ar230

COLLABORATORS

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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar230

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               International Online Magazine

          "THE Online Source for Amiga Information!"

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                              //
==================================//==================================
== October 23, 1994              \//               Issue No. 2.30 ==
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1.2   Amiga Report Main Menu

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==                                   Main Menu                                ==
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=======//====| Amiga Report International Online Magazine   |=====//=====
==   \//      | Issue No. 2.30          October 24, 1994   |   \//    ==
=============| "THE Online Source for Amiga Information!"   |=============
             |_____|
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    c.s.a.editor.desk   Amiga News   Dealer Directory
    Distribution BBS's   Product Announcements   Reader Mail
    Emulation Rambler   AR Contest!   AR Reader Survey
                            AR Wants You!

                        SPECIAL FEATURES

                          REVIEWS

1.3 Editor

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1.8 compt.sys.editor.desk

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         =============================================================================

==   compt.sys.editor.desk                          By:
                Jason Compton
                    ==
================================================================================
```

First off: Big changes for Amiga Report! The demonic listserv from Hell
is no more, replaced by a manual Terminus script. This means that if you
have any list requests, they've got to be mailed to me and processed.
It'll take a bit longer this way, but hopefully only one copy of each
issue will be mailed.

Second: as you may have noticed by now, Amiga Report got a facelift. Tell
us what you think. Blame
                Katie Nelson
                , the changes were
her idea. :) (I personally like it.)

Another week, another conference...

The third in a series of Amiga Report online conferences was held this past
Wednesday on Delphi, with Alex Amor from CEI returning to answer questions.

Now, to once again answer an accusation.

Commodore UK's management has, REPEATEDLY, been invited to conferences.
They have been given my home number with a 24-hour invitation to call.
Sharon McGuffie, a specialist at C= UK, has bothered Pleasance and
Proudfoot on my account more than once with my invitation to online
conferences. So far, they have not given her an answer to the invitations.
Either yes or no. The minute they say yes, I'll scramble to get them

airtime. I'm sure Portal, BIX, and Delphi will be ready to go as well.
I'll say it again: I'm not trying to keep news from people. On the
contrary, I'm trying to get as much as possible. When I find something out
(the Chinese financial backing of the MBO), people accuse me of favoring
CEI...presumably they think I'm making it up. I'm not. I got it verified
through as many sources as possible: it's not possible at present to verify
it with Commodore UK because of reasons I just explained.

A number of people have asked for conferences on IRC. I personally think
the instability of IRC combined with the relative difficulty in moderating
a conference would make it impractical, but I will try to get both parties
to consider dropping by sometime.

To condense information that can be found fragmented in the conference,
here's the bidding update: The bidding is now in a public phase.
Essentially, all interested parties will get together in a building in
early to mid November, sit in separate rooms, and bid until it hurts. It
seems there is NOT a "final bid" for any specific party, either CEI or C=
UK, despite reports to the contrary. The final bid would seem to be the
bidder who isn't challenged by the other parties.

A contract HAS been written based on Commodore UK's bid. This was done at
the request of the highest bidder, CEI. They took this tactic at the
advice of their lawyers in order to protect the value of their own bid.
The strategy is known as "Stalking Horse" bidding, and is designed to put
other parties at a disadvantage: Nobody knows how high the stalking horse
was willing to go in the private phase, so it makes it that much more
difficult to figure out how high they will go publicly.

Anybody, including myself, can now bid against the contract bid. However,
I haven't sold enough floor scrubbers to make my bid viable.

That being said...enjoy the magazine.

1.9 Reader Mail

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================================================================================
==                             Reader Mail                                 ==
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From: Johan Van Houtven (vanhoutv@nbre.nfe.be)

Here are my coments about some of the things that were said on the recent
CEI Conference on Portal.

1) Alex Armor said nothing really important that I (we ?) didn't already
know. Not that I blame him for this. Maybe there was nothing more to
tell. And it wouldn't be very wise for him to tell us things that his
competitors would also like to know, would it? :)

"CEI-Alex: [...] a German concern [...] "

Why didn't Alex name the "German concern"? ESCOM. Does Alex know what he

is up against?

Here are some loose thoughts about ESCOM:

Does Alex know that Scala might be 'behind' (can't find the right word,
sorry) ESCOM's bid?

Some ex-C= managers are now working for ESCOM. In Holland you have 'Mr.
Van Thienen' (sp?), in Belgium you have 'Mr. De Waegeneire' (sp?).

You can see Scala's InfoChannel running in several Escom shops in Holland.

I have heard that ESCOM is determined to outbid every bid from David
Pleasance.

Scala needs the Amiga, at least for a while, to sell InfoChannel systems.
Scala has most of the ex-C= engineers. Do I need to remind anybody of
that?

2) It were the remarks of some Ex-Commodore engineers that made the
conference most interesting, IMHO.

Dave Haynie:

   I just had a question or two to call on the AAA vs. RISC issue. One
might wonder if the current engineers' recommendations against AAA is based
on the fact that no one involved with AAA is actually left at C=, rather
than its suitability versus a RISC project that is [a] not Amiga compatible
in the least, and [b] not yet in silicon. The RISC project certainly makes
a better CD32. I don't necessarily believe it makes a better A4000, at
least not yet.

My thoughts:

DaveH works for Scala. Scala needs Amiga's. Scala would like to have AAA
systems (today). :) Scala fears that if DavidP or CEI have it their way,
there will never be an AAA system.

Isn't it all rather obvious? Even the (ex) engineers know there is a
market? :) Scala knows. And ESCOM has has a distribution channel, they
have their own dealer network (PC-oriented I might add). They have
marketing muscle.

   - Mr. Houtven also expressed the idea that Scala was in support of
   Escom. Dave Haynie and Scala in the US have both publicly (according
   to Dave) expressed their support for CEI in this matter.
   I haven't been in contact with Escom to hear what they have to say, but
   I recently obtained contact info and will be trying...

1.10 Press Releases

==
== Press Releases   ==
==

```
COMPANY NAME:    Black Tie Software

FULL ADDRESS:    4474 Valley Quail Blvd North
                 Westerville, OH. 43081

PHONE/EMAIL:     (614)891-3721 M-F 6-10PM EST, Sat&Sun 12-10PM
                 ronn@btsoft.cmhnet.org (Internet)

PRODUCT/PRICE:   Michaels Math Quiz $30

DESCRIPTION:
Michaels Math Quiz (MMQ) is a game that sharpens the math skills
of children 6 years and older.  MMQ holds the child's interest
with high quality graphics, animations and digitized sounds.

MMQ is unique because it allows the child to pick a variety of
games regardless of the type of math problems they are
practicing.  MMQ allows the child to practice addition,
subtraction, multiplication, and division.  There are two levels
of difficulty for each of the practice types.

MMQ includes four games.  The games are Racing, Picture Puzzle,
Space Shuttle, and Noah's Ark.

SYSTEM REQUIREMENTS:
OS1.3 or Later (2.1 Compatible), 1.8Meg free memory, 2 Floppy Drives
or Hard Disk Recommended.

AREXX COMPATIBLE:                Yes


------------------------------------------------------------------------


COMPANY NAME:    Black Tie Software

FULL ADDRESS:    4474 Valley Quail Blvd North
                 Westerville, OH. 43081

PHONE/EMAIL:     (614)891-3721 M-F 6-10PM EST, Sat&Sun 12-10PM
                 ronn@btsoft.cmhnet.org (Internet)

PRODUCT/PRICE:   ProWrite Tools $25

DESCRIPTION:
ProWrite Tools is a collection of ARexx programs that extend the
functionality of ProWrite V3.3.  These tools include a table of
contents generator, an index generator and utilities to mark and
review table of contents and index entries.

The table of contents and index generators feature completely
automatic operation including status windows with progress bars
to indicate current operation and relative work remaining.

These utilities are highly sophisticated ARexx applications that
are heavily optimized and fully commented.  They are an excellent
example of the power of ARexx to adapt a program to entirely new
uses.
```

SYSTEM REQUIREMENTS:
OS1.3 or Later(2.1 Compatible), ARexx, 2 Floppy Drives
or Hard Disk Recommended.

AREXX COMPATIBLE: Yes

PRODUCT: Structured Clipart

DESCRIPTION:
The Black Tie Software Clipart Collection consists of over 240 highly
detailed structured images in Adobe Illustrator format.

The images have the following features.
*   Created by Award winning Artist.
*   Full color images.
*   Optimized for color and grey-scale printing on laser and dot-matrix
         printers.
*   Most images are done a simulated 3D perspective.

The adobe illustrator format is one of the most portable structured graphics
formats, allowing this collection to be used on a variety of different
computer platforms including the Amiga, Mackintosh and IBM PC compatible.

This collection can be used direcly on the Amiga using the following packages
(Art Expression, ProVector, PageStream, FinalWriter) without the need to
purchase an expensive postscript printer. Additional Amiga DTP packages can
also use the collection but will require a postscript printer or interpreter.

SYSTEM REQUIREMENTS:
See requirements for desktop publishing package used.

AREXX COMPATIBLE:
N/A

AVAILABILITY:
Estimated 4th Quarter 1994

Many thanks to Daniel Barrett and his pet mastodon, Two-Ton Tusky, for
their help in reviewing this text. ---

                              IPISA'94

 Incontro dei Programmatori Italiani per lo Sviluppo Amiga Fourth Edition

                      Saturday, November 19 1994

                           Milano, Italy

The Italian Amiga community will meet on November 19th, 1994, at the fourth
annual IPISA conference. IPISA stands for Incontro dei Programmatori
Italiani per lo Sviluppo su Amiga (Italian Programmers' Meeting for Amiga
Development).

IPISA is an open meeting (advance registration is required for a small fee) focussing on non-commercial products, projects and ideas, and on the distribution of high-quality information and advanced software tools.

It is also a chance for (usually isolated) novice users to talk each other and to consult qualified and experienced Amiga users. IPISA is (and has been) a valuable occasion for small Italian enterprises working with the Amiga to do some head-hunting and to arrange professional talks with usually unreachable people, such as magazines chief editors and journalists, freelance programmers, etc.

In the past, IPISA was an opportunity for Commodore Italia to introduce new products (the MPEG card at IPISA'93 was a hit) and to answer questions on its policies. Commodore Italia has always supported the IPISA conference by helping in the organization phase, by giving computers and sample products, and by participating in the conference through its representatives.

About past IPISA conferences

As we said, this is the fourth conference; the first and second ones were held in Modena and were organized by three former Amiga developers. Even without press coverage, the conferences attracted 90 participants.

For the 1993 conference, the organization was taken over by a large group of developers and users living in Milan. With the help of Amiga-specific magazines, FidoNet Amiga chat groups, Commodore developer support (Mr. Ettore Caurla) and fellow Amiga users who helped to "spread the word", the last conference was attended by over 150 people from all over Italy (even from Sicily, which is one full day of travel away).

During the conference, relators talked about their works (mainly software programs, hardware projects, etc.), and Mr. Caurla described the terms and conditions for becoming a registered Amiga developer. He also answered many questions from users and the developer community.

In the end, an impressive demo of CD32's MPEG card and CD32 games was shown. IPISA'93 was covered in depth by several Amiga-specific magazines, and reviewed by Italy's most influential computer magazine: MC Microcomputer. All reviews were entusiastic and labeled the organization "ottimo" (very good).

About this year's conference

The team organizing the IPISA'94 is composed of fifteen people: Roberto Attias, Vittorio Calzolari, Marco Caimi, Federica Colla, Alessandro Ferrarin, Giovanni Gentile, Fabrizio Lodi, Marco Menegon, Sergio Ruocco (chair), Carlo Santagostino, Paolo Silvera, Reinhard Spisser, Carlo Todeschini, Sebastiano Vigna and Marco Zandonadi.

All of them are long time Amiga users. Some are (or have been) freelance authors for Amiga-specific magazines for years. Many of them are working (or have worked) as programmers, artists or qualified technicians for Italian companies setting up a number of commercial Amiga-based multimedia

projects.

This year, IPISA'94 will be held Saturday November 19, 1994, in the
Conference Hall of the Centro Universitario ISU (via Valvassori Peroni 21
Milano); the hall is in the Northwest zone of the city, also known as
Citta' Studi, where the Politecnico di Milano and many scientific
departments of Universita' Statale di Milano are located.

The tentative schedule is:

```
  9:00 AM - 10:00 AM              Registration
 10:00 AM - 10:30 AM              Presentation and foreword
 10:30 AM - 12:30 PM              Conference talks (part 1)
 12:30 PM - 02:00 PM              Meal / Lunch break (see note)

 02:00 PM - 02:30 PM              Amiga, CD 32 and MPEG Video DEMO
 02:30 PM - 05:00 PM              Conference talks (part 2)

 05:00 PM - 06:00 PM              Open Mike - Free questions and answers
 06:00 PM - 06:30 PM              Closing talk
```

 Note: if there are enough reservations to cover costs, a complete lunch
(not a simple coffe-break) will be served in the refectory (in same
building of the Conference) by a catering company from 12:30 PM and 1:30
PM.

Here is a tentative list of the talks. Unless otherwise specified all
talks and related papers are in Italian.

Wouter van Oortmerssen
Amiga E v3 (English)

Mirko Lalli
Amiga Expert Team and Uniware

Paolo Canali
Advanced issues about Amiga hardware

Giuseppe Ligorio
16 channel sound and blitter math operations

Angelo Iacubino
Mathematical generation of melodies (for MIDI instr.)

Gerardo Iula
AnimCommander: a fast anim player

Gianluca Marcoccia, Daniele Finocchiaro, Giuseppe Sacco, Luca Viola
KnapDisk, DMA Blanker, Numeric Integration library

Fausto Passariello
Multivariate statistic library

Sebastiano Vigna and Reinhard Spisser
Inspector: an advanced debugging tool (update)

The IPISA Proceedings will feature additional papers from

                              Giovanni Gentile
                       Waiting for the Power Macintosh ;-)

                              Daniel Barrett
                       The new Fish 'Styx' CD (English)

                               Andy Finkel
                      Amiga surviving in a PC World (English)

                              Urban Mueller
                       Aminet reached 10,000 files (English)

The conference hall can host over 500 people. It has a very large stage, a
video projector with a large screen, and a powerful stereo audio amplifier
complete with speakers to be connected to Amigas and CD32's.

The IPISA'94 committee has also planned a 100-person pizza party to be held
in an award winning pizzeria in Milan the same day at 9:30PM; reservations
will be collected from the public in the morning.

Participants will receive the Conference Proceedings, consisting of printed
documentation and about 10 floppy disks. Disks will contain both original
programs presented at the Conference and already available software tools
licensed by respective authors.

The fees are:

- meeting admission (meal included)................................US$ 35
- meeting admission (without meal).................................US$ 20
- Conference Proceedings for non-participants (sent by air mail)...US$ 20

To join the meeting, you need to book in advance before November, 10 1994
by sending e-mail to one of the addresses listed below.

    ruocco@dsi.unimi.it (Sergio Ruocco)
    attias@dsi.unimi.it (Roberto Attias)
    vigna@dsi.unimi.it (Sebastiano Vigna)
    zandonad@dsi.unimi.it (Marco Zandonadi)

Fees can be paid at the entrance.

For additional informations please contact:

Sergio Ruocco (Chair)
Via Di Vittorio 4
I-20019 Settimo Milanese

Phone: +39-2-3283896
INTERNET: ruocco@dsi.unimi.it

(home, between 7:00-10:00pm. I don't speak English very well, especially
on the phone.)

For a good English speaker, you can call:

Sebastiano Vigna
Via California 22
I-20144 Milano MI

Phone: +39-2-4814850 (home, 9:00 PM - 11:00 PM)
BIX: svigna@bix.com
INTERNET: vigna@dsi.unimi.it

For a native German and good English and Italian speaker, you can call:

Reinhard Spisser
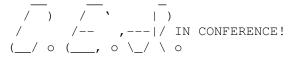Via Iglesias 21
I-20128 Milano MI

Phone: +39-2-27002796 (home, 9:00 PM - 11:00 PM)
Phone: +39-2-39322851 (office, 10:00 AM - 17:00 PM)

INTERNET: spisser@dsi.unimi.it

Sincerely yours,

                    IPISA'94 Chair
                    Sergio Ruocco

1.11   CEI Conference on Delphi

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                         __   __   _
                       /  )  /  `    | )
                      /      /--   ,---|/ IN CONFERENCE!
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.Mark> This conference transcript is Copyright 1994, Delphi Amiga Sig, all
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       permission. Write to "Burbs@Delphi.com" if you are a commercial
       magazine who wishes to publish any or all of this transcript. Do
       not perform any further editing on this transcript without first
       obtaining written permission. We welcome you to this formal
       Conference with our special guest of Creative Equipment,
       International. Also joining us tonight is Jason Compton, Editor in
       Chief, Amiga Report With special thanks also to him for his help in
       setting up tonights conferance. Since this is a formal session, we
       ask that participants wishing to ask a question, to type a "?" and
       wait to be called on before typing your question.

.jcompton> Ok. First off, Alex, you can take this opportunity to give any

sort of introductory info on yourself or CEI. Secondly, I think
everyone (and I mean EVERYONE) would appreciate some sort of
brief overview of the bidding process to come.

AMIGA_ALEX> As all of you probably know CEI is on of the parties that is
interested in acquiring the Commodore technology and produce
Amigas. Currently, there appears to be two interested parties
(notice the word appears), I believe one is a Chinese venture
that is backing the UK management team and the second is
ourselves. Within the next four weeks the trustee will
negotiate contracts with the interested parties and actual
bidding will progress.

We expect a resolution sometime in late November. There is
always the possibility of another party coming to the table
before this is all done.

.jcompton> :) Is it your interpretation, then, that Escom has lost
interest in the bidding? Also: I realize it's not up to you,
but do you know why there's going to be a month lag before the
bidding begins?

AMIGA_ALEX> At this point in time I would not rule ESCOM out. Remember
there is a lot of activity behind the scenes. As far as the
time frame is concerned there are a number of legal issues
which must be resolved. Including law suits, appeals, etc.

BRIANKOK> Alex, thanks for doing this. I actually have several questions:
(most importantly, first)

You said you are interested in purchasing the amiga technology
and producing them. Does this mean you are not actually buying
out Commodore, just buying the technology?

AMIGA_ALEX> Yes, who ever ends up with the Amiga technology is simply
purchasing the assets. Not ending up with the old Commodore.

BRIANKOK> Ah, i see. i thought this was a "race" to be appointed to the
pres., co pres., etc.

AMIGA_ALEX> Our plan is to form a lean marketing/engineering firm that
designs, market, and sells Amigas.

INZANE> I was wondering if you could explain your future plans for the
Amiga if you win the bid.

AMIGA_ALEX> As you can see I am not a touch typist, but I'll try to give
you a synopsis:

1. Re introduce the current Amigas. At lower prices if
   possible.
2. Move the technology forward by having engineers work on new
   OS and new RISC chips.
3. Concentrate on markets which we can dominate; multimedia,
   home entertainment desktop video, etc.
4. Market...Market....Market.... let people know why the Amiga

                    is such a good choice.

                    I always believed the Amiga would get wider acceptance If more
                    people just saw the machine. That's the basic nuts and bolts.

FERRIERM> Thanks. Three short questions. First, there have been several
                    bidding 'deadlines' over the last five month. And yet new
                    parties are still accepted? What gives?

                    Also, How does the Christmas season look for CD32? Is this season
                    not very important to the new owners? And, what are your plans
                    for the much larger British and European markets?

AMIGA_ALEX> First, there really haven't been an official deadline. When it
                    comes to C= rumors seem to gain momentum and there is not
                    stopping them. I remember that all the BBSs had the
                    information that Samsung had bought C= and an announcement was
                    imminent. It does not look possible that we will be able to
                    make the Christmas Season with any Amiga products. Our
                    business plans fully take this into account based on our
                    projections expect to see machines in late Feb 95.

                    As the European market we are in constant contact with all the
                    major European retailers and distributors. They have agreed to
                    assist whoever is successful with this venture. I fully
                    understand the importance of Europe and have been working
                    to overcome our distance barrier. CEI will open offices in UK
                    and Germany.

.jcompton> This is being passed along from a developer: Will you
                    re-evaluate the way developer support is handled? As he put it:
                    "$100/year isn't bad, but all you basically got was BIX, and
                    lately that hasn't been much."

AMIGA_ALEX> Oh no not Jason Again :)

                    Developer support is crucial to our success. We plan multiple
                    developers conference around the world as well as joint
                    marketing strategies. Bundling software, third party coupons,
                    real support!

ADAMGOOD> Do do you think that the amiga developers that are still around
                    can hold out untill feb 95

AMIGA_ALEX> Yes, once they understand the direction of the new company, the
                    market is strong and there is demand. Newtek, Scala, GVP
                    should all be there and profit.

ADAMGOOD> What about cross platform support? windows? mac?

AMIGA_ALEX> If you know anything about CEI its that we believe in support
                    for cross platfom support. We introduced the 4000MC which
                    included the Emplant (no association to McDonalds). As future
                    processors come into play the ability to integrate cross
                    platform support will become easier.

RUSTYW> In past statements from the UK group, they are (where) hoping to

              get something going in time for Xmas, Since this will not happen do
              you think this will the blow to out of the bidding? (I hope)

AMIGA_ALEX> No, I dont believe that. The Amiga market makes good business
              sense, if you understand the market.

BRIANKOK> One of my questions was answered. (Developer support.) An
              offshoot question: Will efforts to get developers to develop
              again be aggressive? (e.g., MicroSoft and MSWord).

              Another: Will the immediate development focus upon the hardware
              or the OS?

AMIGA_ALEX> Commodore had a very closed mind... In order to garner support
              from outside the Amiga community these companies have to
              realize the potential. With the very competitive software
              market many software developers are looking for new
              opportunities. If we manage to build relationships with these
              companies the likelyhood of support will increase. If there is
              important software the new entity will of course do whatever
              possible to get them ported including $$$$$$$$.

INZANE> Getting back to the future of the OS. I know that RTG,Networking,
              and memory protection are important features, but I think we also
              have to address the look and feel of the OS. I've seen pitures of
              WINDOWS '95 and some of it looks very nice. Any plans on this
              subject?

AMIGA_ALEX> Our OS has very strong features. We plan on upgrading and
              improving system as well as porting to other processors. As
              the looks are concern we have been analysing the look and feel
              of other systems including Windows 95, SGI, etc. If we can
              improve the look of the system while mentaining the memory
              advantage as well the multitasking advantage we have the
              potential for a real winner.

ADAMGOOD> I don't know anything about cei, what is the 4000mc?

AMIGA_ALEX> CEI = Creative Equipment International. Most end users have not
              heard of us. Our goal was supplying the dealers and
              establishing a dealer network for Commodore. We signed up over
              four hundred dealers in the last year alone.

              The 4000MC was a stock Amiga 4000 with the Emplant, extra ram,
              large hard drive, System 7 and MacRoms fully integrated and
              ready to run both AmigaDos and System 7 out of the box.

              By the way we started as a Commodore PET dealer in 1977 and
              only sold Commodore products for the past 17 years.

RUSTYW> When the Trustee(s) look at the bids, are they just looking for the
              highest $$$ amount or the plan that will yield the highest $$$ in
              the long run?

AMIGA_ALEX> The job of the trustee is to get the most money for the
              creditors, NOW!

RUSTYW> If CEI wins the rights to Amiga, and is successful in marketing,
        do you think other developers that have stopped or never developed
        for Amiga, will be attracted to develop for Amiga?

AMIGA_ALEX> RustyW, if we do our jobs correctly with a little support from
            the Amiga community I think we can get developers back and
            acquire new developers. These guys are looking for the
            opportunity to make a buck and the Amiga and its users provide
            that opportunity.

.Wizardess> In case someone has not asked already – what was the winning
            bid and are the other bids known?

AMIGA_ALEX> There is no winning bid at this time. The actual bid process
            (auction) will come later in early to mid Nov.

INZANE> IS there a way people could send in our sugestions for feature we
        would like to see in the future OS. I know someone on DELPHI was
        keeping a list?

AMIGA_ALEX> ABSOLUTELY, our plans include a user advisory panel in the US
            and Europe. This panel reports directly to the board.

ADAMGOOD> You mentioned RISC earlier? Any plans to use PowerPC? Licence
          the Mac os?

AMIGA_ALEX> It's obvious that we need to move to RISC technology sooner
            than later. The two RISC that have attracted the most
            attention is the PA RISC and the PowerPC, but this decision
            will be made by engineers, software designers, and you the
            customers. Since we believe in full cross platform
            compatibility the option of licensing the Mac System is not
            unrealistic. Cost would be the determining factor.

.jcompton> (Yes, AGAIN, Alex. :)) Can you please explain the "contract bid"
           situation to us? As you know, the report that Commodore UK has
           the contract bid has been blown across the net and is being
           interpreted incorrectly.

AMIGA_ALEX> Without going into great detail. The trustee has the ability to
            negotiate on contracts with multiple parties simultanously.

            Additionally, any bidder can bid on another parties contract.
            For this reason signing a contract at this stage of the games
            makes for good PR but little else. We had the option of
            agreeing on a contract but turn it down for tactical reasons
            I'd rather not discuss here. The bottom line is bidding for
            Commodore has not commenced yet.

BRIANKOK> Alex, what are you looking at for price/performace ratios for new
          machines? (Can you give us specific CPUs/prices?)

AMIGA_ALEX> NO, way too early. But, I can tell you that we understand the
            market pressure when you can go out an purchase a Pentium
            machine for under 2k.

                    Our goals are to bring the price in line and make Amiga
                    attractive once again.

FERRIERM> Is there still a chance that the bidding process will move to the
          US? If so, what would the consequences be? Also, would a
          Windows compatible machine be possible in the next year?

          How about an OS/board combination for Intel or PPC based systems?

AMIGA_ALEX> Anything is possible, but at this late stage it seems
            improbable that the court proceeding be moved. An Windows
            compatible machine would certaintly open up a new market but
            bringing in within the next year might be technologically
            impossible.

            The Amiga OS and chips make it very attractive as an add on
            board for PCs. As we work closer with the engineers we will be
            able to make better determinations.

TREYE> As a developer, I am wondering where the Amiga will fit
       into the ODBC, SQL Server, OrACLE, ETC. world?

AMIGA_ALEX> Let's face it, the Amiga is strong in digital desktop video,
            interactive applications, home entertainment, etc. This does
            not preclude the need for strong mainstream applications
            (Databases, Spreadsheets, etc.) But, we need to capitilize on
            the strenght of the technology.

            Since we operate CEI on 30 network Amigas, there is no one in
            the world who would like to see strong business software
            (read Relational Database with file locking....).

JVANHOUTEN> Are you plannning on having packages with monitor
            harddrive/cdrom??

AMIGA_ALEX> YES! We have a multimedia machine, don't you think everyone
            should have a CD ROM :)

.Wizardess> Once the dust settles have you any idea how long it will be
            before the "kiosk" makers can get the CD-32s I hear them so
            plaintively asking for? And how quickly can you ramp up general
            production?

AMIGA_ALEX> Once a contract is in place and the legal matters are out of
            the way expect 60 to 90 days before the entire product line is
            once again available.

XIS> When do you believe I will be able to get a 4000 tower system?

AMIGA_ALEX> Same time frame (late Feb).

.jcompton> Alex: What, theoretically, happens to the few remaining
           Commodore branches if you are successful? Do you ask them to
           join the gang, or just let them rot and liquidate? GA

AMIGA_ALEX> Jason, our bid emcompasses the branches of Commodore which are
            do not have great liability. This will be brought into the

                    fold of the new company.

AMIGA_ALEX> Additionally, we have contacted individuals of the former C=
            who were valuable employees but were limited by their
            management. We now get to chose the cream of the crop and
            possibly even purchase a new floor scrubber:) he he

.jcompton> Thank you, Alex. You beat me to the gratuitous floor scrubber
           comment of the night. Don't worry, I'll get one in.

TREYE> 2 more quick questions:

        1) The Amiga is a perfect machine for professional Laser Shows.
           Do you see this as a target for the machine?

        2) What happend to those people whe have own(ed)
           stock in Amiga???

AMIGA_ALEX> First, the AMiga controls a large portion of the laser
            industry. I see this a another niche market which makes sense.
            We personally installed a laser system in the Miami area.

            The individuals who purchased Commodore stock are simply out of
            luck. Add me to that list.

RUSTYW> Do you for see offering trade up deals for A500 and A2000 owners?
        and is there plans to add Amiga tech to that floor scrubber? :)

AMIGA_ALEX> ABSOLUTELY! The one thing C= did well were the trade up
            programs. We plan on being more agressive with our customer
            base. Jason will be in charge of floor scrubber tech support;)

BRIANKOK> Last ? from me: Why should the ppl who are deciding the fate of
          the Amiga choose you over CBM UK?

AMIGA_ALEX> $$$

BRIANKOK> heheh

XIS> Seems to me Amiga OS on a PC Card would elimanate Amiga computers...
     wouldn't it be better to get the dos users to buy an Amiga/emplant
     combination?

AMIGA_ALEX> NO not at all. I think its the old Trojan horse. Show what
            the Amiga can do and then try to go back.

.Mark> If I can jump i here... How about a PCMCIA card with the Amiga
       Chips on it.. It would solve your laptop problem!

AMIGA_ALEX> Good question. I'm afraid I dont have enough (read any)
            engineering background to answer that. As far as a laptop
            Amiga plans are in the works to co-engineer desktop and laptop
            models.

.Del> When are we going to see ads that play up the qualities of the Amiga
      line against the limitations of the MS-DOS platform? I've seen it
      put this way: 'It takes more than a CD and a cute pair of speakers to

        do good multimedia!'

AMIGA_ALEX> Our investors have allocated substantial funds for marketing.
            Our marketing budget in the first year exceeds C='s budget in
            the last 3 years.

AMIGA_ALEX> We understand and plan to be radical in our marketing programs.

RUSTYW> Does CBM UK really have that strong $$$ backing?

AMIGA_ALEX> That's a hard one to answer. Our sources say that a Red
            Chinese company that clones cartridge is backing them. As time
            progesses we should better understand all the parties involved
            and find out the truth.

.Jeff> Will the prices of the new Amigas be cheaper or at least competitive
       to the PC market? How about the Laptop model?

AMIGA_ALEX> JEFF, I think I answered those questions...yes cheaper Amigas..
            yes laptops.

XIS> on the laptop just make me a lcd screen for a 1200 & I'll advertise the
     Amiga free

AMIGA_ALEX> LCD screens for all Amigas are not out of the question.

JVANHOUTEN> Do you plan on having discounts for the disabled learning blind
            etc, any software developes for this ?????

AMIGA_ALEX> No not at this time. We do plan on implementing an aggresive
            educational campaign.

            Remember, software developers are interested in making $$. If
            there is a market then they will explore it. Most developers
            have no idea what the users want. It's important that you let
            them know what you need.

AMIGA_ALEX> I would like to wrap this up in the next ten minutes. I have
            an early flight in the AM.

DRACUS> How abt pushing the Amiga 1200 in Kmart, Walmart, and Sears stores
        like the C-64?

AMIGA_ALEX> We have already reached a tentative agreement to put the CD32
            into 17,000 retailers across the US.

.Wizardess> Could you drop us a few words on your specific marketing
            background? Which markets are you active in now and which have
            you had outstanding success with?

AMIGA_ALEX> CEI has been instrumental in obtaining wide acceptance of the
            Amiga into a diverse arena.

AMIGA_ALEX> They include the US Army, NOAA, Walt Disney World, foreign
            governments, Medical Reaseach, the information markets.
            Many of you know that CEI has been distributing the Amiga
            line in Latin America. We established 20 major distributors

while Commodore pulled out of those lucritive markets. Additionally, we are working with a PR and an advertising firm for some very creative adverts in this market.

ECURB> Just a few minutes ago I called the AmigaWorld line. It stated that the the decision has been delayed until Nov. 2. Why is this?

RUSTYW> Nothing would thrill me more than to see a full page ad for Amiga in Windos Mag!!

AMIGA_ALEX> How 'bout BYTE?

.Jeff> Forgive me if this ? has already been asked- Can we expect a PowerPC-based Amiga, or is 68060 more likely?

RUSTYW> just seeing an amiga ad would be great!!

AMIGA_ALEX> First, expect a 68060. This is logical and easier to implement. That will be followed by a RISC processor to be chosen soon.

.Mark> And Jason has the final question

AMIGA_ALEX> OH NO!

.jcompton> What's this we've heard about a fax from CEI asking dealers for projected demand on Amigas and floor scrubbers? Just building statistics?

AMIGA_ALEX> Since we are confident of the acquisition our manufacturing partner (to be announced upon acquisition) has begun to do the statistical analysis to be able to roll products of the assembly line as soon as possible. This was a statistical analysis and was not meant to encompass the entire dealer base.

Some dealers were upset that they were not included in this survey, but we were only looking for the raw data, not actual orders.

.Mark> Thank you all for stopping by and thanks to Alex for his time.. We wish you the best for you bid in keeping the Amiga Alive and Well!

BRIANKOK> Thanks Alex, good luck! If you win, please switch the CTRL and ALT keys! :)

.Wizardess> Alex, thanks a lot for coming by and answering these questions. Good luck! And please don't forget the internet address for jdow@bix.com. {^_-}

KEHLAND> Thanks

.Jeff> Thanks ... Take Care

INZANE> good luck

.Tom> Thanks for coming Alex. Drop by again soon.

RUSTYW> thanks is thare a email address for feedback from users?

.jcompton> Thanks, once again, for hanging around with a bunch of weirdos,
           Alex.

.Ardell> Good Luck Alex!

.Wizardess> Probably best to do it through Jason.

AMIGA_ALEX> Thank you all :)   Thanks for all the support!

1.12 Wake-Up With Flowers

```
===============================================================================
== Wake-Up With Flowers                                    By: Lamar Morgan ==
===============================================================================
```

Worldwide News Media Wake-up Call w/Flowers

Through Amiga World and Amiga Report I have encouraged Amigans throughout
the world to contact the news media and request a news investigation of
Commodore. Now I am asking that those concerned about the future of the
Amiga platform unite worldwide by engaging in a specific activity on a
specific day. The day? Wednesday, October 26th. The activity? Send a
floral arrangement to your favorite news media person.

Why flowers? Letters get lost, filed or more often than not, ignored.
Flowers, on the other hand, get lots of attention. Just imagine what it
would be like if a news person got flowers from all over the nation or the
world on a specific day for a specific reason. Well, I believe we would
see some action by the press on our behalf. I can personally testify to
the fact that although my letters and faxes to network newspeople resulted
in almost no feedback, the delivery of one floral arrangement resulted in a
phone call from a newswoman and a lengthy conversation about the Commodore
situation. Nevertheless, it takes more than just one person sending
flowers to one news official to get the news media in general to sit up and
take notice. That is why I suggest we all make arrangements to send
flowers on the same day - Wednesday, October 26th. In so doing, the news
media in general will realize this is a worldwide event - that the Amiga is
an international computer platform worthy of their attention.

When making arrangements to send flowers, be sure the florist includes your
name, home or work phone number, a request to investigate the Commodore
situation and an uplifting remark. For example:

                  To: Deborah Amos - ABC News
                  From: Lamar Morgan (800)123-4567
                  Please investigate the Commodore situation.
                  For more information, please call me.
                  Have a nice day.

Flower sending can be effective - whether it be to local or national media.
(Amigans outside the US need not wire flowers overseas to be effective.
Instead, send them to your favorite local or national news media person.)
Remember, this is a worldwide event.

For those living within the United States, the following are the names and
addresses of some important news media people – although most are not
household names:

Ms. Molly Williams   Mr. Tim Rice
Bloomberg Business News   New York Times
Bloomberg Business Park   229 West 43rd Street
Route 518   New York, NY 10036
Skillman, NJ 08558

Ms. Laura Waffenschmidt   Ms. Carla Wohl
Future Watch   The Crusaders
CNN   Buena Vista Television
One CNN Center   500 S. Buena Vista Street
Atlanta, GA 30348   Burbank, CA 91521

Ms. Phyllis McGrady   Mr. Neil Shapiro
Producer   Producer
ABC News   NBC News
157 Columbus Avenue   30 Rockefeller Center
New York, NY 10023   New York, NY 10112

Mr. Paul Carroll   Mr. Jim Carlton
Wall Street Journal   Wall Street Journal
200 Liberty Street   201 California Street
World Financial Center   Suite 1350
New York, NY 10281   San Francisco, CA 94111

Ms. Sandy Sugawara   Ms. Connie Chung
Washington Post   CBS News
1150 15th Street, NW   51 West 52nd Steet
Washington, DC 20071   New York, NY 10019

What should you do should you receive a call in response to the flowers you
sent? Answer: explain to your caller that the flowers were sent as part of
a worldwide campaign by Amiga computer users to pursuade the news media to
investigate the Commodore situation. Explain the situation as best you
can. Then, refer the newsperson on to other knowledgeable Amigans. Three
who I referred Deborah Amos of ABC News to were:

1) Mike Levin, Scala Inc. @(703)713-0900.
2) Dan Sullivan, Amiga World @(603)924-0100.
3) Jim Drew, Utilities Unlimited @(602)680-9004.

Of course, you do not have to use the people I just mentioned. You
probably have your own list of sources. Bottom line is to show the news
media a united worldwide Amiga community and their concern for the future
of the computer platform. Let's show the media so they will tell the world
that Amigans mean business and their computer platform really is amazing.

1.13   AmiNet Hits 10,000!

```
================================================================================
==                          AmiNet Hits 10,000!                             ==
================================================================================
```

Today, October 14th 1994, three years after its inception, Aminet has hit a
total number of 10,000 online files. Again, I would like to step on the
soapbox and talk what happended in the meantime, how Aminet looks today,
and what is still in the making. And of course I'd like to thank the
countless people who helped to make Aminet what it is today.


```
THE HISTORY
-----------
```

As I expected, there's not nearly as many stories to tell about the the
second 5000 files that found their way onto Aminet as there were about the
first 5000. Considering how violent the early days of Aminet were, this is
certainly a progress.

Yes, there were some notable events. There was a first go at integrating
the boing archive into Aminet (thanks once again to the many, many
volunteers who helped). Also, the manufacturer of the Aminet CD ROM's has
changed - for the better, I hope. We've also introduced some new services,
like gopher and WWW servers, new mirrors, and 50 BBSes carrying Aminet.
But far more important is that Aminet now has become established standard.

Aminet now grown to a point where almost everyone on the Internet has a
working Aminet mirror nearby, which removes the need to use international
Internet lines. There are 20 official Aminet mirrors now, plus another
dozen inofficial or partial ones. Aminet can also be accessed from about
60 BBSes around the world, as well as on CD-ROM and diskettes. Amiga
magazines have started quoting Aminet as the source of the freely
distributable software they review.

It looks like a dream has come true. Back when I started doing the 50
Megabyte archive that was to become Aminet, I had a look at how the
distribution of freely distributable software worked. It was quite messy.
There were many possible channels (different FTP sites, independent BBSes,
and lots of diskette PD series) where a software author could place his
releases, but none of them came even close to reaching everyone. And none
of those channels came anywhere close to carrying all the Amiga software
released.

Wouldn't it be much nicer if there existed a large pool where simply *all*
Amiga software is released and stored? It was a complete utopia when
Aminet was founded. It starts to become reality now. Much like the Fish
disks in the early days, Aminet has now become the place to check for new
software. We had the luck (lots of luck, considering how much could have
gone wrong) to see a good thing succeed so totally that I don't expect any
of my future ideas will ever come close.

Internet is a strange place to be. Aminet is being run by a team of 60
administrators who, for the most part, have never seen each other or even
talked to each other. Aminet is moderated by a Swiss who never got closer
than 1000 miles to the computer he does his work on. The uploads are
contributed by people who, for the most part, are never going to know who

they wrote them for.

We may not know each other. But the users of the Amiga are, more than the
users of any other computer in the world, and on the Internet more than
anywhere else, a community. And I am happy to have provided one bond that
keeps that community together.

THE PRESENT

Monthly downloads in thousands (at wuarchive). The recent decline shows a
shift to the mirrors, since wuarchive is full almost all of the time.
Newer data not available.

```
  1993                                       1994
  Jan Feb Mar Apr May Jun Jul Aug Sep Nov Dec  Jan Feb Mar Apr May
  --- --- --- --- --- --- --- --- --- --- ---  --- --- --- --- ---
   48  25  36  45  49  33 204 280 264 233 229  214 212 210 210 167
```

Monthly uploads (files):

```
  1993                                       1994
  Jan Feb Mar Apr May Jun Jul Aug Sep ...    Mar Apr May Jun Jul Aug Sep
  --- --- --- --- --- --- --- --- ---        --- --- --- --- --- --- ---
  235 396 609 389 431 287 333 419 502        642 709 814 660 588 568 648
```

Subdir size in megabytes: (total: 1713 M)
Growth factor since the 5000 files posting:

```
  biz comm demo dev docs disk game gfx misc mods mus pix text util
  --- ---- ---- --- ---- ---- ---- --- ---- ---- --- --- ---- ----
   53   81  154  93   21   10  128 262   77  265  33 136   59   98
  2.0  2.1  2.2 2.2    -  3.6  2.0 2.5  2.1  2.0 1.1 2.0  1.3  2.2
```

Number of files at some mirrors:

```
  Mirror               Files
  ------               -----
  ftp.wustl.edu        10000
  ftp.netnet.net       10000
  ftp.doc.ic.ac.uk     10000
  ftp.uni-paderborn.de 10000 (soon)
  ftp.cdrom.com         9230
  ftp.uni-erlangen.de   7281
  ftp.eunet.ch          5410
  ftp.etsu.edu          5100
  ftp.uni-stuttgart.de  4584
  ftp.uni-siegen.de     1501
  ftp.uni-kl.de         1488
  ftp.math.ethz.ch      1058
```

THE FUTURE

There really isn't very much left that I can promise for the future. What
I promised last time is reality now. A few improvements are still ahead,
though:

So far Aminet is very hard to use for people with mail only access to
Internet. I plan to make their lives easier with a distributed specialized
mail server for Aminet, and a mail-upload facility.

Also planned is an Aminet CD access tool that combines the browsing and
searching capabilities of the current software without using Amigaguide for
viewing. Don't expect it very soon, though.

But the last real step ahead I'm trying to get implemented is called
annotations. This will allow everyone to stick a short comment to the
.readme file of somebody else's upload, thus turning Aminet into a two-way
communication medium. That way, you will for example be able to point out
that a program does not run under AGA , or give a program a rating (which
will be collected, averaged and published). The whole thing is quite
complicated to get going, though, so give me some time....

And of course, if there is any additional service you would like to see in
Aminet, just tell me. I'm running out of ideas :)

CREDITS

There are countless people who keep Aminet going. I'd like to thank them
all, but especially:

The uploaders   for writing freely distributable software and taking the
                    pain write readmes and to upload them

Matthias Scheler   who helps a lot with the daily administration and
                    moderation at wuarchive

The volunteers   who helped with integrating the boing software collection
                    into Aminet

The mirror adms   for maintaining that large number of mirrors which made
                    the success of Aminet possible

Fred Fish   for helping combine his software collection with Aminet

Martin Schulze   for his great job with beta testing the Aminet CD and
                    for forwarding diskette contributions to Aminet

Stefan Ossowski   for producing the Aminet CD at a very low price

Chris Myers   for maintaining wuarchive.wustl.edu

Karl Frederick   for maintaining the Aminet mailing lists

I hope you liked the service so far, and if you have any comments, wishes
or ideas, please to contact me. Let's hope we'll be able to see a 15,000
file posting about one year from now.

1.14   AmiTCP 3.0b2 HowTo

```
================================================================================
== AmiTCP 3.0b2: A HowTo              By: Keith Christopher ==
================================================================================
```

    Ok so you're back in school and you dailup the Academic computing
center. You are riding down the information super highway sitting behind
the cockpit of an amiga, It's unfortunate that you have this masterful
multitasking machine and you are limited to one serial connection. Oh the
things you could do if you could open more than one win- dow and while that
ftp to the local aminet site that travels obiviously through a 56K line
somewhere has you reading the jolt cola can in your hand was happening you
could be surfing along the internet dropping by all your favorite road side
stops. My kingdom for a A2065 card and a network connection. A little
more time goes by and you are reading the 5 empty cans on your desk as you
download the latest bounty you've ftp'd from the aminet archive. You know
there's something BIG going on in #amiga on the irc server, yet you have to
wait; after all you only have one modem, one serial port, and no network
connection. Sound familiar ? No?! Maybe you are in your basement and you
have di- aled into the local on-ramp to the information super highway, same
situation. There you are flipping screens between Adpro and Deluxe paint,
you've already drawn your name several hundred times, there has to be more.
Where's that #?S($*# on-ramp brochure. Hmm, lets see. . . Meanwhile
back at school you have decided that you will now be up all night pumped
with caffiene and need to solve this problem, where did I put the Aca-
demic Computing notes and announcement bulletin ? Like an Archeologist you
begin to explore the depths of the piles of disks and cables, then you spy
it! Blowing the dust off reveals a big wad of gun stuck in the middle
covering some bold face type, lets just carefully scrape it off. . . The
only thing missing in this brochure is a bikini clad girl sitting behind a
terminal. . . you open the brochure breaking the little white edge seal,
oh there she is, what's this next to her ? You begin to read. . . As
the gum comes off you begin sweating as you try not to damage the hidden
informatin below. Worse yet, it's not even your gum. Your eyes light up
as you see the message below. .. Your mouth slowly mo- tions out the
word. . . SLIP. . . That's it slip! You dance around a little happy
with your new found information, then when the glow of discovery wears off
you stop and begin thinking. . . Now what.

    While the above may be fictitious I do know one thing for sure, the
end result is the same. Whether you come on via an on-ramp or have a
connection via work or school, one sure begins to miss the network
connection once at home. 10megabits per second over ethernet makes 1650
CPS via 14.4 dialup pale in comparison. The ability to connect multipule
times from work leaves one dry at home with a single serial con- nection.
This is where SLIP comes into play, sure there are other protocols and I
will talk about them later, but one of the most common is SLIP. SLIP
stands for Serial Line Inter- net Protocol. Basically TCP/IP style
connection over standard serial lines. While a multi- tude exist for the
various other computers, in my opinion the Amiga has only one hard core
performer. AmiTCP (current version 3.0.)

    While several programs exist that simulate a SLIP or network
connection, they do not talk IP. One of the most popular being Dnet by
Matt Dillion of DICE fame. Dnet brought some tools to the Amiga that were
under development on other platforms, and I still think it has one of the
nicest irc clients available. (hint hint Matt, write one for AmiTCP !) The
second being AUW. This program is much easier to install than Dnet but

doesn't have the expanse of the tools as available for dnet. It does
however, work well. By far AmiTCP is becoming one of the fastest and most
popular packages available on the Aminet. Before I begin in the setup and
configuration of AmiTCP, I will first need to explain a few terms I will be
using. These are necessary to help you as the first timer, or the person
stuck and not sure what to check an idea of how things work and how they
relate to your setup.

Internet Protocol or IP: The protocol used by internet hosts to communicate
with one another in a standard format.

Internet Protocol Address: An address or series of numbers seperated by or
IP address peroids assigned to a machine that "talks" IP which identifies
it to ALL other machines on the internet. This should be a unique number.
e.g. 129.235.23.1 also known as dot notation.?

Domain Name service or DNS: A service that "resolves" hostnames into its
unique Internet address. e.g. If a machine is named amiga.net.com with an
IP address of 129.235.23.1, and one wanted to connect with this machine, I
could telnet to amiga.net.com, IP however, cannot understand this and the
name must be "looked up" to find out it is known to the network as
129.235.23.1 routing Tables that tell a host what "route" to take to send a
message to another host on the network. i.e. send it to this machine and
then this machine to this machine until it hits it's destination. This is
a very critical part of talking on the internet, if the tables are
incorrect the computers may lose the ability to talk to anyother machine
off of their local network.

     Ok now the moment you've been waiting for. The AmiTCP has lots of
files associated with it, there is the bin or binary archive. This is
the one that has the main programs in it to get AmiTCP up and running.
There are many many network programs available for AmiTCP like finger,
ping, ftp, telnet, napsaterm(a vt100 emulator), an irc client, a gopher
client. . . the list goes on and more are produced everyday. This is a
very well supported package.

     The basic installation requires OS 2.04 or better, 1MB of RAM and
approx 2MB of diskspace.

     Upon un-archiving the package and double clicking he drawer icon one
is greeted by a very welcomed sight, an installer icon !

     I do recommend that you unarchive the package in it's final resting
place. i.e. Comm:AmiTCP30b2

     This will save alot of time in the installation process. If there is
an old version of AmiTCP it must be removed first and then install the
new version.

     Once you've figured out where you want to store AmiTCP, double
clicking on the install_AmiTCP icon starts the ball rolling.

     Before doing this however I have assembled a checklist of information
in the order it is requested by the install script. Hopefully it will help
you streamline your thoughts. Please look this over and have the
information written down.

1. hostname your computer will be assigned (without the domain):
2. Domain name:
3. Type of connect SLIP or CSLIP:
4. serial.device number (unit number):
    This number is usually 0 unless you have a second serial port.
5. your machines IP address:
6. NetMask:
7. Gateway:
8. Domain Name Server IP and Name:
9. default router IP address:(same as #7)
10. SLIP dialin number:
11. SLIP login and password:

    Now that you have the information ready lets begin by double clicking
on the Install_AmiTCP icon. This is a standard installer script so it
should feel fairly familiar, if this is your first time using the installer
script, please read each section carefully and proceed slowly.

    It is another nice to notice the "Help" button, there is alot of
useful information behind each one. Be sure to check them out.

    Default selection (intermediate [if you were an expert you wouldn't
need this article would you ?]) Install for real and you decide if you
want to log it all.select the directory you want to install AmiTCP in.
Selecting the default directory will save you lots of copying time and this
is the main reason I suggest you unarchive it in its final home on your
harddisk.

    Next installer will ask you the name of your host without the domain.
<enter #1 from your list> Installer will ask you for your domain name.
<enter #2 from your list> It will now prompt you to decide if you want to
set any enviroment variables using set- env or envarc, I recommend envarc.
Next it will prompt you for any aliases you wish to use for this hostname.
<hit proceed> The installer will ask you to select a device driver.
<select from #3 above> (hint : rhslip.device = SLIP and rhcslip.device =
CSLIP.) (If you are unsure about this one select rhslip.device as CSLIP
understands standard SLIP.) You will be prompted for a serial.device
number. <enter from #4 above> Now you will need to enter your IP address.
<item #5 above> You will be prompted for an address of a "point to point
address" <hit proceed> You will be prompted for a netmask. <enter iten #6>
(if item #6 is not given simply hit return.)

    Installer will then ask you if the information you've entered is
correct.   <click proceed>

    You will again be prompted to select another SANA-II driver to
configure, click proceed.

    Installer will prompt you for a gateway machine IP address, <enter #7
if available, if not simply slick proceed.> Enter search Domain <enter item
#2 click proceed, when prompted again click proceed> Enter the IP address
of the Domain Name Server (DNS) <enter #8 then click proceed.> If another
name servers IP address is provided by your internet provider you will be
prompted to enter the information. if not simply click proceed again. Do
you want AmiTCP to be started at system startup? Unless you have a FULL
time SLIP connect I suggest you select NO, selecting YES here without a

full time SLIP connection will cause AmiTCP to grab the serial.device and
effectively disable it for other system uses. In a machine that has only
one serial port, this can be an awful thing. Do you want the installer to
make the desired changes to you s:user-startup ? select YES, this save
alot of time editing the file and adding the aliases and a path to your
user-startup. Do you want the inetd to be started at AmiTCP startup?
Select YES. This program contains vital information for AmiTCP to access
system re- sources. The system will tell you you are done and to reboot
your machine.

     So what are you waiting for reboot your machine. (seriously though
this is a necessary step. so go ahead and reboot. be sure and save that
final writer (TM) document; oh! sorry.)

     Congratulations! If you've entered the information correctly you are
on the down side of a long battle to install and use AmiTCP.

Where angels fear to tread . . .

     This portion is going to get a little tricky and I will outline some
terms and definitions for you. The startnet script provided with AmiTCP
will not properly start AmiTCP once your're connected. There is some
editing to be done. Below is what the default AmiTCP startnet script looks
like:

```
run AmiTCP:AmiTCP
WaitForPort AMITCP
; configure loop-back device
AmiTCP:bin/ifconfig lo/0 localhost
; Configure Devs:Networks/rhslip.device unit 0
AmiTCP:bin/ifconfig Devs:Networks/rhslip.device/0 128.220.62.50
; Add route to this host
AmiTCP:bin/route add slip.welch.jhu.edu localhost
Assign TCP: Exists > NIL:
IF Warn
  Mount TCP: from AmiTCP:devs/Inet-Mountlist
EndIf
; Start the internet 'super server'
run AmiTCP:bin/inetd
```

     The problem lies with several lines in the script. We will edit this
file with a normal text editor like Ed or Textra. Lets begin editing the
file.

 The first being the following line:

```
AmiTCP:bin/ifconfig lo/0 localhost
```

     The device lo/0 does not exist in the INTERFACES file in the AmiTCP:db
directory. This file lists all available devices for use with AmiTCP.
While one can edit this file to reflect the changes needed it is much
easier to edit the startnet file in AmiTCP:bin.   Since there are other
changes that will need to be made as well.

     The devices are listed in the interfaces file as:

```
lo dev=amitcp:devs/networks/rhslip.device
```

slip dev=devs:networks/rhslip.device

     So we will change the line :

AmiTCP:bin/ifconfig lo/0 localhost

     To read:
AmiTCP:bin/ifconfig slip0

     and add a line that says:

AmiTCP:bin/ifconfig lo0

     This basically configures the system to use device slip and lo at port
0 and get the information needed to configure the devices from the
interfaces file. The device slip0 is the outgoing or the external network
port. lo0 is the local or loopback port. (This allows one to call one's
machine from itself. i.e. telnet from your machine to your machine.)

     The next line that needs editing it a little more obscure than the
previous line(s) we edited/added. This is the line:

AmiTCP:bin/ifconfig Devs:Networks/rhslip.device/0 128.220.62.50

     This line further configures the port slip0 with several identifiers,
your IP address, the IP address of the gateway machine (if there is one)
and the netmask. This is configured by default from the information
entered in the installer script. This situation will not work mainly
because the syntax is wrong, it should look something like this.

AmiTCP:bin/ifconfig slip0 128.220.67.50 128.220.67.180 netmask 255.255.0.0

     The line "reads" as follows: call program ifconfig to define network
device slip0 with the IP address of 128.220.67.50 and a gateway address of
128.220.67.180 and a network mask of 255.255.0.0. (default Class C)

     The next line, route to this host is ok as configured. I did not need
to edit it. We will however need to add a default network if we want to go
out and explore the world. (we have to know the route to get there.) Note:
If you entered a default gateway this line should be correct if not,
continue on.

     Most on-ramps and schools use the first IP address in its class for
all routing, this is typically ending in 0 (zero.) in the above example the
router is 128.220.67.0, well to enable our path to reach out through there
we need to let it know that's the way to go, we do this be adding the
following lines to the startnet script just below the slip0 configuration
line above. The lines read (one of them being a comment line):

; Add route to the default gateway
AmiTCP:bin/route add default 128.220.67.0

     The router's IP address is listed in your list of 11 prerequistes
under item #9. The line beginning with a ";" is the comment line, this is
not read by the system. The line "reads" pretty straight forward: call the
route program and let me default route (unless otherwise specified) be
128.220.67.0. i.e. send my packets that go out of my local do- main to

this device so it may forward them to the recipient machine. The rest of
the file can be left alone it is fine as it is. Double check your entries
and save your file.

Back on high ground.

     Now that you've installed and configured the heart of AmiTCP, will
will need to check/tweek some other files. These can be found in AmiTCP:db
and are called hosts and netdb. These files hold some important network
information to allow us to talk to other hosts once connected.

     The hosts file contains system IP addresses and names, as well as any
aliases you may wish to add. for example, our DNS machine is called
dns.net.com and has an IP address of 128.220.67.13., to type out
dns.net.com or the IP address will usually take alot of typing depending on
the hostname. (wait until you see some of the German host- names!) The
hosts file also allows one to assign an alias or shortcut to the name. I
could simply type telnet dns in lieu of typing telnet dns.net.com. The
entries are as fol- lows:

IP address   HOSTNAME   alias
128.220.67.13   dns.net.com   dns

     This says to the system the IP address is assigned to the hostname and
can be address by the alias. There should be an entry in this file for the
local host DO NOT remove this entry. The hosts file can also speed up
accessing other systems. The system will first try to resolve the hostname
into an IP address by looking in the hosts table to see if it exists, if it
finds it, it will stop trying to resolve and grab the information provided
and make the connection. If it does not exist in the hosts file the system
then looks to the netdb file for a listing of name servers. The netdb file
should look something like the fol- lowing:

; This host
HOST 128.220.67.50 slip.welch.jhu.edu slip
; Domain names
DOMAIN welch.jhu.edu
; Name servers
NAMESERVER 128.220.67.13
NAMESERVER 128.220.67.78
WITH protocols PREFIX=P
WITH services PREFIX=S

     The information is fairly straight forward, first listing the local
host machine, next listing the domain and then thirdly listing the
nameservers. This is how AmiTCP knows which host to ask to resolve names
intto IP addresses from. The last lines are add per the
Amitcp:db/protocols file and the services file:

; protocols -- the protocol database file for AmiTCP/IP
; This file shouls be included from netdb-file with following line:
; WITH protocols PREFIX=P

; services -- the services database file for AmiTCP/IP
; This file shouls be included from netdb-file with following line:
; WITH services PREFIX=S

Now that everything has been checked out and is set lets make a connection.

All setup and nowhere to go.

OK, all we need to do now is dialin and start AmiTCP for a SLIP connection! There are only a few steps involved in this and they are fairly straight forward. I will be referring to Term 4 by Olaf Barthel as my choice of terminal programs. Terminus will also work well with this configuration. Napsaterm, the vt100 emulator packaged with AmiTCP, can also be used to dialin with; I have not tried this however.

1) Run the terminal program of choice by double clicking its icon.
2) Dial the internet service provider using the number listed in item #10
3) Once connected enter the login and password.

NOTE: Some slip setups only require a loginID and password, SLIP starts automatically. However there are others that require a command to be typed from the prompt, i.e. SLIP,slip . . . Check with your internet provider to find out how it is invoked on their host.

4) Once SLIP has been started on the host (either auto or manual), select release serial device from the menu or Iconify or quit the program while still online. The latter being a much sloppier way of freeing the serial.device. The serial.device MUST be freed to start AmiTCP! If you are using Terminus for instance issuing AT&D0 before dialing will allow the modem to stay online after the terminal program is exited. (I added this to my startup init string.)

5) Once the serial.device is freed, open a cli and type: "AmiTCP:bin/startnet" (without the quotes. The path should be set in S:user-startup but I always type paths out for some reason. In other words typing startnet from the CLI will also work.)

You should see something like the following:

```
4.Comm:AmiTcp3/bin> startnet
[CLI 1]
slip0: flags=b0<POINTOPOINT,NOTRAILERS,NOARP>
lo0: flags=8<LOOPBACK>
add net default: gateway 128.220.67.0
[CLI 5]
4.Comm:AmiTcp3/bin>
```

This signifies that AmiTCP has started successfully. If for some reason it did not start successfully then it will open a CLI window at the top of the screen and display an erro message.

That's it! now you're connected ! The world is your oyster, all you need to do is know where to go and what to use and how to use it. Well I'll be covering that in my next few articles, there's lots of things to do with AmiTCP, this is just the tip of a VERY large ice- berg. You are now running one of the hottest programs available on the internet !

Check out my sidebar titled Now What? It should give you an idea of things to do and places to go to begin checking out the internet. Happy surfing, !

Upon validating my "HOW TO" guide I was informed by the AmiTCP team
that the next release of AmiTCP will circumvent most of the editing and
headaches involved with installing and setup of version 3.0x AmiTCP. I was
also informed that the next version will be released as commercial. While
this may be upsetting to some who have enjoyed the freedom of getting this
software and running it with reckless abandon they seem to forget that
there is a team of people putting hard work behind this software (as with
all other shareware.) The tenative cost will be 99$ and offer preorder
discounts and Student pricing. (I hope they come up with a cool logo and
disk label.) If you use it now it looks like the commercial version will
only be better, I do recommed supporting them, since C='s TCP/IP stack was
dead after its release due to no support/updates. (Keith stepping down
from his soapbox.)

1.15 Scrubference

```
              AMIGA REPORT EXCLUSIVE SPECIAL!

          The Long-Awaited Floor Scrubber Conference!
          -------------------------------------------
```

.jcompton> What's this we've heard about a fax from CEI asking dealers for
projected demand on Amigas and floor scrubbers? Just building statistics?

AMIGA_ALEX> Since we are confident of the acquisition our manufacturing
partner (to be announced upon acquisition) has begun to do the statistical
analysis to be able to roll products of the assembly line as soon as
possible. This was a statistical analysis and was not meant to encompass
the entire dealer base. Some dealers were upset that they were not
included in this survey, but we were only looking for the raw data, not
actual orders.

.Mark> The floor is now open to all

.jcompton> <scrub>

.Mark> You dont let up on the floor scrubber jokes do you?

RUSTYW> Will this scurbber multitask?

.Ardell> I like the floor scrubber jokes...

RUSTYW> Jay and can several scrubber be networked?

.jcompton> Rusty: We're working on building SoapyTCP into the engine.

.Del> And can the network be scrubbed?

.Wizardess> It is done with a cast iron pipe between the handles of the
various scrubbers. It is the floor scrubber from hell!

.jcompton> Del: Well, the RJ-45 cables don't hold up real well to an
industrial strength scrubbing right now...

MIJ67> How about a laptop scrubber....?

.Jeff> Self-cleaning Drives?

RUSSTYW> will this be a 10baseT or wireless net?>

.jcompton> Rusty: We're trying to cross the wireless barrier, but so far all we can do is charge the batteries.

.Del> Will it render BOTH MS-DOS AND AMIGA disks asunder?

.Wizardess> If you need a laptop scrubber to get your jollies you are doing SOMETHING wrong, VERY wrong. {O,o}

.jcompton> There's a rumor on c.s.a.emulations that Jim Drew is going to port MScrub to the Amiga, but I really doubt it.

.Mark> I just checked my buffer and it is EMPTY!

.jcompton> Mark: How about I send you the raw transcript, then? :)

.Mark> Thanks!.. Looks like the scrubber got my Buffer!

RUSTYW> A buffer scrubber!!

.Del> Isn't much difference between a buffer and a scrubber, after all...

.Jeff> Buffer<>Scrubber -- Good one!

NJOHNSON> Ya i l:log to that and   hd.

.jcompton> Njohnson: I think your space bar needs a scrubbing.

.Del> And a buffing for a nice shine...

.Mark> Well Jason.. When is the conferecce with UK?

.Wizardess> They are unresponsive – utterly unresponsive. I have tried repeatedly.

.jcompton> Mark: When David Pleasance or Colin Proudfoot answer my standing invitation. I have no idea. I had Sharon McGuffie REMIND them that I invited them.

RUSTYW> if Red China get the amiga, they can change the name from Commodore amiga to Commrad Amiga

JVANHOUTEN> bye all going to the FTP

RUSTYW> me too only I have to FTP some sleep

.Del> RUSTY telnetted to bed, then FTPd some sleep...

.jcompton> ...the upshot of which is that DP/CP would have to hold their conference around 4:00 AM their time, but I think that's a decent sacrifice, seeing as how I've kept Alex up past midnight twice...

.Wizardess> That is what I was proposing. I could bring in a good crowd
both here and BIX for them. (I wish we could link 'em.)

.Del> Conference on IRC, that would be a madhouse...

.Wizardess> (I suppose I should try IRC sometime. But.... no time!)

.Del> It's like trying to spread butter on toast – with a chainsaw...

.Del> Or a scrubber...

.jcompton> del: Hey, you're really moving in on my territory here...

1.16 Fish Styx

I'll bet you were surprised to see how many cool Amiga CD's that Fred Fish
is distributing these days: FreshFish, FrozenFish, GoldFish, OldFish,
PrehistoricFish, ShavedFish, etc. etc. Well, I have some AMAZING NEWS
about Fred's most recent, upcoming CD that will make Amiga history!!
Thanks to BLAZEMONGER INCORPORATED's "Industrial Espionage" Department, the
following top-secret, INSIDER INFORMATION can now be revealed. (Sorry,
Fred, but this is just TOO exciting to keep secret!!)

        Presenting...

                    ****
                    *   Fish Styx!   *
                    ****

        What is "Fish Styx?" Here's the story. It's a little known fact
that Fred Fish has an excellent singing voice. He has one of the finest
bass voices around and has quite a reputation in the highly selective
"computer jingle" industry. A loyal Amigan even in song, Fred was recently
approached by IBM to do a commercial for their latest Pentium–based
machine, and he turned them down on principle. Way to go, Fred!

        Anyway, Fred's fans have finally persuaded him to release his first
full-length audio CD, "Fish Styx!" It features these soon-to-be NUMBER ONE
HITS:

        "Oooh, Baby I Love Your Toaster" (with Kiki Stockhammer)

                Thrill to Fred and Kiki's soulful rendition of this classic
                ballad about love and multimedia.

        "What's The Frequency, Irving?"

                Alternative music at its best!! This song reveals, for the
                first time ever, just how many CD32's REALLY were produced
                per week at Commodore's Phillippines plant.

        "Can You Feel The Load Tonight?"

                A beautiful, sensitive ballad about network slowdown on

IRC. From the soundtrack of the little-known Disney movie,
THE LINELINK KING.

"Free Ware"

A southern-rockin' love song about the lonely life of
a public domain software author:

"If I code this tomorrow...
 Will you still remember me?
 For I must be hacking on, now...
 'Cause there's too many addresses I've got to see..."

This red-hot rocker features a 10-minute-long, scorching
guitar solo played by the famous Dave Haynie!!
(Ex-Commodore engineer, now CEO of Columbia Records.)

"Born To Run"

A complex, yet tender, high-energy tune about how Commodore
moved the "Run" command out of the C: directory and into the
Shell.

"For Those About To Hack, We Salute You"

Hear Fred rock out on this heavy-metal headbanger in honor
of demo coders everywhere.

"Ooooh, I Heard It From the Grapevine"

A soulful testament to the problems of buying Amiga
hardware by mailorder. The lyrics consist entirely of
excuses like, "it's on backorder," "we shipped it
yesterday," and "at the sound of the beep, please leave
a message, and a representative will return your call."

"Eleanor Mehdi"

A 1960's style song with a haunting cello accompaniment.
The lyrics say it all:

"Eleanor Mehdi
Picks up her check at the desk where the factory
   has been...
Lives in a dream.
Look at her working,
Making commercials and adverts that no one will
   see,
Till bankruptcy.
All the lonely people, too few Amiga hacks.
All the lonely people, why do they all buy Macs?"

Similar to the recent Meeting Pearls and Aminet Share CD's, "Fish
Styx" will be distributed as shareware. If you enjoy the music, you are
obligated to make a contribution to Fred, either in cash or by singing your
favorite song to him over the phone.

"Fish Styx" is available from Amiga dealers and Sam Goody, and is available on CD, data cassette, and in MOD format. Check it out, fin fans!

                                                                            Dan

1.17 Mc4000

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FOR IMMEDIATE RELEASE

                    COMMODORE INTERNATIONAL PURCHASED
                        BY MCDONALD'S CORPORATION

The Bahamas -- October 18, 1994 -- Bankrupt computer manufacturer Commodore International, former makers of the "Amiga" multimedia computer, was purchased outright in a surprise move last night by McDonald's Corporation. Previous bidders CEI and Commodore UK are reportedly "stunned" and consulting their legal departments in an effort to block the purchase retroactively.

"We've had our eyes on Commodore for a long time," said Robert Burger, official spokesperson for McDonald's. "For years, we've been thinking of expanding our operations into the computer market, and now we're ready to start cooking."

Burger said that McDonald's first product based on Amiga technology will be a new game console. Nicknamed "The McNugget", this sizzling new 32-bit console will feature great graphics and superb sound. In addition, every time you beat the high score on your machine, coupons for free burgers and shakes will be printed from the console's serial port. Unlike many existing consoles, the McNugget will not have a CD-ROM drive. Instead, it will use a new, proprietary data disc called the "Patty." Patties are placed into the McNugget's data drawer (known as the "Bun"), and data is literally broiled onto its surface for later retrieval. This unique technology is known as EORM, or "Eat Once Regurgitate Many."

Another technology advance is McDonald's new speech synthesizer, designed to take the place of the Narrator Device that was removed from AmigaDOS after version 2.04. The technology is in the development stages, however, and still contains several bugs. For example, at the end of every sentence, instead of pausing, the voice adds, "Would you like fries with that?"

To the relief of Amigans worldwide, all existing Amiga products will be reintroduced to the market with new names. Watch for the Mc4000, Mc1200, and other products to appear around Christmas of this year. As for the rumored Amiga 5000, it is slated to appear under the McDonald's logo by the middle of next year. "We searched for a long, long time to find a clever, catchy name for the new machine that would embody both computing power and begin with 'Mc'. We finally settled on 'McIntosh.'" Apple's lawyers are reportedly wearing ritual clothing and performing pre-lawsuit dances.

                                                                            Dan

```
 //////////////////////////////////////////\\\\\\\\\\\\\\\\\\
|Dan Barrett - Computer Science Dept, University of MA, Amherst, MA 01003 |
|http://zoo.cs.umass.edu/~barrett/public.html   -    barrett@cs.umass.edu |
 \\\\\\\\\\\\\\\\\\\\\\\//////////////////////////////////////
```

1.18   Review: Cybersphere

```
                      =======================================================================
```

```
== Review: Cybersphere                          By:
              Jason Compton
               ==
=======================================================================
```

Hey, it's nice to have software show up at your door that you didn't know
about before. Such is the case with Cybersphere. I didn't ask for it, it
just showed up one day. I'm glad, too.

Most people have played some sort of Breakout game. If that doesn't ring
a bell, think of Arkanoid games. If that doesn't work, try one of the
more popular Amiga options, MegaBall. Get the idea? Use a paddle
(usually restricted to horizonal sliding movement) to bounce a ball to
break bricks that exist "above" you. In the Arkanoid variants of this
sort of game, rewards come down, usually in the forms of "power-ups" for
your paddle, like a gun, extra length, a slower ball...things like that.
Your goal is to break all of the bricks so you can go to the next level
and break more. Miss the ball, and you die.

So, it's not the life for everyone. But it can be a lot of fun.
Cybersphere is exactly that: a lot of fun. The game idea itself is old,
but this implementation is very clever. Almost every brick yields some
sort of prize...many bricks yield a shower of them in the form of gems you
can collect for a bonus at the end of the level. Other goodies include
the requisite length, gun, and speed-decreasing bonus, along with old
favorites like multiple balls (extra destructive power but tougher to keep
everything in play), and the special bonus level, in which you can earn
tons of points and generally feel good about yourself.

This game, like many others in its genre, is fun. The smooth animation
and colorful (for ECS) game grid make it pleasing to the eye. One thing
that stands about it compared to other Arkanoid-clones is the largeness of
everything, which at first may disorient players familiar with games such
as MegaBall. Another is the sheer volume of objects on the screen...with
the gun and a quick left-mouse-button finger, you can get 20-30 gems and 3
power-ups careening towards you.

One place where the game falls a bit short is in the music...it's
hard-coded and not very good (halfway decent 64 SID music comes to mind).
Still, the game itself isn't killed by it. And for US$12.50, you've gotta

hate Arkanoid games to not be interested.

Psycon Software c/o Clay Hellman
Box #73067
206 - 2525 Woodview Drive S.W.
Calgary, AB   T2W 6E4
Canada

1.19   Review: GPFax

                     ===

== Review: GPFax   By:
                Jason Compton
                  ==
===

There's something fun about GPFax. Maybe it's the goofy near-pastel colors
picked as the defaults. Maybe it's the fact that the GP in GPFax is Dr.
Greg Perry, and, even though we're not sure what he's a doctor of, he's a
doctor of something. Maybe it's the button labeled "WOW" instead of "OK"
in the exciting "About" window. Maybe it's the "This page intentionally
left blank" pages in the manual. Whatever it is, GPFax is charming.

That said, it's time to worry about what it's supposed to do, and that's
fax. And fax it does. Available now as a combined Group 1 and Group 2
package on the same disk (about time), GPFax is going to work with
basically any faxmodem worth using. GPFax will send plain ASCII text (and
allows for formatting to things like bold and italic), IFFs, and files
printed from virtually any Amiga word processor (I find it works very well
with Final Copy/Writer) using a "printer" driver that automatically traps
prints and places them into a special fax directory on your HD. The GPFax
software can run on its own custom screen with a custom GUI (a takeoff on
the Amiga's Intuition: marginally faster but does not allow for window
layering) or on the Workbench. Take your pick. Faxes themselves can be
viewed in basically any screen resolution you have available (the more
resolution you have at your disposal, the better.) Serial drivers are
selectable and may be shared, ARexx support is present...it's got what you
need.

The quality of the faxing itself is quite good. The phone book is
well-organized, allowing multiple fax destinations to be "grouped" for mass
faxing. The dialer gets to the point...it, in short, works.

For convenience, and to save you a trip to your modem manual, GPFax comes
with roughly 16 pre-configured modem types in the two classes, and can use
a Generic Class 1 or 2 configuration as well. If you're lazy or don't
know, it can detect which class modem you own. I was able to test GPFax
with a USR Sportster (Class 1, USR modem option) and a ViVa 14.4 fax/modem
(Class 2 Generic). The Sportster performed flawlessly, but the ViVa had a
rough time interfacing with a Ricoh laser plain paper fax machine at times.
It was able to receive but not send correctly all of the time. It did
interact fine with the Sportster. I am inclined to blame the modem itself
for the problems.

The likes? It's a solid fax program at a decent price. The interface is
smooth, and performance is great. The myriad of options, including
scheduling, ensures that you'll get the performance you need. Dislikes are
few...a way to pretty up the default colors would be nice. That's pretty
much it. A warning to readers unfamiliar with what A4 paper is: be sure to
configure pagination to letter size, as GPFax defaults to A4, which is
longer than the fax machines you'll be sending to are likely to be
expecting.

If you need faxing and don't want to tangle with a free or shareware
solution without as slick and simple of an interface, GPFax is what you
want.

1.20 Review: Guardian

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== Review: Guardian                              By:
               Jason Compton
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Give us a good CD32 game, so the call goes.

Give us something with nice graphics, fast RAM compatibility, NTSC/PAL
compatibility...oh, and fittingly good CD tracks.

Give us Guardian. It's really that good.

For those who haven't played the demo yet, Guardian is a 3D remote-camera
perspective game which finds its roots in the old game of Defender. The
upshot: Blow up all of the bad guys before they blow up your buildings.

You fly your speedy glider of death around what seems to be a small,
recurring plot of land (but with a suspension of disbelief could be an
entire planet), trying to find these baddies so you can hit them with your
rapid fire cannon.

What's to stop you? Time...after all, you can't be everywhere at once, and
the enemy is rather widespead. (airlifted in from what appear to be huge
hot air balloons) Another deterrent is the fact that certain varieties of
enemy craft shoot back at you...chase you around...and try their hardest to
slam dead into you. You're provided with a shield, but it's often not
enough when you start hitting aliens or, worse, buildings. (Yep, you can
uproot a pine tree with your craft, and it does a number on you.)

What makes Guardian so nice? Well, the flying-around-shooting-people is
well done and makes decent use of the CD32's pad. Control seems logical.
The graphics aren't stellar, but are crisp enough in their own right, and
the 3D generation is considerably enhanced by fast RAM. The
freely-adjustable camera angle is another bonus...if you're feeling
masochistic, you can place the camera in FRONT of your craft, relying on
your radar (and incredible luck) to keep you alive. Or, do a top-down,
wide-angle view of the land as you fly through it getting pummeled.

Life isn't perfect, though...on the faraway views of the camera, objects
just don't appear until they're ready, leaving "blank" areas where you
can't see anything coming. Also, if you place the camera below the plane
your craft flies at, ground-level objects appear to float in midair...

Ah, but that's ok. Guardian is good, solid, explosive fun that no CD32
owner with $45 to blow should be without. It's a great compliment to your
machine.

(Acid Software)

1.21 Review: Workbench 3.1

===
== Review: Workbench 3.1   By: William Near ==
===

PROGRAM: Amiga Workbench v3.1 (Kickstart version - 40.63)
                                (Workbench version - 40.42)

PUBLISHER: Commodore-Amiga Inc.

            Distributed and manufactured by Village Tronic Marketing GmbH,
            Germany

DESCRIPTION: Workbench/AmigaDOS v3.1 for the A500/2000 computer

PURCHASED FROM: Expert Services

                 (606) 371-9690 - Orders
                 (606) 282-5942 - BBS

PRICE: I paid $130 U.S. This includes $5 S&H

        There are other people selling the Workbench (WB) 3.1 kits for as
        much as $225 U.S., so shop around to get the best price. Note:
        There are substantiated reports of pirate copies of WB 3.1 being
        sold. These bogus kits are just Xeroxed copies of the manuals and
        copies of the disks.

SYSTEM REQUIREMENTS: Amiga 500/2000 hard drive recommended, but not
                      necessary

SYSTEM TESTED ON: Amiga 2000 (Rev 4.4), ECS chipset, GForce '030
                   accelerator @ 50MHz., 1 meg CHIP + 6 megs FAST memory,
                   2 standard floppy drives, Quantum LPS270S hard drive
                   with Trumpcard Professional controller.

PACKAGING: Workbench 3.1 came with Workbench, AmigaDOS, and ARexx manuals
           (the manuals are the plain paperback type, not the nice 3-ring
           binder type I received with WB 2.04), an AmigaDOS quick
           reference card, a 3.1 ROM installation instruction sheet, a 3.1
           ROM chip, and six disks.

NOTE: This review is written with the assumption that you have previously
      used Workbench v2.04, 2.05, or 2.1. It would make this review ten
      times longer if I had to compare this Workbench to the pre-2.x
      releases. So, all references to new features will be written on a
      Workbench 2.x comparison basis.

INSTALLATION: The instruction sheet contains the necessary steps for
installing the 3.1 ROM in either an A500 or A2000 computer. I will briefly
cover the special notes for each installation just so you'll know what
you're getting into here. For the A500 motherboard Rev. 3 & 5, the 3.1
ROM must have Pin 1 jumpered to Pin 31 and for Rev 6A and above the 3.1 ROM
requires no jumper. For the older A2000s with the motherboard marked "1989
COMMODORE AMIGA 2000 MADE IN GERMANY (BSW) or for Rev. 3 motherboards, the
3.1 ROM must have Pin 1 jumpered to Pin 31, for Rev. 4 and higher
motherboards, no jumper is needed. The ROM I received came with no jumper
wire attached, but I didn't need one anyway. The new ROM was easily
installed into my MultiStart ROM switcher after removing my old 2.04 ROM.

     I chose to reformat my entire hard drive with the new version of the
Fast File System (FFS) included with WB 3.1 (note: I did NOT use the
directory caching feature of the new FFS because I also boot up in WB 1.3
from the hard drive and the older OS would not recognize the hard drive as
a valid DOS disk if directory caching were present.) The representative at
Expert Services said that I could expect a 10-20% increase in hard drive
reads/writes by using the new FFS -- the speed increase was more like 5-10%
in actual use as determined by SysInfo v3.24. Any speed increase is
welcome and it didn't take that long to back up the crucial information on
my hard drive. I just booted up the computer with the WB 3.1 disks after
installing the 3.1 ROM and accessed the hard dive using the HDToolbox
program.

     The software uses the Commodore Installer program which makes things
run quite smoothly. If you have previously installed Workbench v2.x then
you should be familiar with this process. If you have a previous version
of Workbench installed on your hard drive then the Installer program will
delete any old files that are unnecessary to the new version of the
Workbench and it will also preserve any preferences and user-startup
scripts you are using.

A NEW LOOK AND FEEL: WB 3.1 has a new 3-D look to the windows and sliders
that adds some professionalism to the Workbench. It uses the exact same
pulldown menus as WB 2.x does, so things won't look all that different if
you're used to WB 2.x. The differences are somewhat subtle, but there is
some real power lurking underneath.

     The back of the Workbench box claims improved support for graphics
boards e.g. Picosso II RTG with up to 1600x1200 pixels in 256 colors (I
can't verify this since I don't have a 24bit card.) The graphics rendering
is also significantly accelerated due to the completely rewritten graphics
and layers libraries. You can definitely notice the difference, especially
with the screen refreshes and when scrolling text etc.

     The following sections contain a description of what objects are
contained within each drawer of the new WB 3.1 -- they do not list every

object in each drawer, just things that have been changed or added with the
new WB release. All unlisted objects are assumed to be the same from WB
2.x to WB 3.1.

UTILITIES: The Utilities drawer contains a program called MultiView.
MultiView is a powerful utility that can read an IFF text file, view a
picture file in almost any format, play sound files, view AmigaGuide
hypertext documents, play animations, and perform many other functions.
The MultiView utility relies on DataTypes (see below for a list of included
DataTypes) to access the many types of formats available to the Amiga. A
DataType is a description of the data to be used, you can get DataTypes for
virtually anything you want to view, play, read, or whatever. DataTypes
are included with WB 3.1 and others are available on many BBS's and
commercial services, such as: GEnie, CompuServe, etc. If you can't find a
DataType for a file format you want to manipulate with MultiView then just
write one for yourself!

    The MultiView icon can open a standard file requester or, because it is
an AppWindow, it can just open a window on the Workbench screen into which
you can drag various icons to manipulate. Just drag a sound file into the
MultiView window and a little speaker icon will appear in the window.
Click on the speaker icon and the sound will be played. When you load an
animation file into MultiView you will get a VCR-type control panel for
manipulating the animation with FastForward, Reverse, Play buttons and a
slider for jumping to any part of the animation. This is a very powerful
utility and it's fun to use!

    Although the Say utility is not included with WB 3.1 you can easily
enable it by copying the necessary files from an old WB 1.3 disk. It works
flawlessly under WB 3.1.

TOOLS: The Tools drawer contains one new commodity program, a mouse
blanker. The mouse blanker is very simple, just double click its icon to
enable it. Whenever you type at the keyboard the pointer will disappear.
To make the pointer reappear just move the mouse. I would have liked to
see a better mouse blanker that would allow a user-defined time limit
before blanking the mouse.

SYSTEM: Nothing new here.

DEVS: The Devs drawer contains the DataTypes used by MultiView, some new
Monitor drivers, and a CD-ROM DOSDriver.

* The DataTypes included with WB 3.1 are:

    8SVX - IFF sound files

    AmigaGuide - Amiga help files

    FTXT - IFF text files

    ANIM - ANIM-format animation files

    CDXL - CDXL-format animation files

    ILBM - Bitmap picture files

* The new monitor drivers are : DblNTSC, DblPAL, and VGAOnly. The DblNTSC
and DblPAL drivers add eight new screen modes:

    DblNTSC

               High Res Laced - 640 x 800 4 colors

               High Res No Flicker - 640 x 400 4 colors

               Low Res Laced - 640 x 800 16 colors

               Low Res No Flicker - 640 x 400 16 colors

    DblPAL

               High Res Laced - 640 x 1024 4 colors

               High Res No Flicker - 640 x 512 4 colors

               Low Res Laced - 640 x 1024 16 colors

               Low Res No Flicker - 640 x 512 16 colors

The VGAOnly driver is used when a VGA monitor is attached to the Amiga and
the Multiscan screen modes won't work correctly. The VGAOnly driver
modifies the scan rate and will cause the left edge of the screen to flash
when scrolling horizontally.

* The new CD-ROM DOSDriver (CD0) allows you to access a connected CD-ROM
drive by using the device name CD0:. This is quite a nice feature of WB
3.1, now any connected CD-ROM drive shows up as just another Workbench icon
like any other device -- no other software is necessary for basic CD-ROM
access.

PREFERENCES: The Preferences drawer contains new WBPattern, Palette,
Pointer, and Overscan preference editors.

* The new WBPattern preference editor allows you to place a backdrop image
on the Workbench, windows, and screen. The images can be different from
one another. So, you could have one image inside any open windows, another
image inside the Workbench window (providing you have the
Workbench/Backdrop feature disabled), and yet another image on the actual
screen behind the Workbench window! Of course you can still use the boring
pattern selection and choose one of the eight pre-defined patterns or draw
one of your own. Who would want to use the same old patterns when they can
select any IFF image to use? This is a very nice feature of the new
Workbench -- no more hacks needed to accomplish this feat. Besides, the
hacks I saw were only able to place an image as the backdrop to Workbench,
now you get three choices that you can use!

* The new Palette preference editor is totally reworked from previous
incarnations.

The set of color blocks are located at the upper left corner of the editor.

You can click on any one of the colors to set its new value.

The colors can be adjusted by one of four means: Red Green Blue sliders,
Color Wheel, Gradient slider, or Hue Saturation Brightness sliders.

        Red Green Blue sliders – These are the familiar sliders found on
                                 previous versions of WB.

        Color Wheel – Selecting the Color Wheel bar from the main palette
                      editing screen brings up a color wheel with a pointer
                      inside of it. You can drag the pointer around the color
                      wheel with your mouse to change the basic color of the
                      selected block.

        Gradient Slider – The Gradient Slider works in conjunction with the
                          Color Wheel. As you move the pointer around the
                          color wheel the gradient slider, off to the right,
                          changes its range of possible colors according to
                          the position of the pointer on the color wheel. You
                          may then move a slider up and down, throughout the
                          range of colors, on the gradient slider. This
                          method allows you to select a more precise shade of
                          the general color selected with the color wheel.

        Hue Saturation Brightness sliders (HSB) – You can select this option
                                                  from the pulldown menu. It
                                                  replaces the RGB sliders
                                                  with Hue, Saturation, and
                                                  Brightness sliders for
                                                  controlling the colors.

Off to the right of the main palette editor is a list of items to choose
from for adjusting certain screen attribute's colors. The list includes:

        Background

        Text

        Important Text

        Bright Edges

        Dark Edges

        Active Window Title Bar

        Active Window Titles

        Menu Background

        Menu Text

At the bottom of the palette screen is a mock representation of a Workbench
title bar, a pulldown menu, active and inactive windows, and various

buttons and requesters. This allows you to get a visual idea of how any
changes you make will appear, instead of having to use your changes and
exit the palette editor numerous times. There are also several predefined
palettes available from the pulldown menu

The new palette editor really allows you to change all aspects of how the ←
   Workbench will look -- this
makes it possible to personalize your Workbench like never before.

* The new Pointer editor allows you to edit both the mouse and busy
pointers. If I had an AGA machine then I could have a hi-res mouse pointer
and busy pointer, but with an ECS machine I'm still saddled with the lo-res
versions.

* The new Overscan editor has a nice little addition in the form of four
arrows that allow you to make small changes to the screen positioning. By
clicking on one of the four arrows you can move the display one pixel at a
time in any direction instead of dragging the screen by the center handle
(which you can still do if you so choose.)

NEW WORKBENCH FEATURES: The following are new additions to WB 3.1 over the
earlier 2.x versions (these come in order of how they appear in the
manuals):

* Under the Icons/Format Disk menu choice you have a new option called
Directory Cache. Directory Cache speeds up the opening of drawers, file
requesters, and listings. This feature seems to be of greatest use on
floppy disks as their access is considerably slower than hard drives.
Directory Cache should only be used on disks and devices that will not be
accessed by pre-3.x Workbenches as they will be unreadable by them. This
option makes a noticeable difference in accessing data from floppy disks,
but due to the incompatibility you will have to avoid using it when giving
data to fellow Amiga users with older versions of Workbench.

* The ED menus come in two flavors, contrary to several messages I've read
on the Amiga FIDO echo where some people have been saying that it was a bug
in the OS! It used to be a secret that you could reap the benefits of the
expanded ED menus by renaming the ED-STARTUP file in your S directory.
Finally, Commodore has put this little treasure in the manual instead of
letting the user rely on word-of-mouth sources or various books and
articles on the Amiga. All of the new menu options are fully documented.
I highly recommend using the expanded menus because they add many features
to ED's operation.

* There are many new Early Startup features programmed into the ROM. Here
are all of the choices available in the 3.1 ROM:

    Disabling Devices and Caches - You can disable devices and caches from
a list of available devices. Choose the hard drive partition(s) and/or
disk drive(s) you wish to disable from the list and then boot the computer
to save valuable memory. If you select the disable CPU Caches option then
all Instruction and Data caches will be disabled on 68020, '030, and '040
CPUs.

    Choosing Display Options - You can emulate the Original Chip Set (OCS)
on earlier Amigas by selecting the OCS button. This will allow you to use

older programs that will not run correctly under the Enhanced Chip Set
(ECS). Also, you can boot up in PAL or NTSC modes. You must have at least
the ECS chipset to use these options. Users of Degrader will find these
modes quite useful in getting older and PAL-based programs to work.

    Diagnosing Expansion Board Failures - This option will pull up a screen
that lists all the available expansion boards installed in your Amiga. The
list contains:

        Board Number -   The number of the expansion board

        Manufacturer -   The number of the maker of the board

        Product Column - The manufacturer's product number for the board

        Status Column - The status of the board: Working or Defective

* There are a few new AmigaDOS commands:

    LOADRESOURCE - This command allows you to preload resources into
memory to cut down on excessive disk swaps on floppy-based systems. You
can preload: Libraries, Devices, Fonts, and Catalogs.

    REQUESTCHOICE - This command allows you to use custom requesters from
ARexx scripts and AmigaDOS. You could set up a custom requester that
contains the text "Is it OK to proceed?", and then have OK and CANCEL
buttons at the bottom of the requester. This is very nice!

    REQUESTFILE - This command allows you to open a standard file
requester from AmigaDOS or an ARexx script.

    SETKEYBOARD - This command allows you to temporarily redefine the
keymap to be used in the current Shell.

HIDDEN MESSAGES: Remember those neat hidden messages that could be found
with a weird combination of key presses in Workbenches past? Well, there
are some new ones included with WB 3.0 and probably WB 3.1, too! Here are
the hints from Denny Atkin's Best Amiga Tips and Secrets book:

    #1 - Control is given to those who are shifted four from the start and
         do not give up on the alternate course.

    #2 - When it is about time to learn the secrets of the master, one must
         also qualify for enlightenment.

If anyone figures this one out, please leave me some Email at my Internet
address telling me how you did it.

SUMMARY: I really love the new Workbench. It is a nice improvement over WB
2.1 and it is definitely worth investing in. I didn't notice too much
software incompatibility, on an ECS machine with WB 3.1 you can expect
about the same software compatibility as you have been accustomed to under
WB 2.x. The addition of the new 3-D look, added hard drive speed with the
new FFS, MultiView, graphics board support, eight new screen modes, CD-ROM

support, new Preferences editors, Directory Caching, Early Startup Menus,
and the added AmigaDOS commands make Workbench 3.1 a real winner. With the
current uncertainty of the future for the Amiga it can't hurt to help
support the platform and you would at least have the latest incarnation of
the Workbench. Buy it -- you won't regret it!

1.22   Review: Network CD and CD32 SerNet Cable

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=============================================================================
== Review: Network CD and CD32 SerNet Cable            By: Aaron Smith ==
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NAMES OF PRODUCTS

Network CD
CD32 Sernet cable (null-serial cable)

BRIEF DESCRIPTIONS

Network CD is a pre-setup CD with several programs including full
Workbench, Parnet, Sernet, Ncomm, Term, Twin Express, and several PD
collections.

The CD32 serial cable connects to the AUX port on the left side of
the CD32 and provides a passthough to the keyboard. It also provides a
complete serial port.

AUTHOR/COMPANY INFORMATION

Name:Weird Science

I purchased both products from:

Northwest Public Domain
PO Box 1617
Auburn, WA 98071-1617
USA

LIST PRICE

$29.95 (US) for the cable and $19.95 (US) for the CD. I paid a
little less than dealer cost.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

A CD32 is required.

Mouse and/or keyboard recommended, although you can use the
CD32 joystick to control the mouse.

Another Amiga to complete the link.

SOFTWARE

None.

COPY PROTECTION

None.

MACHINES USED FOR TESTING

Amiga 3000/25, 4 MB Fast RAM, 2 MB Chip RAM
2 internal 880K floppies
2 gig Hewlett Packard HD
ViewSonic SVGA monitor
Comports 8 port high speed serial cards (for sale BTW)
AmigaDOS 3.1

CD32 w/2MB chip only
AmigaDOS 3.1
Workbench 3.1 (Kick 40.60 WB 39.29 old WB version??)

GE S-VHS TV/Monitor.

INSTALLATION

Installation is rather simple. Plug one end of the cable (DB-25) into your
Amiga, Plug the round cable end into the CD32's AUX port and your keyboard
(A4000 style) into the passthough connector.

CABLE REVIEW

I must say I am impressed, not really with the cable but with the CD32's
built in serial port. It doesn't offer RTS/CTS handshaking, yet it can and
did lock at 57600 bps with my A3000 comports serial port and sustain
3900-4200cps with minimum errors. The cable is of good enough quality for
what it does. The DB25 end has a few parts in it including a small chip to
convert signals to the correct levels of standard serial ports.

The small AUX end went in the CD32 a little hard, although this may just be
my particular machine. The keyboard passthough worked flawlessly and of
course allowed serial transfers while active.

Overall, I believe the cable is worth the $30 that NorthWest PD sells it
for. With this cable, the Networking CD, a modem, and another NullModem
cable (to reverse it back to standard pins), your CD32 could be a nice
little terminal for calling out to a BBS as well. Seeing as the CD32
handled the 4200 CPS all right, I am guessing it could handle one of my
28.8K modems without to much trouble.

In conclusion, for the price of $30, this is a good deal for someone who
would like to download a few small AGA Euro demos from another Amiga to

watch on their TVs (note to AGA demo makers: make these things run on NTSC
CD32s), or perhaps use their CD32 to view some nice HAM-8s. This is a good
solution to for doing so.

NETWORK CD REVIEW

The Network CD is simple to use overall. Once you put it into the CD32 and
turn the power reset, it gives you a message, "LOADING this may take
awhile." I believe this message is here for the CDTV owners, as it takes
approximately 1 minute 40 seconds for it to load every little program
including Arq, several commodities, the boot picture and a very annoying
backdrop. The Network CD boots under AmigaDOS 1.3, 2.0, or 3.1 for any
machine.

When you open the main CD icon, you get the standard Workbench drawers
(Prefs, Tools, Utilities, Devs, etc.) and all the setup programs. You also
get a Shell, the wonderful trashcan (sic), and few other tidbits. The
pre-setup programs include Terminus, Parnet, Sernet, a PhotoCD converter,
and a few others. It also includes Fred Fish disks 800-975, Amos PD disks
478-603, Tbags disks 1-74, and approximately 500 images for viewing.

On to the programs... About the only program I really used was Terminus.
This is what I used for file transfers from my A3000 to the CD32. I used
Terminus because that is what I am used to. Read my dislikes later about
its setup. I tried to run sernet with the included disk for the host
machine with no luck. I'm not saying that it doesn't work -- I am sure it
does -- but I tried only once and didn't want to mess with it after that.

The only networking I have done has been with Envoy using slip.device and
plip.device. I would have much rather seen them use an Envoy setup and
these drivers. It would have allowed for a much cleaner and more reliable
connection with full disk icons and full network compatibility. Using old
junker programs like Parnet and sernet just don't cut it any more.
Actually it never did for me; Parnet has never been a viable choice in my
opinion for networking. Sernet seems to be another hack that just doesn't
cut it. This is only my judgement and whoever decides to use whichever is
no concern of mine. :)

DOCUMENTATION

All the documentation is in README files on the CD. Most every individual
program had its own README that brings up a text reader. The ones written
by the makers of the CD were for the most part clear and helped where
needed. The rest were mostly the documents that came with the programs
(i.e., Terminus, ViewTek, etc.). Everything overall was complete and not
to hard to understand.

LIKES

The setup was simple, and I transferred a file just fine on my first try
with no reconfiguration whatsoever. I liked that they used such programs
as Arq. I hope future CD32 utility CD's use more of such programs.

DISLIKES AND SUGGESTIONS

Well, here we go.... I like to complain. The first thing I noticed is it
seems they set up Workbench with nothing but the ugly, "blah" defaults that
no one likes. The background is setup with a group of tiled NETWORK CD
pics that helps to steal the precious 2MB of Chip RAM that is very much
needed to run about any program you want to pull over the network. The
only place to put programs pulled over the net is into the RAM: drive.
This means that the bigger the program, the less RAM that program has to
use. This can be cured with the use of Virtual mounted drives (which
Sernet and Parnet allow); take note of my Envoy usage example.

The overscan is set so low (640x200) that is is hard to fit any windows on
the Workbench screen without cluttering things up a bit. The colors are
all set a little blah, and the icons look to be simple 4-8 colors.

Something that really got to me was the configuration of the programs
included on the CD. Terminus is set to open on the Public WB screen with
WB palette colors, and it isn't even the new version of Terminus! They are
using Terminus 2.0 (latest is 2.0d I believe). On the other hand, Ncomm is
setup the exact way I have my Terminus setup (color and preference wise).
I suggest they put a little more work into setup of the programs on their
next version. Although speaking with a salesmen on the phone at Northwest
PD, "Lock and Load 2" should be something very nice.

Another dislike is the fact that they are using a seriously old version of
Workbench 3.1. The Palette preferences programs and several others
including Multiview are old and are missing several important features.

I am perhaps looking for too much out of this CD. It is sold as a
networking CD, and I just would like a few things changed for user friendly
purposes. There were a few little bugs in it, like the "slideshows" area.
They all default to pal, which may be fine for some people, but I find it
hard to watch a slide show while my TV rolls. :)

I want a CD that is specially made for an AmigaDOS 3.1 AGA CD32. This CD
is set up for any machine and it causes minor problems at times. Hopefully
"Lock and Load 2" will do this.

COMPARISON TO OTHER SIMILAR PRODUCTS

As for the CD32 cable, I can't compare it with much of anything else. I
did own a SX-1 but sold it after being extremely disappointed with its
ugliness and performance. This cable gives me at least the ability to run
AGA demos and utilities that I want to for $30. The SX-1 stuck out of my
CD32 and made it look a little lame in my eyes. I hope someone makes
another expansion box that perhaps fits under the CD32 and gives some
seriously faster serial and parallel ports. If the CD32 had a mere floppy
port, I would be very happy. :)

BUGS

There are a few minor bugs, but nothing of concern. They used a separate
Workbench backdrop setting program instead of the standard WBPattern
program. This can cause conflicts with some programs including WBPattern

and Font preferences, and the backdrop program itself can crash the machine
if you try to take away the picture.

VENDOR SUPPORT

Well I called Northwest PD and had a cool chat with someone (whose name I
forget) about a few CD32 topics and the CD he is working on: the "Lock And
Load 2". We also talked about the jerk companies making CD32 games using
only 880K on the 650MB CD. :) Overall, it's a friendly place and it did a
fine job with my order. I never have dealt with "Weird Science" the actual
company that made the cable and the CD. Don't think I would need to.

WARRANTY

Nothing mentioned, but from the nice way I was treated by NorthWest PD, I
am sure if anything was wrong with the cable or CD they would allow a free
trade for a good one. At least I think so. :)

CONCLUSIONS

Both of these are good products, I give the cable a nice "A" and the CD a
"B". These are good solutions to a slow method of getting files to your
CD32 until something other than the SX-1 becomes available for a decent
price.

A quick ending note: Monday, I ordered 3 CD32s from DarkSoft computers.
They were the ones going for $220 on the Internet. I believe these are C=
liquidated. I will be ordering another 2 CD32 Sernet cables and using the
CD32s as null modem computers and AGA toys. I will be hooking them up to
1084s Monitors Via the SVHS port with a homemade cable. These cheap
wonderful little machines will make for a lot of fun when I throw another
BBS party. These will allow several users to jump online my BBS locally
for cheap... yet another cool use of the CD32. :)

1.23 Review: The Deathbed Vigil

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                        =======================================================================

== Review: The Deathbed Vigil                    By:
            Jason Compton
        ==
=======================================================================
```

Review: The Deathbed Vigil

The Deathbed Vigil and other tales of digital angst is Dave Haynie's
documentary of the last days of Commodore US and International as they
knew it. It consists of a 20 minute tour of the nearly bare West Chester,
PA plant and the people that remained in it days before the liquidation
began (oh so long ago). It progresses to the "Last Layoff Party" at a
nearby bar, where scores of Commodorians had hung out for years. It
progresses to the Deathbed Vigil Party at Randell Jesup's house, where

loads of stories pour out about the good and bad old days. It culminates
in the ultimate act of condemnation: the spraypainting upon the Commodore
speedbumps of the people they blamed for the collapse of the once-mighty
computer company.

If I don't have you anxious to see the film, I haven't done a good job of
describing it yet. The tour through Commodore: seeing the utter bareness
of what was once a 1,000+ employee complex with computers stacked to the
ceilings is depressing. Seeing the people affected by these last days is
touching. Reading Dave's editiorial screens, in which he describes a
series of "Where Things Went Wrong", from the story of how Commodore could
have made the 3000UX into an industry standard to the story of how Medhi
Ali twice blew a chance to sell the Amiga in Japan to the story of how the
3000+ was blown off by C= management to the 1200 and CD32 underproductions
is riveting. Listening to the stories of ages past, when OS 2.0 kept
people at Commodore nearly 24 hours a day in an attempt to finish it was
amazing. In short, it's a great way to get some sort of perspective about
just what was going on at Commodore for the past 7 or 8 years.

If you want to see What Went Wrong, see this movie. If you want to see
the people that made the Amiga keep working all these years, see this
movie. If you want to understand just what Commodore management was like,
see this movie. If you just want to hear a bunch of really, really funny
stories (and a few that are amusing but not gutbusters), see this movie.

The movie isn't going to win any film industry awards. The sound is at
times horribly trebled, some of the text-screens are mistyped and it wasn't
exactly cinematographed. That wasn't what it was all about, though, and it
doesn't detract from the experience.

Sure, $35 ($40 PAL) IS a considerable chunk of change to pay for 2 hours of
film. But the movie really is worth it if any of the above is important to
you. It is also required viewing for anybody who thinks they can do it all
over again, and better...CEI, Commodore UK, I'm talking to you.

IAM can be contacted by info@iam.com or 610-853-4406.

1.24 Review: Connect Your Amiga!

```
                         ===============================================================================

== Review: Connect Your Amiga!                    By:
          Jason Compton
          ==
===============================================================================
```

Connect Your Amiga is Dale Larson's overview of networking, with a very
important angle on how it's done on our favorite machine. The 256-page
book is hardly a step-by-step guide to setting up any sort of network you
might imagine, but it does what it is supposed to do, familiarizing the
reader with ways in which it can be done. Dale worked for Commodore's
Netowrking Group (so the back cover's typo tells us), and his company, IAM,
sells Amiga Envoy and AS225, among other products.

The book does its job. By no means dry, Dale initiates those who aren't in

the know as to what it's all about, and at the same time tells those in the
know (either previously or as a result of his overview) how it can be done.
He covers faxing and EtherNet all the way up to Wide Area Networks, with
such products as AmiLink inbetween. There's even a few generous references
to Amiga Report, although it's mainly because he printed a ton of BBS and
online service information from us.

Larson really does what he set out to do. I know more about networking and
doing it on the Amiga than I did before. It certainly didn't make me a
pro, and I'm still silent on IRC #amiga when people walk on asking loads of
questions about AmiTCP. As a reference and product guide, as well as a
tutorial, it excels.

Be prepared for a wee bit of sticker shock: Dale asks $25 for the book, and
it's tough at times to figure out if it's worth it. Again: if you're
looking for a networking reference that's going to involve your Amiga, it's
a book you want. But for the ultra-casual reader, or for someone who
doesn't need more than, say, fax software, reviews in magazines would
probably suffice.

If you need to be in the know, you'll want this book. But don't rush out
to buy it simply because it's one of the few Amiga books being published
these days. (I'm wondering if the price results from the large amount of
work Dale put into making the copyright page fun to read. Never before
have disclaimers made me laugh as much.)

For the trivia buffs: Except for the cover, the book was written in Final
Copy II. He did quite a good job with it, too, even if the spell checker
missed a couple.

IAM: info@iam.com or 610-853-4406

1.25   AR Contest!

==
== AR Contest!   ==
==
     - THE PRIZE FOR NEXT MONTH -

CONTEST BEGINS: 9-13-94
CONTEST ENDS: 11-13-94

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/Toaster Reference Manual v2.221,
from Area52. This is a 1,000 page help system for the Amiga and Video
Toaster, covering the Workbench, AmigaDOS, Lightwave, and more ($34.95).

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).

Another possible prize is SubVersion, a strategy submarine hunt
game by Point of View Computing. Both a Mac and IBM version is included
along with the Amiga version.

FOCUS GbR has made available graphicRECALL, its interactive multimedia
database. Designed for catagorizing and accessing large databases of
images, texture maps, anims, and audio.

Walnut Creek has also dontated 5 copies of the AMINET CD-ROM, which
contains approximately 4000 files from the AMINET FTP sites.

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. More prizes will be announced
as they become available.

All monthly contests end on the dates listed above. Any entries beyond
this date will be entered into the next contest. In the event that you
were announced as a winner and did not receive your prize, please contact
me by email.

- 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 PUZZLE -

Two cars are racing on a race track. Each car is traveling in an
opposite direction (they aren't too bright). The cars eventually
collide with each other. One suffers damage to the windshield as
it gets hit. The other driver flies out the side openning on his
car because the netting was damaged.

The first car, a Formula 1 racer, has its windshield replaced. The
second car has its netting replaced. What kind of car is the second
car, and why?

- TO ENTER -

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

Amiga Report Contest
c/o David Tiberio

6 Lodge Lane
East Setauket, NY 11733

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

In your letter or email, please provide the following:

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

You must also include a brief one sentence overview of the editorial
in this issue of Amiga Report. Just to make sure you are reading it. :)
You must also include the issue number. For example, if you read this in
AR213, then include that in your correspondance. Also, a prize winner
will be determined by a random number generator. Choose a number from
1 to 262,144. The closest winner or winners to the randomly generated
number will receive the prize in the mail. Anyone who does not provide
a number will have one assigned to him randomly.

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

- RULES AND REGULATIONS -

1. In the evnt 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. The company that publishes Art Department skipped the key information.

- 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
1:5 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! SubVersion is donated by Point of View, and graphicRECALL
is published by FOCUS GbR.

dtiberio@libserv1.ic.sunysb.edu

1.26 AmigaELM

TITLE

    AmigaElm

VERSION

    4 (4.159)

AUTHOR

    Andreas M. Kirchwitz
    E-Mail: elm-fan@zikzak.in-berlin.de

DESCRIPTION

    AmigaElm is an "Electronic Mail Reader" which allows you to read and
    write mails. Normally you'll need a properly installed UUCP package
    (eg,AmigaUUCP, Feulner-UUCP or Dillon-UUCP) to reveive and send mails
    but AmigaElm is highly configurable so that you can take a mail-folder
    from a UNIX box, answer the mails and bring the answers back to the
    UNIX box.

AmigaElm is easy to install and to use. The user interface is very
intuitive and similar to the well-known UNIX-ELM. Beginners can
control all basic functions with menus and some nice GadTools
requesters. Advanced users can use aliases, priorized message
tagging, various filename-offers when saving messages and lots of
options to configure AmigaElm to fit your needs. In a system with
multiple users AmigaElm allows separate configuration files for each
user.

AmigaElm can be invoked in a special "terminal mode" (all input/output
from/to console). This is useful for running AmigaElm in the current
shell window or over a serial line (eg, with AUX-Handler).

AmigaElm offers basic internal MIME (multimedia mail) functionality
(eg, sending 8-bit-texts and binaries over 7-bit-lines) and supports
"MetaMail" (a full-featured package for handling all kinds of MIME
messages -- also available on AmiNet, see section "HOST NAME") and
"ReqTools" library 2.x (reqtools.library is included).

AmigaElm is one of the very first mail readers that has in-built
support for cryptographic applications, namely PGP. Henceforth,
AmigaElm improves your privacy and general living quality
significantly.

NEW FEATURES

Changes since version 3: (summary)

Enhancements to reply-commands (group-reply, new extended group-
reply) and encryption/decryption (new scripts, user can set default
encryption mode, 3 predefined and 3 custom encryption modes).

New sorting criterion, palette settings support up to 32-Bit-Colors,
can skip over deleted messages, new config file .elm/smartsignature
(similar to .elm/smartheader), cleaned up documentation on some
commands, fixed nasty bug with option -f (FOLDER), smarter handling of
domainized HOSTNAME, non-empty DOMAINNAME and DOMAINNAME in general.

Very intelligent get-char-handling when started in terminal mode (Elm
now accepts break signal when in terminal mode); thanks to Ralph
Babel. Also supports file notification when in terminal mode. [...]

No longer needs env-var LINES/COLUMNS for terminal mode when
connected to Amiga terminal.

Various other enhancements to existing commands. Some new commands.
Miscellaneous bug fixes.

(see file "History.Txt" for details)

SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher)

And for normal usage: a properly installed UUCP package. But can be
configured to run without a UUCP package for processing ready-made

```
    mail-folders (eg, from your work or university).
```

HOST NAME

```
    FTP/Internet: AmiNet and mirrors

      For example, ftp.wustl.edu [128.252.135.4].

    UUCP/E-Mail : mail-server@cs.tu-berlin.de

      Send mail to the address above and put the line
      "send /pub/aminet/comm/mail/AmigaElm-v4.lha"
      in the body.
```

DIRECTORY

```
    pub/aminet/comm/mail
```

FILE NAMES

```
    AmigaElm-v4.lha       (binary and documentation)
```

DISTRIBUTABILITY

```
    Shareware, Copyright by Andreas M. Kirchwitz
    (concept based on hwr-mail by Heiko W. Rupp).
    Source code only available to registered users.
```

1.27 AmigaBase v2.00

TITLE

```
    AmigaBase V2.00
```

VERSION

```
    2.00, update to Version 1.31
```

COMPANY

```
    None working for.
```

AUTHOR

```
    Steffen Gutmann
    Wiesentalstr. 30
    73312 Geislingen/Eybach
    GERMANY

    Fax:   +49/7331/69142
    Email: gutmann@informatik.uni-ulm.de
```

DESCRIPTION

```
    AmigaBase is a powerful programmable database with its own graphical
```

user interface.

AmigaBase is not a relational database with SQL interface or something
like this. Nevertheless, or just because, AmigaBase is ideal for
managing music cassettes, videos, addresses, etc. Complex applications
like a finance manager with automatic printing of transfer forms and
writing client accounts is no problem for AmigaBase, too.

AmigaBase knows of the following data types: BOOLEAN (boolean values),
CHOICE (one item out of many items), INTEGER (integer values), REAL
(floating point values), STRING (any text), DATE (date values), TIME
(time values), and MEMO (unlimited multi line text).

For more information see the ReadMe file in the archive.

NEW FEATURES since Version 1.31:

   o Full font sensitive
   o OS 3.0 look
   o Iconification of windows.
   o Improved memory management
   o Arexx port
   o Copy & paste
   o New variable type: CHOICE
   o MEMO variables with their own window
   o Improved text editor.
   o Enabled use of an external editor
   o Shortcuts for variables
   o Improved preferences settings (project dependent/independent)
   o Formats for date and floating point values.
   o Stack overflow handler and ctrl-c checking
   o Save & load of filter programs
   o Font attributes, background color and borders for all variable types.
   o New program types: PreNewDataset, PostNewDataset, PreDeleteDataset,
      PostDeleteDataset and Functions.
   o Many new functions and improvements for programming AmigaBase
   o Many bug fixes

SPECIAL REQUIREMENYS

1 MByte RAM, more recommended.

HOSTNAME

AmigaBase V2.00 can be found on any aminet site, e.g.
ftp.uni-kl.de (131.246.94.94).

DIRECTORY

/pub/aminet/biz/dbase

FILE NAMES

AmigaBase200.readme
AmigaBase200.lha

PRICE

```
   DM 70,-- (US $50)      inside Europe
   DM 80,-- (US $60)      outside Europe
```

DISTRIBUTABILITY

    AmigaBase is shareware, (c) Steffen Gutmann 1989 - 1994.

1.28 CompuScope 220 Driver

TITLE

    CompuScope 220 Driver

VERSION

    1.0

COMPANY

    Endicor Technologies, Inc.
    P.O. Box 29000 #355
    San Antonio, TX 78229
    USA

    Internet: info@endicor.com, sales@endicor.com

    Voice: 1-210-650-4988
    Fax: As above.

AUTHOR

    Ty Sarna

    Phone: 1-210-650-4988 x1
    Internet: tsarna@endicor.com

DESCRIPTION

    gage_cs220.device is a driver for the CompuScope 220 ISA Digital
    Oscilloscope board from Gage Scientific. With this driver and a
    GoldenGate 2 or GG2+ ISA/ZorroII bus bridge, you can use the CS220
    on an Amiga.

    The driver allows access to nearly all features of the hardware,
    including dual channel sampling at up to 20MHz, and single channel up
    to 40MHz.

    A demo disk is available. The demo disk contains gage_null.device, a
    demonstration and test version of the driver that doesn't require a
    CS220 or even an ISA/Zorro bus bridge. It simulates the operation of
    the gage_cs220.device and provides the same interface, and allows
    development of software for gage_cs220.device when hardware is not
    available. Since gage_cs220.device is a binddrivers-style device, and
    since gage_null.device is based on much of the same code, the

gage_null.device is also a binddrivers style device and must be bound
to an autoconfiguring board on your system. However, gage_null.device
doesn't actually access the board it is bound to, so it is safe to
bind the driver to any unbound board on your system. A ram expansion
board is a good candidate.

The disk also contains the full autodocs and headers necessary to
program for the gage_cs220.device, and to allow you to get a feel for
the capabilities of the real driver. Or, with the gage_null.device,
you can develop complete applications for the CS220 without having the
hardware or driver available.

See the file README.DataWeb on the demo disk for information on the
DataWeb, a complete scientific data acquisition and processing
environment that can be used with the gage_cs220.device.

SPECIAL REQUIREMENTS

Amiga 2000, 3000, or 4000 with OS 2.0 or later. See the section
titled 'OTHER' for a special note about the A3000.

A CompuScope 220 ISA Digital Oscilloscope board (naturally).

A GoldenGate 2 or GG2+ ISA/ZorroII bus bridge.

HOST NAME

The demonstration disk archive is available on
Aminet (e.g. ftp.wustl.edu 128.252.135.4)

DIRECTORY

/pub/aminet/biz/demo

FILE NAMES

gagedrv_demo.lha   (97526 bytes)
gagedrv_demo.readme   (2770 bytes)

PRICE

The price is $99.95 plus $5 S/H. Texas residents add sales tax. We
also accept purchase orders from large organizations!

The demonstration disk is free on Aminet, or can be ordered for $5
plus shipping/handling. If you have previously ordered a demo disk,
$5 will be deducted from the price.

All prices in US funds. Please contact us by phone or email for
international orders.

DISTRIBUTABILITY

Copyright (C) 1994 Endicor Technologies, Inc.
All Rights Reserved.

This is commercial software.

OTHER

        The CS220 board will not work in an A3000 as-is. It draws too much
        power on start-up and prevents the 3000's power supply from coming up.
        It works fine on 2000s, 3000Ts, and 4000s, but not the standard 3000.
        Gage can provide a modified board that works around the problem, or
        you can modify your own. Please contact us for details.

        The driver has only been tested with the 32K board model, but should
        work with the other small (<512K) models. It may not work without
        additional work on the large models. I am unable to test this without
        access to a large-memory card.

        If you need a driver for other Gage Scientific hardware or require
        features not supported in the current CS220 driver (for example,
        non-automatic software triggering, or large-memory cards), please
        contact us. We may be able to help.

1.29 The Designer

TITLE
        The Designer

VERSION
        1.50

AUTHOR
        Ian OConnor
        E-Mail: ijo1000@cus.cam.ac.uk

DESCRIPTION
        The Designer is a GUI creator which can produce source
        code in Assembler, C and HSPascal. The code production
        is handled by separate programs called Producers. The
        available archive is the demo version, with restricted
        save.

        +You can create windows using all of the GadTools Gadgets,
          Boolean Gadgets and BOOPSI Objects. Images can be
          included in some of these Gadgets or just drawn on the
          window.
        +Creation of Menus is supported with every GadTools menu
          option available including using images in your menus.
          All menus are V39 NewLook by default.
        +You can import IFF Images for use in windows, menus or
          just to be placed in your source code.
        +Editing screens is easy and allows the use of custom
          palettes and you can redefine the pens.
        +Create IDCMP handlers for windows and menus, just fill
          in the gaps.
        +Create shell programs that will compile and run for most
          projects.
        +Create Open Library and Open DiskFonts functions.
        +Just about every tag that it is possible to support up

```
        to V40 of the OS is supported in everything.
    +Full locale support with creation of .ct and .cd files
      automatically done.
    +10 demonstration programs showing most features of
      The Designer, each one implemented in Asm, C and HSPascal.
    +Extensive documentation in the form of AmigaGuide
      on-line help.
    +Ability to import GadToolsBox files.
    +Extensive customisation of code possible.
    +Developer information on Producers supplied.
    +Registered users can upgrade using the latest demo.
```

NEW FEATURES
        Changes since V1.42

         +Assembler Producer.
         +Create and edit screens.
         +BOOPSI Object support in windows, ColorWheels work
            fine, for example.
         +Now 10 Demos.
         +Developer files to write your own code Producers.
         +Improved documentation.
         +Improved Producers.

SPECIAL REQUIREMENTS
        AmigaDOS 2.04 or higher
        Some functions need higher.

HOST NAME
        FTP/Internet: AmiNet and mirrors
           for example: ftp.wustl.edu   pub/aminet/

DIRECTORY
        dev/gui

FILE NAMES
        DesignerV1_50.lha   (603703 bytes)

PRICE
        Registration costs 25 pounds sterling, for this
        I will post you a fully working copy of the latest
        version.

DISTRIBUTABILITY

         Freely distributable demo version, restricted
         save. Register for full version, see documentation.

1.30 EazyBBS

TITLE

    EazyBBS (Mailbox)

VERSION

2.17

AUTHOR

Andreas M. Kirchwitz

E-Mail: amk@zikzak.in-berlin.de

DESCRIPTION

EazyBBS is a Unix/Uucp-like BBS (Bulletin Board System) (aka Mailbox)
with UUCP network support for multiple users on multiple ports.

Multi-language support for input, output and commands. Configurable
commands, online help for every command. Extremely fast VT102
emulation. Full-screen editor, full-screen input/output masks,
full-screen file lister, full-screen chat, line chat. Online games
(Greed, Sokoban, Global War).

Z-Modem (xprzmodem.library) and X-Modem (builtin). Comfortable
Batch-Download and Batch-Upload. AmiNet-like .readme files
(containing file data) for upload and download.

Thread-oriented message system. Binary mails. Personal newstree for
every user, automatically shows new messages and files in subscribed
boards and file-areas. Checks integrity of archives and lists contents
of archives (highly configurable). CRC checksums to verify correct
file transfer.

Handles cursor-keys. Builtin support for "Umlaute", configurable
Umlaute conversion after upload and before download. Builtin pager,
users can edit their personal configuration easily.

Commands, filenames, boards, file-areas can be abbreviated.
AmigaDOS pattern-matching for various commands.

EazyBBS runs on own screen or in window (on any public screen).
Fonts configurable. No wimpy GUI, no fancy gadgets... everything's
done with VT102 masks (quite comfortable), perfect for remote
maintenance.

Configurable for any modem, ISDN board and multi I/O card.

Can be started from Uucp-getty (on already established connection).

Access to boards and file-areas can be restricted to certain users
(Unix-like owner/group concept), every group may have one or more
moderators. Optionally, all upload may be unaccessable by default,
then checked by the moderators and unlocked (if okay).

Very flexible import of peripherals (eg, CD-ROMs or any other
devices). Certain files and directories can be excluded.
Directories can be archived and transferred in one file (program
configurable, size check... configurable).

EazyBBS is comfortable but has no full-blown GUI. If the Workbench

```
        is your home and you even don't know how to spell the word "Shell"
        then EazyBBS is maybe not for you. But if you can handle a shell
        and if you like sophisticated software -- then you'll like EazyBBS ;)

        German support BBS with discussion boards, also available via UUCP.

NEW FEATURES

        Changes since version 2.15 (summary):

         - new script to create nice file-lists for Anonymous UUCP
         - resets DOS date of imported files so that (date based) recent-list
            for Anon-UUCP will work
         - fixed bug in recognizing AmiNet-like Readme-Files with ".desc"
            extension (from munpack)
         - "MB_DATA:LogoutProg" renamed to "MB_DATA:HangupProg",
            new "MB_DATA:LoginProg" and "MB_DATA:LogoutProg"
         - layout of log-files changed for easier usage of "awk"
         - workaround for FileSystem-bug (if you had lots of Readme files
            when importing/uploading files, some of them were ignored)
         - command "edit config" now allows to change realname, address
            and phone number
         - various changes/enhancements to existing commands
         - bug fixes

        See file "History.Txt" in archive EazyBBS-2.17.lha for
        complete listing of changes and new features.

SPECIAL REQUIREMENTS

        AmigaOS 2.0 (or higher).
        Knowledge of german language since most documents are in german
        (don't worry, translation to english is in preparation...
        translators welcome ;-)

HOST NAME

        FTP/Internet: AmiNet and mirrors

          For example, ftp.wustl.edu [128.252.135.4].

        UUCP/E-Mail : mail-server@cs.tu-berlin.de

          Send mail to the address above and put the
          line "send /pub/aminet/comm/bbs/EazyBBS-2.17.lha"
          in the body.

DIRECTORY

        /pub/aminet/comm/bbs

FILE NAMES

        EazyBBS-2.17.lha      (binary and documentation)

DISTRIBUTABILITY
```

Shareware, freely distributable.
Copyright by Andreas M. Kirchwitz.

1.31 GFFT

TITLE

    GFFT

VERSION

    1.12

AUTHOR

    Charles P. Peterson (Charles_P_Peterson@fcircus.sat.tx.us)

DESCRIPTION

    GFFT is an audio spectrum analysis program with many features. By
    operating from stored sound sample files, it can provide high
    resolution and accuracy, and has no specific CPU performance
    requirement.

    Audio spectrum analysis allows you to see the frequency content of a
    sound file and how it varies over time. This can be used to help
    understand sounds such as acoustical instruments and speech,
    and also to evaluate and adjust loudspeakers and other sound
    reproducing equipment.

    GFFT accepts 8, 12, or 16-bit data in in IFF 8SVX, AIFF, and AVR
    formats, or in unformatted files. It can also accept data points
    entered through a console in floating-point. The number of frequency
    bins and smoothing points is limited only by available memory; there
    is no limit to the length of the sound data which can be analyzed and
    averaged.

    Both a Workbench GUI and a CLI interface are provided. There is
    built-in help for both interfaces using a help file that can also be
    read as a user manual.

    High quality spectrum plots can be produced on screen, plotter, or
    printer, or saved to Postscript or TeX files. Spectral data can also
    be output in text form to a console or file.

    GFFT can perform a 2D (Amplitude vs Frequency) or 3D (Amplitude vs
    Frequency vs Time) analysis. It allows the selection of logarithmic X
    and/or Y axes, the dB scaling of X, and arbitrary 3D rotation. It can
    show multiple spectra in the same plot, or append spectral data bands
    from earlier sessions.

    There are 8 selectable data window types, including Blackman-Harris 92
    dB, which has very low sidelobe artifacts. A special weighting can be
    applied for pink noise testing. Smoothing, calibration, ranging, and
    quantization are also available.

HOST NAME

    GFFT is available for anonymous FTP on Aminet sites such as
    ftp.wustl.edu (128.252.135.4).

DIRECTORY

        /pub/aminet/misc/sci/

FILE NAMES

    gfft-1.12.lha   (302760 bytes)
    gfft-1.12.readme   (1869 bytes)

SPECIAL REQUIREMENTS

    Workbench 1.3 (V34) or higher and 1.5M total RAM. Will run on some
    systems with 1M RAM with reduced capabilities. Recommended: Workbench
    2.0 (V37) or higher, 3M or more RAM, and harddrive or second floppy.
    Larger amounts of memory will enable you to analyze using more
    frequency bins.

    Gnuplot 3.0 or higher is required; Gnuplot 3.4 or higher is required
    for the Hidden3D feature (only). Gnuplot is available on Aminet (see
    below for an example) and on some Fish disks and CD-ROMs.

        Aminet (e.g. ftp.wustl.edu 128.252.135.4)

            pub/aminet/util/gnu/gnufit12gp35.lha   (Gnuplot 3.5)

            pub/aminet/util/gnu/gnuplot-3.5.lha   (Gnuplot 3.5)

        AmigaLibDisk (also GoldFish and FrozenFish CD-ROMs)

            AmigaLibDisk 701   (Gnuplot 3.2)

PRICE

    GFFT itself is free; you do not have to pay for using it.

    Donations are encouraged to help support future development.

    An e-mail message or postcard sent to the author will provide moral
    support and will be appreciated even in the absence of a monetary
    contribution.

    Additional support services are also available, including packaged
    'Deluxe' distributions:

    Copy of latest GFFT 1.x Deluxe Distribution (with additional documents,
        screen shots, and extras--1 disk)............$15 ($20 outside USA)

    Copy of latest GFFT 1.x Expanded Deluxe Distribution (with
        Gnuplot, POST, notes & more--5 disks)........$25 ($40 outside USA)

    Purchasing either Deluxe Distribution or making a minimum $15 donation

will entitle user to 1 hour of support from the author within one year
and notification when the next release becomes available. Additional
support is available for $15/hour. It is also possible to make a
contingent donation to encourage the development of a specific
enhancement. See the README file in the program archive for further
details.

DISTRIBUTABILITY

GFFT is Copyright (C) 1994 Charles P. Peterson and is distributed
under a GNU General Public License. Full SAS/C source code for GFFT
is included in all distributions. The 'Network' distribution of GFFT
available on Aminet contains only GFFT and freely distributable
documents.

The 'Deluxe' distributions (available only on disk from the author)
include additional material which is not freely distributable.

OTHER

Two binaries are provided; one for 68000 and one for 68020 w/68881 or
better.

GNUPLOT is invoked and controlled by GFFT. You do not have to learn
how to use GNUPLOT except to fully utilize the Postscript and TeX
output options.

GFFT is not currently a part of project GNU and the Free Software
Foundation does not necessarily know anything about it.

At this time, GFFT is only available for Amiga.

Other programmers are encouraged to read and learn from the GFFT
source code and contribute enhancements or ports if they are able to
do so. Income from GFFT donations may be shared with program
contributors.

The GFFT Network Distribution may be included with other freeware and
commercial products under the terms of the GNU General Public License.
There is no stated limit as to what may be charged for transferring a
copy of GFFT either by itself or in combination with other works,
products, or services.

1.32 Gothic Tag v1.04

TITLE

Gothic Tag v1.04

AUTHOR

James W Savage
Internet: bryce@gothic.demon.co.uk
Fidonet: 2:2501/307.13 @ Centronics BBS

DESCRIPTION

    Taglines are the little amusing (or not) messages found at the
    bottom of email messages. However not all mail systems support
    them automatically. Gothic Tag is the solution.

    Gothic Tag is a thing for adding taglines to the bottom of email
    messages. Or alternatively a thing for adding email messages to
    the top of taglines.

    This tiny utility will invisibly add a witty remark to any
    message written in any mail software, whether it is on Usenet,
    Fidonet, Virtualnet or any other network.

NEW FEATURES

    First release.

HARD- AND SOFTWARE-REQUIREMENTS

    Workbench 2.0
    The Shell commands Type, Delete and Copy.
    Some form of offline mail system (eg a point, QWK or email
    reader)

DOWNLOAD

    Any Aminet site, e.g.

    USA
    ftp.wustl.edu 128.252.135.4 pub/aminet/

DIRECTORY

    comm/fido

FILE NAMES

    GothTag.lha
    GothTag.readme

FURTHER SOURCES

    FIDO:
    Centronics BBS +44 (0)473 273246 [2400 - VFC] 2:2501/307

PRICE

    Gothware. Send me something black and gothic.

DISTRIBUTABILITY

    Freely distributable but copyrighted.

1.33   Goth Test v1.0

TITLE

    Goth Test v1.0

AUTHOR

    James W Savage
    Internet: bryce@gothic.demon.co.uk
    Fidonet: 2:2501/307.13 @ Centronics BBS

DESCRIPTION

    The Goth Test is a test to find out how Gothic you are. Of
    course, you don't care how goth you are *for yourself* but you
    might have somebone demanding some sort of proof. You can then
    just stare them straight in the eye and calmly tell them your
    score.

    This simple little program lets you you take the test simply by
    clicking your mouse buttons, it even adds up your score for you.
    There is now no need to search through heaps of usenet FAQs,
    just double click and go.

NEW FEATURES

    First release.

HARD- AND SOFTWARE-REQUIREMENTS

    Workbench 2.0 or better.

DOWNLOAD

    Any Aminet site, e.g.

    USA
    ftp.wustl.edu 128.252.135.4 pub/aminet/

DIRECTORY

    game/gag

FILE NAMES

    GothTest.lha
    GothTest.readme

FURTHER SOURCES

    FIDO:
    Centronics BBS +44 (0)473 273246 [2400 - VFC] 2:2501/307

PRICE

Gothware. Send me something black and gothic.

DISTRIBUTABILITY

    Freely distributable but copyrighted.

1.34 IBG Browser

TITLE

    IBG Browser (browser)

VERSION

    1.0

AUTHOR

    Stefano Iacus,
    Via del Serafico, 185
    00142 Roma - Italia

    E-Mail: MC7414@mclink.it

DESCRIPTION

    IBG Browser is a simple and fast viewer for the images contained
    on the cd-rom set: "Voyager to the Outer Planets" by NASA.
    Because of the moltitude of images present on the NASA cd-roms
    for one man is very hard to see all of them in one life.
    There are at least 12 full cd-rom of the probe Voyager images,
    the majority of which, stored in the PDS compressed format, but
    at the end of every subset of images (ie Saturn subset, etc)
    there are the "best of" stored in the IBG format (directory
    /BROWSE/ of the each cd-rom). So this program is useful to "fish"
    in the sea of images the preferred one in IBG format and then get
    the original image in the PDS compressed format.

    IBG Browser is easy to use and it can:

    - display the image (obviously)
    - show the image histogram
    - report the image information (tech data and so on)

    and in addiction it's possible to change the colors of the image
    so to put in evidence unexpected details. There are three options:

    - full gray scale
    - standard false colors
    - spectrum colors

SPECIAL REQUIREMENTS

    AmigaOS 3.0 (or higher)

HOST NAME

    FTP/Internet: AmiNet and mirrors

      For example, ftp.wustl.edu [128.252.135.4].

    UUCP/E-Mail : mail-server@cs.tu-berlin.de

      Send mail to the address above and put the
      line "send /pub/aminet/gfx/show/IBG_Browser.lha"
      in the body.

DIRECTORY

    pub/aminet/gfx/show

FILE NAMES

    37910 IBG_Browser.lha (binary and documentation)

PRICE

    It is a CardWare program... so if you like it please send a
    post card of your city to author.

DISTRIBUTABILITY

    Freely distributable, Copyright by the individual authors.

OTHER

    From the same author you can freely get two filters for the program
    "HamLabPlus 2.08" by Ed Hanway, present on AMINET. These two give
    HamLabPlus the ability to see Voyagers' BROWSE and COMPRESSED images.

1.35 OVAUG Online

TITLE

    OVAUG Online

VERSION

    N/A

AUTHOR

    Dan R. Dennedy
    Newsletter Editor, Ohio Valley Amiga Users Group
    5994 North Glen Rd.
    Cincinnati, OH 45248-4136
    USA

    ddennedy@iac.net

```
      http://iac.net/~ddennedy
      FAX: (513) 598-9570
      Voice: (513) 574-3125
```

DESCRIPTION

      OVAUG Online is the World Wide Web (WWW) site for the Ohio Valley
Amiga Users Group (OVAUG).

      Originally intended to be an online newsletter, I opted to make
this a general server of Amiga-related information with an emphasis on
OVAUG members' contributions. Most of the submissions are reviews,
artwork, and articles on everything from art and design with the Amiga
to technical articles. Therefore, this site is not just to serve OVAUG
members, but it is for all Amiga users.

NEW FEATURES

      New features can appear at any time. You just have to pop in on
      occassion to see what's new.

SPECIAL REQUIREMENTS

      A WWW browser such as Mosaic (Preferred) or lynx.

URL

      http://iac.net/~ddennedy/OVAUG/OVAUG.html

PRICE

      Just a little bit of your precious time.

DISTRIBUTABILITY

      Freely distributable.
      Copyright 1994 by Dan R. Dennedy. All rights reserved.

1.36 SCRIPT:

TITLE

      SCRIPT:

VERSION

      1.1

AUTHOR

      Richard Rogers
      rrogers@cs.washington.edu

DESCRIPTION

SCRIPT: is an AmigaDOS device that gives the Amiga the
functionality of the "script" command in UNIX. SCRIPT: is
actually more general, in that it can echo the I/O passing
through any AmigaDOS device to any other device, including
itself.

For those of you not familiar with UNIX, the script command
causes the "screen" input and output to be saved to a file
(which is frequently then printed). This is useful for
things like demonstrating to your professor that your program
works correctly. It's like a terminal program's capture or
buffer feature, only for the shell.

On the Amiga, the command shell can use any device (usually CON:).
Some Workbench programs allow you to specify the device they use
via the WINDOW tooltype. Setting WINDOW to SCRIPT: allows you
to script programs run from Workbench. SCRIPT: captures the I/O
going through any device and echos it to any other device.
Echoing to the SCRIPT: device itself allows you to echo the I/O
to several devices at once.

FEATURES

   -Standard AmigaDOS device driver
   -Works with Workbench & Shell/CLI

SPECIAL REQUIREMENTS

   -AmigaDOS 1.2 or later

HOST

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

DIRECTORY

   /pub/aminet/util/cli

FILE NAME

   script.lha   5329 bytes

DISTRIBUTION

   Freely distributable. Send donations to the author to encourage
   futher development.

1.37 Yak v1.60

TITLE

    Yak -- multi-purpose commodity

VERSION

    1.60

AUTHORS

    Gael Marziou and Philippe Bastiani.

    E-mail address: Gael_Marziou@grenoble.hp.com

DESCRIPTION

    Yak stands for "Yet Another Kommodity" (never was any good at
    spelling), and is a mouse/window manipulation program along the
    same lines as DMouse, KCommodity and lets you activating screens
    and windows, inserting localized date. It offers more than the
    AutoPoint Commodore standard commodity and it's only 30 Kb long!

FEATURES

    A lot! Among them : AutoActivation of windows, extensible hotkey
    system (like FKey's) with a lot of different actions

NEW FEATURES

    This is an update to Yak 1.59, it fixes several bugs and introduces
    a new feature :

    * New toggle MMB Shift for easier multi selection for 3-buttons
      mice

SPECIAL REQUIREMENTS

    OS release 2.04 or newer is required; Yak has been tested with
    OS releases through 3.1.
    Distribution is archived with lha so program to un-archive them
    is needed.
    Amigaguide or Multiview is required to easily read documentation.
    Installer is required to easily install Yak.

HOST NAME

    Software has been uploaded to the Aminet Site:

    ftp.cdrom.com   pub/aminet/new

    and will be readily available on other Aminet sites.

DIRECTORY

    /pub/aminet/util/cdity

FILE NAME

    yak160.lha   : main archive.
    yak160src.lha : source archive only interesting
                    for programmers.

PRICE

      There is no charge for use of this software.

DISTRIBUTABILITY

      Freely distributable as long as the contents of the archive
      are kept intact.

OTHER
      E-mail address for bug reports and fixes:
      Gael_Marziou@grenoble.hp.com

1.38 Amiga Report Mailing List

                      ==

==   Amiga Report Mailing List   ==
      ==

If you have an internet mailing address, you can receive Amiga Report in

                UUENCODED
                  form each week as soon as the issue is released. To be put on
the list, send Email to jcompton@bbs.xnet.com and in the body of the
message ask nicely and briefly to be added to the list.

ie: Please add me to the mailing list for Amiga Report magazine. My
      addresss is <your net address>.

Your account must be able to handle mail of any size to ensure an intact
copy. For example, many systems have a 100K limit on incoming messages.

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

1.39 p5b-1-1

                          UUEncoding/Decoding
                          ~~~~~~~~~~~~~~~~~~~~
                (thanks to Bob Tomasevich for the quick tutorial)

What is uuencoding and uudecoding?
----
uuencoding is converting a binary file into text (ASCII) which can be sent
through mail or Usenet. uudecoding is reversing the process (e.g.
converting the file back to binary).

Why would I want to do this?

```
--------------------------
```
You have to send a binary file to a user who does not have FTP access, or
the user is too lazy to FTP the file.

What is the normal procedure?
----
1. Convert the binary file into ASCII, using uuencode.
2. Send the file, through email, to the user.
3. The person on the receiving end gets the email, which may be split into
   parts. If the email is split into parts, the parts must be combined,
   in the order received, into one file.
4. Receiving person converts the file back into binary, using uudecode.

What does a uuencoded file look like?

The start always has:

     begin 644 <encoded file's name>

So, for the file happy-happy-joy-joy.txt, it would look like:

     begin 644 happy-happy-joy-joy.txt

The encoded file begins right after:

M1TE&&.#=====@`'+@ `'9<`''''$'`*QQB8$5=2.+&/@R&(%-+*%7BL&#8]F6EP&]
M*$=E5&"L2B-Z8A-&:#'66(0$+,9P27-4-YB@#;4HK&I E!L9KKNNu*[",&;8]82SDF>
M&&&[%J4FI',&.:;:E`48#&"4@SE41M61<R&`@%R%$\',9:.?&!!Z=NWM&_\V';&H&D1TI&`=

.. more lines like the above ..

M>('`)N('`-^('`1.($5>($9u($=^($$.((E>((Iu((M^((Q.(,U>(,U>(,Yu(,]^(-!+
&V"\"`'@`[&
`'`
end   <-- the end of the encoded file
size 151341   <-- size of the original file

So, how would I do this on the Amiga?

There are many uuencode/decode variants out there, but most usually have
kept the old UNIX command line, which can be confusing to novices, or,
require you to remove all mail headers and other, non-uuencoded text.

Luckily, Asher Feldman took the time to write UUxt.

What is UUxT?

It is a program which performs both the uuencode/decode operations in one
executable, AND, can also pack/unpack LhA archives.

Tell me more.

The UUxT archive contains UUxT, the CLI version, and UUxtGUI, the Workbench
interface. I will give a short summary of how to use both. Detailed
instructions are included in the UUxT archive.

CLI Version:

  Running UUxT without any options gives the following:

    UUxT Version 2.1a Copyright (c)1993 Asher Feldman
    USAGE: UUxT [option] [archive name] <LhA archive name> <file(s)>
    options: a - encode   l - LhAencode
             x - decode   u - LhAdecode

  showing the format of the command line and the valid options.

  Some example command lines:

  1. Normal encoding - UUxt a filename.uue filename-to-archive

  2. Normal decoding - UUxt x filename.uue

  3. LhA archiving and encoding -

          UUxT l filename.uue filename.lha file1 file2 ...

  4. Decoding and LhA unarchiving - UUxT u filename.uue

  For LhA encoding and decoding, you will need LhA by Stefan Boberg.

  Workbench (GUI) Version:

  Below is a ASCII rendition of the UUxT-GUI window (from UUxtGUI doc):

```
        _____
       |+| UUxT-GUI Frontend v1.0 (c)1993 Asher Feldman              |
       +------------------------------------------------------------+
       |   _____         _____              |
       | |InFile |          |       |OutFile|          |            |
       | +-------+----------+       +-------+----------+            |
       |    (1)         (2)              (3)        (4)             |
       |             _____               _____        |
       | Operation |@| Decode    |    Lha Name |            |       |
       |           +-+----------+              +------------+       |
       |               (5)                          (6)            |
       |                      _____                            |
       |                     | START   |                           |
       |                     +---------+                           |
       |                        (7)                                |
       +------------------------------------------------------------+
```

  (1) Clicking on this brings up a requester to select the file you want to
        perform the operation shown in gadget (5).
  (2) You can manually type here the filename of the file affected by the
        operation indicated in gadget (5).
  (3) Used only for encoding, brings up a requester to select where the

```
                 encoded file should go.  Selecting an existing file will cause the
                 existing file to be replaced by the encoded file.  You can also
                 use this requester to create directories.
       (4) You can manually type the filename of the file to be the encoded file.
       (5) The operation to perform on file shown in (2).  The operations are
                 the four provided by UUxT (uuencode/uudecode/LhAEncode/LhADecode).
       (6) The name of the archive created with the LhAEncode option.  Ignored
                 when any other operation is selected.
       (7) Does the encode/decode/LhAEncode/LhADecode and pops up a requester
                 indicating if the operation was successful or not.


I need this!  Where can I get it?
---------------------------------
If you use the Internet from a local BBS, you may find it there.  If not
you can FTP it from wuarchive.wustl.edu, in the directory

                         pub/aminet/arc/UUxT.lha

It should also be on the Aminet mirrors.

Thanks for the explanation!  How can I reach you if I have questions?
---------------------------------------------------------------------

                              Internet
                              --------

                      bob.tomasevich@nezuld.com
                            bobt@ais.net
```

1.40 Copyright Information

```
===============================================================================
==                       _   _    __  ___   _                              ==
==                      /\  |\   /| || // _ \  /\                          ==
==                     /  \ | \ /|| ||(< __  /  \                          ==
==                    /--- \|  \/ || || \_||/--- \                         ==
==                    /_____\                          ==
==                   /                          \                         ==
==           Amiga Report International Online Magazine                   ==
==                October 24, 1994  ~ Issue No. 2.30                      ==
==                Copyright  1994 SkyNet Publications                     ==
==                        All Rights Reserved                            ==
===============================================================================
```

such as (but not limited to) Delphi and Portal. Distribution on public
domain disks is acceptable provided proceeds are only to cover the cost of
the disk (e.g. no more than $5 US). Distribution on for-profit magazine
cover disks requires written permission from the editor or publisher. Amiga
Report is a not-for-profit publication. Amiga Report, at the time of
publication, is believed reasonably accurate. Amiga Report, its staff and
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Report is not affiliated with Commodore-Amiga, Inc., Commodore Business
Machines, Ltd., or any other Amiga publication in any way. All items
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Copyright Laws of the United States Penal Code. Any Electronic Mail sent
to the editors may be reprinted, in whole or in part, without any previous
permission of the author, unless said electronic mail is specifically
requested not to be reprinted.

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1.41 Editor's Choice

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==   Editor's Choice   ==
===

These are selected products, reviewed by myself, that I've liked. So, I've
landed them and decided to sell them at the lowest price I'm authorized.

All prices are in $US.

Product	Issue Reviewed	Approximate Retail Price	Amiga Report Reader Price
Swifty 3-button mouse	2.28	$39.95	$22.75
Micro R+D CD-ROM Volume 1	2.25	$79.00	$53.95
(Includes Transition graphic			
converter and loads of			
artwork)			
Micro R+D CD-ROM Volume 2	2.26	$99.00	$59.95
(Includes entire Nature's			
Backdrop series)			

Orders may be placed via check, money order, or postal cheque, made out to
Micro R+D. Visa/Mastercard accepted via post or E-Mail. No CODs.

Mail all orders to
              Jason Compton
              . Orders will be
processed by Amiga Report and drop-shipped from Micro R+D.

In the US, add $5/$10/$20 for UPS shipping, ground/blue/red label,
respectively. Overseas: It is recommended that you consider $20 to be the

minimum cost for shipping. If you plan to order more than one item, E-mail
for shipping cost.

Sidewinder's Future Shock II CD is now available through Amiga Report.
Featuring 15 Amiga-generated tunes totalling 71 minutes, Eric Gieseke's
work is captured on an Amiga-independent media.

Available for US$12.00. Please add $5 for shipping.

Make check or money order payable to
                 Jason Compton
                 . Orders will be
drop-shipped from Sidewinder Productions.

For overseas orders, please contact through E-Mail before ordering.

1.42 Area52 Price Listing

                  AREA52 Price Listing for September/October 1994.
                  ~~~~~~

Although many Amiga mail order companies and dealers are becoming harder to
locate, it only makes room for us smaller dealers to bring you the same
products at the same prices you would expect from the largest mail order
house around. Over the summer we at AREA52 have been slowly expanding our
product line to contain hardware such as hard drives, monitors, and
accelerators, along with software from various smaller developers in the
area. Here are some of our prices, but look for more in the October issue
of Video Toaster User. We welcome you to compare prices!

    17" AOC SVGA monitor, digital controls, .28mm 1280x1024 NI $625
    14" SVGA monitors, many brands, .28mm, 1024x768 NI   260
    Warp Engine 68040 for A4000, 0mhz, SCSI2   750
    Cyberstorm 68040 for A4000, 0mhz   750
    Personal Animation Recorder   1499
    Conner 540 megabyte IDE hard drive, PAR compatible   299
    Conner 810 megabyte IDE hard drive   499
    Conner 1.0 gigabyte IDE hard drive, PAR compatible   625
    Micropolis 2210A 1.0 gigabyte hard drive, IDE, PAR compatible 699
    Micropolis 2217A 1.7 gigabyte hard drive, IDE, PAR compatible 950
    Micropolis 2210 1.0 gigabyte hard drive, SCSI2   699
    Micropolis 2217 1.7 gigabyte hard drive, SCSI2   950
    Micropolis 2217AV 1.7 gigabyte hard drive, SCSI2   999
    Fujitsu 530 megabyte SCSI hard drive   350
    Fujitsu 1.0 gigabyte SCSI hard drive   625
    Samsung 251 megabyte IDE hard drive   199
    Samsung 426 megabyte IDE hard drive   250
    Barracuda 2.1 gigabyte SCSI2 hard drive   1350
    Barracuda 4.2 gigabyte SCSI2 hard drive   2599
    Seagate 42 megabyte 2.5" IDE hard drive for A1200, A600   150
    Seagate 210 megabyte 2.5" IDE hard drive for A1200, A600   299
    Seagate 340 megabyte 2.5" IDE hard drive for A1200, A600   425
    Seagate 524 megabyte 2.5" IDE hard drive for A1200, A600   625

```
     External drive bays        1 drive bay $99. 2: $150, 4: $250, 8: $475

     Most drives are 2 year minimum to 5 year warranty on larger drives.
     MTBF of 23 years on all drives! Most drives are 3.5" half height.
```

Order (800) 730-0082, or FAX 24 hour orders to (516) 476-1615. NY State
residents may order using (516) 476-1615. NY State residents must add 8%
sales tax. VISA and MasterCard accepted. COD accepted by money order or
cash equivalent. Prices subject to change.

1.43 Delphi

```
================================================================================
==         Delphi Internet Services -- Your Connection to the World!       ==
================================================================================
```

Amiga Report International Online Magazine and the Amiga Report Coverdisk
are available 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.

                      For more information, 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!

1.44 Portal


```
================================================================================
==                  Portal:  A Great Place For Amiga Users              ==
================================================================================
```


The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information

The Portal Online System is the home of acclaimed Amiga Zone, a full-
service online SIG (Special Interest Group) for Amiga owners and users.

You can dial into Portal to access the Amiga Zone in various ways: direct
dial to our San Jose, CA area banks of high-speed modems (you pay for the
phone call if it's not local), or though any SprintNet indial anywhere in
the USA, (with a small hourly fee) or via the World-wide Internet "telnet"
program to portal.com (no hourly fee).

Even Delphi and BIX users can Telnet into Portal for a flat $19.95 a month,
with *unlimited* use.

Portal is NOT just another shell account. Its Online system is fully
menu-driven with on-screen commands and help and you can easily customize
it for your terminal program and screen size.

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

 * 2.5 GIGabytes of Amiga-specific file space - we have so much Amiga Stuff
      online, we've lost count!
 * The *entire* Fred Fish collection of freely distributable software,
       online. ALL 1000 disks!
 * 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, Elastic
      Reality (ASDG), Soft-Logik, Apex Publishing, and others.
 * 38 "regular" Amiga libraries with over 10,000 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. We
      have given away thousands of bucks worth of Amiga prizes - more than
      any other online service.
 * 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, EGS, Picasso,
      OpalVision & others feed right into the Zone message bases. Read
      months worth of postings. No need to clutter your mailbox with them.
 * FREE unlimited Internet Email with 5 meg of free storage.
 * A FREE UNIX Shell account with another 5 meg of free storage.

* 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,
     UNIX, Science Fiction, Disney, and dozens more. ALL Portal SIGs are
     accessible to ALL Portal customers with NO surcharges ever. You
     never worry "Ooops... Am I paying for this area?" again!
* The entire UPI/Clarinet/Newsbytes news hierarchy ($4/month extra) An
     entire general interest newspaper and computer news magazine.
* Portal was THE FIRST online service to offer a full package of Internet
     features: IRC, FTP, TELNET, MUDS, LIBS. And you get FREE unlimited
     usage of all of them.
* 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)
* 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.

To join Portal or for more information call:

   1-800-433-6444 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time
   1-408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time

   1-408-725-0561 (modem 3/12/2400) 24 hours every day
   1-408-725-0560 (modem 96/14400) 24 hours every day

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

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!]

The Portal Information Network accepts MasterCard, Visa, or you can pre-pay
any amount by personal check or money order. The Portal Online System is a
trademark of The Portal Information Network. SLIP, UUCP and custom domain
accounts are also available.

1.45 Aminet

                                Aminet
                                ~~~~~~

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

1.46 World Wide Web

```
                         World Wide Web
                         ~~~~~~~~~~~~~~
```

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

1.47 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
```

1.48 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   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.
```

1.50   CIUA BBS

```
                         * CIUA BBS*
             Official Amiga Report Distribution Site -- Portugal
               * Running Excelsior/Trapdoor/AmigaUUCP/AmiTCP *
                      Celso Martinho, Sysop
                         FidoNet  2:361/9
                    Internet: denise.ci.ua.pt
            +351-34-382080/382081 (V32bis soon V34) 24hrs - 7 days.
```

1.51   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
```

1.52   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
```

1.53   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
```

1.54   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.
```

1.55 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
```

1.56 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.

1.57 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@tecnet1.jcte.jcs.mil
                    FidoNet:  1:3604/60.0
              601-374-2697 Hayes Optina 28.8 V.FC
                     Biloxi, Mississippi
```

1.58 EMERALD KEEP BBS

```
                          * Emerald Keep BBS *
                 Official Amiga Report Distribation 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
```

1.59 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
```

1.60 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  NWNet-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!!
```

1.61 Amiga Do PC BBS

```
                         * AMIGA DO PC BBS *
                 Official Amiga Report Distribuition 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 avaiable.
```

1.62 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
```

1.63 Phantom's Lair

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

1.64 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.
```

1.65   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
```

1.66   Continental Drift

```
*=====================================================================*

      /\                    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

*=====================================================================*
```

1.67   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.xs4all.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.

1.68 The Kobayashi Alternative BBS

```
        T H E   K O B A Y A S H I   A L T E R N A T I V E   B B S
        -----   -----------------   -------------------   -----
                  Supporting the Central Maine since 1985!

                   7 In-Dial lines (All 14.4 Compatable)
           Support for IBM/Windows, Amiga, MAC and CNet BBS Support
                        On-Line Games (over 100)
                    Internet Newsgroups and Usenet Mail
              FidoNet Echo Areas   FidoNet: 1:326/404.0
                    (207)/784-2130 \   TKA
                    (207)/946-5665  \  Local
                    (207)/353-7224  /  Access
                    (207)/377-3214 /   Lines
```


1.69 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 with
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.

1.70 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
```


1.71 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
                        Seinjoki, 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.

1.72 Falling BBS

```
                    * FALLING BBS *
      Official Amiga Report Distribution Site -- Norway
                    * Running ABBS *
                 Christopher Naas, Sysop
          +47 69 256117  28.8k  24hrs - 7 days
              EMail:   christon@powertech.no
```

1.73 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
```

1.74 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 Stingray Database BBS

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

1.76 T.B.P. Video Slate

```
         _____
        /   /                       /_  /\        * T.B.P. VIDEO SLATE *
       /   /                       ////  /       Official Amiga Report
      /   /      AR Coverdisk          /   / /    CoverDisk Distribution Site
     /   /                       /   / /  An Amiga dedicated BBS for All
    /   /                       /   / /      * Running Skyline 1.3.2 *
   /   /                       /   / /        Mark E Davidson, Sysop
  /   /_____/   / /            24 hrs - 7 days
 /     _____     / /       201-586-3623  USR 14.4 HST
 /   /  ___           /     /   / /            Rockaway, New Jersey
 /   /  /  /          /     /   / /
 /    /  /__/         /     /   / /      Full Skypix  menus + normal and
/_____/_____/_____/__/ /            ansi menu sets.
_____\/        Download on the first call.
```

```
        Hardware:  Amiga 500 Tower custom at 14 MHz, 350 Meg maxtor,
            125 Meg SCSI Maxtor, 345 Meg IDE Maxtor, 2 Double Speed CD rom,
                                9 meg RAM
```

1.77 Amiga Central

```
                         * AMIGA CENTRAL! *
                 Official Amiga Report Distribution Site
                      CNet Amiga Support Site
                      * Running CNet Amiga BBS *
                        Carl Tashian, Sysop
             Internet mail:  root@amicent.raider.net
               615-383-9679  1200-14.4Kbps V.32bis
                        24 hours - 7 days
                       Nashville, Tennessee
```

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

1.78 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
```

1.79 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.muc.de
             Line 1: +49-89-5460535 (V.32b, Zyxel EG + / USR V.34)
                    24hrs - 7 days
                    Munich, Germany

           Areas for Amiga, PCs, Amiga Report,
           WAU Main Coordinator for Germany,
           Game Byte, Graphic Stuff, 3D-Exchange,
           3D-tools, 3D-objects, GUS, PAS, DOOM,
           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 X-TReMe BBS

```
                    -*+*/+ X-TReMe BBS +/*+*-
                          Pygor & The Doctor
                          +31-167064414 (24h)
                    Internet: u055231@vm.uci.kun.nl


  _____ .__ _____
/_ .__//_/ //.___/ Bitnet: u055231 at HNYKUN11
./ //.__ .//.___/  Internet: u055231@vm1.uci.kun.nl
/_//_/ /_//____/.  BBS: +31-1670-64414 (24h)
 . ___ .____ _____ _____  .    .
 . /  .\/ . // _ /_. __/ . //.__ .\    .
  / /  / / // /_. / /./ / // __ \ / .
/___//___//___/./_/ /___//_/. \_/
```

1.84 Vision Thing BBS

```
        Vision Thing
        Infect East German HQ, Keks ASCII Design World HQ
        Running CNET 3.xx
        about 800 MB HD Space
        The Amiga Report downloader connects with
        Handle:   Amiga
         PW:      Report
        ++49(0)345 663914
        Speed up to 19200.
```

1.85 Amiga Professional BBS

```
- ------------------------------------------------
             AMIGA PROFESSIONAL BBS
               +(39)-49-604488
               24h - 365 days
          ZyXEL V42/42bis MNP5, 16.8K
      Hardware Amiga 3000T 1GByte SCSI-HD
           Software AmiExpress BBS
   SysOp Claudio Zanella, 35133 PADOVA - ITALY
     Official board of Amy Professional Club
        Official WAU point North East Italy
            Official Italian Amos Club
      Official Amiga Report Distribution Site
  AMIGA ONLY, development, gfx, musix, no piracy
```

1.86 Dealer Directory

```
===============================================================================
==                          Dealer Directory                              ==
===============================================================================

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

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

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

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

                      Atlantis Kobetek Inc.
                      1496 Lower Water St.
```

```
                    Halifax, NS, Canada, B3J 1R9
                       Phone: (902)-422-6556
                        Fax: (902)-423-9339
                        BBS: (902)-492-1544
                  Internet: aperusse@fox.nstn.ns.ca


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


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


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


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


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


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


                       Finetastic Computers
```

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


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


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


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


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


          MusicMart:  Media Sound & Vision
                 71 Wellington Road
               London, Ontario, Canada
                VOICE:  519-434-4162
                 FAX:   519-663-8074
                 BBS:   519-645-2144
                 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


                            Zipperware
                         626 S. Washington
                         Seattle, WA  98104
                        VOICE: 206-223-1107
                          FAX: 206-223-9395
              E-Mail: Jon.Funfar@p0.f203.n138.z1.fidonet.org
                  "Seattle's Last (great) Amiga Store!"
                        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 O1,
                  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
                         Findland, Europe
                    Voice: +358 (9) 400 438 301
                    Fax:   +358 (9) 0505 0037


                          Grey Matter Ltd.
                            Amiga RuleZ!
                       1-22-3,Minami Magome
                      HillTop House 2F suite 201
                         Ota-ku,Tokyo 143
                              Japan
                       Tel:+81 (0)3 5709-5549
                       Fax:+81 (0)3 5709-1907
                and of course the BEST Amiga BBS in Japan
         BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )
                 Email: nighty@gmatter.japan-online.or.jp


                        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


                     VISAGE COMPUTERS
                     18 Station Road
                        Ilkeston
                        Derbyshire
                        DE7 8TD
                     UNITED KINGDOM
                Tel/Fax: +44 (0)602 444501
                Internet: floyd@demon.co.uk
        Suppliers of Amiga Hardware, Software and Public Domain.


                HIGHLAND GREY CONSULTING, INC.
        Customer Service Centre             Head Office
        4704E - 49 Ave.                     R.R. 1
        Camrose, Alberta                    Ohaton, Alberta
        Canada                              Canada
        T4V-3K9                             T0B-3P0
                   VOICE:  (403) 679-2242
                   FAX:    (403) 672-0303
              Sales and Service; Same Phone #'s!
           Apple, Amiga, IBM/Clone and Macintosh Systems



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

1.87 Editorial and Opinion

```
        ===============================================================================

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


                    compt.sys.editor.desk
```

1.88 News and Features

```
           ===============================================================================

==                          News and Features                             ==
===============================================================================


                Press Releases
        Stuff people want you to know.


            CEI Conference on Delphi
        Yet another AR conference


              Wake-Up With Flowers
        News Media Wake-Up Call


              AmiNet Hits 10,000!
        Celebratory information


              The Humor Department
        Just a couple of snicks
```

1.89 FTP and Product Announcements

```
           ===============================================================================

==                     FTP and Product Announcements                      ==
===============================================================================


                AmigaElm
        The popular mail reader


            AmigaBase v2.00
        Powerful, programmable database


        CompuScope 220 Driver
        Drive ISA oscilloscopes!


            The Designer
        GUI creator


                EazyBBS
        A multi-user UUCP capable BBS
```

```
                            GFFT
                 Audio spectrum analysis


                   Gothic Tag v1.04
                 Automatic taglines


                   Goth Test v1.0
                 How Gothic Are You?


                       IBG Browser
                 A browser for the NASA CD-ROMs


                   OVAUG Online
                 Ooooh...competition. :)


                         SCRIPT:
                 A Unix "script" clone


                     Yak v1.60
                 The multi-purpose commodity

| The 10 most downloaded files from Aminet during the week until 23-Oct-94
| Updated weekly. Most popular file on top.
|
|File                  Dir         Size Description
|------------------    ---         ---- -----------
GBlanker3.5.020.lha   util/blank  176K Modular screen blanker (020+)
p3_demo.dms           game/demo   710K Playable demo of Digital Illusions'
                                       Pinball
MUGicWB2.lha          util/wb      35K New release of icons for MagicWB2.0
Heli.lha              game/misc   510K Helicopter Game
EdWord_V5.lha         util/edit   166K A very sexy Text Editor (WB2.0 only)
quietscsi.lha         disk/misc     6K Noise saver for SCSI harddrives
ss11.lha              comm/dlg    110K Street Surgeon game v1.1, for DLG--bug
                                       fix
pfs95.lha             disk/misc   232K Professional file system for the Amiga
CompulsionToObey.lha  mods/pro    248K Winning module from Assembly'94
Conundrum.lha         game/think  122K Abstract puzzle game by Pete
                                       Storonskij
```

1.90 The Humor Department

```
        ================================================================================

==                          The Humor Department                            ==
        ================================================================================
```

```
                    Scrubference
                     Long awaited C= floor scrubber discussion


                     Fish Styx
                     The latest from BLAZEMONGER


                      Mc4000
                     Also the latest from BLAZEMONGER...
```

1.91 Reviews

```
              ==============================================================================

== Reviews ==
===============================================================================


               Cybersphere
         A standout Arkanoid clone


                 GPFax
         Faxing Amiga style


               Guardian
         A wonderful CD32 offering


             Workbench 3.1
         Speaks for itself.


          Network CD and Sernet
         Network a CD32...slowly...


            The Deathbed Vigil
         The film that captures the end of C=


            Connect Your Amiga!
         The book that Dale Larson signs
```

1.92 About AMIGA REPORT

```
                     ================================================================
==                              About AMIGA REPORT                                   ==
======================================================================
```

                    AR Staff
            The Editors and writers

             Copyright Information
            The legal stuff

1.93 The Staff

```
                     ================================================================
==                                 The Staff                                         ==
======================================================================
```

                    Editor:
                    Jason Compton
                                   Assistant Editor:
                    Robert Niles
                                   European Editor:
                    Michael Wolf
                                   Contributing Editor:
                    David Tiberio
                                   Copy Editor:
                    Katie Nelson
                                        Contributing Writers:
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                  mustang@port9.boise.id.pub-ip.psi.net

                        Keith Christopher
                    keithc@library.welch.jhu.edu

1.94 Where to Get AR

```
                     ================================================================
==                              Where to Get AR                                      ==
======================================================================
```

```
                    The AR Mailing List

                         Aminet

                    World Wide Web

                  Distribution Sites

                  Commercial Services
```

1.95 Distribution Sites

```
           =========================================================================

==                      Where to find Amiga Report                    ==
           =========================================================================


                  FidoNet Systems

                Non-FidoNet Systems
```

1.96 FidoNet Distribution Sites

```
                                    FidoNet Systems
                           ~~~~~~~~~~~~~~~
Click on the button of the BBS nearest you for information on that system.

   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

              CIUA BBS
              .......................................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 BSS
..............................Campinas, Brazil

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

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

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

      MOONLIGHT SONATA DLG
.......................................Finland

        CONTINENTAL DRIFT
...........................Sydney, Australia

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

   Kobayashi Alternative BBS
.........................................Maine
```

1.97   Non-FidoNet Distribution Sites

```
                          Non-FidoNet Systems
                    ~~~~~~~~~~~~~~~~~~~~
Click on the button of the BBS nearest you for information on that system.
```

```
      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

       X-TReMe BBS
...............................Holland/Belgium

    Vision Thing BBS
.......................................Germany

  Amiga Professional BBS
.........................................Italy
```

1.98 Commercial Products

```
          ===============================================================================
==                          Commercial Products                        ==
===============================================================================
```

             Editor's Choice
        Jason's picks

          Area52 Price Listing
        Tiberio wants to sell you stuff.

        Commercial Online Services
        Sign-Up Information

1.99 Commercial Online Services

```
          ===============================================================================
==                      Commercial Online Services                     ==
===============================================================================
```

            Delphi
          Getting better all the time!

            Portal
          A great place for Amiga users...