

ar222

COLLABORATORS

	<i>TITLE :</i> ar222		
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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ar222	1
1.1	Amiga Report Online Magazine #2.22 -- July 15, 1994	1
1.2	Amiga Report Main Menu	1
1.3	The Editor's Desk	3
1.4	Delphi	3
1.5	Editor	4
1.6	Emulation Editor	5
1.7	European Editor	5
1.8	Contributing Editor	5
1.9	Amiga Report Mailing List	5
1.10	Amiga News	6
1.11	Reader Mail	14
1.12	compt.sys.amiga	17
1.13	Video Creator	19
1.14	Confusion in the modules scene	22
1.15	Review: Innocent Until Caught	25
1.16	Sunrise AD516 and Studio 16 Review	26
1.17	Infochannel / Channel 4000	32
1.18	Second Samurai Review	38
1.19	AR Contest	38
1.20	Project Fantasy: Vaporware][42
1.21	AR CoverDisk #2	43
1.22	Around the Coyote Information	43
1.23	WinBorg	45
1.24	Final Words	48
1.25	The Shepherd V1.1	48
1.26	Dozer Demo	50
1.27	TestPatterns Loader V1.1	51
1.28	Info on the Aminet CD 3	52
1.29	VideoMaxe 4.40	54

1.30	StarWoids V1.0	56
1.31	The Fishing Report, July 15, 1994	57
1.32	TimeGuardian 1.0	62
1.33	Origins V2.0 Demo	63
1.34	InfraRexx 1.2	64
1.35	FlexCat V1.3	66
1.36	Portal	67
1.37	Dealer Directory	70
1.38	BIX	75
1.39	DriveTest 1.0	77
1.40	avmNfax 1.33	78
1.41	In Closing	80
1.42	RIP Commodore: From Byte	81
1.43	Columns and Features	82
1.44	About Amiga Report	83
1.45	The Editors	83
1.46	Commercial Online Services	84
1.47	Files Available for FTP	84
1.48	NOVA	85
1.49	In The MeanTime	85
1.50	PIONEERS BBS	86
1.51	Biosmatica	86
1.52	Amiga Junction 9	86
1.53	BitStream BBS	87
1.54	Realm of Twilight	87
1.55	Metnet Triangle	87
1.56	Omaha Amiganet	88
1.57	Amiga-Night-System	88
1.58	Ramses Amiga Flying	88
1.59	Gateway BBS	89
1.60	EMERALD KEEP BBS	89
1.61	Amiga BBS	89
1.62	The Stygian Abyss	89
1.63	Amiga Do PC BBS	90
1.64	Comm-Link BBS	90
1.65	Phantom's Lair	90
1.66	Tierra-Miga BBS	91
1.67	Freeland Mainframe	91
1.68	LAHO	91

1.69	Falling BBS	92
1.70	Command Line BBS	92
1.71	Leguans Byte Channel	92
1.72	Stingray Database BBS	93
1.73	T.B.P. Video Slate	93
1.74	Amiga Central	93
1.75	Continental Drift	94
1.76	Amiga Online Bs Heemstede	94
1.77	Guru Meditation	95
1.78	Moonlight Sonata DLG	95
1.79	LINKSystem LINK-CH1	95
1.80	Doom of Darkness	96
1.81	RedEye BBS	96
1.82	Virtual Palace BBS	96
1.83	Where to find Amiga Report	97

Chapter 1

ar222

1.1 Amiga Report Online Magazine #2.22 -- July 15, 1994

Turn the Page



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International Online Magazine

"Your Weekly Source for Amiga Information."

Copyright 1994 Skynet Publications
All Rights Reserved

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%//%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% July 21, 1994      \\\      Issue No. 2.22 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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1.2 Amiga Report Main Menu

1.3 The Editor's Desk

%%%

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

%%%

First off.... My apologies to all of you. My host (Connected INC) had some problems with USWest (our local telephone company). Apparently USWest was supposed to cut a line to another city, and instead cut off the line to Yakima ...and Yakima is where I live. SO! For almost 3 weeks I was not able to log on. Thus, I wasn't able to get the news and information to put out to you. We are working on a way to get this out to you just in case this ever happens again, in hopes that AR will be able to be published without interruption.

Last issue we had an article in that described problems with Creative Computers, a mail order company. Apparently the problem described wasn't the only one of that sort. Many readers wrote in and described more. While I'm not here to judge Creative, or any other mail order company, I do feel that you should be aware of what other people are experiencing. I'm very much a subscriber of the saying, "The customer is always right" and it really makes me wonder about the things I've heard about Creative. I have placed some of the mail concerning Creative in the Reader Mail section, including mail from Mark Manes of Scala.

News about C= ??? Nopers. Unfortunately. I was hoping for something but in doing without, Jason Compton talked to Mr Fraser of C=, Canada ...and the information from him seems quite uplifting.

OK, Ok, I'll get outta your face :)

Enjoy!!

1.4 Delphi

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

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

SIGNING UP WITH DELPHI

=====

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

JOIN -- DELPHI

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

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

At Username: type JOINDELPHI and press RETURN,

At Password: type AMIGAUSER and press RETURN.

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

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

SPECIAL FEATURES

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

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

An active Amiga SIG hosting conferances, Usenet, Latest wares, and
FTP Gopher coming soon

Large file databases!

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

Business and world news, stock reports, etc.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.5 Editor

%%
%% EDITOR %%
%%

Robert Niles

Portal: RNiles
FidoNet: 1:3407/103
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Fax: 509-248-5645
US Mail: P.O. Box 8041

Yakima, Wa 98908

1.6 Emulation Editor

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               EMULATION EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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                                Jason Compton
Internet:                        jcompton@bbs.xnet.com
FAX:                             708-741-0689

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1.7 European Editor

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%%                               EUROPEAN EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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

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1.8 Contributing Editor

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               CONTRIBUTING EDITOR                               %%
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                                David Tiberio
Internet:                        dtiberio@libserv1.ic.sunysb.edu

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1.9 Amiga Report Mailing List

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%%   Amiga Report Maillist List, the WWW, and Aminet                               %%
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AR Mailing List
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No Official Amiga Report Distribution Site in your local calling area? Are you tired of waiting for your local BBS or online service to get Amiga Report each week? If so, have we got a deal for you!

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to rniles@hebron.connected.com. Your account must be able to handle mail of any size to ensure an intact copy. For example, many systems have a 100K limit on incoming messages.

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

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

\*\* IMPORTANT NOTICE: PLEASE be certain your host can accept mail over \*\* 100K! We have had a lot of bouncebacks recently from systems with a \*\* 100K size limit for incoming mail. If we get a bounceback with your \*\* address in it, it will be removed from the list. Thanks!

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World Wide Web

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

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

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

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

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Aminet

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

## 1.10 Amiga News

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%% Amiga News %%  
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Taurus Ventures Inc. (TVi) Develops Amiga-Based Home-Banking System

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At a press conference today, VanCity Savings Credit Union, a major Canadian financial institution, made it's first public announcement of it's revolutionary new home-based banking system. Named "TeleView", this system is aimed at the average VanCity member, and requires no special computer knowledge to operate.

The system uses the Amiga CD32 CDROM console as it's host, as well as custom GUI application software and a custom external modem developed by TVi. The system is operated by a wireless infra-red remote control unit (or the included CD32 game controller) and allows users to do a variety of common financial transactions, including bill payment,

transfer of funds between accounts, up-to-the minute online account statements and balances, and interest and investment rate queries.

Company Introduction

Taurus Ventures Incorporated ("TVi") is currently developing an easy-to-use home-based banking system for VanCity Savings Credit Union, the second fastest growing credit union in Canada.

Taurus Ventures brings to it's projects a combined experience of 30 man-years in the areas of software engineering and design, authoring systems design, embedded systems, database management systems development, games coding and porting, graphics and animation production, and project management.

TVi is based in Burnaby, B.C. Canada, often referred to as "Silicon Valley North" due to the large number of computer hardware and software firms that the area has attracted.

Company Philosophy

TVi intends to be the preeminent producer of interactive GUI-based applications. TVi offers a full-service approach to development, working closely with the client from proof-of-concept demonstration system and initial design specification to final production, manufacturing, support and distribution.

Projects

TVi is currently developing an easy-to-use home banking system for VanCity Savings Credit Union, a major Canadian credit union. "TeleView", as this project has come to be known, is aimed at the the average credit union member and requires no special knowledge to operate. TeleView employs the AMIGA CD32 game console as it's host, combined with custom software and hardware, and offers the credit union member access to their banking functions via a graphical user interface. The software resides on a CDROM, and uses the TVi Modem to call the financial institution.

The AMIGA CD32 is an excellent delivery system for applications like TeleView due to its amazing versatility. The CD32 achieves its versatility due mainly to its custom chipset and the AmigaDOS true multi-tasking operating system. The CD32 can play Audio CDs, CD32 or CDTV entertainment software, and with an optional Full-Motion Video cartridge, it can play MPEG movies. When connected to the TVi Modem and a standard phone line, the AMIGA CD32 becomes a versatile computer appliance capable of doing telecommunications, home-banking, home-shopping, multi-player gaming or any other use that requires information to be sent or received from a remote site. The TVi Modem also includes a built-in infra-red receiver for using wireless controllers.

Development

Taurus Ventures is a registered commercial hardware and software developer for Commodore Business Machines, and uses AMIGA computers in virtually all aspects of company operations.

Our close relationship with Commodore has grown even stronger due to Commodore Canada's Western Regional Management sharing the same address. This ensures that TVi stays abreast of all the latest AMIGA technology and developer news. Commodore Canada has expressed the utmost confidence in the success of both the TeleView software and the TVi Modem.

Software

The TeleView software was developed using the "C" language and TVi's proprietary software libraries, "HKLib" and "MediaLib" which allow our development team to rapidly create any variety of new application for the CD32 or AMIGA computer platforms. TVi plans in the future to port our libraries for use on PC, Mac, CD-i, or 3DO platforms. giving Taurus Ventures a much stronger market advantage.

Hardware

The TVi Modem/InfraRed Receiver was developed by TVi's hardware engineering team, and to the best of our knowledge is unique in the AMIGA CD32 community. The TVi Modem/IR device has been granted "Commodore Approved Product" status by Commodore International.

The Modem is an external 2400 baud Hayes compatible device, which attaches to the CD32's auxilliary/keyboard port. It is small, light, and compact and is styled to complement the CD32's case design.

The InfraRed Receiver will accept signals from the original CDTV Remote Controller or can be adjusted to accept signals from a variety of third party remote control units.

The TVi Modem/IR unit has a keyboard pass-through to accept text input from a standard AMIGA keyboard while the modem is in use.

Contact Information:

For more information about Taurus Ventures or any of it's products, please contact us at:

Taurus Ventures Inc. (TVi)
Suite 400 - 6400 Roberts St.
Burnaby, B.C.
V5G 4C9
Phone: (604) 298-5657
Fax: (604) 298-5658

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Advanced Systems & Software announce 68060 accelerator

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Advanced Systems & Software announces their newest addition to the Amiga

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community, despite Commodore's departure. The only 68060 accelerator available and announced for the A4000. This is not vapor ware, we have it running at 82 MIPs, to be faster by release in August and 28 MFLOPS. Compare that to a stock A4000 that runs at 28 MIPs and 16 MFLOPS. As one reviewer said when he saw it in Europe, "I have seen the future." In addition to this accelerator will be a module that attaches containing a FAST SCSI-II interface, high speed serial ports and Ethernet controller. Enter the future NOW.

Contact Advanced Systems & Software here in the Amiga vendor forum, at CompuServe 71154.1731 or at voice 214-821-7776 or fax 821-3464.

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GTI acquires CDx File System Rights from Xetec INC

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 GTI Grenville Trading International GmbH of Oberursel, Germany is pleased to announce that they have acquired with immediate effect the world-wide copyright and marketing rights to the CDx File System from Xetec Inc.

All distribution, customer support and future development of the product will be handled directly by GTI in Germany. A number of enhancements to the product are currently being considered and will be announced in the future.

All registered CDx users are welcome to take advantage of the GTI CDx Hotline. German speakers please call (Germany) + 49 6171 - 78066. English speakers please contact by FAX on + 49 6171 8302 or by mail (address below).

Existing dealers will be receiving mail from us in the next few weeks but are welcome to call our dealer hotline on + 49 6171 85937 (English or German - FAX number as above).

GTI is Germany's leading specialist distributor of Amiga CD-ROM & Amiga CD32 software and peripherals and is proud to offer dealers worldwide the very latest in Amiga CD technology.

GTI Grenville Trading International GmbH
 Zimmersmuhlenweg 73
 61440 OBERURSEL, Germany.

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CASIO INTRODUCES "PERSONAL VIDEO PRINTER" AT CES

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 INNOVATION PRODUCES CARD-SIZE COLOR PRINTS OF IMAGES  
 RIGHT OFF YOUR TELEVISION SCREEN

CHICAGO, June 24--A new Personal Video Printer, Model "VG-100", was introduced at a special press conference held here during the Summer Consumer Electronics Show. This latest Casio innovation has the ability to produce card-size color prints of home movies or any images that appear on your TV screen.

The "VG-100" incorporates Casio's original new color printing technology called Point Diffusion (PD) transfer printing. The "VG-100" will be

available in November and it is expected to sell in the marketplace for under \$600.

According to John J. McDonald, President of Casio, Inc., the Dover, NJ-based consumer electronics company, video equipment such as cameras, video cassette recorders and TV games are common to most households around the world. And, more recently, multimedia equipment is becoming very popular. This technology has generated a great deal of public interest in a video printer that is capable of producing color prints of images that appear on the TV screen.

"The introduction of this new color printing technology called Point Diffusion (PD) will offer consumers the same technology as the commercial industry at an affordable price," said Mr. McDonald. He continued to say that the "VG-100" offers for the first time to the consumer high quality, high definition and long lasting color prints from their own home movies.

The Point Diffusion (PD) transfer printing system of the new "VG-100" Personal Video Printer controls the size of each dot making up the image to produce color prints of outstanding resolution. The "VG-100" is the first household video printer with a built-in transfer color print system that transfers images directly onto the paper using the hot melt thermal transfer printing system. The result is high-precision, high-resolution prints at an affordable price.

Connect the "VG-100" to a video tape deck and print images from the tape as it plays back. Or you can print directly from a television broadcast you have tuned into a VCR. The printing procedure is quick and easy, and prints can be used as stickers and cards.

The "VG-100" features include:

- Beautiful and clear color prints of video images.
- Printed images that do not become dull or faded even after long-term storage.
- An affordable price that is less than existing video printers.
- Card size paper that can be used as a sticker to affix almost anywhere.
- Enlargement function that can blow up an image for printing on two to 36 cards.
- A reduction function that can print from two to eight images on a single card.
- Picture-in-picture display that lets you specify an image for printing while you continue to view a TV show.
- Lightweight, compact design requires little space (7.8 in x 3.5 in., approx. 5.5 lb)

According to Casio, the "VG-100" is designed to broaden sales by making video images available to general consumers who own VCRs and video cameras and who wanted the capability to print right off the TV screen. Prior to the introduction of the "VG-100", most of the products in the marketplace were for industrial use, due mainly to the cost and the complexity of the equipment.

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Here are selected excerpts from Casio's VG-100 tech sheet.  
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## Specifications

Print System: Point diffusion transfer print system (PD System)  
 Color Gradations: 128  
 Colors: 2,090,000  
 Dots: 499x682 (210 DPI equivalent)  
 Print Speed: 45 seconds/page  
 Print Size: 2.1 in x 3.4 in (card size)  
 Paper size: 2.9 in x 5.1 in  
 Types of Printing: 13  
     Standard (4 types: landscape, portrait, framed landscape, framed portrait)  
     Reduced (4 types: 1/2 horizontal, 1/4 horizontal, 1/8 horizontal, 1/8 vertical)  
     Enlarged (5 types: 2,4,8,20,36-card)

Paper Feed: Manual  
 Output Modes: Live signal, Still, Picture-in-Picture  
 Memory: Two screens  
 Other: Trimming function  
 Input/Output: VIDEO IN/OUT (RCA pin jack)  
 Power Supply: AC adaptor  
 Power Consumption: 29W  
 Dimensions: 7.8 in x 3.5 in x 9.8 in  
 Weight: Approx. 5.5 lb.

Included: AC adaptor, video cable, wireless remote controller, standard paper 50 sheets, 1 ink ribbon

Supplies: Standard paper (50 pcs), Sticker paper (R) (50pcs.), Sticker paper (L) (50 pcs), Stamp-size sticker paper (1/8) (50 pcs), Video index label paper (50 pcs)

Contact: Pat Carrasco  
 (201)361-5400 ext. 439  
 or  
 Gary E. Johnson  
 Public Relations  
 (201) 887-3500

=====  
 Animation Contest 94  
 ~~~~~

We are accepting submissions for 2-D and 3-D original animations to be used in a video tape distributed worldwide. This tape gives animators from all over the world the opportunity to advertise their talent and show their work to the rest of the world. Computer hardware and software will be awarded as prizes to the winners of this contest. Prize winners will be determined by a select board of industry professionals. The entries will be judged on: originality, creativity, and use of equipment available. Submissions DO NOT have to be broadcast quality. In fact, we encourage ANYONE with the ability to get their animations to tape, to enter this contest. Animations done on ANY computer using ANY

software will be accepted.

All persons with submissions accepted will have the opportunity to have their Name, Studio Name, and Phone Number (if requested) advertised in the credits at the end of the tape, FREE of charge. A number will be assigned to each entry and shown on screen while his/her animation is playing. This number corresponds to their name in the credits. This gives anyone purchasing this tape the ability to find an animator for their projects fast and easily, i.e. Advertising Agencies, Video Productions Companies, etc. as well as other animators looking for help on projects or to trade ideas.

The tape will include 100's of entries from all over the world. Animations will be categorized into many different Style and Computer-Type categories and scored to an original soundtrack for those animations that do not include one.

* Deadline for contest acceptance is OCT 14, 1994 *

The Animation Contest 94 Video Tape will be available for purchase before Christmas time 1994. It will be available in all Television Standards i.e. NTSC, PAL, SECAM, etc.

Retail price will be U.S. \$24.95 + S&H
or
U.S. \$14.95 + S&H for pre-orders before OCT 14, 1994

Anyone whos animation appears on the finished tape
will receive a special discount.

For more information and contest rules, send one (1) self-addressed stamped envelope to:

ANIM CONTEST
PO BOX 9839
Fresno, CA. 93794 U.S.A.

or call:

* Internet address: mquaschn@mondrian.CSUFresno.EDU

* BBS: (209) 447-0365 U.S.A.

(Logon: ANIM PW: Contest)

* Voice: (209) 277-1188 U.S.A.

P.S. Please e-mail any questions or suggestions to one of the addresses above, not to where you are reading this. This message is being posted in many areas and chances are we will never get your message unless it goes to one of these locations.

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Virtual Online University is For Real!

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The Virtual Online University, Inc. (VOU) announces beginning classes on the Internet in September 1994. VOU was founded in April 1994, and incorporated as a non-profit educational organization in June to provide a novel approach to alternative education by offering fully online, accredited distance learning using the Internet. The goal of VOU is to provide low cost, high quality education and training.

Current offerings include an accredited Liberal Arts degree program, emphasizing numeracy, literacy and critical thinking as components of its interdisciplinary approach to distance education. Future offerings will include post-graduate programs, anticipated to begin during the second half of 1995. VOU has temporary space at (telnet) falcon.cit.cornell.edu 8888 and is seeking permanent server space prior to beginning classes in September.

According to Dr. William Painter, Executive Director, VOU will "...target two primary audiences: first, current college and university students in traditional education paths who wish to broaden their opportunities with online education; and second is the non-traditional, learning-disenfranchised person, that is, individuals who have limited access to traditional education due to financial restrictions, physical challenges, being part of at-risk populations, or with responsibilities which preclude pursuing traditional educational paths."

The corporate mission statement of Virtual Online University is:

- to provide low-cost, high quality education;
- to offer distance education using interactive, interdisciplinary methods outside of traditional learning paths;
- to assist traditional and non-traditional learners in furthering their educational objectives;
- to form working relationships within business and industry to provide students with valuable hands-on experience to supplement a liberal arts education;
- to conduct research and provide a practical forum for investigation of online environments and applications in distance education, telecommunications and electronic delivery systems.

Virtual Online University operates within a Virtual Education Environment using Multiuser Object-Oriented environment database software (a MOO). Some MOOs are programmed as virtual cities and research centers, others as educational environments. VOU will use various MOOs as online virtual campuses, including a "traditionally designed" university campus and one designed as an orbiting space station in Geosynchronous Earth Orbit. Others are currently in planning, including an undersea environment.

Contact:

Robert Donnelly  
donnelly@coyote.csusm.edu

Dr. William Painter

---

wpainter@bigcat.missouri.edu

## 1.11 Reader Mail

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Reader Mail
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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[Ed's Note: Here are a few replies about Creative Computing that I have]  
[received.] ]

From: manes@DGS.dgsys.com (Mark Manes)  
Apparently-To: rniles@hebron.connected.com

I was just reading the recent AmiReport and read with interest the article about Creative Computers. I thought AmiReport would like to know that Scala has had a very hard time with this mail order outfit.

Currently Creative Computers is selling the A3000/P package of Scala MM200. This package was part of the 'free Scala' bundle included in a Commodore promotion several years ago. The packaging is marked as "Not for resale" etc.

It should be noted that this package will NOT work properly under AmigaDOS 2.1 or AmigaDOS 3.x. The only upgrade that is available is to Scala MM300 via Creative Equipment.

Users are advised to not purchase this product from Creative Computers.

Mark D. Manes  
Applications Engineer  
Scala Inc.  
=====

From: Scott Hansen <HANSEN@Eisner.DECUS.Org>  
Subject: Creative Computers Horror Story  
To: rniles@hebron.connected.com

Newsgroups: comp.sys.amiga.misc  
Subject: \*\*\* CREATIVE COMPUTERS LIE THROUGH THEIR TEETH \*\*\*  
Message-ID: <13JUN199416283571@eisner.decus.org>  
From: hansen@eisner.decus.org (Scott Hansen)  
Date: 13 Jun 1994 16:28 -0400

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 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

=====  
From: Wicki@cup.portal.com  
To: rniles@hebron.connected.com  
Subject: Creative Computers

Sooo... How about those Creative Computer guys.. Gotta love 'em :-/

example #1:

Ordered Pagestream 2.2 (upgradable) months and months ago. I've forgotten when Kept checking, they said it was on the way. Finally 2 weeks ago I got a letter (believe it?) that said that it was finally cancelled. I called to find out where my refund was (I paid by check) and they said I had to send back "the paper" with either the refund or credit box checked. I received no such "paper". I still haven't seen my refund.

example #2:

To avoid the check-caching hassles, I had a friend of mine order a Bernoulli 150 external. Well, aobout 2 or 3 weeks later, I received a box in the mail, but when I opened it, it contained a SyQuest 105. Not even the right form-factor. Anyway, I called them back for a return authorization number, which they did give me. I mailed off the SyQuest US Mail insured (the only method available here on Guam) the same day I had to return my A1230-II to AmigaMan for modification by GVP. AmigaMan received the package in 6 days; Creative says they still haven't received it. Yeah. I've had to call 6 times to check if they've received the SyQuest yet, but every time I call I have to completely re-explain the story, at about \$1 a minute for the call. Every single time they give some excuse for why there is nobody in the receiving department. Only once have they faxed me back with a negative answer (with the return address from Mac Mall, no less)

I'll be willing to bet that either they misplaced the package (I'm tracing it now) or better yet, they gave the return credit to Ichiro Matsubara, whose Mac Mall receipt was also in the same package that was sent to me with the proper item description on it. They won't even partially credit my friend's credit card with the difference in price between the \$595 Bernoulli and the \$399 SyQuest drive.

Every single member of my computer club has a Creative Computers horry story as well.

SSgt Robert C. Nowicki  
vice-president Guam Amiga User's Group Enthusiasts (GAUGE)  
wicki@cup.portal.com

=====

---

From: g.goldberg3@genie.geis.com  
 Received: by relay2.geis.com  
 (1.37.109.10G/15.6) id AA035979307; Mon, 11 Jul 1994 23:28:28 GMT  
 Message-Id: <199407112328.AA035979307@relay2.geis.com>  
 Date: Sun, 10 Jul 94 20:28:00 UTC  
 To: rniles@hebron.connected.com  
 Subject: Creative! What about GVP?!  
 X-Genie-Id: 6671766  
 X-Genie-From: G.GOLDBERG3  
 Status: RO

I've had few problems with Creative except them also being out of all their good bargains right after I receive my Amiga World. But GVP! They just don't care if you're not a company. I ordered the A530 just after it came out. It wouldn't install correctly, even with a developer helping me. I returned it. Oh, I forget: this was an upgrade of their HD for the A500. THAT wonder failed after 3 months (the fan died). Anyway, I had to return the A530 3 times in the first few months. Each time the RAM jumpers were set wrong. Last summer the '030 chip died. As always, it takes time to get through to them and convince them that you're not a complete idiot. Anyway, they sent me a new one. Contrast this with the dying Progressive Peripherals last September: I thought I had a problem with their '040 board for my A2000. They estimated it'd cost \$50-\$200 and take 3 weeks. Well, it took exactly 3 weeks, they replaced a chip (not the '040) on the board, and didn't charge me!

## 1.12 compt.sys.amiga

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

```
%% compt.sys.amiga                                by
           Jason Compton
           %%
%% Chat with Mr Fraser, C= Canada                 jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

I had a chat recently with Duncan Fraser, Regional Manager of Commodore Canada's Western operations.

It was a beautiful day outside and Duncan would have rather been golfing, but he talked to me anyway.

I had received his card in the information packed on TeleView (more on that later) and been surprised, to say the least. Commodore? Working closely not only with a developer, but with a large financial institution and telephone service provider? Not COMMODORE.

Yes, Commodore. In fact, as Duncan would point out a split second after I compared his business card to the president of TVI (the developer responsible for TeleView), they've GOT THE SAME ADDRESS!

Commodore Canada West lives with a developer. Wild, eh?

Apparently, it's not too much of a distraction and makes things easier.

Anyway, back to the story. I was dying to talk to him: after all, this was a real business card from a real Commodore employee. I read through the promo material and something caught my eye: VanCity, the credit union that's the largest in Canada and the home of the TeleView project, would consider hooking all of its 200,000+ members up to the system, using CD32s. The question on my mind, the premise for my call, was "Can you REALLY provide 200,000 CD32s?"

Dial the number. Ring ring. Then...something happened!

"Commodore."

Somebody ANSWERED THE PHONE! A real live phone-answering person answered the phone! Slightly stunned, I managed to choke out that I wanted to speak with Duncan Fraser. The receptionist informed me that he was busy. I identified myself to leave a message, and then she said, "Oh, well, you must be calling long distance. I'll go get him."

Unbelievable! Of course, at the same time, I was wondering if her motivation wasn't to cut costs by eliminating the need to call me back, but...

Ah, but who cares! The acting editor of Amiga Report was important enough to speak to a live Commodore bigwig. This excites me because while UK residents have David Pleasance to reassure them in monthly Amiga magazine columns that all is as good as it can get, American users have never been quite so lucky. Even with Dr. Kittell from C= Germany around on the net to talk with, at home, it's just not the same.

In fact, we're lucky to get word at all from Commodore US, and they have NOT been answering the phone, no matter how hard you try.

So then he picks up the phone. Terrific! We talk and talk and talk for about 20 minutes...which isn't bad, considering I'm just some guy who decided to interrupt a meeting he was having on a very nice day (he wanted me to make sure I pointed out that it was a nice day in Burnaby, BC)

Here's a couple of substantial things I got out of that:

In his estimation, Commodore in general could not come up with 200,000 CD32s, let alone Commodore Canada. However, he added, "But someone will be more than happy to do so soon." When I asked if "someone" had a name, he told me that while I did a good job of asking me, he couldn't tell me.

He also pointed out how closely Commodore had worked with TVI on the TeleView project (well, obviously, it's tough not to when you're in the same place...) and emphasized that the parties involved were major players: VanCity and BCTel, the big credit union and telecommunications provider, respectively.

Aside from that, he said he expected the Commodore situation to be cleared up shortly-by July 15th, possibly. But he DOES see it coming.

---

Oh, that and the fact that the concept for TeleView originated "over a glass of dark ale, as many of these things do." How quaint.

If you want to bother Duncan, feel free to at duncan@tvi.wimsey.com. For the excitement of a live person answering calls with the word "Commodore", call Commodore Canada's Western Regional office at 604-291-0171, or fax them at 604-291-0737. Don't bother them TOO much, though, or they'll get mad at me.

### 1.13 Video Creator

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

%% Video Creator by  
Jason Compton  
%%  
%% jcompton@bbs.xnet.com %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Video Creator, by Almathera, is a CD title for the Amiga-aimed at the CD32 crowd, but presumably runnable on any AGA Amiga and CD-ROM drive. The concept is simple: Create videos to go with your favorite CD titles. Tape them if you like, save them to RAM or disk if you have it, or just watch it for fun.

But how does it work, you ask?

Well, first let's talk about HOW it works.

#### The Interface -----

The interface looks like Scala. A lot.

That said, I'll point out that it's not a direct ripoff, but it IS still easy to use. Videos are tracked down to the millisecond, and effects can be inserted using the editor at any point desired.

How many effects?

Well, tons are available, from the usual assortment of screen wipes and fades, to animations and plasmas, to "psychoflicker." There's no shortage, and the animation feature is in particular impressive, allowing you to tile it on the screen in various combinations, including upside down and opposing. Effects can be overlaid for extra depth. FMV, providing you have the module and a disc to pull the FMV from, can be used in your video as well.

Of course, since it's geared for a CD32, and not everybody has drives hooked up to theirs, it might be a bit useless without some included goodies, and Almathera has done exactly that. From stop signs to animations of houses to German phrases to pictures of exploding aircraft, there's a LOT of eye candy pre-installed. I haven't looked at all the pictures yet, but I spent a good half-hour trying.



Loading is supported using AmigaDOS paths, meaning that you can pull whatever you like off of any valid device.

You can test the outcome of effects while you're in the editor, incidentally.

The setup ensures you'll never run out of possibilities and combinations. After all, an editor's work is never done.

#### Random Raves

-----

Just in case concocting your own video from scratch and painstakingly making it look right isn't for you, Almathera has included a Random Raves feature. This only calls on you to pick the track or tracks you want to hear and the intensity level of the videos. Basically, "intensity" means "how fast the effects will move and how often they'll change." The results are always fun to watch, and sometimes downright impressive, as transitions or pictures come up in a way that "fits" the tune. Of course, the tune had nothing to do with it, but you can always pretend...

If you're a truly lazy individual, you can just pick "Random Play" for the disc, meaning you do NO work and have almost NO say in the outcome at all. Your preference.

#### The Finished Product

-----

Well, this is easy. All you do is sit back and watch, and your creation warps and moves along as your favorite tunes play. Can't beat that.

If it's the Random Play Random Rave, there will be some pauses as the CD32 tries to come up with something else to entertain you. Not too much, though.

#### Limitations

-----

VC is highly limited by the amount of RAM in your machine. The standard CD32 2 megs IS enough for quite a lot of videos, but if you load a bunch of 64+ color pictures and do several dozen separate types of effects, you run into problems really quickly. Expansion memory should be available for much of the information...in fact, I would think all of it, since the pictures don't HAVE to be in chip until you view them.

The Random Raves feature, to my knowledge and understanding, can only pull from its own database of pictures and anims, so if you add any to your collection, too bad, you'll have to create your own videos to see them.

Those are fairly minor and surmountable. This one isn't.

PAL ONLY!

Ok, ok, North Americans have relied on programs like Nico Francois' PAL and Chris Hames' Degrader to shift them to PAL for years now, and usually

do it without too much complaint. But it's just not very practical to put a CD32 into PAL.

Oh, sure, you can view it on a composite monitor in PAL, or if you have an expansion with an RGB out, PAL will be just fine, but try telling an NTSC TV to go into PAL. It gives the display equivalent of "Screw you!" and rolls terribly. And, after all, half of the point of this thing is to tape your videos. Unless you've got a very nice VCR, it's just not going to like it.

What happens if you try running the program in NTSC, then?

Most menus put their options at the bottom of the screen. On the main editor screen, half of them are buried below the viewable area. This means a LOT of guessing. Difficult guessing.

The videos look...well, they look ok, but you can't shake the feeling that they should be a bit more centered and those things below the bottom really WERE meant to be seen...

Ok, even if you can get past this...too bad, you can't see your entire video anyway. Why not? Because VC internally tries to time in PAL (25ths of a second, in fact, for the effects) and ends when PAL-timing tells it to. On an NTSC CD32, though, time doesn't move like that, so you wind up seeing 5/6ths of your video before it ends. Yes, you can boot in PAL, but you're back to not being able to use it on a TV...

Special Niceties

-----

Almathera plans to come out with VC updates, with more effects and pictures. You can mail them anything you'd like and, if they like it too, they'll scan it in and include it on the next disc. If you want to get a head start, here's the address:

Dan the Scan  
Almathera  
Southerton House  
Boundary Business Court  
92-94 Church Rd  
Mitcham, Surrey  
CR4 3TD  
ENGLAND

Label EVERYTHING you send them if you want it back. They say they'll give you discounts on VC and other Almathera stuff...and if your pictures are REALLY, REALLY good, you might get something for free.

Almathera's letter to me said they were considering doing an NTSC version of VC. After using the program for 20 minutes, I wrote them E-Mail telling them that if they wanted it to sell at ALL, it was IMPERATIVE that they do an NTSC version. The PAL version will be sold in the US anyway, at this point.

Almathera also apparently will be putting out fairly regular newsletters for VC owners...tips, tricks, upgrades, and the like. The first one, included with VC, told the history and evolution of the program, from a

68000 AMOS program designed to run on the CDTV to what it is now.

What is it? Read below...

The Sum-Up

-----

Video Creator is a load of fun. There are notes in the newsletter suggesting using the Random Rave feature for parties...instant, effortless visual effects that will really fit the mood and might even impress some people technically. It's flexible, fairly powerful, and fun.

Oh, sure, you can't do simultaneous HAM8 animations while realtime rendering objects, and there IS some slowdown when you run multiple effects, but in all it's a terrific presentation program packaged as a video factory-or Creator, if you will.

Its price of 35 British pounds, just a bit more than US\$50, sounds like a lot for a slideshow program. This isn't a slideshow, though. It's an exceptional product, IF you're a PAL user.

If at any point in this review you felt interested in the product, it's worth a serious checking-out. It makes CDs much more fun to listen to.

If you're an NTSC user and interested, I suggest you call, write, or E-Mail Almathera and express your displeasure.

Almathera's information can be found at the top (alphabetically!) of Amiga Report's Dealer Directory, elsewhere in the magazine.

Video Creator does what it says. Good job, Almathera.

## 1.14 Confusion in the modules scene

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Confusion in the modules scene                                     by Pauli Porkka %%
%%                                                                 paporkka@freenet.hut.fi %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Time has passed since there were only few different module formats for Amiga and Amiga only. Users didn't have to care about anything else than getting to play SoundTracker or in better case Protracker modules. Nowadays users not only have to watch out for dozens of different module formats from Amiga world but also from PC world. Situation got even more confused a few months ago when Finnish Amiga coder Jarno Paananen started developing new players for Amiga. First came S3M support and now there is support for MTM and 6 to 8 channel extended Protracker module format.

Comp.sys.amiga.audio news group was flooded with questions about S3M and no one knew what to do. That is why I decided to write this article although you can probably figure out that I am not used to writing any kind of articles. I just got bored answering same question all over again and I hope this helps to clear up the situation.

As I mentioned above Jarno Paananen is the guy to thank for all of this. He made the Amiga version of S3M playing routine, that routine is used in all S3M players in Amiga. The thought that Amiga is limited to 4 audio channels is true, but with mixing channels together you can get as many channels as you want. Of course mixing always reduces the sound quality, but with good routines the quality loss can be minimized. Paananen's routines make possible to mix for example 32 channels (32 simultaneous samples) to be played with Amiga 8-bit outputs. This idea is not a new one, but until now those routines haven't been useful in Amiga mostly because lack of sufficient CPU power to make real time mixing possible.

I am going to give you brief overview on currently supported PC module formats.

#### S3M:

Scream Tracker III format. Supports 32 channels but only 16 digital sample channels, other 16 channels are reserved for FM synth sounds created with adlib and compatible (I am not sure about the compatibility issue, I do not own PC to try out with).

Basically this is just like normal PT format except different internal layout and with a new interesting panning option.

#### MTM:

Multi Tracker Module format. Supports up to 32 digital channels. Effects are same as in ProTracker format but the internal layout is totally different. I have found 1 MTM module this far that uses all 32 channels, but my humble opinion is that if module author can't do good music with 16 or less channels then the author should start learning to make modules with a 4 channel tracker. Any modules using over 16 channels makes me think, "Where are those channels used?" They don't sound any better than a 4 channel PT module with surround option.

#### 6 or 8 channel (6CHN/8CHN):

This is exactly the same as normal PT format but with extended patterns supporting an excess of 2 or 4 channels. Also called FTM modules after Fast Tracker.

#### Other formats:

There are such formats as .FAR (Farandole, max 16 channels) and 669, but there isn't support for them on the Amiga (yet).

#### How to play these?

Now that I have made you curious about the possibilities of these module formats you might start wondering: How can I play these?

First of all there is a program called PS3M (2.5 will be released any day now) which is made by Jarno Paananen. PS3M is simple requester driven program which can play all the above mentioned module formats.

---

D.A.S.MP was the second to have ability to play S3M modules and now upcoming version 3.2 will have player libraries to play S3M, MTM, and 6-8Ch modules. DASMP is MUI application and I am the author of this program so I can't praise it without this article coming advertisement :).

The third program to play these is HippoPlayer which works even with Kickstart 1.2, compared to other two which require 2.04 or higher.

All those players use basically the same mixing routine provided by Jarno Paananen with little internal differences. For example DASMP uses only 16 kilobytes CHIP ram per channel instead of 65 kb taken by PS3M and supposedly by HippoPlayer. PS3M is requester driven, HippoPlayer has normal intuition interface and D.A.S.MP has the MUI GUI which the appearance is almost completely under user control.

Well, how do these modules sound?

My first feeling when I heard the very first of my S3M modules was stunned. I almost dropped from my chair, I could never have dreamed my A500+/28Mhz could produce so good sounding music. Of course there are a lot of awful ones as well as good ones. The good ones are really worth listening to.

As with all music some of you will like them and some of you will loath them and you are of course entitled to your opinion. The quality of sound does drop when mixing 16 channels to two Amiga outputs but for that there is also cure coming. All new versions of three above mentioned programs will have 14 bit playmodes in their new versions, and believe me it really makes even a 20 channel MTM module to sound good.

Where to get these modules?

I uploaded about month or so ago several (about 30) S3M modules to Aminet in aminet/mods/8voic. All S3M modules start with S3M\_#?. I did the modification to names to make it easier to user to find them.

I also uploaded few of MTM modules to Aminet in the same directory and these modules start with mtm\_#?. Unfortunately my financial situation doesn't let me upload every S3M, MTM and FT (6-8ch) to Aminet because it costs me real money. If you can get hold of FTP access you can do the same as I did and start roaming the Internet world to find these modules.

You might want to start your search in following places.

[ftp.luth.se/pub/msdos/demos/music/](ftp://luth.se/pub/msdos/demos/music/)

[ftp.luth.se/pub/msdos/ultrasound/sound/](ftp://luth.se/pub/msdos/ultrasound/sound/) (I am not sure about this, it may also be [/pub/ultrasound/..](ftp://luth.se/pub/ultrasound/))

[ftp.eng.ufl.edu/](ftp://eng.ufl.edu/) (I don't remember the path, but you can propably see that it is something self evident)

That's about all, so have a nice day and enjoy the music.

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## 1.15 Review: Innocent Until Caught

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Review: Innocent Until Caught                                     %%
%% By: Jason Compton (jcompton@bbs.xnet.com)                       %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Psygnosis recently sent me a box. In it were 4 Amiga titles for review. Thanks go to Mark Blewitt, UK Public Relations Manager, for providing them.

Thus begins the first of two game reviews I will do (I took the strategy/adventure games while Katie Nelson has the two action/platform titles) in this set...

Innocent Until Caught: The Packaging

The packaging is pretty enough: a box with multilingual labling, a nice painting and some screen shots. Inside are two manuals (one for the game, one Amiga-specific information), 10 880k floppies, and a poster for Blood Money. Weird.

The Amiga manual is straightforward enough: they want to scream out at you, "INSTALL THIS ON A HARD DRIVE OR YOU'LL BE SORRY!" but don't out of politeness. The main manual is a different story. Much longer, in a different style, and designed to inform about the gameplay itself.

It starts with the plot. You, for adventure purposes, are Jack T. Ladd, a great thief who neglected to pay taxes on his "earnings". For that reason, the IRDS (Interstellar Revenue Decimation Service) wants to torture, maim, and kill you in 28 days if you don't come up with the huge sum they're looking for.

A lot of first-person rambling from Mr. Ladd ensues, and whoever writes his script got on my nerves quickly...it's supposed to sound arrogant, but it just sounds like Ladd changes the subject a lot.

At any rate, the manual sums up the news to date, with a lot of those little unnecessary details that I find worth having in adventure games. It then goes to explain the playsystem of the game, which is a completely different matter...

The Playsystem

They tried very hard to keep this from looking like a latter-day Sierra game...you know the type...you can either take, use, or use another object with an item. This interpretation is very, very similar.

Except one thing. They made it TOO complicated for its own good. Most icons are simple enough...the finger icon is the "use" action, the hand is "take"...but there are two that slow the game down. They are the eye and the magnifying glass.

There is a small oval-shaped window in the bottom left hand corner of the screen. When the "eye" icon is active, it displays a small area

of the room you're in inside the oval: hence, the view through your eye. Here, the objects are identified, such as "Chair", "Bar", etc.

But, as with all games of this kind, there is more to know about the chair and the bar...even if it's only the statement "It's just a bar." To get this, one would think you would need to click on the object highlighted in the eye-view. But no, it's not that simple. You need to cycle through the actions using the right mouse button and get to the magnifying glass action (this means that the description disappears) THEN click on the item you're asking about.

This wouldn't be so bad, if it wasn't for the mouse control. The mouse control is horrid. Terrible. Bad. It's clunky, slow, overresponsive when you're trying to keep it still and underresponsive when you need to move it across the screen quickly. It's particularly horrible in the copy protection, which involves entering a code from the manual on a keypad. It's tough to get the pointer over the number correctly!

Next week, I'll actually tell you how the game PLAYS.

Until then...

## 1.16 Sunrise AD516 and Studio 16 Review

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Sunrize AD516 Hardware and Studio 16 Software          by Neil Brewitt %%
%%                                                         neil@melkfri.demon.co.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Sunrize AD516 Hardware and Studio 16 (V3) Software.

### BRIEF DESCRIPTION

The Sunrize AD516, coupled with the (supplied) Studio 16 software provides a complete 16 bit, 48kHz direct to disk sampling system which is capable of replaying up to eight tracks (samples) simultaneously.

### AUTHOR/COMPANY INFORMATION

```

Name:          Sunrize Industries
Address:       2959 S. Winchester Blvd.,
               Suite 204,
               Campbell, CA 95008
               USA

Telephone:    (408) 374-4962
FAX:         (408) 374-4963

```

### LIST PRICE

\$1495 (US) dollars (according to the promotional literature).

I paid around 1100 GB Pounds as part of a package deal: AD516, Bars and Pipes Pro, and a 1-gigabyte hard drive.

#### SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

##### HARDWARE

4 Megabytes of RAM required. More is recommended.  
68030 Processor or higher.  
\*FAST\* hard drive; optimally, less than 10 ms seek time.  
One free Zorro II/III slot.

##### SOFTWARE

AmigaDOS 2.0 or greater.

#### COPY PROTECTION

None. Hard disk installable.

#### MACHINE USED FOR TESTING

Amiga 3000/25 (Softkicked), 3.5 MB Fast RAM, 2 MB Chip RAM.  
1 internal 1.44M floppies.  
Quantum 105 MB internal hard drive.  
Seagate 550 MB internal hard drive.  
Workbench 3.0, Kickstart 3.1

#### INSTALLATION

The software uses the Commodore Installer program and is extremely easy - just choose a destination directory.

The hardware (AD516) is also easily installed - remove a blanking plate from the card bay, insert the AD516 into a free Zorro slot, and replace the fascia screw. All that is then required is to plug a suitable inputs and outputs into the AD516's external connectors - 2 Audio IN, 2 Audio OUT, and 1 SMPTE IN - all RCA (Phono) Sockets.

#### REVIEW

Not being the kind of person to read the full manual before using stuff, I can genuinely say the AD516 and Studio16 combination was a plug-and-go experience. It took between five and ten minutes to install the whole package, all documented well in the manual.

My first foray into direct to disk recording was surprisingly easy - a double click on the Studio16 icon brings up a "Studio16bench" (essentially a blank screen) onto which the various modular parts of the sampling software can be loaded.

---



From this blank screen, there are two pull-down menus: "Applications" containing all the modules for the package, and "Project" with the familiar "About" "Prefs" and "Save Setup" options. There are around 10 modules immediately accessible, with names like "Recorder", "Mixer" and "Meters". Everything starts from here. Each module produces its own window on Studio 16's screen, and are all fully multitasking.

The first module I opened was "Recorder", which presented me with a simple front-end with two sliders ("Rate" and "Gain") and four buttons ("Monitor", "Record", "Stop", and "Name"). I switched monitoring on, and started my (test tape) input sound source. With the monitor button depressed, the AD516 acts as a "pseudo" monitor, in that it actually does process the incoming analogue signal to digital (at the specific rate) and then back to analogue again on the output jacks. This is the best way for the monitoring to work, in my opinion, as it gives a true impression of how the end sample will sound.

Being too scared to sample quite yet, I opened up the "Samples" module, which presents a list of the sample paths (and samples contained in them). From this module, I found I could set the sample paths via a pull down menu which had appeared to the right of the "Applications" menu. This, again, was extremely intuitively designed.

Having set up my path(s), I opened the "Meters" module and was presented with a "traditional" analogue meter, a digital meter, and a scrolling graph of sound level - for the input, output, and channel one. Shocked by this, I discovered that with the use of my right mouse button (another menu had appeared) I could select any of analogue, digital, or "graph" representation for the input channel, the output channel, or any of the eight sample channels. I decided to have just a digital bar graph for input and output channels for the time being.

So I recorded my first sample. On pressing the "Record" button in the "Recorder" window, a small status window opens showing the size of the current recording sample, the space left on the device, and the start time of the sample (which said NA).

After pressing "Stop", I found the sample "Untitled\_L" could be played from the "Samples" window. I renamed the sample (from the pulldown menu) and then chose "edit" from the same menu, which forced the Editor module to load and open the selected sample. This was the familiar sample editing window with a number of differences - I had the option to do a few different things to all or any part of my sample. So, I "Normalized" it all. This scales the sample so that it is at maximum volume (the loudest part of the sample is represented by +32768). Then I added echo to it, and then I analysed it to examine it's frequency content.

Next I opened the "Cuelist". Here I had to pick up the manual. The cuelist looks very similar to the tracks display in Bars and Pipes Professional, and works in a similar way. A sample can be dragged from the "Samples" window and dropped onto a track in the cuelist. It then appears as a "block" in the cuelist, which can be dragged around across any number of tracks, crossfaded with other samples, and truncated and spliced ad infinitum. Along the top of the Cuelist window is a "transport" control; i.e., a Stop, Play, Forward and Backward button which performs just that function - manipulating the "position" line within the tracks. All timing within the cuelist is via one of four methods: SMPTE, SMPTE Plus (SMPTE

with fractions of frames), Beats Per Minute, or Hours Minutes and Seconds. Here I encountered my first problem - It's essentially impossible to place a sample at (SMPTE) 00:00:00:00 and have it start playing from its start. The sample will be in sync properly, but won't actually start playing until it's fully synchronized (around 3 seconds). This means you *must* have *all* samples after the 5 second mark, which in turn means a five second delay every time you listen to your masterpiece.

The cuelist is a *very* powerful part of the package. With the AD516's SMPTE IN socket, this means writing audio-for-video is an ideal application for the package. Each track may be played solo, turned on or off, and direct recording into the cuelist is possible (punch in/out). Samples may be grouped and edited simultaneously (useful for stereo pairs), and all samples may be faded in or out linearly, logarithmically, or exponentially over any time up to 2000ms. The Cuelist has a *very* large time range, and I (just) had a ten hour time span visible at once, with samples all indicated in their various positions.

There is an option in the cuelist whereby the mix of the eight tracks is taken from the "Mixer" module. Within the mixer module, it is possible to record both pan and levels of each track thus allowing completely automated mixing to occur.

The remaining modules are utilities like a SMPTE generator, SMPTE monitor, clock, and various "housekeeping" utilities.

Studiol6 sports a full ARexx interface, and ARexx commands can be associated with a specific timecode as an entry in the cuelist. This could allow multimedia presentations to be played.

The performance of the hardware was as everyone had told me - very good quality indeed, with excellent convertors.

## DOCUMENTATION

The printed manual which accompanies the Studio 16 software covers both software and hardware installation. It has a full tutorial section, a comprehensive troubleshooting section, and a large reference section, with a good index.

In my opinion, the manual is over-excellent, simply because I didn't need it for a long time and even then I guessed what most things did. The tutorial is excellent, and the whole manual is clearly written and well presented.

## LIKES

The manual is very well planned. There is very little in terms of operation instructions, instead being more of a slightly verbose reference manual with a tutorial section.

The interface. It's easy to tell what's happening, and how you can control it.

The overall "feel" of the product. Now that I've read the manual, I

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realise there are several things which I didn't find out by experimentation (marking and naming of ranges within samples being a useful example) that may prove useful.

The full Studio 16 interfaces seamlessly with Bars and Pipes Professional. With Studio 16, there are two B+P accessories- an SMPTE tool to lock B+P to the AD516's internal SMPTE code, and an accessory that, when opened, gives the Studio 16 pulldown menu allowing access to all the modules on the B+P screen. A separate configuration file is maintained for Studio 16 operation under Bars and Pipes.

#### DISLIKES AND SUGGESTIONS

There are several things I dislike, though none affect the operation of the product directly as a production tool.

I'd like to see more effects. The DSP on the AD516 is underused in my opinion. There is only one effect available (with respect to "normalizing" which isn't really an effect), Echo, and I'd like to see a great many more. Compression is the sort of thing which is \*easy\* to do digitally, so why isn't it there? The echo is good, but why can't I echo backwards as well as forwards?

I'd like \*some\* realtime effects. A simple routine could turn the AD516 into a realtime digital delay. For a small amount of effort, a lot of return.

The sample scaling (in the Editing module) is linear - why? I'd like to specify an "envelope" to which the sample can be scaled.

The Studio 16 Installer installs a default configuration file which is for a standard 640\*256 screen. No mention is made in the manual that it is possible to run Studio 16 on an overscan screen. Luckily, the author of part of the manual contacted me via email and explained that if I delete the default configuration file, Studio 16 duplicates your Workbench screen size. Such a small omission in the manual, but since the cuelist is \*horizontal\*, an extra 64 pixels is \*very\* useful.

I'd like to see a "Maximum Performance" mode, whereby the screen is blanked and multitasking is stopped, allowing the whole computer to concentrate on producing a full "master" mix.

I heard that the upgrade from Studio 16 version 2.1 to version 3.0 cost existing owners 200 GB pounds. I think that this is an unreasonable price for an (albeit large) upgrade after such an initially high purchase price for the package.

I'd like to see an official developer's kit. I think it would be nice to see a "hard/sunrize" directory on Aminet containing various utilities for manipulating samples within and without the Studio 16 environment. I personally would like such a kit so I can write a compressor.

I would very much like to see Sunrize offering technical support via the Internet.

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## COMPARISON TO OTHER SIMILAR PRODUCTS

On the Amiga platform, there are two other cards such as this: the Toccata and Wavetools. Both are much cheaper than the AD516 but offer no facilities such as the cuelist. The Wavetools has an RTX Real time effects module which is available as an upgrade.

To be honest, I have neither auditioned nor used either of these cards because the distribution of such exclusive products in the UK is quite poor. Wherever I inquired, I was told that the AD516 was the best, and having read lengthy reviews on all three boards, I came to the conclusion that the functionality of any software without a cuelist feature is quite poor. The Wavetools package has a niche with its realtime effects, but I'd hope that Sunrize would challenge that.

Other platforms were not considerations, since I already own an Amiga and to purchase a PC would cost at least, if not more than, the AD516. My supplier (who is a audio/video producer by profession who supplies Amiga peripherals as a sideline) told me that he had had clients who had bought PC's and later discovered they needed more memory, bigger hard drives, and generally more money.

## BUGS

I have found one small bug, whereby two grouped tracks are "strangely" ungrouped if you edit one of them on its own.

I've also been told that there's an impending free upgrade to V3.01 which is nearly ready for release which is basically a bug fix.

I have had problems with the speed of my hard drive(s). All the documentation regarding the Sunrize package states that a hard drive with a 14ms seek time is sufficient for recording / playing 5 tracks, and that one with a 10ms seek time will play 8 tracks. My supplier supplied me with a 12ms hard drive. :) As it is, I have managed to play (not reliably) 7 tracks simultaneously, so a 10ms drive should easily play 8 tracks. I will be receiving a 9ms drive in a few days, so I may update this review after this. I certainly have not been misinformed by Sunrize.

## VENDOR SUPPORT

The package I bought included a half day training session and unlimited telephone support from the supplier (NOT Sunrize), neither of which I have had to use yet.

## WARRANTY

Original purchaser - one year from purchase.

## CONCLUSIONS

The AD516 and Studio 16 is a very powerful direct to disk recording system. Its interface is so easy to use it's beyond belief, and it does

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as much as is needed for basic radio edits, multitrack recording, and video soundtrack production.

That aside, the hardware is of top quality and simply isn't utilised to it's potential in my opinion. More effects and more versatility with them coupled with a developer's kit would make this a card to buy an Amiga for (like the Video Toaster).

I'm excited by the potential of the hardware, but daunted by the potential upgrade cost. This results in a degree of caution in recommending this card to others. It is truly unique and without compare on the Amiga platform, but would I buy an Amiga for it? Probably not - yet.

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**1.17 Infochannel / Channel 4000**

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% Infochannel / Channel 4000 by Douglas J. Nakakihara %%  
%% dnakakihara@BIX.com %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

/\*\*\*\*\*  
NOTICE: This is the originally submitted text for an article that appeared in the July 11, 1994 issue (#125) of MICROTIMES magazine. (There are some slight edited differences between the published version and this one.)

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MICROTIMES is published by BAM Media, Inc.  
3470 Buskirk Ave.  
Pleasant Hill, CA 94523  
(510)934-3700

MICROTIMES is available free at various distribution points (usually computer stores) throughout California. The Northern edition is over 300 pages, while the Southern edition is a little

less than 200 pages. This is a multi-platform magazine, which includes Amiga coverage. About 200,000 copies are distributed each month.

SUBSCRIPTIONS (13 issues):

US: 3rd Class \$32 (allow 3-4 weeks for delivery), 1st Class \$60 (allow 1-2 weeks for delivery).

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OVERSEAS: Surface Mail \$50 (Allow 6-10 weeks for delivery). Air Mail \$165 (Allow 1 week for delivery).

SAMPLE ISSUES: \$4 (\$6 for overseas) to cover postage.

BACK ISSUES: \$6.

Although, efforts have been made to ensure the above information is correct, there is no guarantee and prices are subject to change without prior notice.

/\*\*\*\*\*  
InfoChannel / Channel 4000  
By Douglas J. Nakakihara

Whether you call it the information super-"highway," "hypeway," or "tollway," one thing is clear, people will continue to demand more information. People also want real-time updates and instant access. Only a few years ago, you couldn't even get 24-hour checking account information using the telephone. Yet, today I have often lamented the fact that the database was only updated daily. It's just human nature: yesterday's accomplishments become today's standards, and tomorrow we want more. This growing need for immediate information will be a driving force behind the information revolution.

#### Scala InfoChannel

Scala has recognized the advantages of the TV medium for providing information. Nearly everyone on this planet knows what a TV is. It's impact on the cultures of the world cannot be disputed. People will effortlessly watch TV with little coaxing and the medium is one of the cheapest ways to distribute information to masses of people. The real hurdle with TV is not the medium itself but with program production.

Scala has been hurdling this problem for some time with a product called InfoChannel, a computer-based information system. This product provides an easy way to create, schedule, and distribute information to one or even thousands of remote sites. The information can be displayed using standard TV sets or computer monitors.

#### The Software

InfoChannel shares basically the same interface and presentation power as its cousin, Scala Multimedia 300. The main differences are InfoChannel's scheduling and networking features, and it's ability to update a presentation while it continues to run. Using Scala Multimedia 300, you would have to stop the presentation, make the changes, and then restart it.

A schedule can be set for groups or individual pages so that they are displayed at a certain time. Dates and days of the week can also be specified. This is particularly useful to prevent outdated advertisements and promotions from being displayed.

InfoChannel is also capable of controlling many devices, like VCRs, DATs, laserdiscs, MIDI, and the VideoToaster--now that's real multimedia.

#### New Version

The newest version of InfoChannel adds MPEG support using an optional MPEG decoder board. Software-based MPEG encoding has also been announced. Other new features include built-in advertiser billing, better image manipulation tools, framegrabber support, and outline text capability.

#### Stations

An InfoChannel "Master Station" is basically an Amiga running the InfoChannel software. It is on this machine that all of the text, graphics, animations, and audio are compiled into a presentation.

A "Player Station" is an individual Amiga computer with InfoChannel player-only software. The Master Station coordinates and controls the distribution of InfoChannel presentations to the Player Stations. The InfoChannel's ScalaNet module handles maintenance, configuration, and supervision of the Player Stations. It also controls password protection, author privileges, statistics collection, and other administrative tasks.

In the simplest implementation, a Master Station is used with a single Player Station connected to a network of TVs. A classic example of this would be a cable TV broadcast of a programming schedule or in a closed-circuit situation. There is no interactivity here and all of the TVs would simultaneously display the same information. A hotel might also implement such a system to display an event schedule.

Since the Player Stations are independent machines, they can individually interact with users. As a result, multiple players can provide different information depending on the needs of the user. You can also have multiple Master Stations that transmit data to a group of players. Each player can individually merge the received data. InfoChannel can also accept data from mainframes, minis, and PC networks and integrate it into a presentation.

#### Transmission

If there is only one Player Station and the Master Station is not located too far away, the two computers can be linked using an inexpensive null modem. An Ethernet-based Novell or TCP/IP local area network can also be used to distribute the presentation. An easy way to distribute presentations over long distances is using standard telephone lines and modems. ISDN (Integrated Services Digital Network) lines, satellite, and broadcast technology are also supported.

The Master Station will automatically compare the Master and

Player stations and not transmit duplicate data. If there is a time-charge imposed on the transmission, like telephone charges, this feature can be a real money saver. This is especially true if text is usually the only thing updated on a regular basis. Larger files like animations and other graphics can be pre-installed using floppy disks.

#### Real Life Uses

Scala boasts a large number of InfoChannel installations throughout the world. Recognizable names include Hilton, Sheraton, Marriot, Ford, March Air Force Base, GM, Nissan, JC Penney, American Airlines, Boston University, and Shell Oil. The number of hotel installations is impressive. Most of the systems are in Europe, but there are several in the U.S.

A healthcare provider in Virginia uses interactive InfoChannel kiosks in their hospital lobbies. The system provides patients and visitors 24-hour access to all types of graphic and printed information, including detailed direction information.

The SAS Scandinavia Hotel in Oslo, Norway uses InfoChannel for its 500 room hotel. InfoChannel provides information on restaurants, bars, the pool and sauna, TV schedule, laundry services, and other hotel services. Information is updated several times a week and management loves the ability to make changes in a matter of seconds.

A cable company in Michigan serving 40,000 households uses several Player Stations. Each player provides programming for a particular local network. Programming includes information from the public library, local government, and schools.

In England, a supermarket chain has an interactive electronic cookbook kiosk. Using a touch screen, customers can view recipe suggestions and also get printouts and coupons. In Holland, one of the largest Dutch banks, VSB Bank, also uses a touch screen InfoChannel system to provide individual information on deposits, loans, insurance, and real estate. A second InfoChannel broadcast displays general bank information.

#### Channel 4000

A cutting edge implementation of InfoChannel is "Channel 4000" created by Alpha Video located in Minnesota. Along with a silent partner, Alpha Video is owned by two former NewTek sales managers, Reid and George Johnson (no relation). In the past three years, the revenues for the desktop video dealer has grown from \$4.5 million to \$9 million in annual revenue. Former NewTek VP, Paul Montgomery, called Alpha Video "the world's best desktop video dealer."

In an effort to capitalize on Alpha Video's expertise in desktop video and network dealers with similar businesses, Channel 4000 was born. It is promoted as the world's first private desktop video television channel. The InfoChannel broadcast is transmitted via modem to subscribers five days a week and each broadcast runs about 15 minutes. Each subscriber has its own Player Station.

#### Wizards

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Though the service, which began in September 1993, started out heavily Toaster-oriented, changes in the industry--most notably Commodore's bankruptcy--has caused Channel 4000 to cover more and more non-Amiga-based products. The main subscriber base is referred to as the "DeskTop Video Wizards Network." For the most part, these are Video Toaster dealers.

#### Daily Transmissions

Channel 4000 broadcasts are automatically transmitted late at night to take advantage of lower telephone rates. Nearly all of the graphics, animation, and audio are pre-installed on the remote Player Stations, so the broadcast usually consists of only a small player script file that can be transmitted in less than a minute.

#### The Broadcast

From the broadcast menu a subscriber can choose any one of the five most recent broadcasts. The entire broadcast is complemented with catchy background music. Every broadcast is divided into various segments that more or less cover a certain topic. Limited advertising time is available during the broadcasts. However, to date, there has been little advertiser support.

Alpha Video has created custom backgrounds to give the broadcast its own unique look and feel. The backgrounds provide an exciting yet comfortable backdrop for the informative text that is tastefully wiped in. Large legible fonts are used and the music enhances reading the text.

#### Real Time News

Channel 4000's aim is to keep its subscribers up to date and informed on a daily basis. If you consider that traditional printed materials like magazines and company flyers are out of date by weeks or months by the time they are received, Channel 4000 is providing essentially real-time news.

Coverage of the current uncertainty surrounding the Amiga with Commodore's unknown future has demonstrated the value of Channel 4000's up-to-the-minute information. Since the day the infamous Wall Street Journal article hit, they have been doing their best to wade through the rumors and sort between fact and fiction. Their telephone interview with one of the bankruptcy trustees--before anyone even knew who they were--was unprecedented. They have interviewed other key people in the Amiga community and given subscribers invaluable guidance on what they should be doing to protect their desktop video businesses.

#### The Cost

Channel 4000 subscription rates range from \$50 to \$350 a month, depending on the annual revenue of the subscriber. Alpha Video sells and leases Player Stations. You can use your own A1200 or A4000 (AGA required), provided you have the enough free disk space and a supported modem. However, you are a lot less likely to encounter transmission problems with a dedicated machine.

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## The Future is Now

Implementations of InfoChannel like Channel 4000 are providing a glimpse of things to come. It's easy to generalize about the information superhighway and how long it will take to pave. The fact of the matter is: the pioneering efforts of companies like Alpha Video demonstrate that the technology is already here today.

\* \* \*

Just as I was about to put this article to bed, I received the sad news that the plug was being pulled on Channel 4000. Alpha Video was unable to expand the Channel 4000 subscriber-base beyond Amiga/Video Toaster dealers. They needed strong advertiser support that could not come from Amiga developers alone. However, without a PC-based InfoChannel and no supply of Amiga 1200s, they could not offer an affordable player system. (On a somewhat related note, there is an interesting rumor that a shipment of newly manufactured 1200s has appeared in Europe.)

George Johnson stated that, "ending Channel 4000 is not an issue of us giving up on this. We're even more excited about this than ever." "We think there is a ton of other applications. We learned a lot from Channel 4000 and we're just going to keep going with this thing."

Resources are now being focused on Alpha Video's Private Channels division to promote their Custom Channel and Alphachannel products. With a Custom Channel, they will produce and distribute a daily InfoChannel broadcast for clients--essentially a customized Channel 4000. Their Alphachannel product is geared toward a cable/broadcast station or closed-circuit situation. This can be an interactive application where viewers can affect what's being shown using their telephone. The interaction can be real-time or queued. If they want to, clients can take a totally hands-off approach and merely provide raw information to Private Channels and let them take it from there.

Private Channels has already been contracted to do several InfoChannel-based installations, including one for Scala dealers. Another client is a tire installation chain that will show an advertiser-sponsored informational broadcast to people in their waiting rooms. Pinnacle was very interested in a custom channel to promote their product Aladdin, a PC-based video switcher. However, they didn't like the fact that Channel 4000 only ran on an Amiga.

Incidentally, Scala has hired a number of ex-Commodore employees. Many of them were involved with Amiga research and development. It is well known that Scala is desperately searching for a way to effectively port Scala Multimedia and InfoChannel over to the PC platform. The problem? Windows can't handle it. I suspect that they are using the former Commodore brain power to design software and perhaps even hardware to run Scala products on IBM PC hardware, with Amiga or better performance.

InfoChannel  
\$2,500 Master Station software  
\$800 Player Station software

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Alpha Video  
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### 1.18 Second Samurai Review

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% First Look: Second Samurai, part 1 by Katie Nelson %%  
%% knelson@bbs.xnet.com %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

This is a difficult game to review. Although its graphics don't really live up to the Amiga potential (in fact, they look slightly better than 8-bit Nintendo), I can say that the game playability compensates for this short-coming.

On the subject of the graphics . . . The characters have very little animation (if any) when they change their position or orientation. The "outdoors" background is nice, however, but the very very quick rotation of the moon around the planet can get tiresome after a dozen or two games. The backgrounds of the "inside" are fine, really. Nothing to shout about, but nothing to criticize.

I think the biggest improvement that could be made graphically for a potential Third Samurai would be a greater number of colors . . . or at least finding better ways to use the existing ones.

What about the sound? It's there. It's the standard "this is a game with an East Asian theme"-type music. Again, nothing to shout about, but nothing to criticize.

I will delve into the playability of the game in the next issue, but lest you think the game is a waste: As I said, the playability of the game is a vast improvement over the graphics. Quite nice, actually.

Keep reading

K. Nelson

### 1.19 AR Contest

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% AR Contest by  
David Tiberio  
%%

%% Enter and Win! dtiberio@libserv1.ic.sunysb.edu %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

- THE PRIZE FOR NEXT MONTH -

CONTEST BEGINS: 6-17-94  
CONTEST ENDS: 7-29-94

The Amiga Report contest is still going on, and it is not too late to enter. This ongoing monthly contest allows Amiga Report readers a chance to win software by either solving a puzzle or by entering a random drawing.

The prize this month is the Amiga Online Reference Manual v2.3, from Area52. This is a 1,000 page help system for the Amiga and Video Toaster, covering the Workbench, AmigaDOS, Lightwave, and more (\$34.95).

The second prize choice is the FutureShock audio CDROM, which was produced using Amiga computers by SideWinder. There are some Sidewinder music modules on Aminet that you may want to look at for a sample of the audio CD (\$12.95).

The third prize to choose from is CG52jr, a character generator from Area52. This CG includes 15 scalable fonts, and supports various dither styles, shadows, and other text effects. IFF images may also 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.

- TO ENTER -

To enter, simply let your fingers do the talking and write an email and send it to [dtiberio@libserv1.ic.sunysb.edu](mailto: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](mailto: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 correspondence. 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

## 1.20 Project Fantasy: Vaporware ][

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Project Fantasy: Vaporware ][                                     by Katie Nelson %%
%%                                                                    knelson@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Well, since Nintendo scrapped its initial thoughts on a cd-based machine, its latest dream is Project Reality. Now, I realize that the news of Nintendo and Silicon Graphics teaming up to create the "ultimate" game machine is old news, but I recently (okay, a couple weeks ago) found out that this machine is supposed to retail at \$200 US.

HA!

First of all, it's supposed to waste other game machines that cost \$400+, with emphasis on the +.

Secondly, this is Silicon Graphics we're talking about. Let's see... their cheapest computer was \$5000 and didn't come with a hard drive last I heard. Now, that IS because it's supposed to be a high-end graphics workstation. However, what type of technology could they possibly add to a game machine for 25 times LESS than that?

Thirdly, has anyone heard any specs on this thing? (Write to knelson@bbs.xnet.com if you have) I haven't even been able to get info on the type of processor, other than "It'll be cool."

I think "Project Reality" is a poor name for a system no one has seen yet.

Keep Reading

K. Nelson

### 1.21 AR CoverDisk #2

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

```

%% AR CoverDisk #2                                     by
                Jason Compton
                %%
%% Trying to keep on top of everything.                jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Amiga Report Coverdisk Issue 2

Feature item: Yak1.59 (Special AR lite version)

GuidePrefs 1.0

UPsey

Xenostar Demo

More Bowie Poag artwork: Reactor.IFF

Watch for it soon!

To join the mailing list, send mail to [listserv@bbs.xnet.com](mailto:listserv@bbs.xnet.com) with the command  
 ADD <youraddress> ardisk

That's all you need to do.

### 1.22 Around the Coyote Information

===== Around the Coyote Annual Event =====

A Short History

Around the Coyote was created in 1989 by Jim Happy-Delpech, a French Cameroonian [West-Africa] art consultant, in response to a need for higher visibility and greater exposure of the Chicago art community to the international art world, The goal was to find a method by which the talent of Chicago artists could be properly exposed locally and then ultimately recognized nationally and internationally. The culmination of the idea was Around The Coyote 90, an event, which took over much of the Wicker Park/Bucktown area, opening many of the exisisting artist studios within the district to the public viewing and arranging space to house the work of other nearby Chicago artists in centrally located donated building. The end result was a one-of-a-kind direct dialogue created between the artist and viewer for the four days of the event. That first year, 250 visual and performing artists were given the opportunity to share their artistic



vision with over 10,000 visitors. The event had also boasted an international section with a substantial delegation of artists from the nation of Poland. The result was to provide a unique view of other part of the art world to the city as well as to begin to forge a link with other foreign lands in terms of opening the door to future artistic exchanges thereby enhancing the reputation of Chicago one of the world's creative art center. Now, after a record year that presented the work of 800 visual and performing artists working in every conceivable discipline and art form to 100,000 visitors, Around the Coyote promises to provide even greater opportunities to the exhibition concept. Around the Coyote maintain its commitment to Chicago that also includes year round program of event and services including international artist exchange, summer art program and smaller exhibitions.

The 1994 Around the Coyote Annual Event  
September 8th - 11th

The event is open to all Midwestern artists. The center piece of this years exhibition will be a juried show at several key neighborhood locations that will involve a limited group of several hundred jury selected artists in many different disciplines and medias. Some of those involved in jury selection process for visual art will be Tom Blackman of Blackman & Associates, Paul Gray of Richard Gray Galleries, Natalie Van Straaten, Executive Director of the Chicago Art Dealer's Association and Aron Packer of Aron Packer Gallery. A special emphasis will be made to include the work of new, emerging, and independent artists. The criteria for selection will be based on the work's quality, contemporary nature and its exploration of new medias.

~~~~~

Around The Coyote

For immediate release - (July 6,1994) Contact:

VIRTUREAL - A site specific interactive fine art experience.

For four days, the Around the Coyote Annual 1994 Event, held on September 8th through 11th in the Wicker Park - Bucktown area of Chicago, will be the backdrop of what promise to be one of the more interesting computer interactive fine art experience held to-date within the Midwest. The concept of transition from physical reality to virtual reality will be the focus of a project entitled, Virtureal. The physical site installation will include a simple maze-like chamber that will contain an interactive display housed in a monument-like structure which at first glance will serve to emulate the viewers actual reality within the entire enclosure. From this vantage point, the viewer participant will be invited to cross over into the virtual landscape of digitally produced images, performances and environments create by a small group of regional computer artist including Louis Jaime, Scott Becker, and Michele Fitzsimmons. This exhibition will conceptually bring the viewer/participants into the unique perspective of the artist and their inner workings and how it relates to their imagery.. For further information please contact 312 862-8373 or 312-342-9928.

~~~~~

## Profile

Louis Jaime ('59) is as a computer artist and animator for a television station in Chicago. His career in television started in 1983 as an engineer, videographer and eventually as a computer artist with the graphical evolution of the personal computer.

His educational background includes photography, art, design, architectural drawing and oil painting. His work incorporates various media, platforms, software and hardware. He has also traveled throughout the United States and other countries exploring various cultures.

Some of his independent work has appeared:

Computer Artist magazine April/May '94 issue, Gallery section

Computer Artist magazine August/September '94 issue, Cover artwork and featured artist.

MPC CD ROM - Wirehead: The Virtual Media Galerie, a total 3-D virtual gallery environment.

Around The Coyote 1994 Annual Event (Chicago) computer fine art exhibit.

Around The Coyote 1994 Annual Event (Chicago) VIRTUREAL - A site specific interactive fine art experience. This is a collaboration of digitally produced images, performances and environments created by regional computer artists Louis Jaime, Scott Becker, and Michele Fitzsimmons.

ProControl by Doug Crane/Elastic Reality, as tutorial files.

His sculptured 3-D objects are currently available through Viewpoint Datalabs, Orem, Utah.

## Statement

My artwork is a direct manifestation of my soul and experiences through this journey of life and into the after world. The viewer will be drawn to one or all my works out of pure empathy. It is my hope that for a brief moment the viewer find solace, as I have, in this electronic environment and into a world where words have no meaning.

- Louis Jaime

## 1.23 WinBorg

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

#17834 comp.sys.amiga.misc 5k  
From: supp@ridgefield.sdr.slb.com (Michael Supp)  
Subject: The Borg meet Windoze (Star Trek lost episode)  
Date: 27 Jun 1994 13:03:24 GMT  
Organization: Schlumberger-Doll Research

---

Something thast was passed on to me....

>From: jrd@roddenberry.ebt.com (john r. durand)  
Message-Id: <9406241757.AA20515@roddenberry> To: junkmail@cadre.com  
Subject: Random meaningless humour  
X-Sun-Charset: US-ASCII  
Content-Length: 4596  
Status: R

"Star Trek Lost Episodes" transcript.

<Picard> "Mr. LaForge, have you had any success with your attempts at finding a weakness in the Borg? And Mr. Data, have you been able to access their command pathways?"

<Geordi> "Yes, Captain. In fact, we found the answer by searching through our archives on late Twentieth-century computing technology."

<Geordi presses a key, and a logo appears on the computer screen.>

<Riker looks puzzled.> "What the hell is 'Microsoft'?"

<Data turns to answer.> "Allow me to explain. We will send this program, for some reason called 'Windows', through the Borg command pathways. Once inside their root command unit, it will begin consuming system resources at an unstoppable rate."

<Picard> "But the Borg have the ability to adapt. Won't they alter their processing systems to increase their storage capacity?"

<Data> "Yes, Captain. But when 'Windows' detects this, it creates a new version of itself known as an 'upgrade'. The use of resources increases exponentially with each iteration. The Borg will not be able to adapt quickly enough. Eventually all of their processing ability will be taken over and none will be available for their normal operational functions."

<Picard> "Excellent work. This is even better than that 'unsolvable geometric shape' idea."

. . . 15 Minutes Later . . .

<Data> "Captain, we have successfully installed the 'Windows' in the Borg's command unit. As expected, it immediately consumed 85% of all available resources. However, we have not received any confirmation of the expected 'upgrade'."

<Geordi> "Our scanners have picked up an increase in Borg storage and CPU capacity, but we still have no indication of an 'upgrade' to compensate for their increase."

<Picard> "Data, scan the history banks again and determine if there is something we have missed."

<Data> "Sir, I believe there is a reason for the failure in the 'upgrade'. Apparently the Borg have circumvented that part of the plan by not sending in their registration cards."

---

<Riker> "Captain, we have no choice. Requesting permission to begin emergency escape sequence 3F ...."

<Geordi, excited> "Wait, Captain! Their CPU capacity has suddenly dropped to 0% !"

<Picard> "Data, what does your scanners show?"

<Data, studying displays> "Apparently the Borg have found the internal 'Windows' module named 'Solitaire', and it has used up all available CPU capacity."

<Picard> "Let's wait and see how long this 'Solitaire' can reduce their functionality."

. . . Two Hours Pass . . .

<Riker> "Geordi, what is the status of the Borg?"

<Geordi> "As expected, the Borg are attempting to re-engineer to compensate for increased CPU and storage demands, but each time they successfully increase resources I have setup our closest deep space monitor beacon to transmit more 'Windows' modules from something called the 'Microsoft Fun-pack'."

<Picard> "How much time will that buy us?"

<Data> "Current Borg solution rates allow me to predicate an interest time span of 6 more hours."

<Geordi> "Captain, another vessel has entered our sector."

<Picard> "Identify."

<Data> "It appears to have markings very similar to the 'Microsoft' logo..."

<Over the speakers> "THIS IS ADMIRAL BILL GATES OF THE MICROSOFT FLAGSHIP \_MONOPOLY\_. WE HAVE POSITIVE CONFIRMATION OF UNREGISTERED SOFTWARE IN THIS SECTOR. SURRENDER ALL ASSETS AND WE CAN AVOID ANY TROUBLE. YOU HAVE 10 SECONDS TO COMPLY."

<Data> "The alien ship has just opened its forward hatches and released thousands of humanoid-shaped objects."

<Picard> "Magnify forward viewer on the alien craft!"

<Riker> "My God, captain! Those are human beings floating straight toward the Borg ship - with no life support suits! How can they survive the tortures of deep space?!"

<Data> "I don't believe that those are humans, sir. If you will look closer I believe you will see that they are carrying something recognized by twenty-first century man as doeskin leather briefcases, and wearing Armani suits."

<Riker and Picard, together - horrified> "Lawyers!!"

<Geordi> "It can't be. All the Lawyers were rounded up and sent hurtling into the sun in 2017 during the Great Awakening."

<Data> "True, but apparently some must have survived."

<Riker> "They have surrounded the Borg ship and are covering it with all types of papers."

<Data> "I believe that is known in ancient venacular as 'red tape'. It often proves fatal."

<Riker> "They're tearing the Borg to pieces!"

<Picard> "Turn the monitors off, Data, I cant bear to watch. Even the Borg doesnt deserve such a gruesome death!"

john

### 1.24 Final Words

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Final Words                                                    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Well, through much hardship and difficulty, we FINALLY got the issue out. I eventually had to finish it in order to get it out...Niles was worn out. Thanks to everyone for your patience.

The next issue should be out July 29th, and both David Tiberio and I are poised to release it ourselves if a monster comes and eats Robert Niles' modem. It will come out.

Next week should bring another load of reviews, including the continuations of the game reviews in this magazine, as well as the closer to the Retina Z-III series and the start of the SX-1 review. If we're really lucky, we may even have news about Commodore and the Amiga.

Until next time, just hang in there.

Jason

### 1.25 The Shepherd V1.1

TITLE  
           The Shepherd

VERSION  
           1.1

## AUTHOR

Obbe Vermeij  
 Brasserskade 69  
 2612 CA Delft  
 Holland  
 Obbe@ph.tn.tudelft.nl

## DESCRIPTION

The shepherd is a gods-game (a bit like populous and powermonger) where the player has to move animals around to gain territory and food. There are 50 species of animals and they all behave in a different way. (they live, eat, walk around and actually chase eachother)

The game contains lots of graphics and sound- effects. It is OS friendly, multi-tasking and HD installable.

The Shepherd is a shareware game. A registration fee of \$30 will be asked from regular players.

## REQUIREMENTS

The Shepherd works on any Amiga with at least 1 Megabyte of memory of which at least 1/2 Meg is chip.

## AVAILABILITY

The game is available on Aminet in the directory

aminet/game/misc.

There are 2 files :

Shepherd1\_1.lha  
 Shepherd1\_1.readme

Two possible aminet sites are

USA: wuarchive.wustl.edu  
 Germany: 131.246.9.95

```
-----
Obbe Vermeij      _ _   I tried to make computers think like
Proud Amiga owner  / . .\  human beings,
(& assembly programmer) { | } now my computer made ME think like a
Obbe@ph.tn.tudelft.nl  \-/   computer.   (0110101)
-----
```

--

Read all administrative posts before putting your post up. Mailing list:  
 announce-request@cs.ucdavis.edu. Comments to CSAA@megalith.miami.fl.us.  
 MAIL ALL COMP.SYS.AMIGA.ANNOUNCE ANNOUNCEMENTS TO announce@cs.ucdavis.edu.

## 1.26 Dozer Demo

TITLE:

DOZER

VERSION:

This is the 10 level demo version, now available by FTP.

COMPANY:

FastRam Design,  
24 Montague Road, Cambridge, CB4 1BX, England.

AUTHOR:

Design and graphics by Dominic Camus,  
Code by John Reynolds.  
This announcement posted by David Ingram  
( dmi1000@phx.cam.ac.uk ) of FastRam Design.

DESCRIPTION:

Dozer is an original puzzle game for the Amiga, in which you drive a bulldozer around a huge castle. The object of the game is to catch the monster which is loose inside the castle, by re-arranging the castle interior to guide it into a trap.

The game is designed primarily to be as playable as possible, and has a very wide spread of levels from fast and easy to very puzzling indeed. The Dozer Demo also features various control methods, easy hard-disk installation, graphical level selector, passwords, an automatic map and a turbo mode. There are 10 levels in the demo, and the last few in particular should keep you busy for quite a while.

The complete version of the game can be ordered from FastRam Design, and includes over 100 levels and many more features.

REQUIREMENTS:

Any PAL Amiga with at least 1 Mb of RAM.

HOST NAME:

Any Aminet site, for example -

|        |                  |               |
|--------|------------------|---------------|
| UK     | ftp.doc.ic.ac.uk |               |
| Sweden | ftp.luth.se      | 130.240.16.3  |
| USA    | ftp.wustl.edu    | 128.252.135.4 |

DIRECTORY:

/pub/aminet/game/think

---

## FILE NAMES:

Dozer.lha ( 159702 bytes )  
Dozer.readme ( 7755 bytes )

## DISTRIBUTABILITY:

This version of Dozer is free. You may distribute it wherever you like, provided you include all the files in an unmodified form. Help us to spread our game by uploading it to other networks or public domain disk collections !

## PRICE:

A charge of 5 Pounds in the UK or 8 Pounds elsewhere is made for the full version of the game. Ordering information is included with the demo version, and we encourage you to try the demo and find out what Dozer is all about for yourself.

## OTHER:

This game was originally created over a period of two years by the developers, FastRam Design, for a commercial release. The demo version which appeared on the coverdisk of Amiga Format magazine recently in the UK is the same as this demo. Sadly, however, due to a lack of demand for puzzle games ( even good ones ), Dozer was never published. As a result, FastRam have agreed to make the demo available on Aminet and to provide the upgrade offer mentioned above, by which you can order the complete game.

--

Read all administrative posts before putting your post up. Mailing list: announce-request@cs.ucdavis.edu. Comments to CSAA@megalith.miami.fl.us. MAIL ALL COMP.SYS.AMIGA.ANNOUNCE ANNOUNCEMENTS TO announce@cs.ucdavis.edu.

## 1.27 TestPatterns Loader V1.1

## TITLE

TestPatterns.loader

## VERSION

Version 1.1

## AUTHOR

Steve Quartly (steveq@sndcrft.DIALix.oz.au)

## DESCRIPTION

This is a simple loader for OpalPaint useful for lining up monitors etc. It has 2 sets of Colour Bars, Cross Hatch, Dots, Linearity, Frequency Response, Centering and Grey Scale. The selected test pattern is loaded directly into OpalPaint. This



loader runs in both PAL and NTSC.

#### SPECIAL REQUIREMENTS

- Opalvision card.

#### HOST

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

#### DIRECTORY

pub/aminet/gfx/board

#### FILENAME

TestPatt\_load11.lha - 7201 bytes

#### PRICE

Free - distribute as much as you like!

#### DISTRIBUTION

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

--

Read all administrative posts before putting your post up. Mailing list: announce-request@cs.ucdavis.edu. Comments to CSAA@megalith.miami.fl.us. MAIL ALL COMP.SYS.AMIGA.ANNOUNCE ANNOUNCEMENTS TO announce@cs.ucdavis.edu.

## 1.28 Info on the Aminet CD 3

#### TITLE

Aminet CD-ROM 3

#### AUTHOR

Urban D. Mueller (umueller@wuarchive.wustl.edu)

#### DESCRIPTION

The Aminet CDROM contains all software uploaded to Aminet this year (ie since the appearance of the Aminet CD 2) plus the 300 most popular files from the rest. You'll find on the CD:

- About 600M of compressed software (1G uncompressed) in 3200 archives
  - Over 1700 applications and utilities
  - Over 450 music modules
  - Over 350 demos
-

- Over 200 games

...and much more. Aminet files until June 15th are included.

One of the main features of the CD is an all new AmigaGuide based user interface. No installation or Shell knowledge required. By a single click on the archive name in the AmigaGuide index of the CD you can

- Unpack the archive to RAM: or
- View the images in an archive (if it's from pix/) or
- Listen to the modules in an archive (if it's from mods/) or
- Read the text in an archive (if it's from docs/)

A program to search the CD index for keywords is included. It outputs the same type of unpacking AmigaGuide documents. Also, you can do searches for programs on previous CD's and global Aminet searches. You can drag a search kit onto your hard disk to do searches without having the CD in your drive.

#### COMPATIBILITY

- Amiga OS versions 1.3, 2.0, 3.0 for the access software
- ISO level 1, ISO level 2 and RockRidge compatible
- All Amigas including CDTV and A570 (disk is not bootable)  
CD32 not tested.

#### SPECIAL REQUIREMENTS

Recommended:

- For the user interface: OS 2.0 or higher, 2M RAM

#### AVAILABILITY

The CD is not yet available. It's will be shipping by July 31st. However we'd like to see some preorders in order to estimate the demand, and the ratio of Aminet Gold vs Aminet Share CD's (see below)

#### PRICES

The Aminet CD 3 is sold under two different names:

- The Aminet Gold CD 3 costs a bit more, depending on your dealer. But it includes a donation of \$2 for the people who made the CD possible (mainly me and Matthias Scheler) and for Aminet hardware.
- The Aminet Share CD is about 30% cheaper but doesn't include any payment for Aminet. You are asked to pay a shareware fee if you like the CD and want to encourage us to keep going.

You can preorder the CD from (all prices exclude S&H):

Germany

---

- Aminet Gold from Stefan Ossowski: DM 29.80  
subscription: DM 24.80 per CD
- Aminet Share from Stefan Ossowski: DM 19.80  
subscription: DM 19.80 per CD

USA

- Aminet Gold from Fred Fish: \$19.95  
subscription: \$14.95 per CD

Please note that the US price is higher than planned, this is due to the falling exchange rate of the US currency and higher than expected import taxes.

For details on how to order, read pub/aminet/docs/misc/CD-Orders.txt on your nearest Aminet host (e.g. wuarchive.wustl.edu).

--

Read all administrative posts before putting your post up. Mailing list: announce-request@cs.ucdavis.edu. Comments to CSAA@megalith.miami.fl.us. MAIL ALL COMP.SYS.AMIGA.ANNOUNCE ANNOUNCEMENTS TO announce@cs.ucdavis.edu.

## 1.29 VideoMaxe 4.40

TITLE

VideoMaxe

VERSION = RELEASE

VideoMaxe 04.40, Major Update to 04.33.

COMPANY

none

AUTHOR

Stephan Suerken (s\_suerke@informatik.uni-kl.de)

DESCRIPTION

VideoMaxe is a video database that satisfies ALL needs of a private video user. It has nearly NO 'RESTRICTIONS' whatsoever [all data strings are dynamic, size of projects, mask lists, etc. are limited by your memory only, etc], HANDLES all CLASSIC PROBLEMS of a video database [record suggestions, spool information, any title compression, etc.], adds COMFORT [database facility, statistics, search routines, customization, etc.] and it has a COMFORTABLE OS 2.1+ ENVIRONMENT [localized, appl. icon, online help, etc.].

Installation in English, German. Program in English, German, French. Documentation in English, German.

NEW FEATURES

---

Most important 04.40 innovations:

- oo Added ONLINE HELP. Simply press HELP in any window and the docs for that window will pop up.
- oo Improved printing:
  - o using less hazardous printer commands (!)
  - o too long strings (texts, memos, view texts, etc.) will no longer be cut to fit into one line, but printed fully
  - o printer preferences may hold two "Condensed" pitches now (15 or 17).
  - o you can change the "Use abbr." flag now locally for printing
  - o no longer initializing the printer before printing, adding a gadget to do that manually into the printer window.
- oo Added german documentation.

#### REQUIREMENTS

Any Amiga with OS 2 or better.

#### HOST NAME

Any Aminet site, such as:

|             |                  |             |
|-------------|------------------|-------------|
| Germany     | ftp.uni-kl.de    | pub/aminet/ |
| Switzerland | litamiga.epfl.ch | pub/aminet/ |
| USA         | ftp.wustl.edu    | pub/aminet/ |

#### DIRECTORY

biz/dbase

#### FILE NAME

VideoMaxe440.lha

#### PRICE & DISTRIBUTABILITY

VideoMaxe (C) Copyright 1989-94 by Stephan Suerken.

ShareWare, 30,- DM resp. 20,- US Dollar to get registered.

Freely distributable but copyrighted; earnest users MUST register.

Registering users "buy" all updates with main version number 4.  
(It is very unlikely that there will be a main version 5 in future...)

Enjoy!

-Stephan, K-Town, 11 Jul 1994

```
*****
*                               *
*                               *
*-----*
*                               *
*                               *
*****
```

```
* INet: <s_suerke@informatik.uni-kl.de>          Voice: 0631-15045 *
*-----*
*****
--
Read all administrative posts before putting your post up.  Mailing list:
announce-request@cs.ucdavis.edu.  Comments to CSAA@megalith.miami.fl.us.
MAIL ALL COMP.SYS.AMIGA.ANNOUNCE ANNOUNCEMENTS TO announce@cs.ucdavis.edu.
```

## 1.30 StarWoids V1.0

### TITLE

StarWoids

### VERSION

1.0 - 3 level demo.

### AUTHORS

Coding: Martin Kift (M.H.Kift@swansea.ac.uk)  
Graphics: Rowan Crawford (dljarl@giaeb.cc.monash.edu.au)  
Sound: Rob Wells (rewell@aurora.cc.monash.edu.au)

### DISCRIPTION

StarWoids is a ShareWare shoot-em-up game.

The game design is based on Thrust (C64) and Oids (AtariST) but also contains ideas from many other games such as Asteroids and X-pilot. Each level presents a different challenge - some are puzzel based, while others might be pure shoot-em-up or even timed.

The demo version here contains three large, and quite hard, levels. There is a decent reward if you manage to complete the 3 levels.

### FEATURES

- o Raytraced intro animation.
- o Full StarWars theme music.
- o Joystick and/or keyboard control.
- o Keyboard configuration saveable to disk.
- o Can be played from floppy or hard drive.
- o Colourful use of dual playfield mode.
- o TOOLTYPE support for turning off music and/or animation.
- o Installer support.
- o Fantastic playability.
- o Fully system friendly.
- o Blood! :)

### SPECIAL REQUIREMENTS

StarWoids requires PAL, and at least 1 meg of memory. With only 0.5 meg of chip memory, you will need to disable the music using the TOOLTYPES. StarWoids should run on any Amiga.

---

## HOST NAME

ftp.ee.pdx.edu           /pub/amiga/misc  
 cekift.swan.ac.uk       (UK work hours only)

## FILE NAMES

StarWoids1.dms  
 StarWoids2.dms

## PRICE

The demo is free. The full (registrated) version costs 20 Australian dollars or 10 English pounds. The AmigaGuide document contains full information.

## DISTRIBUTABILITY

StarWoids is copyright (c) Kift-Crawford-Wells. The demo is freely distributable in both DMS or unpacked form. You may place the demo on CDs, but Martin, Rowan and Rob must receive one free CD each. If placed on a CD, it must be in DMS form. No files may be removed or altered. Full information is in the AmigaGuide document.

--

Rowan Crawford.  
 dljarl@giaeb.cc.monash.edu.au  
 I'm prepared to mail it to anyone who can accept two 650k mail packets.

--

## 1.31 The Fishing Report, July 15, 1994

T H E     F I S H I N G     R E P O R T

by Fred Fish

Jul 15, 1994

=====  
 FRESHFISH CD-ROM's  
 =====

At this point I am completely sold out of the first (Oct 93) and second (Dec 93) FreshFish CD's. The third FreshFish CD (Mar/Apr 94) and fourth FreshFish CD (May/Jun 94) are still available, but are expected to be sold out within the next month or two. The fifth FreshFish CD (Jul/Aug 94) should start shipping about Jul 22nd. Starting with the next FreshFish CD, we hope to get back on schedule with releases that occur at the beginning of the month that matches the cover date of the CD.

=====  
 GOLDFISH & FROZENFISH CD-ROM's  
 =====

It was recently discovered that material included on floppy disks 238, 244, 298, and 355 contained viruses. Considering how long it has been since this material was released, and that these viruses had not been previously detected, I decided to simply redo the CD masters and not issue a general recall of any CD's. Users that have either the original GoldFish or FrozenFish CD's can upgrade to the remastered version for a \$10 upgrade fee, which includes the cost of the replacement CD plus shipping and handling. It is not necessary to return the CD if it was ordered directly from me; simply send in your upgrade request, the upgrade fee, and the name of the account under which the original CD was ordered.

=====  
NEW AMINET CD-ROM's  
=====

I am happy to announce that I will be carrying the new Aminet CD's as an authorized U.S. distributor. Both the Aminet Gold and the Aminet Share will be available. Subscriptions for both CD's are also available, at \$59.95 per year for the Gold version and \$44.95 for the Share version. There are expected to be four releases per year, so the subscription is actually for 4 CD's, regardless of when they actually end up shipping.

The only physical difference between the Aminet Gold CD and the Aminet Share CD is the front cover artwork. Built into the price of the Aminet Gold CD is an automatic contribution to the creators of the CD and sufficient margin to make the disk attractive to low volume resellers and retail sales outlets. Users who purchase to the Aminet Share version are expected to make their own contributions directly to the creators if they feel that the CD is worthwhile and wish to support creation of future Aminet CD's.

=====  
MEETING PEARLS CD-ROM  
=====

I am happy to announce that I will also be carrying the new Meeting Pearls CD. This CD contains about 150 high quality and high resolution fractals, a ready to run version of PasTeX which includes fonts for FAX and 600 dpi printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX, a lot of utilities, games, etc. Because the version of NetBSD included on the CD-ROM includes encryption code that is restricted for U.S export, all imported CD's will only be available for resale within the U.S.

=====  
FUTURE FLOPPY DISK RELEASES  
=====

Floppy disks after disk 1000 will be produced by Amazing Computing (PIM Publications) using material from each FreshFish CD. They are expected to start with the Jul/Aug FreshFish CD, so I anticipate that the first batch of disks after 1000 should be available sometime in August. Contact PIM Publications directly for further information (1-800-345-3360 voice, 1-508-675-6002 FAX).

=====  
ISO-9660 MASTERING SOFTWARE  
=====

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Starting with the March/April FreshFish CD-ROM, I switched mastering software. I am now using an enhanced version of mkisofs, which was written by Eric Youngdale, and enhanced by Frank Munkert to make it suitable for generating the "Amiga flavor" of ISO-9660.

The CD-ROM's produced by mkisofs are 100% compatible with the latest versions of most 3rd party CD-ROM filesystems, including AmiCDROM, Xetec, Ralph Babel's, Commodore's 3.1, FastLane, and AsimWare Innovations. Other products have either not been tested or have been found to be incompatible for reasons that are not yet clear.

This software is covered by the GPL (GNU General Public License) and I am working to get the changes folded back into the version maintained by Eric. The latest version is included on the Jul/Aug 94 FreshFish CD.

=====  
ELECTRONIC SUBMISSIONS  
=====

Material for inclusion in the CD-ROM distribution can now be submitted electronically via anonymous ftp. Please upload your submissions as an lha archive, one archive per submitted program, to the ftp incoming directory on ftp.amigalib.com. Please include a "Product-Info" file in the lha archive. This file describes the material using a standard format that is recognized by the new version of KingFisher and by tools that I use to automatically generate information about the CD contents. If you don't have a copy of the Product-Info specification, it can be retrieved via anonymous ftp from ftp.amigalib.com, in directory pub/amiga.

If you do not have access to anonymous ftp, you can still submit material electronically by mailing a uuencoded lha archive to "submissions@amigalib.com".

=====  
ELECTRONIC ORDERS  
=====

You can email orders to be paid via credit card (VISA or MasterCard only) to "orders@amigalib.com". All such orders must include the full name of the card holder, the card number, the expiration date, and a daytime phone number which can be used to verify the order. We will attempt to acknowledge all such received orders via return email, and to verify an unspecified percentage via phone calls.

=====  
SPECIAL BBS VERSION OF FROZENFISH  
=====

By special request from BBS operators, I will be issuing a limited number of a custom version of the April 1994 FrozenFish CD called "FrozenFish-PC". This CD will have the complete contents of each floppy disk 1-1000 in a single archive and all directory and file names will be ISO-9660 level 1 compliant (8.3 format, uppercase only, etc). This means that the CD will be completely compatible with IBM-PC based systems., unlike my regular Amiga CD's which are closer to ISO-9660 level 2.



Until the actual demand is known, each copy of this CD will be individually created as a CD-R "gold disk". If there is sufficient demand for the CD, then there will be a small production run made and people who received the CD-R versions can upgrade to the production version for \$5 plus shipping costs. The price of this CD will be \$24.95 because of the expected lower volumes and thus higher production costs per CD.

=====  
Name and \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Phone Numbers: Home: \_\_\_\_\_ Work: \_\_\_\_\_  
(optional)

FAX: \_\_\_\_\_

Email Address: \_\_\_\_\_

=====  
DESCRIPTION QUANT UNIT COST TOTAL

FreshFish Subscription (1 year, 6 CD's) \_\_\_\_\_ \* \$89.95 = \_\_\_\_\_

FreshFish: \_\_\_ Mar/Apr-94 \_\_\_ May/Jun-94

\_\_\_ Jul/Aug-94 \_\_\_ Sep/Oct-94

\_\_\_ Nov/Dec-94 \_\_\_ Jan/Feb-95 \_\_\_\_\_ \* \$19.95 = \_\_\_\_\_

FrozenFish: \_\_\_Apr-94 \_\_\_Oct-94 \_\_\_Apr-95 \_\_\_\_\_ \* \$19.95 = \_\_\_\_\_

FrozenFish-PC: (special IBM-PC version) \_\_\_\_\_ \* \$24.95 = \_\_\_\_\_

GoldFish (1000 disk archive - 2 CD set) \_\_\_\_\_ \* \$19.95 = \_\_\_\_\_

Aminet Gold: \_\_\_Jul-94 \_\_\_Oct-94 \_\_\_Jan-95 \_\_\_\_\_ \* \$19.95 = \_\_\_\_\_

Aminet Gold subscription (1 Year, 4 CD's) \_\_\_\_\_ \* \$59.95 = \_\_\_\_\_

Aminet Share: \_\_\_Jul-94 \_\_\_Oct-94 \_\_\_Jan-95 \_\_\_\_\_ \* \$11.95 = \_\_\_\_\_

Aminet Share subscription (1 Year, 4 CD's) \_\_\_\_\_ \* \$44.95 = \_\_\_\_\_

Meeting Pearls (U.S. only, export restricted) \_\_\_\_\_ \* \$11.95 = \_\_\_\_\_

\_\_\_\_\_

SUB-TOTAL => \_\_\_\_\_

Shipping and Handling (see note below to calculate) S&H => +\_\_\_\_\_

TOTAL => \_\_\_\_\_

SHIPPING AND HANDLING

Add \$3.95 per package of up to 4 CD-ROM's for shipping and handling to any destination. Shipping to USA destinations is via priority mail. Shipping to international destinations is via small packet airmail. After the first 4 CD's in a package, add \$1 for each additional CD. For Federal Express (USA only) S&H is \$12.95 for the first 4 CD's and \$2 for each additional CD.

|                          | Base Price              |      | Additional CD's |   | Total |
|--------------------------|-------------------------|------|-----------------|---|-------|
| <input type="checkbox"/> | Priority Mail \$3.95    | plus | ___ * \$1       | = | _____ |
|                          | or Air Mail             |      |                 |   |       |
| <input type="checkbox"/> | Federal Express \$12.95 | plus | ___ * \$2       | = | _____ |
|                          | (USA only)              |      |                 |   |       |

SELECT PAYMENT METHOD DESIRED:

- Cash, check, money order, or bank draft (Payable in U.S. dollars)
- VISA or
- MasterCard Number: \_\_\_\_\_ Expires: \_\_\_\_\_

Full Name on Card: \_\_\_\_\_

Amount to Charge: \$\_\_\_\_\_

I understand that the total amount shown above will be charged to the above described account upon receipt of order, and that in the event that not all of the requested CD-ROMs are received in a timely manner, any unused portion will be fully refundable upon demand.

Sign Here: \_\_\_\_\_

Send or FAX your completed order to:

FAX or voice: (602) 917-0917 Amiga Library Services  
 Voice only: (800) 804-0833 610 N. Alma School Road, Suite 18  
 Email: orders@amigalib.com Chandler, AZ 85224-3687

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## 1.32 TimeGuardian 1.0

### TITLE

TimeGuardian

### VERSION

1.0

### AUTHOR

Gerri Koerner, Markus Matern & Juergen Matern

### DESCRIPTION

'TimeGuardian' is a program package with which you can easily start events, that have to be done at certain times or dates on your computer. You also can write log files to disk, where you can see when your computer was switched on.

### SPECIAL REQUIREMENTS

Any amiga with WB2.04 or higher.  
MUI 2.0 or higher for the preferences program.

### HOST NAME

TimeGuardian is available on aminet.  
Uploaded to ftp.uni-kl.de on 5.7.94

### DIRECTORY

util/misc

### FILE NAMES

TimeGuardian\_1.0.lha  
TimeGuardian\_1.0.readme  
TimeGuardian\_1.0.fix.lha  
TimeGuardian\_1.0.fix.readme

### PRICE

US\$ 15 or DM 20.-

### DISTRIBUTABILITY

TimeGuardian is shareware, look at its documentation for further information.

### OTHER

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Take a close look at it ;-)

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### 1.33 Origins V2.0 Demo

#### TITLE

Origins II

#### VERSION

Demo V 2.00

#### DESCRIPTION

The demo version of the recently announced Release II of Origins. Origins II is a dedicated data base for keeping track of genealogical information. It will support databases of over 6 million individuals. The user interface is designed to be both easy to use and very powerful. Origins will correctly handle multiple marriages, step-children, unmarried parents, and other difficult situations that some programs refuse to allow. Origins lists Persons, Marriages, Parent/Child Index, Ahnentafel, and Soundex. It generates reports on Persons, Family Groups, Pedigree Chart, Descendants Charts, and Tiny-Tafel.

Context-sensitive hypertext help is built in. Origins can automatically call your ARexx-compatible editor to create Source and Note files. These files may also be written and displayed in hypertext format. You can search on any combination of fields or by Soundex codes. You can instantly display IFF (ILBM) pictures of individuals, marriages, baptisms, and family groups.

You can import and export data between Origins and other genealogical programs using the GEDCOM file format, and you can generate Tiny-Tafel listings for use with the Tafel Matching System. Many useful ARexx functions are included.

A single floppy data disk will hold approximately 2000 person and 500 marriage records. Origins is not LDS compatible.

#### NEW FEATURES

Installation is now very easy. The user interface is improved. For example, localization support displays all information in your chosen language (German available now, with French, Italian, and Spanish planned), and the graphical interface is now laid out dynamically, relative to your system overscan preferences. Online help has been expanded to include virtually all gadgets and menu items.

AmigaDOS style pattern matching is now implemented in searches. Two new date formats have been added, so you may now specify events as happening before or after a certain year. Macro Keys allow you to enter long strings with a single keystroke.

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Some reports have been significantly improved, and a new descendant report in the general style of the New England Historical and Genealogical Register format has been added.

Record caching has been added, making the access times much faster for all complex functions, especially sorts.

#### WHERE TO GET THE DEMO

Available for anonymous ftp on Aminet, for example ftp.cdrom.com (192.153.46.2). It's in the directory /pub/aminet/biz/demo, and the file name is Origins2.lha (147823 bytes).

#### SPECIAL REQUIREMENTS

Origins requires V2.0 or later of the Amiga OS, at least 1 megabyte of ram, and 2 floppy drives or hard disk.

#### PRICE

The demo is free. Full version is US\$85 + shipping. Ground shipping is included in the U.S. and Canada. Others please call.

#### COMPANY

The Puzzle Factory, Inc.      Voice: (800) 828-9952 - Orders only  
P.O. Box 986                      (503) 935-3709 - Questions/support  
Veneta, OR 97487                BBS: (503) 935-7883  
USA                                Internet: jlavin@efn.org

In Europe, contact:  
Helios Software                Voice: +(623) 554828  
163 Huthwaite Road  
Sutton-in-Ashfield  
Nottinghamshire NG17 2HB  
UK

#### DISTRIBUTABILITY

Demo is freely distributable. Copyright 1994 The Puzzle Factory, Inc.

#### OTHER

Origins and Origins II are trademarks of The Puzzle Factory, Inc.  
Amiga is a registered trademark of Commodore-Amiga, Inc.

#### SUBMITTER

Doug Sears <dsears@efn.org>. I work with The Puzzle Factory, and submitted this at their request.

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## 1.34 InfraRexx 1.2

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## TITLE

InfraRexx  
(and InfraJoy hardware design)

## VERSION

1.2  
(InfraJoy version 3)

## RELEASE DATE

15-Jul-94

## AUTHORS

Leon Woestenberg (leon@stack.urc.tue.nl)  
Jeroen Steenblik (jeroens@stack.urc.tue.nl)

## DESCRIPTION

The InfraRexx software along with the InfraJoy hardware serve as an ARexx-Infrared interface, that adds the function of an infrared remote controller to your Amiga, and more.

With this software and hardware you can:

- o Control external audio/video devices via ARexx commands.
- o Control Amiga programs via a common remote control unit.
- o Learn and edit new remote control infrared commands.

For example you can control a moduleplayer via your compact disc player remote control unit. Or, control your video tape recorder via a graphic user interface.

The main features are:

- o Seperate editor (with learner) and ARexx host commodity.
- o Multitasking-friendly infrared sampling monitor, with very low system overhead during monitoring, can also be disabled.
- o Font-sensitive, style-compliant graphic user interface.
- o Localization for Workbench 2.1 users, and newlook menus for Kickstart 3.x users.
- o Lowcost hardware for joystickport, with optional throughput.
- o Uses the Amiga Installer Utility to install onto (hard)disk.

## CHANGES

- o Improved hardware design, with new plans and instructions.
- o InfraRexx programs support all current hardware versions.
- o Waitpointer during busy times. Learn function timeout.

## SPECIAL REQUIREMENTS

InfraRexx needs at least AmigaOS version 2.04, and the commodity needs ARexx Master to be running in order to be useful. The

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software is useless without the small InfraJoy hardware add-on, off which the design and full building instructions are included. The hardware can also be ordered from one of the authors.

**HOST NAME**

Aminet FTP servers, like ftp.doc.ic.ac.uk (146.169.2.1)

**DIRECTORY**

/pub/aminet/util/rexx

**FILE NAME**

InfraRexx1.2.lha (97326 bytes)

**PRICE**

Free. The optional registration fee is US\$10. The required hardware costs about US\$8 if self-built, but can also be ordered for the amount of US\$16, which provides free registration.

**DISTRIBUTABILITY**

Freeware; freely distributable software and hardware design. InfraRexx Copyrights 1994 by Leon Woestenberg. InfraJoy hardware design Copyrights 1994 by Jeroen Steenblik and Leon Woestenberg.

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Waiting for AAA; The Advanced Amiga Adoption  
Leon Woestenberg (leon@stack.urc.tue.nl)

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## 1.35 FlexCat V1.3

**TITLE**

FlexCat - The flexible catalog generator

**VERSION**

1.3; see CHANGES below

**AUTHOR**

Jochen Wiedmann

E-Mail: wiedmann@mailserv.zdv.uni-tuebingen.de

**DESCRIPTION**

Since OS 2.1 the Amiga offers a way to make programs run in different language, the locale.library. The most important part of the locale.library are the so-called catalogs which contain the strings of one language. (Usually found in Locale:Catalogs/<your-language>/<program-name>.catalog.)

::

Commodore offers a program called CatComp, which creates these catalogs and some C-source, which makes using them much simpler. FlexCat is a CatComp-replacement. The difference between FlexCat and CatComp (as well as some other replacements, KitCat for example) is, that FlexCat is flexible in the generated source: Any programming language, any individual needs should be satisfied. However, FlexCat is not more difficult to use.

This sounds like a contradiction. FlexCat's solution is to use template files, the so called "source descriptions". Ready to use examples for Assembler, C, C++, E, Oberon and Modula-2 are distributed, additionally an example for supporting catalogs on Workbench 2.0. Any other examples are welcome.

#### CHANGES

V1.1: Bug fixes  
Added E support  
Added French catalogs

V1.2: Bug fix in the E source generator

V1.3: Bug fixes again (at least one severe)  
Improved the speed of the GetString function  
Added C++ and Modula-2 source descriptions  
Added Spanish docs  
Added spanish and schwaebisch catalogs

#### SPECIAL REQUIREMENTS

An Amiga :-)

#### HOST NAME

FTP/Internet: AmiNet (ftp.wustl.edu) and mirrors

#### DIRECTORY

pub/aminet/dev/misc

#### FILE NAMES

flexcat1\_3.lha

#### DISTRIBUTABILITY

Freely distributable, Copyright by the author, subject to the GNU General Public License.

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## 1.36 Portal

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

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### Portal Communications' Amiga Zone

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

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 | Monthly<br>Fee | Fee<br>Per<br>Hour | Total<br>Cost<br>Per<br>month | Total<br>Cost<br>per<br>month | Total<br>Cost<br>per<br>month | Total<br>Cost<br>per<br>month |
|------------------------------------|----------------|----------------|--------------------|-------------------------------|-------------------------------|-------------------------------|-------------------------------|
|                                    | \$             | \$             | \$                 | \$                            | \$                            | \$                            | \$                            |
| 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 availble 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.

### 1.37 Dealer Directory

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

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Almathera Systems Ltd  
 Southerton House

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

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

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

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

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

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

CLICK! Amiga Specialists N.V.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen

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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: 519-645-2144  
FIDO: 1:2401/200  
AmigaNet: 40:550/1  
MaxNet: 90:204/1  
InterNet: 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

Computer Link  
 Your Amiga/PC connection.  
 6573 middlebelt  
 Garden City MI 48135  
 USA  
 313-522-6005 Voice  
 313-522-3119 Fax  
 clink@m-net.arbornet.org

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

## 1.38 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.

## 1.39 DriveTest 1.0

### TITLE

DriveTest

### VERSION

Version 1.0

### AUTHOR

Michal Kara  
Krosenska 543  
Praha 8 - Troja  
181 00  
CZECH REPUBLIC

E-Mail: lemming@k332.feld.cvut.cz

### DESCRIPTION

Have you ever connected to Amiga or repaired an external drive? If so, you discovered that you need to know, what is drive signaling to Amiga and sometimes you need send certain signals or sequence of signals to the drive. This program was written for these occasions.

Program has GUI - signals are controlled using gadgets, received signals are displayed as 'pseudogadgets'. You can directly control all eight signals of the drives (MOTOR, SIDE, DIR, STEP and SELECT 0-3) and you see what is physical level of four signals (READY, TRACK0, WR PROT and CHANGE) Amiga's receiving.

Although it's directly accessing hardware registers, it's as clean as possible, because it allocates all units by disk.resource. There may be

---

little dislike that it slows down computer, because it looks ten-times per second for any change of received signals, but it's necessary.

NOTE: Signals are displayed 'as is' using their physical (not logical!) level ("What can you measure by V-meter").

#### SPECIAL REQUIREMENTS

Kickstart 2.0+  
igs.library and ss.library (included in package)

#### HOST NAME

Any Aminet host, i.e. ftp.uni-erlangen.de (131.188.1.43).

#### DIRECTORY

/pub/aminet/hard/test

#### FILE NAMES

DriveTest.lha (16095 bytes)

#### PRICE

Free.

#### DISTRIBUTABILITY

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

## 1.40 avmNfax 1.33

#### TITLE

avmNfax (Advanced Voice Mail and Fax)

#### VERSION

1.33

#### COMPANY

SoftWorx

#### AUTHOR

Al Villarica  
rvillari@cat.syr.edu

#### DESCRIPTION

Use your ZyXEL, LineLink, Dolphin,  
or Rockwell based voice modem (Supras are

---

\*not yet\* supported) for voicemail or as a simple answering machine with fax capabilities.

This version includes EFax, which handles Class 1 and Class 2 modems. This fax capability can be used even if you don't have a voice-capable modem (e.g. Supra LC). Of course, if you do have a voice capable modem, then you get faxing and voicemail capabilities.

If you already own GPFax or TrapFax, you can still use those programs in lieu of EFax.

## NEW FEATURES

There are too many new features to list here. The most prominent one is the inclusion of EFax with the archive.

## SPECIAL REQUIREMENTS

- o Hard disk,
- o a voice capable modem (ZyXEL with 5.02 ROMs or greater), a LineLink 144e, an MTD Dolphin, or a Rockwell based voice modem (such as the Zoom 14.4v)
- o or, if you don't have a voice capable modem but have a Class 1 or Class 2 fax modem (i.e. Supra LC, Supra 14.4), you can still use the fax capabilities.
- o 2.04 AmigaDOS or greater,
- o MUI 1.4 or greater,

## HOST NAME

wuarchive.wustl.edu (128.252.135.4)  
ftp.cdrom.com (192.216.222.5)  
ftp.luth.se (130.240.18.2)  
or any other aminet mirror

## DIRECTORY

/pub/aminet/comm/misc

## FILE NAMES

avmNfax1.33.lha  
avmNfaxsrc1.33.lha  
AVMVEngADPCM2.lha (pre-recorded English voice files for the ZyXELs. Note: This is an old set of voice files. You may need to re-record some of the old voices and record some new ones. Also, if you upgraded your Zyxel roms to 6.12, you will need to run some conversion program that is supplied with the avmNfax archive.)  
AVMVLLEng1.19.lha (pre-recorded English voice files for the LineLinks)



## 1.42 RIP Commodore: From Byte

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% R.I.P. COMMODORE 1954 - 1994                               By: Tom R. Halfhill   %%
%%                                                            BYTE Magazine    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

[Emulation Ed's note: Amiga Report feels that the use of this article is not only a legal Fair Use of copyrighted material, but that is important for Amiga and Commodore users to read. Taken from BYTE Magazine, August 1994.]

"Obituaries customarily focus on the deceased's accomplishments, not the unpleasant details of the demise. That's especially true when the demise hints strongly of self-neglect tantamount to suicide, and nobody can find a note that offers some final explanation.

There will be no such note from Commodore, and it would take a book to explain why this once-great computer company lies cold on its deathbed. But Commodore deserves a eulogy, because its role as an industry pioneer has been largely forgotten or ignored by revisionist historians who claim that everything started with Apple or IBM. Commodore's passing also recalls an era when conformity to standards wasn't the yardstick by which all innovation was measured.

In the 1970s and early 1980s, when Commodore peaked as a billion-dollar company, the young computer industry wasn't dominated by standards that dictated design parameters. Engineers had much more latitude to explore new directions. Users tended to be hobbyists who prized the latest technology over backward compatibility. As a result, the market tolerated a wild proliferation of computers based on many different processors, architectures, and operating systems.

Commodore was at the forefront of this revolution. In 1977, the first three consumer-ready personal computers appeared: the Apple II, the Tandy TRS-80, and the Commodore PET (Personal Electronic Transactor). Chuck Peddle, who designed the PET, isn't as famous as Steve Wozniak and Steve Jobs, the founders of Apple. But his distinctive computer with a built-in monitor, tape drive, and trapezoidal case was a bargain at \$795. It established Commodore as a major player.

The soul of Commodore was Jack Tramiel, an Auschwitz survivor who founded the company as a typewriter-repair service in 1954. Tramiel was an aggressive businessman who did not shy away from price wars with unwary competitors. His slogan was "computers for the masses, not the classes."

In what may be Commodore's most lasting legacy, Tramiel drove his engineers to make computers that anyone could afford. This was years before PC clones arrived. More than anyone else, Tramiel is responsible for our expectation that computer technology should keep getting cheaper and better. While shortsighted critics kept asking what these machines were good for, Commodore introduced millions of people to personal computing. Today, I keep running into those earliest adopters at leading technology companies.

Commodore's VIC-20, introduced in 1981, was the first color computer that cost under \$300. VIC-20 production hit 9000 units per day - a run rate that's enviable now, and was phenomenal back then. Next came the Commodore 64 (1982), almost certainly the best-selling computer model of all time. Ex-Commodorian Andy Finkel estimates that sales totaled between 17 and 22 million units. That's more than all Mac's put together, and it dwarfs IBM's top-selling systems. the PC and the AT.

Commodore made significant technological contributions as well. The 64

was the first computer with a synthesizer chip (the Sound Interface Device, designed by Bob Yannes). The SX-64 (1983) was the first color portable, and the Plus/4 (1984) had integrated software in ROM.

But Commodore's high point was the Amiga 1000 (1985). The Amiga was so far ahead of its time that almost nobody - including Commodore's marketing department - could fully articulate what it was all about. Today, it is obvious the Amiga was the first multimedia computer, but in those days it was derided as a game machine because few people grasped the importance of advanced graphics, sound, and video. Nine years later, vendors are still struggling to make systems that work like 1985 Amigas.

At a time when PC users thought 16-color EGA was hot stuff, the Amiga could display 4096 colors and had custom chips to accelerate video. It had built-in video outputs for TVs and VCRs, still a pricey option on most of today's systems. It had four-voice, sampled stereo sound and was the first computer with built-in speech synthesis and text-to-speech conversion. And it's still the only system that can display multiple screens at different resolutions on a single monitor.

Even more amazing was the Amiga's operating system, which was designed by Carl Sassenrath. From the outset, it had preemptive multitasking, messaging, scripting, a GUI, and multitasking command-line consoles. Today's Windows and Mac users are still waiting for some of those features. On top of that, it ran on a \$1200 machine with only 256 KB of RAM.

We may never see another breakthrough computer like the Amiga. I value my software investment as much as anyone, but I realize it comes at a price. Technology that breaks clean with the past is increasingly rare, and rogue companies like Commodore that thrived in the frontier days just don't seem to fit anymore."

## 1.43 Columns and Features

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

Amiga News  
News and Announcements

Reader Mail  
The lines buzz hotly...

compt.sys.amiga  
A chat with Duncan Fraser

Video Creator  
A review of the CD32 disc...

Confusion...  
Confusion in the MOD scene

Innocent Until Caught  
A review of the adventure...

Sunrise/Studio 16  
Another review: sound and music!

Infochannel/Channel 4k

---

An overview and review

Second Samurai  
Review! Second Samurai!

AR Contest  
Can't win if you don't play.

Project Fantasy?  
One observer's opinion...

AR Coverdisk info!  
All right! New Coverdisk info!

Around the Coyote  
Information on an innovative show

RIP Commodore  
Byte Magazine's view on the end

The Humor Department  
Because we could all use a laugh

Final words...  
Just a note from Compton

## 1.44 About Amiga Report

For Starters  
Where to get AMIGA REPORT

AR Staff  
The Editors

In Closing  
Copyright Information

## 1.45 The Editors

Feel free to contact any of the editors!

Robert Niles  
The Editor-in-chief

Jason Compton  
The Emulation Editor

Jesper Juul  
The European Editor

---



David Tiberio  
Contributing Editor

## 1.46 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

## 1.47 Files Available for FTP

~~~~~ ↩

The Shepherd
A "god" game in Shareware

Dozer Demo
A new, original puzzle game

TestPatterns
An OpalPaint nicety

Aminet CD 3
Info on the new CD...

VideoMaxe
V4.4, a major update to the database

StarWoids
1.0, a new Shareware game

Fishing Rep.
Fred Fish updates Amigans

TimeGuardian
1.0, "more than a cron program".

Origins 2.0
A new version of the geneology prog

InfraRexx
An external Arexx control system

FlexCat 1.3
A quick way to work with locale...

Drivetest
A floppy drive diagnostic tool

avmNfax 1.33
Voice mail/answering program

1.48 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

1.49 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.

1.50 PIONEERS BBS

```

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

```

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

1.51 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

```

1.52 Amiga Junction 9

```

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

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

```

1.53 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

```

1.54 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

1.55 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.

1.56 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
```

1.57 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
```

1.58 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.

1.59 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@tecnnet1.jcte.jcs.mil
 FidoNet: 1:3604/60.0
 601-374-2697 Hayes Optina 28.8 V.FC
 Biloxi, Mississippi

1.60 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

1.61 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

1.62 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!!

1.63 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.

1.64 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

1.65 Phantom's Lair

* PHANTOM'S LAIR *
Official Amiga Report Distribution Site
* Running CNET 3.0 *
FidoNet: 1:115/469.0
Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0

708-469-9510
708-469-9520
CD ROMS, Over 15511 Files Online @ 2586 meg
Peter Gawron, Sysop
Glendale Heights, Illinois

1.66 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.

1.67 Freeland Mainframe

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

1.68 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!

1.69 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
```

1.70 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
```

1.71 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"

1.75 Continental Drift

```

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==*

      C O N T I N E N T A L   D R I F T   B B S
              (+61) 2 949 4256
      Murray Chaffer * Andre Lackmann * Dale Cohen

              Amiga * IBM * Macintosh

: : :
:\ : : :800Mb+ Online - USENET News - Internet Mail
:\ : : Local Mail - FIDOnet Mail - Shareware Regos
:\ : : Online Games - Aminet, FISH, Euro CD-ROMs
:\ : :
:\ : : Amiga Report * CD-32 View * Frontier Consoles
:\ : : * Computer underground Digest *

              **Online shareware registrations**
              Files daily from Aminet * ADS/SAN

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==*

```

1.76 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.

1.77 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

```

1.78 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

```

1.79 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

1.80 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.ping.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.ping.de
 AR-Infoservice : kai@doom.ping.de

1.81 RedEye BBS

REDEYE BBS
 * Running EXCELSIOR/UUCP/AFAX *
 "Official Amiga Report Distribution Site Germany/Europe"
 Sysop: Thorsten Meyer
 Internet: sysop@redeye.greenie.muc.de
 Line 1: +49-89-5460535 (V.32b, Zyxel EG +)
 Line 2: +49-89-5460071 (USR Courier V32b terbo)
 24hrs - 7 days
 Munich, Germany

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

1.82 Virtual Palace BBS

* Virtual Palace BBS *

* Official Amiga Report Distribution Site *
 * Official Amiga Report Disk Distribution Site *

916-343-7420

300-14400 Baud V.42bis
AmiExpress 2.40 700 Mbytes

P.O. Box 5518
Chico, California 95927

Tibor G. Balogh (Tibor), Sysop
Sysop Email: tibor@ecst.csuchico.edu

Leland Whitlock (Leland), Co-Sysop

1.83 Where to find Amiga Report

%%%

%% Where to find Amiga Report %%
%%%

Click on the button of the BBS nearest you for information on that system.

FidoNet Systems

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

- OMAHA AMIGANET
.....Omaha, Nebraska
- NOVA
.....Cleveland, Tennessee
- PIONEER'S BBS
.....Edmonds, Washington
- BIOSMATICA
.....Portugal
- AMIGA JUNCTION 9
.....United Kingdom
- BITSTREAM BBS
.....Nelson, New Zealand
- REALM OF TWILIGHT
.....Ontario, Canada
- METNET TRIANGLE
.....Kingston Upon Hull, England
- AMIGA-NIGHT-SYSTEM
.....Helsinki, Finland
- RAMSES THE AMIGA FLYING

.....France

GATEWAY BBS
.....Biloxi, Mississippi

EMERALD KEEP BBS
.....Illinois

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

THE STYGIAN ABYSS
.....Chicago, Illinois

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

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

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

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

MOONLIGHT SONATA DLG
.....Finland

CONTINENTAL DRIFT
.....Sydney, Australia

Amiga Online Bs H'stede
.....The Netherlands

Non-FidoNet Systems

IN THE MEANTIME
.....Yakima, Washington

FREELAND MAINFRAME
.....Olympia, Washington

LAHO
.....Seinajoki, Finland

FALLING
.....Norway

COMMAND LINE
.....Toronto, Canada

LEGUANS BYTE CHANNEL
.....Germany

STINGRAY DATABASE

.....Muelheim/Ruhr, Germany

T.B.P. VIDEO SLATE

.....Rockaway, New Jersey

AMIGA CENTRAL

.....Nashville, Tennessee

GURU MEDITATION

.....Spain

LINKSystem LINK-CH1

.....Basel, Switzerland

DOOM OF DARKNESS

.....Bremen, Germany

REDEYE BBS

.....Munich, Germany

Virtual Palace BBS

.....Chico, Ca