically creates new \$HOME directories and installs default files there by executing a user supplied script
- \* checks \$HOME directories (not functional yet)
- \* searches muFS partitions for files with bad owner information and changes them

## SPECIAL REQUIREMENTS

AmigaDOS 2.04 or higher.  
muFS (MultiUser FileSystem) by Geert Uytterhoeven  
(aminet: /pub/aminet/disk/misc)  
MUI 2.0 or higher (Magic User Interface) by Stefan Stuntz  
(aminet: /pub/aminet/dev/gui)  
68020+ useful (but not required)

## HOST NAME

Any Aminet ftp site, such as ftp.wustl.edu (128.252.135.4).

## DIRECTORY

/pub/aminet/disk/misc

## FILE NAMES

aml\_0.lha (92520 bytes)

## PRICE

Free (Cardware)

## DISTRIBUTABILITY

Copyright 1994 Ingolf Koch. The files in this archive may be freely distributed as long as they are distributed in their entirety.

---

## 1.29 Awk for the Amiga

### TITLE

AT&T awk

### VERSION

Amiga port v1.0 of AT&T source dated April 22, 1994 (no, its author(s) didn't give it a version number).

### AUTHOR

Written by AT&T.

Amiga port by Torsten Poulin (torsten@diku.dk).

### DESCRIPTION

awk is a pattern-directed scanning and processing language described in A.V. Aho et al., "The AWK Programming Language", Addison-Wesley, 1988.

It makes it possible to handle tasks like changing the format of data, printing reports, finding items with some property, and adding up numbers with very short programs, often only one or two lines long. An awk program is a sequence of patterns and actions that tell what to look for in the input data and what to do when it is found. The patterns can select lines with regular expressions, comparison operations on fields, variables, strings, etc. or a combination thereof. The actions, which look a lot like C without declarations, may perform arbitrary processing on the selected data.

Programs written in awk are generally much smaller than they would be in a conventional imperative programming language like C. Being terse makes awk quite useful for prototyping larger programs, too.

This is a fully functional version of awk as described in the aforementioned book. This means that everything works, including "internal" pipes. In addition, AmigaDOS patterns can be used on the command line. Compiled with SAS/C 6.51.

### SPECIAL REQUIREMENTS

The program runs under all versions of AmigaDOS. If you run AmigaDOS 1.x and have arp.library installed, it will be used for expanding patterns on the commandline. It is not a requirement, though. Under 2.x or 3.x, dos.library handles the expansion.

### HOST NAME

Available on Aminet, e.g., ftp.luth.se (130.240.18.2).

### DIRECTORY

/pub/aminet/util/cli

FILE NAME

ATT-awk-1\_0.lha (158288 bytes)

PRICE

Free!

DISTRIBUTABILITY

Copyright (C) AT&T 1993  
All Rights Reserved

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted ... [etc., please refer to the documentation accompanying the program].

## 1.30 AmigaNews Minnesota

TITLE

AmigaNews Minnesota

SUBSCRIPTION & UNSUBSCRIPTION

Send a friendly message to Jesse Mullan requesting a subscription or removal.

Jesse Mullan <mull0078@maroon.tc.umn.edu>

DESCRIPTION

This list will be used as a forum for Amiga information in the Minnesota area. It is run much like a newspaper or periodical, but less formal.

Expect to find Commodore information, Minnesota users group information, snippets of humor, and much, much more!

Traffic ranges from zero to about a hundred kilobytes, but usually about twenty kilobytes. Content is ASCII-text.

This list is hand-compiled and edited using a text editor, mailer, and a host of hand-written \*NIX shell scripts. The host system, a Sun workstation is accessed the via a 14,400 baud connection by a VT220 emulation running on an Amiga 500.

AUTHOR

This list is moderated by Jesse Mullan, who quotes articles found in the Comp.sys.Amiga.\* groups, as well as forwarding articles sent to him by list-members and others in the Amiga community.

---

## WHY

AmigaNews Mn was created by Jesse Mullan to fill the gap in Amiga news reporting and discussion in Minnesota. AmigaNews Mn provides a simple way to disseminate information to interested parties, many of whom either do not have access to Usenet newsgroups or do not wish to submerge themselves in the backwash of rumors and flames to find news.

## CHANGES

Due to popular confusion, AmigaNews Mn no longer goes by the name: "Amiga Gourp."

## NOTES

Back issues are available upon request.

## LEGALITY

The editor of AmigaNews Mn attempts to follow all applicable laws.

## DISTRIBUTABILITY

AmigaNews Mn is freely re-distributable, as long as credit remains with the original authors.

## 1.31 Fractint 2.1

## TITLE

Fractint

## VERSION

2.1

## COMPANY

Stone Soup Group is responsible for the pc version of this program.

## AUTHOR

Terje Pedersen (terjepe@stud.cs.uit.no) is doing the amiga port of fractint.

## DESCRIPTION

Fractint is a fractal generation program which has been rather popular on the PC's for a long time. Now all amiga owners may enjoy it too! The Rolls Royce of fractal programs! It has an amazing number of different fractal types and even more fractals can be generated by a huge amount of script files. It can generate 3d images as well as 2d images. Mapping fractals on spheres and generating images for viewing with 3d glasses is also possible.

---

In addition to an amazing number of other things!

#### NEW FEATURES

##### V2.2:

Added sound.

The stereo 3d option was missing from '3d view options'.

##### V2.1:

Some options was missing from several requesters. fixed. The interface generation is improved somewhat. Now the input boxes is all of the same size!

Now using reqtools screenmode requester.

The cycle colors buttons is replaced by Load and Save palette.

Amigaguide now pops up if you press the Help buttons or press help-key when the fractint screen is active.

Some fractals runs 30-40% faster!

I removed the FASTMEM flag so it will work on a computer with no fastmem.

When color cycling (shift,alt,ctrl)-F1-F10 was supposed to give some nice color ranges. Now it does! (at least on AGA..)

#### SPECIAL REQUIREMENTS

Any amiga with WB2.04.

#### HOST NAME

Fractint is available on aminet.  
Uploaded to WUARCHIVE.wustl.edu on 14.6.94

#### DIRECTORY

/pub/aminet/gfx/fract

#### FILE NAMES

fractint000.lha  
fractint020.lha  
fractint020881.lha  
fractint040.lha  
fractint\_guide.lha

If you haven't got fracdata.lha from a previous version you may want that file too! It contains a serious amount of great fractal images just waiting to be generated!

#### PRICE

Free!

---



## DISTRIBUTABILITY

Fractint is freeware. The copyright is retained by the Stone Soup Group.

## OTHER

Happy rendering!

## 1.32 DMODP v3.1

## TITLE

DMODP31.LHA

## VERSIO

V.3.1

## AUTHOR

(Until 31-Jul-94)

Pauli Porkka  
Kaskitie 2B10  
FIN-37600 VALKEAKOSKI  
FINLAND

(From 01-Aug-94)

Pauli Porkka  
Innalantie 5 D 29  
FIN-37600 VALKEAKOSKI  
FINLAND

e-mail: paporkka@freenet.hut.fi  
fido: 2:221/112.4 (Pauli Porkka)

## DESCRIPTION

D.A.S Module Player is a player specifically designed for high end users. Special attention has been given to efficient handling of modules in lists. Modules can be sorted and handled with such attributes as name(+revese), date(+reverse), style and author. For better handling modules can also be divided to two groups within every list and can also be played according to those groups. Adding modules to list is easy since DASMP can take care of modules already eisting in list and modules newer than current list.

Modules can be extracted from virtually any external archives such as LHA and ZIP. XPK and PowerPacker packed modules can also be used.

Since DASMP requires MUI, the Graphical User Interfce of the player is totally under user control.

User control over other features of DASMP can be squeezed to three words:

6 configuration pages. Module specific configurations include things like module duration, author, style and date.

In overall DASMP is very complex system giving user a possibility to use features he needs and forget the rest.

What DASMP is not:

DASMP is not small and is not ment to be a replacement for those cute little players floating around nets. DASMP is ot ment to be used on non accelerated a500 or a2000.

#### NEW FEATURES

S3M modules supported. This EPL is fixed A LOT since last release and now works. ScreamTracker III modules support 16 digital channels. D.A.S.MP can play these modules in multitasing. Quality is selectable by user, the higher quality the higher CPU usage.

FT modules. FastTracker 6 and 8 channel modules. Quality selectable.

Full FAST ram player for ProTracker modules. Only 128 kb CHIP needed.

Main program has several enhancements including RE-DESIGNED MAIN WINDOW.

#### SPECIAL REQUIREMENTS

KS 2.04, WB 2.1, Magic User Interface 2.0 (MUI).  
MUI20USR.LHA is available on aminet. Older versions of MUI aren't sufficient.

#### HOST NAME

ftp.luth.se 130.240.18.2.

#### DRECTORY

aminet/mus/play

#### PRICE

Shareware 15 USD or 70 FIM. Regional registrations sites for U.S.A (20 USD) and Australia (25 AUD). Read dasmp.guide (documentation) for more info.

#### DISTRIBUTABILITY

Copyrighted by Pauli Porkka -94. Release arcive file is freely distributable on CD-ROM collections, PD/SW collections and similar.

-- Via DLG Pro v1.0

Pauli Porkka E-Mail: paporkka@freenet.hut.fi  
D.A.S. Designs Fido: 2:221/112.4

---

\* May the Interrupt be with you \*

## 1.33 Amiga ListSERV v3.0

### TITLE

Peti's Amiga ListSERV

### VERSION

Version 3.0

### AUTHOR

Written by Peter Simons <simons@peti.GUN.de>.

### DESCRIPTION

ListSERV is a software package to handle and maintain mailing lists, based on the well-known UNIX LISTSERV tool. With this daemon, users can easily subscribe or unsubscribe mailing lists, requests the frequently asked questions (FAQ) or index all mailing lists available on the machine.

The archive contains all programs required to set a mailing list up plus a brief description in AmigaGuide and TexInfo style. Full source and RCS files are provided, too.

### FEATURES

- ListSERV's important parts are written in ARexx and thus can be modified to fit your special requirements.
- ListSERV may add a signature to any article posted to the list. Each mailing list may have its own signature, so you can state vital information there.
- ListSERV automatically sets the "Reply-To:" entry in the mail header to the list's address. Therefore, replies to articles delivered via the list will be sent back to the list again. Users can simply reply.
- ListSERV supports totally secret and encrypted mailing lists, using the Pretty Good Privacy (PGP) package. You can set up confidential mailing lists that can be used for development of commercial soft-/hardware.
- ListSERV supports FAQs.
- ListSERV allows you to archive all traffic of a mailing list.
- and more...

### SPECIAL REQUIREMENTS

---

Kickstart 2.04 or later is required. Futhermore, an working UUCP or TCP setup might be useful. :-)

HOST NAME

Any Aminet host, i.e. ftp.uni-kl.de (131.246.9.95).

DIRECTORY

/pub/aminet/comm/mail/

FILE NAMES

ListSERV3\_0.lha

DISTRIBUTABILITY

ListSERV is shareware. However, you may distribute the ListSERV archive as you want but you MUST NOT charge ANY money for the distribution. Inclusion in CD ROMs or similar collections require my explicit permission.

### 1.34 In Closing

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%
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%%            /  \ | \  / | | | (<  _  /  \
%%           /--- \ | \ / | | | \_ | | /--- \
%%          /-----\
%%         /-----\
%%
%%           Amiga Report International Online Magazine
%%                June 24, 1994 ~ Issue No. 2.21
%%                Copyright 1994 SkyNet Publications
%%                All Rights Reserved
%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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

### 1.35 The Emulation Rambler

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

%% The Emulation Rambler By:
Jason Compton
%%
%% A quick Make-It 486 bit... jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

I told you I'd run a review on the Make-It 486 upgrade chip in the C= 286 bridgeboard. I've done so.

I couldn't get it to work.

First off, I don't suggest you even TRY unless you're good at handling boards. Having already successfully taken apart the 2286 board is another big plus, because it's not easy.

Why not? It's got a nasty daughterboard which is held on the main board by three sets of connectors. Tight connectors for a close board.

The Make-It 486 resides on a small circuit board. The processor socket to receive it is under the daughterboard. Begin to see the problem?

It's damn hard to get that 286 chip out, even with the included puller tool. Once you do, putting in the 486 board is easy, if you get the direction right. But putting the daughter back on...it just doesn't fit, not without bending the board to the point that I was afraid it might crack. So I tried to get it settled as well as I could and power up.

The computer reported that janus.library couldn't be opened. The BB wasn't being recognized properly.

I'll watch for success stories, but for now, the Make-It 486 seems like a nice idea, but not implementable for us. (Someone on c.s.a.emulations suggested ribbon-cabling the daughterboard and putting it somewhere else. Neat idea, but it may not work.)

### 1.36 Columns and Features

From the Editor's Desk  
The Acting Editor speaks.

Amiga News  
You've heard this before.

Reader Mail  
Readers bombard Tiberio!

CES Report  
Compton's impressions.

Creative Computers  
Some dissatisfied customers...

Retina ZIII Review  
Part two on this 24-bitter...

AR Contest  
Enter and win!!

AR Contest Winner!  
Tiberio plays Santa.

ARexxGuide 2.0a  
A review.

Blitz Basic II  
Another review.

Microvitec 1438  
Yet another review: a monitor.

Amiga Media Watch 1  
Retaliation to mis(dis?)information.

The Emulation Rambler  
A mini-Rambler, but important news

Obituary  
Hopefully not a regular column.

## 1.37 About Amiga Report

For Starters  
Where to get AMIGA REPORT

AR Staff  
The Editors

In Closing  
Copyright Information

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## 1.38 The Editors

Feel free to contact any of the editors!

Robert Niles  
The Editor-in-chief

Jason Compton  
The Acting/Emulation Editor

Jesper Juul  
The European Editor

David Tiberio  
Contributing Editor

## 1.39 Commercial Online Services

Delphi  
Getting better all the time!

Portal  
A great place for Amiga users...

InterNet  
Subscribe to the AR Mailing List

BIX  
For Serious Programmers and Developers

## 1.40 Files Available for FTP

HWGRCS Patch Level 9  
GNU RCS 5.6.0.1 Amiga

Master Midi v2.0a  
Midi control system

SpiroDraw06  
Fun drawing program

Account Manager muFS 1.0  
MultiUser Filesystem interface

Awk for the Amiga  
Pattern-scanning language

AmigaNews Minnesota  
Competition!

Fractint v2.1

---

The Rolls Royce of fractals!

DMODP v3.1  
High-end MOD player

Peti's Amiga ListSERV3.0  
The Unix daemon on the Amiga.

~~~~~  
~~~~~  
The most downloaded files from wustl.edu during the week until 12-Jun-94  
Most popular file on top.

| File          | Dir       | Size  | Description                                |
|---------------|-----------|-------|--------------------------------------------|
| mfs.lha       | disk/misc | 11K+  | Merges DF0: and PC0: in a single device    |
| ar218.lha     | docs/mags | 51K+  | Amiga Report 2.18, 3-Jun-94                |
| Harlequin.lzh | demo/euro | 85K+  | The definitive texture mapping gfx demo.   |
| ShowAmiga.lha | demo/euro | 78K+  | An Information System about Amiga by C= Ge |
| jpegAGA10.lha | gfx/show  | 253K+ | highest quality JPEG viewer (for AGA)      |
| anetfaq.lzh   | docs/help | 77K+  | Amiga Networking FAQ                       |
| sysihack.lha  | util/wb   | 4K+   | Get rid of squished looking windows V0.2   |
| GPFPP_1.0.lha | comm/misc | 10K+  | Small control util for GPFax               |
| SpaceTaxi.lha | game/misc | 202K+ | like the C64er game, 1-3 Players           |
| anb105.lha    | docs/mags | 70K+  | Amiga Newsbits #1.05 - 01-Jun-94           |

## 1.41 NOVA

\* NOVA BBS \*  
Official Amiga Report Distribution Site  
Support BBS of The Chattanooga Amiga Users Group  
\* Running MEBBSNet BBS \*  
Wayne Stonecipher, Sysop  
AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0  
FidoNet 1:362/508.0  
An Amiga Software Distribution Site (ADS)  
615-472-9748 USR DS 16.8 24hrs - 7 days  
Cleveland, Tennessee

All AR back issues are kept online.  
All new users receive access to the AR on the first call.  
Any AR issue may be file requested with proper name.  
To obtain the current issue you may FReq  
Proper name, AR.LHA or simply AR

## 1.42 In The MeanTime



\*\*\* System down temporarily -- Don't call except for FAX \*\*\*

\* 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 \*\*\*\*\*

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.

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

## 1.44 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

## 1.45 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

Voice:  +44 (0)956 348405  (24hrs)  Direct Sysop Voice Line

      Internet:  user_name@junct9.royle.org

Special Interest Areas: - Bjork / Sugarcubes Fan Club
                       - Research of Lucid Dreaming
```

## 1.46 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
```

## 1.47 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

---

## 1.48 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.

## 1.49 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

## 1.50 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

## 1.51 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.

## 1.52 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
```

## 1.53 EMERALD KEEP BBS

```
      * Emerald Keep BBS *
Official Amiga Report Distribution Site
      * Running DLG Professional *
        Michael mac Nessa, Sysop
        24 hrs - 7 days
        FidoNet: 1:2250/2
        AmigaNet: 40:206/1
        618-394-0065 USR 16.8k DS
        Fairview Heights, IL
```

## 1.54 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

## 1.55 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!!

## 1.56 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.

## 1.57 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
```

## 1.58 Phantom's Lair

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

## 1.59 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.
```

## 1.60 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

## 1.61 LAHO

\* LAHO BBS \*  
Official Amiga Report Distribution Site -- Finland  
\* Running MBBS \*  
Lenni Uitti, SysOp  
Juha Mkinen, 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!

## 1.62 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

## 1.63 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

## 1.64 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"

## 1.65 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

## 1.66 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



## 1.67 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

## 1.68 Continental Drift

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CONTINENTAL DRIFT BBS  
Official Amiga Report Distribution Site  
Running \*DLG Pro\* BB/OS Software  
Supporting the Amiga 100% Only!  
Sysops: Murray Chaffer & Andre Lackmann  
FIDO: 3:714/911 PH: +612 949 4256  
(Sydney, Aust.)

## 1.69 Amiga Online Bs Heemstede

```

Amiga Online Bs Heemstede
* Headquarters of Online Products *
Official Amiga Report Distribution Site -- The Netherlands
* Running Xenolink 1.90 *
Your SysOp is Michiel Willems
24 hours a day - 7 days a week
Fidonet : 2:280/464.0
DAN Host HQ : 55:100/1.0
Amynet Host : 39:151/1.0
NLA : 14:102/203.0
BOSnet Hub : 99:999/2.0
e-mail SysOp : michiel@aobh.wlink.nl

```

Line 1 +31-23-282002 14400 v32bis Supra  
Line 2 +31-23-470739 14400 v32bis Supra

Heemstede, The Netherlands, Europe, The Earth

Very nice menu's  
660 Megs HD online - ALOT of software  
ALOT of messages - VERY fast BBS program  
Point support - Lot's of doors online  
Just freq AR of AR.LHA for the latest issue available

The system is running on an Amiga 2000 with a HARMS-Prof-3000 030  
turboboard at 29Mhz and a copro at 50Mhz, 7MB RAM, 660 Meg HD space  
and soon 1 Gigabyte HD space.

Every issue from Amiga Report Magazine online as far as the first issue.

## 1.70 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

## 1.71 Moonlight Sonata DLG

M O O N L I G H T   S O N A T A   D L G  
  
\* Amiga Report Official Distribution Site \*  
\* DAS ModPlayer Support \*  
  
2 Nodes \*FREE PUBLIC\* Amiga BBS  
MIDI-tunes, MIDI-utils, Modules, Amiga-files  
Messages, Door-games, MUD...  
Also patches for several synths!  
(About 100MB of ProTracker Modules!)

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

Keyboards: Erno Tuomainen

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

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## 1.72 LINKSystem LINK-CH1

LINKSystem LINK-CH1  
 Official Amiga Report Distribution Site - Switzerland  
 in local newsgroup link-ch1.ml.amiga-report

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

+41 61 3215643           V32bis/Zyx16800  
 +41 61 3832007           ISDN X75/V110  
 +41 61 3832008           ISDN X75/V110

## 1.73 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

## 1.74 RedEye BBS

REDEYE BBS

\* Running EXCELSIOR/UUCP/AFAX \*

"Official Amiga Report Distribution Site Germany/Europe"

Sysop: Thorsten Meyer

Internet: sysop@red-eye.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



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

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

RAMSES THE AMIGA FLYING  
.....France

GATEWAY BBS  
.....Biloxi, Mississippi

EMERALD KEEP BBS  
.....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

CONTINENTAL DRIFT  
.....Sydney, Australia

AMIGA ONLINE  
.....The Netherlands  
Non-FidoNet Systems  
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IN THE MEANTIME  
.....Yakima, Washington

FREELAND MAINFRAME  
.....Olympia, Washington

LAHO  
.....Seinajoki, Finland

FALLING  
.....Norway

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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

GURU MEDITATION  
.....Spain

LINKSystem LINK-CH1  
.....Basel, Switzerland

DOOM OF DARKNESS  
.....Bremen, Germany

REDEYE BBS  
.....Munich, Germany

Virtual Palace BBS  
.....Chico, Ca

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