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COLLABORATORS

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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ar403	1
1.1	Amiga Report Online Magazine #4.03 -- February 19, 1996	1
1.2	Amiga Report Main Menu	2
1.3	Editor	2
1.4	Assistant Editor	3
1.5	Senior Editor	3
1.6	Contributing Editor	3
1.7	Contributing Editor	4
1.8	compt.sys.editor.desk	4
1.9	Commercial Products	5
1.10	National Amiga Canada	6
1.11	Reader Mail	6
1.12	MacroSystem Products Receive Accolades	7
1.13	Atari Swallowed by JTS	7
1.14	Almathera Hits the Web	8
1.15	Stylus Hits the Web, Too	9
1.16	Team Amiga Press Release	9
1.17	Silent Paw Seeks Backing	13
1.18	Amiga Meeting, Basel, Switzerland	14
1.19	Atrophy from OTM Distribution	15
1.20	Video Backup System Amiga	15
1.21	World of Amiga UK	16
1.22	RevUp 1.3	17
1.23	The Latest News from XTReme Racing	20
1.24	Gadget23 Magazine	21
1.25	Frodo V2.1	23
1.26	Iconographics V3.0	24
1.27	CyberShow Professional V6.0	26
1.28	MagiC64 V1.3	28
1.29	HTML-Heaven V1.3	30

1.30	Frotz V1.01 Rel. 2	31
1.31	Macro68 V3.175	32
1.32	Amiga CDROM Guide V1.4	34
1.33	CU Amiga Magazine	36
1.34	AMOS Pro OS Dev-Kit V1.01	38
1.35	World of Amiga Show - London	40
1.36	Voodoo V1.103	41
1.37	MasterISO V1.22	42
1.38	AsimCDFS V3.5	43
1.39	XiPaint 24-bit Picture Competition	44
1.40	Baking Carrot Biscuits - Making Use of Old Amigas	44
1.41	Looking for Work	51
1.42	MetaTool 40.4	52
1.43	Review: XTreme Racing	53
1.44	Review: Worms	56
1.45	Review: XTreme Racing	58
1.46	Review: Breathless	60
1.47	Aminet Charts: 22-Jan-96	63
1.48	Aminet Charts: 12-Feb-96	64
1.49	Amiga Report Mailing List	65
1.50	uuencode	66
1.51	Aminet	66
1.52	World Wide Web	66
1.53	Copyright Information	67
1.54	Amiga Report Writing Guidelines	68
1.55	Editor's Choice	68
1.56	Portal	70
1.57	Distribution BBSes - Australia	72
1.58	Distribution BBSes - Europe	72
1.59	Distribution BBSes - North America	76
1.60	Distribution BBSes - South America	79
1.61	Dealers - Asia	79
1.62	Dealers - Australia	80
1.63	Dealers - Europe	80
1.64	Dealers - North America	84
1.65	Editorial and Opinion	90
1.66	News & Press Releases	91
1.67	Featured Articles	93
1.68	Reviews	94

1.69 Aminet Charts	94
1.70 About AMIGA REPORT	95
1.71 The Staff	95
1.72 Where to Get AR	96
1.73 Distribution Sites	97
1.74 Dealer Directory	97

Chapter 1

ar403

1.1 Amiga Report Online Magazine #4.03 -- February 19, 1996

February 19, 1996

Turn the Page

Issue No. 4.03

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"THE Online Source for Amiga Information!"

Copyright 1996 FS Publications

All Rights Reserved

1.2 Amiga Report Main Menu

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==                                     ==
                                     Main Menu
=====

    Editorial and Opinion

        Featured Articles

            Reviews

    News & Press Releases

        Aminet Charts

            Reader Mail
            -----

    About AMIGA REPORT

        Dealer Directory
    Contact Information and Copyrights      Amiga Dealer Addresses and ↔
        Numbers

    Where to Get AR

        Advertisements
    Mailing List & Distribution Sites      Online Services, Dealers, ↔
        Ordering

// |                                     | //
=====//=====| Amiga Report International Online Magazine |=====//=====
== \// | Issue No. 4.03           February 19,1996 | \// ==
=====| "THE Online Source for Amiga Information!" |=====
|                                     |

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Jason Compton
 =====

By:

Brrrr.

The February chill descends upon us. Retail sales traditionally are poorest this month, so try to keep your favorite commercial developer in good spirits.

The rest of the market plods on. Cheaper RAM is the biggest substantial news in the pipelines, a lot of the rest of it is the same old posturing.

The Amiga hurtles towards its first anniversary with Escom, and Commodore's second "deathday."

Even as we speak, independent engineering firms are at work on the Amiga, re-engineering the chipset and trying to come up with a new "stopgap" machine to show off at Cebit in March.

AT won't talk much about this machine except to say it will be AGA and will have Zorro slots. The "A1200+" will not be built, however.

The A1200 Surfer pack is being test-marketed in Germany, and we're looking forward to receiving our own to review in the near future. AT may just have put together a price/performance package that can sell in appreciable numbers.

But for now it's a waiting game. If you like, say a few words of remembrance for the soon to be devoured Atari Corp, which, like Commodore, pioneered so much but in the end will wind up just like Commodore--a brand name for a mainstream PC company.

So enjoy what you have. The upcoming CeBit and World of Amiga UK shows should prove quite telling. No more "we're just getting started" excuses for AT. It'll be cards-on-the-table time for them and for the industry, and we're all waiting to see the ace the AT boys have been, hopefully, working on for a while.

Jason

P.S. On a completely unrelated note, I've been lucky enough to have a chance to sit down at the keyboard of a Draco recently. The incredible speed of this thing has to be seen to be believed. It really makes you appreciate the fact that the 060 is indeed available and that, with any luck, we'll be seeing PowerPC availability for the Amiga in due time. The Draco certainly isn't priced for everyone, but is a pretty righteous Amiga software performer if you throw the right tasks at it.

1.9 Commercial Products

Commercial Products

National Amiga Canada
New, used, and odd Amiga stuff

Editor's Choice
Jason's picks

Portal Information Systems
A great place for Amiga users.

News
Opinion
Articles
Reviews
Charts
Adverts

1.10 National Amiga Canada

 N A T I O N A L A M I G A C A N A D A * NEW * USED * ODD *

National Amiga is a small mailorder company based in Ontario Canada. The main thing we want to do is help out other Amiga owners and give them a place to find out about and purchase Amiga products.

National Amiga does most of it's business over the internet. We have a World Wide Web site that contains our full catalog along with information on many of the products we sell and support. Something is added almost on a daily basis. Don't see it? Ask! We actually LOOK for things all over the world.

Not only does our web site contain prices, but it also contains links to other Amiga related sites. Our Technical Information page has jumper settings, diagrams, specs, and how-to-do it sections. It's growing all the time and has become quite popular for many FAQ's!

Hard-Drives * 3.1 Kits * Networking * RAM * CD-ROMs * Cables * Accelerators
 Chips * Mice * Graphics Cards * Software * We BUY and SELL!

* Email us to be put on our weekly up-date list containing specials
 * on new and used products!

* Don't have email access? Call for our current print catalog!

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 1229 Marlborough Ct. #1401 Email: gscott@interlog.com IRC: NAN (_NAN)
 Oakville, Ontario http://www.interlog.com/~gscott/NationalAmiga.html
 L6H3B6 CANADA Phone: (905) 845-1949 Fax: (905) 845-3295

1.11 Reader Mail

 Reader Mail

From: Michael Wilkins (michaelb@mbbox.kyoto-inet.or.jp)
 Subject: Hi from an Amigan in Kyoto, Japan

Hello

I'm an Aussie married to a Japanese (2 kids) living here in chilly Kyoto.

I bought a CSA Derringer 030 25mhz, 882 50 mhz + 16 meg this year. It uses some CSA osftware "D3" in the user startup to promote speed enhancing modes, one of which (D3 -res) maps the kickstart image into a special area that will survive a warm re-boot and also further enhance speed. After installing OS3.1, I lost the warm re-boot facility and thus accordingly some speed.

I have only a tech contact telephone number for CSA, which is a recorded

message and despite leaving messages with appeals for email contact, nothing.

Is CSA still in business? Do you have a number or email address for them?

Does anyone know of any way to cure this warm re-boot problem?

I do not have news "Posting" ability yet so I'm hoping you might kindly ask some knowledgeable soul to help out a very isolated Amiga fanatic.

I'm interested in hearing from any CSA Derringer owners.

Unfortunately, I don't have any contact information for CSA. Perhaps someone out there can give him a hand? -Jason

1.12 MacroSystem Products Receive Accolades

Amiga Magazin from Martin Technik in Munich just printed their Product of the Year awards for 1995, in their March 1996 issue.

VLab Y/C won in the digitizer category with 59% of the vote.

Toccata won the audio category with 89% of the vote.

VLab Motion won the Motion JPEG category with 71% of the vote.

Eric Kloor
Proprietor
=====

*****DraCo*****
The Nonlinear Workstation

DraCo Systems, Inc.
3591 Nyland
Lafayette, CO 80026
303.499.1975
eric@draco.com

1.13 Atari Swallowed by JTS

[Honestly, I'm not trying to hearken back to the Atari-slanted Amiga Report days of old. But the 90's do seem to be the decade of collapse for the pioneers in the personal computing industry, and it's worth noting that Commodore is not alone. -Jason]

DOW JONES NEWS 02-13-96 10:09 AM
Sunnyvale, Calif. (Dow Jones) -- Atari Corp. (ATC) and JTS Corp. agreed to merge.

August Liguori, chief financial officer of Atari, said the transaction is a stock swap for about 40 million Atari common shares, valued at about \$80 million.

Liguori said Atari will continue to support its Jaguar video-game system

through 1996, despite heavy competition from Sony Corp.'s (SNE) Playstation and Sega Enterprises Ltd.'s Saturn systems.

JTS Corp., of San Jose, Calif., is a privately held maker of computer disk drives.

Atari said in a press release that under the agreement the merged company will operate under the name of JTS Corp. and the current officers of JTS Corp. will become the officers of the merged company. The Atari entertainment business and the JTS disk drive business will operate as separate divisions of the merged company.

The boards of Atari and JTS approved a definitive agreement for the merger. Closing, set for the end of the second calendar quarter, is subject to some shareholder and regulatory approvals and other conditions.

After the merger, Atari shareholders will own about 60% of the outstanding shares of the new company. The transaction is structured as a tax-free reorganization and will be accounted for as a purchase.

Atari also said it extended a \$25 million bridge loan to JTS Corp. and if the merger is not consummated, the loan will be convertible into JTS series A preferred shares at the option of Atari or JTS and subject to some conditions.

(END) DOW JONES NEWS 02-13-96
10:09 AM

1.14 Almathera Hits the Web

We're pleased to 'officially' announce the going-live of our Website for support, information and sales of all Almathera's products, including Photogenics, Video Creator and our CD-ROM range. [We're currently doing specials on all our products to free up some space around here, including CDs from UKP3.99, Video Creator for UKP10 and Photogenics for UKP45, a saving of UKP15 on the RRP]

Point your browser at <http://www.compulink.co.uk/~almathera/> - currently it's big on text and small on graphics, but it'll be expanding [links, info, forms, imaps, more downloadables] soon. Suggestions, crosslinks, gripes, feedback, orders [!], all are welcome.

In case you missed the Aminet upload listings, Photogenics is now at release 1.2a, which is a patch application for 1.2 HD users and can be found in [biz/patch/pgs12-12a.lha](#) on your local Aminet site - unfortunately for floppy-only users, the disk structure between 1.2 and 1.2a changed radically and a patch is impractical, however if you return your disks to Almathera and cover return post, we'll remaster free of charge.

And the EuroScene 2 CD-ROM is out - the best of the demo-scene's releases during '95. Reviews soon, and more information available via the website.

thp/c!truS'96 mail://thp@cix.compulink.co.uk / thp@mono.org
<http://thp@work.almathera.uk.tech.netsurf.opticalmastering>

1.15 Stylus Hits the Web, Too

Feb. 12, 1996
For Immediate Release
Contact: Jeff Blume
(970) 484-7321
stylus@ezlink.com

Stylus, Inc. World Wide Web Site

Ft. Collins, CO. - Stylus, Inc. has a new World Wide Web site at "<http://www.ezlink.com/~stylus/ProVector.html>". Currently available at the site are detailed specifications of ProVector(R) 3, StylusTracer(TM), PSImport(TM), and other support utilities for ProVector. A demo archive of ProVector, etc. is also available for download via the page links.

As the site evolves, it will feature news about products from Stylus, Inc., example graphics produced with ProVector, updated import/export drivers, and AREXX macros.

With the Web site comes new means of contacting Stylus, Inc. via Internet email to "stylus@ezlink.com". "We hope this new email address will help to improve technical support for our international customers," said W. Jeffrey Blume of Stylus, Inc.

"However," Blume added, "voice tech support is still just the price of a phone call for registered ProVector users; and frankly, we prefer talking to you."

On that subject, Stylus, Inc. also wishes to inform its customers that it has a new area code (970). Thus, the new tech support number is (970) 484-7321.

Finally Blume said, "Stylus, Inc. wishes to thank all of the Amiga(R) faithful (old and new) who have stuck with ProVector and the Amiga through this recent period of transition. Stylus, Inc. is looking to Amiga Technologies, GmbH to raise the Amiga to new heights of technical achievement."

ProVector is a registered trademark of Stylus, Inc. StylusTracer and PSImport are trademarks of Stylus, Inc. Amiga is a registered trademark of ESCOM AG.

1.16 Team Amiga Press Release

PRESS RELEASE *** FOR IMMEDIATE RELEASE *** PRESS RELEASE

Team AMIGA - JOIN TODAY!

What is Team AMIGA? Team AMIGA started life as a tongue-in-cheek joke in the FidoNet AMIGA (international) echo conference, by my signing my messages as:

Ricardo.Amiga

Charter Member, Team AMIGA

It was just a fun poke in the ribs at the "other" team we all know and love for our rival platform, the PC. I was wondering how long it would take for someone to get a boot out of it.

Instead, all I got was inquiries like "Hey, this sounds like a great idea! What is Team AMIGA and how can I join?"

After getting tired of explaining that it was just a joke, I stepped back and took a look at the concept. I talked it over with a few of the more well known denizens of the AMIGA echo, and decided maybe it was a good idea after all and not just a joke.

With almost three hundred members as of today, from Russia to Australia, Spain to the United States and Canada, Team AMIGA is growing daily, so fast that I have a hard time keeping up with entries to the database in my free time.

There are no dues, there are no real "rules" (of course, it goes without saying that software pirates and known crackers/phreakers, etc. are not members...). There are no officers (well maybe except myself, but all I am doing is trying to co-ordinate efforts and communicate with Amiga Technologies, GmbH. ATG is reportedly looking very seriously at the activities of Team AMIGA and we hope to attain a good working relationship with them. Until these negotiations are final, we are holding off on doing some things we really want to get busy on, like having a contest to design a team logo, T-shirts, bumperstickers and other paraphernalia with the logo, membership cards that we would be working with vendors to give discounts to Team AMIGA members, etc.

Basically, Team AMIGA exists to show our committment to the Amiga, as ATGmbH has shown us. We want both to continue and thrive.

Team AMIGA is also very much un-like another "union" that (I'm not sure even still exists), is very demanding and makes threats to ATG saying essentially, "You do what we want or else." Team AMIGA exists solely to support the efforts of Amiga Technologies in whatever way we can, not bite the hand that feeds by making demands.

Below is the template that is posted in the AMIGA FidoNet echo conference, as well as cross posted in many other networks, as well as many Internet NewsGroups.

We hope you will take the time to fill out the application and get it to Team AMIGA!

[BEGINNING OF TEXT INSERT]

Modified: February 06, 1996

This is a regular posting in the international AMIGA echo for prospective Team AMIGA members. Please use the template below to send in your request to join.

Feel free to cross-post the below to other networks and services liberally!

8<---cross post beginning--cut here---8<---

In the FidoNet AMIGA echo, we've started our own "kick in the pants" response to the PC's TEAM OS/2. It's taking off like wildfire! We'd like to extend the invite to every Amiga devotee, everywhere! We have hundreds of members from several countries and from Fido, Internet and on-line services.

It's free. There are no dues. There are no rules. There are no officers. There are no idiots with a sense of pretentiousness (like CCISU or whatever the name of that "club" for Amiga Sysops was... ;).

To join, all you have to do is:

1) Swear that you are an Amiga enthusiast who extols the virtues of the Amiga to anyone and everyone you meet who is interested in computers (ESPECIALLY the PC crowd! ;) and now that the Amiga's future is looking up, you'll continue to do so even more fervently than before.

2) If you decide to join, fill out the application below and send it to me to be added to the list, so if there are any billion dollar sweepstakes prizes or warehouses of Amigas to be awarded (WINK WINK, GRIN GRIN ;) , we'll know how to contact you. Seriously, a database is being kept and will be forwarded to AT/Escom, should they decide to pick up the ball and run.

(Footnote: Since this all started, we do know that Amiga Technologies is observing Team AMIGA activities closely and has expressed interest in the near future of "officially recognizing" us.

One objective of Team AMIGA of course, was to get as many Amiga enthusiasts worldwide to make a statement of support, but another objective, is to show AT/Escom how much of a mistake it would be to not adequately support other continents, like North America and Australia)

3) Always acknowledge that I am the one who started all this (hey, I want SOME credit! (It's a JOKE, people, a JOKE! ;))

4) Know and understand that your stats will be in a database kept by me (Rick Lembree) and not released to anyone. If it comes to the point that AT/Escom wants to take the ball on this, they are the only ones I will release the database to, and I will at that time ask that if they release the database to other companies, that they be released only to AMIGA oriented ones.

The only other thing we ask of you, is if you use the name in your on-line signature, that you type it exactly as shown below:

Team AMIGA

The reason is for consistency, and for recognition. If everyone types it a different way, it appears that we don't "have our act together".

If you agree to all the above, just send in the following information:

(Important! Please use this template as is and with ALL necessary info requested to facilitate database entry, ok? If replying from a Fido node,

don't assume that I will have your Fido address when doing the database!
INCLUDE IT in the template! Thanks. :)

8<---cut here---8<--- SEND ONLY THE BELOW PORTION OF THE TEMPLATE!

Name: _____

Address: _____

Postal or ZIP code: _____

City & State/Province: _____

Country: _____

Birthdate (optional): _____

Phone Number (optional): _____

Email addresses (Fido, Internet, etc): _____

Computers owned: (A1000, A2000, A2000/030, A3000/16mHz CDTV, CD32,
etc.) No need for a lot of details, just the model number & CPU is
needed:

8<---cut here---8<--- SEND ONLY THE ABOVE PORTION OF THE TEMPLATE!

To:

FidoNet: Rick Lembree, 1:326/209.0
Internet: Rick.Lembree@326-209.mx1.fidonet.org
Home of Team AMIGA: Harbour Lights BBS (207) 967-3719

US Mail: Harbour Lights Computer Services
Attention: Team AMIGA
P.O. Box 207
Kennebunkport, Maine USA 04046-0207

Team AMIGA fax/voice mail: (207) 967-0988, ext. 3

Please note that the sheer volume of mail I am receiving on this does not
allow me to answer every application submission personally, although as
time permits, I make every attempt to do so. Depending on my workload at
the time I receive your application, you may get an Email reply, if you
have an address available. Postal mail will not be replied to, unless
you provide SASE.

EVERYONE will receive a postcard at a later date, advising what the latest

news is.

Feel free to take this template (in its entirety and unedited, please!) and cross post this to other networks and on-line services!

Welcome to the team!

1.17 Silent Paw Seeks Backing

[While past the deadline stated in this news item, I felt it was worth reprinting. Originally from various Usenet groups.]

Hello all,

This may not be the appropriate venue to make this offer however due to the time constraints involved the Internet seemed the best way to put this information out. Please read all the way through this message and I hope you will not be dissappointed.

Silent Paw Productions, the makers of the PAWS - Portable Amiga Workstation and the Gecko, are currently seeking investors who believe in the Amiga. This is mainly due to a recent situation where a distributor, that was to provide needed capital, had to bail out at the last minute to deal with reorganization issues within their own company.

What we are currently offering is the following :

* With the purchase of 20 shares from Silent Paw you may choose to recieve one of our products free. This free product will be delievered within 3 months of the beginning of production. For each addition 20 shares you may choose another free product.

An example would be, I purchased 40 shares of Silent Paw stock and with that purchase I selected to recieve free one PAWS 1200 and one Gecko.

The maximum amount of shares that can be purchased is 400. Any share purchase beyond 100 will gain you certain other benifits.

The minumum purchase is 20 shares (\$5,000). I realize that this is alot of money, for most of you, but the nature of our development has us heavily invested in the company as well.

All share purchases will recieve a stock certificate, share holders agreement, and a yearly company performance report and benifit from yearly dividends.

Other options :

* Short term investments with Silent Paw. Short term loans to our company are being paid back at very attractive rates. 6 months = 17% and 1 year = 25%.

Minumum for short term investment is \$10,000.

An example would be : I give Silent Paw \$10,000 for a 6 month loan. After

that 6 months I am paid back \$11,700. If it was for one year I would be paid back \$12,500.

These offers are good until Feb 5th. This is a short time to respond however, due to the very rapidly changing situation with investors, this is necessary for Silent Paw to keep on track with production schedules.

Buy a piece of a cutting edge Amiga development company and be part of the next generation of Amiga products. Invest in Silent Paw Productions, Inc.

Please feel free to call me at any of the numbers below or send E-Mail to Silent Paws address.

Thanks all,

Shawn P.B. Randolph
 President
 Silent Paw Productions, Inc.
 703-330-7290 (Voice)
 703-330-5752 (Fax)
 Internet : slntpaw@ix.netcom.com
 CIS : GO SPAW

1.18 Amiga Meeting, Basel, Switzerland

=====

===== A M I G A M E E T I N G =====

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Saturday, 24. February 1996
 11:00 - 22:00, Free entry.
 At the hall in Restaurant L'Escale
 Messeplatz 1-3 (MUBA), Basel, Switzerland

- =====
- Digital Video with AMIGA: DraCo, VLAB Motion
 - Videosoft- and Hardware: Amiga Hollywood Bundle
 - Amiga 4000Tower, A1200 Magic, CD32-SX32
 - Portable Amiga Workstation PAWS 1200 ! (*)
 - "Amiga SURFER" Internet-Bundle Presentation
 - Internet Tips&Tricks
 - Amiga Technologies & ESCOM representative at the meeting (*)
 - Music with Amiga and MIDI: Octamed, Bars&Pipes
 - Graphics-Software: Lightwave, Real3D, ImageFX, SCALA...
 - New Games to try and buy at the meeting
 - HW/SW private market
 - AMIGA Technologies Fan-articles on sale
 - Four Amiga-dealers from Basel present their products
- =====

Organized by AUGS - Amiga User Group Switzerland

Information: AUGS, Tel. +41 61 401-2117

claudem@ghost.aare.chnet.ch

=====
(*) = Not definitive yet at day of this message.

1.19 Atrophy from OTM Distribution

A T R O P H Y

After a bit of delay, Atrophy is now set for release on 28th March 96

- * Atrophy has no less than 10 Ham-8 pictures (16.5 million colour), count in the other graphics and your talking a staggering 100+ MB worth of gfx for the game!
- * Over 3MB of some of the best sounding music ever
- * 6 giant levels
- * 12 end of level/mid level guardians
- * over 5000 frames of animation
- * 60+ objects on screen at any one time
- * over 300 colours on screen during the game
- * Keyboard, Joystick operation, and redefinable keys
- * Hard disk installable, executable from WB
- * Minimum disk swapping. As big as the game is, it still only comes on 4 disks or CD
- * Simultaneous 2 player action, shared lives option
- * Flexible configuration and options
- * Quarter/Half pixel smooth dual playfield scrolling
- * Intelligent, random aliens
- * Super smooth anims
- * No slow-down even with two players with total firepower!

--

Release Date : 28th March 96
RRP : 29.95
Formats : Amiga 1200/4000 , CD32 to follow

OTM Ltd.
1st Floor, 11 Aldergate, Tamworth, Staffordshire, B79 7DL, UK
Tel. 01827 312 302 Fax. 01827 670 10 Email. OTM@OTMltd.demon.co.uk

1.20 Video Backup System Amiga

Dear Video Backup System Amiga users,

I would like to announce 2 things:

1. I moved from The Netherlands to New York City! After this big move, the address for Lyppens Software Productions has become:

Lyppens Software Productions
152 E.84 th Street, Apt 2d
New York, NY 10028
USA
Tel/Fax: +1-212-7440973

2. The Video Backup System Amiga is a product that lets you hook up your VCR to the Amiga and use it to back up your hard disk or other data to video tape. It's very affordable and very reliable.

The price has been reduced to US\$69,-!

A Web page is now available with technical details and specifications of the VBS package: <http://www.stack.urc.tue.nl/~hugo/vbsinfo.htm>

If you have any questions, please contact me at the address above or by sending an E-mail to: hugo.lyppens@fw.gs.com.

Sincerely,

Hugo Lyppens

LYPPENS SOFTWARE PRODUCTIONS

1.21 World of Amiga UK

AMIGA SET TO RETURN TO CENTRE STAGE WITH MAJOR NEW NATIONAL SHOWCASE

The Amiga is set to return to centre stage on the UK computer scene with a major new showcase event to be held in APRIL.

Sponsored by Amiga Technologies GmbH, the German based subsidiary of Escom, the show is being developed to effectively relaunch the Amiga following the rescue of the machine from the ruins of Commodore.

World of Amiga '96 has been designed as a major public platform to rehabilitate the Amiga in the eyes of the existing user base - as well as a potential new generation of Amigoids - and to provide the Amiga business sector with a significant source of revenue.

All the top Amiga companies are expected to attend the event - to be held on Saturday and Sunday, April 13 / 14 at the Novatel, Hammersmith.

Supported by all the major Amiga titles, the show line up will include;

- Amiga Technologies GmbH which will use the event to unveil all the latest development for the Amiga. (though yet to be confirmed, it is expected that the new Amiga 1200+ will have its first public showing in the uk at the event.)

[As the A1200+ has been cancelled, this is not going to happen. However, AT has indicated that its replacement will hopefully be on display in some form or other by CeBIT. -Jason]

- Key software developers, many of whom have been holding Amiga packages on the backburner in the light of recent problems, but are now rushing to complete them in time to use the event as a launch pad.
- Add on developers whose interest in the Amiga has been stimulated once again.
- Amiga distributors.
- Amiga dealers from throughout the UK.

SHOW FEATURES ;

- A Games Arcade
- High End Applications
- Retailers
- Technical Advice Centre (Being Manned by ICPUG)

World of Amiga organisers PBA Events has retained the services of one of the most experienced show promotion agencies in this sector, Cape Cowley Associates, to ensure a well attended event. CCA has previously been responsible for the launch of ECTS, Computer Shopper and the Future Entertainment Show.

"All the components are in place for an AMIGA event, like of which we have not seen since the hey day of the machine," says Peter Brameld of PBA Events.

"We have a new and well financed manufacturer behind both the machine and the event, all the Amiga mags have promised active support, all third parties are eager to make money - and there is still a substantial user base out there."

"Just how substantial can be seen by the fact on leading games house recently sold 50,000 units of an Amiga version of one of its blockbuster titles. Now if that doesn't prove there is still life in this sector, I don't know what does."

"World of Amiga '96 will provide the catalyst for the rebirth of the Amiga. So let the good times roll again....."

1.22 RevUp 1.3

TITLE

RevUp

VERSION

1.4 (8.1.96)

PROXITY SOFTWARES

Proximity Engineering and Technical Support

Usenet: pets@amiuni.tynet.sub.org
Fidonet: 2:246/1416.0 (pets)

AUTHOR

Boris Folgmann

Address: Friedrichstrasse 7
71546 Aspach
Germany

Usenet: <boris@prox.tynet.sub.org>
Internet: <prx@studbox.uni-stuttgart.de>
WWW: <<http://www.informatik.uni-stuttgart.de/fachschaft/adressen/bsfolgma.html>>
Fidonet: 2:246/1416.41 (Boris)
IRC: PRX
PGP Fingerprint: 82 84 70 38 26 5E 50 5A 9C DB CA CA 62 0A 31 52

Phone: ++49-(0)7191-23439
Fax: ++49-(0)7191-2604

DESCRIPTION

RevUp manages version strings following the Amiga standard for including in own programs, e.g. '\$VER: YourTool 2.4 (11.9.95)'.

It's a must for every serious C, Oberon or Assembler programmer, so have a look at it! Your makefiles together with RevUp will do all the work for you.

RevUp <version> <projectname> {<dependency>} [REV <revision>]
[BETA] [C] [ASM] [OBERON] [LOG] [EXTRA] [ENVVAR] [TINY]

Required:

VERSION : Version number.
PROJECTNAME : Basename to use for all RevUp files.
DEPENDENCIES: Files which dates are checked.

Optional:

REV : Explicit revision number.
BETA : Generate beta information.
C : Generate C headerfile (default).
ASM : Generate Assembly includefile.
OBERON: Generate Oberon definition module.
LOG : Interactively add history info to logfile.
EXTRA : Generate extra information.
ENVVAR: Set envvar for archive naming.
TINY : Don't print credits.

EXAMPLE

> RevUp 1 SuperTool EXTRA

generates SuperTool_rev.h:

```
/* C headerfile generated by RevUp 1.3 */

#define VERSION      1
#define REVISION     1
#define DATE         12.7.95"
#define VERS         "SuperTool 1.1"
#define VSTRING      "SuperTool 1.1 (12.7.95)\r\n"
#define VERSTAG      "\0$VER: SuperTool 1.1 (12.7.95) "
#define TIME         "14:57:51"
#define PRGNAME      "SuperTool"
#define BASENAME     "SUPERTOOL"
#define VSTR         "SuperTool 1.1 (12.7.95) "
#define USER        "boris"
#define HOST         "prox"
```

User and Host are imported from environment variables.

FEATURES

- o RevUp generates and maintains include and header files with revision information.
- o Basically RevUp is similar to the developer tool BumpRev, but it offers a lot of additional features.
- o ANSI-C, Oberon and Assembly language supported.
- o Multiple dependency files.
- o Beta count management for beta versions included.
- o Interactive logfile generation.

CHANGES SINCE 1.3 (17.11.95)

FIX: RevUp no longer displays an error message, if file to overwrite didn't already exist.

NEW: UserName is now always appended to the log file, even if HostName is not set.

NEW: TIME to logfile. VERSTAG to stdout. Empty log messages are now possible.

SPECIAL REQUIREMENTS

Kickstart 2.04
Workbench 2.0

Workbench 2.1 for localized DOS error messages.

AVAILABILITY

<ftp://ftp.uni-paderborn.de/pub/aminet/dev/misc/RevUp1_3.lha>

PRICE

Free

DISTRIBUTABILITY

Freeware (C) 1994-1996 by Proximity Softworks

1.23 The Latest News from XTreme Racing

The Latest News from XTR.....

None of the following is definite in any way so don't come knocking on my door if they never appear!! However, there shouldn't be any problems.

XTR CDROM - due to a problem with delayed/lost email some files went missing. A gold disc is being done next week and if that goes ok then expect the game to be available by the end of the month. The CDROM will run on a CD32 and can also be partially or fully installed onto HD. The partial install is very small, and saves are made to the install directory.

XTR Editor - just got a couple of bugs to remove and much of the On-Line manual to write (yuck!). Goes into Beta-Testing in 7-10 days time. The editor resembles a Doom editor more than a track editor. It is quite complex since it is effectively one of our in-house utils, but if we can use it, you can! It features :

Fully OS3 compliant - yes, you can multitask and use it on gfx boards and set the number of colours to use etc.

Friendly and Intuitive to use - standard Amiga menus with keyboard shortcuts. Full set of preferences.

Include your own tile sets and objects - example palettes to be included in the distribution.

Track layout is done by placing tiles upon a simple grid.

Layout all the track boundaries, computer car routes, drop down points, surfaces (inc. jumps, water, etc), secret paths, etc.

That gives you some idea of how powerful it is. But it will take a few hours to learn to use purely because its not a simple thing to do. A quick step guide is included via a window that you can have on the screen at all times - you can scroll through this window to see what you should do at each step.

XTR Extra Tracks - 5 completely new tilesets and objects sets. Sillier than before, and more objects than before (just for those of us with faster machines!).

Updated Frontend and Race executables - time and disc space allowing there maybe updated versions on the extra tracks discs. The main aim is to have each player able to select an Easy driving mode which doesn't slide around - boring but easy. And also I may adapt the computer cars to slow down if you are doing badly, so you don't get left behind too quickly.

4 player joystick adapter support - its coded in but not tested yet! The coder has been busy buying and playing with a yucky P120 system.

Warp Engine bug - We have found someone who has a problem on his machine that is similar to this bug. We know where the problem is now but not quite what the cause is. This is being looked over this very minute. Fingers crossed.

The Editor/Extra tracks/New Execs will hopefully be released early April, maybe for a certain Amiga show if we can nab a space on a stand somewhere :) They will be part of one package and will require the original XTR to run. Since there is quite a lot there including effectively a new version of XTR that takes into account what critics haven't liked (its too difficult for them!!!) the price will probably be around 19.99 UKP.

Best Lap Times - we are just writing a couple of quick utils to enable you display all your best lap times from any track (including add-ons) quickly, and also another program to go through several lap time files find the best lap times. There will be included in the aminet patch to be uploaded in the next 14 days (delayed slightly, many apologies)

XTR Web Site - I looked at some html on Friday and decided it was a price of piss, so I am doing some proper Web pages. These will include any news about XTR, ordering information, screenshots of XTR, its editor, and the extra tracks, a best lap time table, some hints about secret paths etc., and anything else you feel should be on there. If there is enough disk space it will also include the patches, some extra tracks, and so on. Otherwise it should point to somewhere on aminet where the should be stored.

I have had a couple of kind offers of web sites but if anyone (esp. in the UK on a fast site) has 2-3megs+ of space then please can they contact me. Very little work would need doing on the pages by anyone other than myself. Eventually I will extend this site to include any other projects of ours, although we may find our own site at that point. Anyone know good places to get cheap fast web sites?

| Alex Amsel : Silltunna Software Lead Programmer : Black Magic |
| XTremeRacing 1x1 TMapping and Stunning Gameplay on AGA Amigas |
| Alex@teeth.demon.co.uk | Steve Bull is Back | *PWEIPWEIPWEI* |

1.24 Gadget23 Magazine

TITLE

AmigaGadget 23 - Freely Distributable German Magazine

VERSION

Issue 23

AUTHOR

various

published by : Andreas Neumann
Email: <neumanna@stud-mailer.uni-marburg.de>

DESCRIPTION

The AmigaGadget is a freely distributable magazine. Most of its articles are in German language, only a few ones are written in English. The subjects covered range from news about the Amiga to jokes and stories (if there still is any kind of difference..?) :

- "Aktuell" (= News)
- "Forum" (= Discussion, interviews, letters to the editor, ...)
- "Tests" (= Reviews of hardware, software, CD-ROMs, ...)
- "Grundlagen" (= Basic informations of a certain topic)
- "Programmieren" (= News, Hints and Workshops for programmers)
- "Politik" (= Politics)
- "Lifestyle" (= Reviews of new CDs, books, movies, etc.)
- "Jokes & Stories"

Most articles are written especially for the AmigaGadget, but there are also a few texts which were taken out of the net - representing some sort of "Best of the Net".

Issue 23 of the AmigaGadget contains e.g. an interview with Angela "Meeting Pearls" Schmidt, an introduction to "Scheme", a lot of record and movie reviews and the "Mumpitz"-corner which reports the latest news from the world of the old but not forgotten home-computers.

FEATURES

Over 800 pages of text.
Installation is done simply by unpacking the archive to the harddrive.

SPECIAL REQUIREMENTS

Some files are needed in your system's directories:

LIBS :
reqtools.library, iff.library, powerpacker.library,
diskfont.library, medplayer.library,
xpkmaster.library, compressors/xpknuke.library

C:
IconX, Run, Assign

Harddrive strongly recommended for an easy installation.

AVAILABILITY

AmigaGadget is FD, i.e. freely distributable as long as it is kept intact and spread noncommercially. It is available from the Aminet :

ftp://ftp.wustl.edu/pub/aminet/docs/mags/gadget21.lha (554578)

or contact me via e-mail for snail-mail-availability.

PRICE

It is FREE. (Snail-Mail : empty disc and stamps)

DISTRIBUTABILITY

It is FD. Articles are (C) Copyrighted by the authors, the compilation is (C) Copyrighted 1995 by Andreas Neumann.

1.25 Frodo V2.1

TITLE

Frodo

VERSION

2.1

AUTHOR

Christian Bauer

E-Mail: bauec002@goofy.zdv.uni-mainz.de

S-Mail: Christian Bauer, Max-Planck-Str.60, 55124 Mainz, Germany

DESCRIPTION

Frodo is a multitasking freeware C64 emulator for the Amiga.

This emulator focuses on the exact reproduction of special graphical effects possible on the 64, and has therefore relatively high system requirements. Using a 68060-50 and a CyberVision card gives about 140-160% of the original C64 speed in standard text mode in the emulation's most precise mode and about 700% in its fastest mode.

Using a line-based VIC model, Frodo is capable of running most games and demos correctly, even those with FLI, FLD, DYCP, open top/bottom borders, multiplexed sprites etc. A single-cycle version of the emulator, "Frodo SC", is included that runs even those programs that fail on the line-based emulation.

A graphics card (any one whose modes are selectable with a screenmode requester will do) is strongly recommended for faster display as the emulator's routines have been designed for a chunky display memory.

Some small demo programs and the full source code in C and assembly language are included in the archive.

Changes from V2.0:

- The C64 character ROM is now included in the archive
- Fixed write errors in 1541 "Dir" mode
- 1 bit Amiga mode fixed
- SID type gadget is localized
- Reset6526 stops timer B counting underflows of timer A
- Sprite display can be turned off
- Corrected VIC interrupt handling, raster interrupts can be triggered by writing to \$d01a
- CIA interrupts cannot be cleared by writing to the ICR
- Better CIA 1 PRA/PRB emulation (keyboard/joysticks)
- Corrected SAM CIA timer output mode display
- SAM can be invoked from the "Illegal Opcode" requester
- 6510 registers can be modified from within SAM
- The file name for the "o" command in SAM must now be surrounded with quotation marks ("")
- Added load and save commands to SAM
- Frodo SC: SAM "vv" command works
- Frodo SC: Implemented 3-cycle-delay when starting timers
- Frodo SC: LPY register reported wrong values
- Frodo SC: Implemented simple sprite display (no collisions, no priorities, sprites are drawn over the border)
- Frodo SC: Corrected display of background color in left/right border area

SPECIAL REQUIREMENTS

OS2.1 and a 68020 (or better) are required, as well as copys of the original C64 ROMs, which are not included.

AVAILABILITY

Aminet sites: /misc/emu/Frodo.lha
ftp://ftp.biologie.uni-erlangen.de/pub/frodo/FrodoV2_1.lha
Next Generation BBS, Germany
Port 1: +49-261-805012 (Zyx19.2/ISDN)
Port 2: +49-261-84280 (V.FC)

STATUS

Freeware

DISTRIBUTABILITY

Freely distributable

1.26 Iconographics V3.0

TITLE

Iconographics -- Amazing Icon/NewIcon package.

VERSION

3.0

AUTHOR

Tom Ekstrom

E-mail address: litoek@uta.fi

DESCRIPTION

Iconographics is a complete collection of high quality, 8 colour replacement icons for Workbench versions 2 and 3. This version contains over 400 icons. Also included are backdrops, MUI gadget and mouse pointer images and other extra stuff.

FEATURES

- * Easy to use mouse driven installer, that replaces only the icons imagery, while keeping the other attributes intact.
- * Ability to install the icons as normal Amiga icons or NewIcons.
- * Icons for all standard Workbench files are included, with lots of custom drawer icons, program icons, Toolmanager dock icons and default icons for different types of files.
- * Eight colour palette incorporating all main colours (red, green, blue, yellow).
- * Construction Kit IFF picture for easy cutting-and-pasting of your own icons.
- * The icons retain their looks even on 4-colour screens.
- * Professional quality imagery.

NEW FEATURES

- * IconInstaller bugfixes
- * Extra stuff to further enhance the Workbench appearance: Backdrops, MUI gadget images, mouse pointers, fonts.

SPECIAL REQUIREMENTS

AmigaDOS release 2.04 or newer is required.
Lha or some similar utility is needed to unpack the archive.
MultiView (or AmigaGuide) is required to easily read the documentation.
NewIcon.library is optional, but provides extra functionality.

AVAILABILITY

Iconographics 3.0 is available from Aminet, e.g.:

`ftp://ftp.netnet.net/pub/aminet/pix/icon/IGfx30.lha`

and on mirrors.

PRICE

None. This software is priceless :-).

DISTRIBUTABILITY

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

OTHER

E-mail address for bug reports and feedback: litoek@uta.fi

1.27 CyberShow Professional V6.0

TITLE

CyberShow Professional

VERSION

6.0

AUTHOR

Helmut Hoffmann
Rubensstrasse 4
41063 Moenchengladbach
Germany

EMail: hhoff@pool.informatik.rwth-aachen.de

DESCRIPTION

A slideshow presentation program (including transition effects) and universal picture viewer (incl. PhotoCD support) and converter for all Amigas (and Draco) and esp. for CyberGraphX users (also usable without CyberGraphX).

This program can display pictures in many file formats (see below) directly in windows on the Workbench (default public screen), in windows on public screens or on it's own screen. It also offers (borderless) viewing as slideshow. Optional transition effects can be used to make viewing multiple files more interesting. You can even zoom into pictures to magnify parts or zoom out to get even large pictures fully on screen very quickly. An automatic presentation mode (configurable delay time) incl. optional loop mode is also implemented.

If you have a suitable graphic board with CyberGraphX WB emulation installed you can even watch the pictures in full color quality (HiColor/TrueColor) on your Workbench. Without CyberGraphX the normal color restrictions (2 to 256 colors) will lead to a reduced quality, but smart pen allocation during displaying will still give surprisingly high quality with 256 colors.

You can switch forward and backward between images and scroll images in their resizable windows. An automatic preloading feature will reduce waiting time to a minimum. While you watch one picture (and maybe scroll it around), the next picture will already be loaded, so that it will be there if you decide to switch... You can select down- scaled loading for viewing in reduced size. Unlike many viewers, this viewer reduces most pictures during loading and will thus be faster for reduced size loading.

Additional features include conversion to some 24Bit formats (incl. JPeg, IFF-ILBM24, Targa), fast direct transfer to famous image processing and painting programs (ImageFX, XiPaint, ArtEffect/PicoPainter) and deleting of pictures.

Internally supported formats for loading:

- 1) IFF-ILBM (1 to 24Bit incl. HAM6/HAM8)
- 2) PhotoCD (Base format 768x512 or 512x768 (portrait))
- 3) JPeg (color and greyscale)
- 4) PPM/PGM/PBM (P1&P4 b&w, P5 grey, P6 color)
- 5) QRT (also known as dump format by PD raytracers as POV-Ray)
- 6) Targa
- 7) PCX
- 8) BMP
- 9) TIF (packbit-compr./uncompr.)
- 10) EGS7.x window icons
- 11) DEEP
- 12) YUV
- 13) VLAB raw
- 14) RGB
- 15) HHsYUVSg sequence format
- 16) IFF-PBM (DPII)
- 17) ACBM
- 18) FBM
- 19) Sun raster (uncompressed)
- 20) MacPaint (b&w compressed 1Bit format; datafork only)
- 21) HHsXRL formats
- 22) binary-EPS bitmaps (RGB and CMYK)
- 23) TBCPlus frames/fields

The additional DataType support extends this list by many formats; DataTypes can e.g. be found on Aminet in util/DType. The DataType support is very fast, so that you can also view pictures in GIF or other formats quite fast for which Datatypes exist.

NEW FEATURES

- New in V6.0: + BestMode option for automatic selection of suitable screenmode
+ Width and Height options to select screenmode just by size
- New in V5.6: + Delete function to get rid of unwanted pictures
+ Immediate scrolling during use of scrollbars
+ Random option to display pictures in random order
+ Extended information requester (e.g. number of pictures)
- New in V5.5: + Additional menu functions for settings
- New in V5.4: + Automatic "downscaling to screensize" option
- New in V5.3: + Extended TIF support for "Intel" byte order formats
+ AppWindow (drop your pictures/drawers/disks into the window)

SPECIAL REQUIREMENTS

OS3.0 or higher required
4MBytes FastRAM recommended

Optional for TrueColor/HighColor viewing:
cybergraphics.library V40 or higher and a suitable graphic board or Draco.

The CyberGraphX emulation is compatible with many graphic boards (e.g. CyberVision, Piccolo, SD64, Spectrum, Picasso2, Retina-Z3, Domino and Draco/Altais)

AVAILABILITY

Any Aminet site

<ftp://ftp.wustl.edu/pub/aminet/gfx/board/cybershow60.lha>

PRICE

Shareware fee:

CyberShow Professional 30DM (in europe) or 25US\$ (worldwide)

Together with CyberShow you can order fast universal modules for several image processing/painting programs at the special add-on price of 10DM or 8US\$ each; currently available: FastIFXModules (ImageFX), UniversalGIOModule (Photogenics) and UniversalXiPaintModule (XiPaint); all those modules include fast loading in many file formats and (new) TrueColor animation creation for CyberGraphX or EGS.

DISTRIBUTABILITY

Copyright by Helmut Hoffmann 1996

Limited demo version is freely distributable; registered users will receive a keyfile which enables all features.

OTHER

The freely distributable version has some restrictions (e.g. all pictures will only be displayed in greyscales) which disappear after you pay the shareware fee and receive a special personal keyfile (together with the latest version). Once registered, you can use new freely distributable versions as update with your keyfile.

1.28 MagiC64 V1.3

TITLE

MagiC64

VERSION

1.3

AUTHOR

Michael Kramer
Im Hirschfeld 28
52222 Stolberg
Germany

Fax: +49 (0)2402 909115

E-mail: michael_kramer@ac-copy.com

DESCRIPTION

MagiC64 is a C64 emulator for the Amiga, which tries to emulate a real C64 in an exact manner. The emulator has the following properties:

- Complete emulation of the 6510-CPU (including illegal opcodes)
- Line-by-line VIC emulation
 - All graphics modes
 - Horizontal and vertical scrolling
- Complete sprite emulation
 - Sprite-sprite collisions
 - Sprite-background collisions
- Sound emulation with 6581sid.library or playsid.library (only available in the registered version of MagiC64)
- ROM emulation, you can also use the original Roms
- Keyboard and joystick input
- Floppy 1541 emulation
 - Fastload and fastsave for all programs
 - Nearly all 1541 commands are supported
- Support for the following formats: D64, T64, P00 and plain C64
- Conversion between all formats possible
- Bitplane optimized graphics functions, on fast Amigas original C64 speed is possible.
- The emulator is programmed OS-friendly, it runs in a fully multitasking environment
- Amiga Guide Docs in English, German and Swedish

With MagiC64 1.3 nearly all programs not utilizing a fastloader should run without problems.

MagiC64 was rated 90% in CU Amiga.

SPECIAL REQUIREMENTS

- 68020 or higher (fast 68030 or 68040 recommended)
- Kickstart 2.04 or higher
- 1.7 MB free memory

AVAILABILTY

Any Aminet site e.g.

ftp://ftp.wustl.edu/pub/aminet/misc/emu/MagiC64.lha

PRICE

Shareware fee: \$25 US (or 40 DM)

DISTRIBUTABILITY

MagiC64 is a shareware product. The unregistered version may be distributed freely. Registering means all features will be enabled.

1.29 HTML-Heaven V1.3

TITLE

HTML-Heaven

VERSION

1.3

AUTHOR

Paul Kolenbrander

Email : paul@serena.iaehv.nl
Snail : Turfveldenstraat 37
NL-5632 XH EINDHOVEN
The NETHERLANDS

DESCRIPTION

* New and Improved Formula. Now with WYSIWYG Preview option. *

HTML-Heaven is a suite of four programs intended to make the creation and maintenance of WWW (HTML) pages easy. The programs in the suite interface with your favorite editor (providing it supports text insertion via ARexx) to provide you with a very comfortable environment. Now inserting HTML commands is as simple as point and click. This is the upgrade from version 1.2 with a host of exciting new features.

NEW FEATURES

Version 1.3 has all the features of version 1.2. Plus:

- * AutoView option allows automatic WYSIWYG preview of HTML documents using your Amiga WWW browser after each change you make.
- * Support for some more editors, like Write, Final Writer and BEd (Black's Editor)

SPECIAL REQUIREMENTS

HTML-Heaven requires:

- * Workbench 2.04 or above.
- * ARexx (bundled with Workbench 2.04 and above.)
- * Around 1MB of free memory.
- * About 300KB of floppy or harddisk space. (installing the entire suite and docs.)
- * A supported editor.
- * A supported WWW browser for use with the AutoView feature.

AVAILABILITY

- WWW - <http://www.iaehv.nl/users/paul/index.html>
- <ftp://ftp.iaehv.nl/pub/users/paul/amiga/HTML-Heaven.lha>
- Most Aminet sites. Examples of which are:
 - USA: <ftp://wuarhive.wustl.edu/pub/aminet/text/hyper/HTML-Heaven.lha>
 - EUR: <ftp://ftp.luth.se/pub/aminet/text/hyper/HTML-Heaven.lha>

PRICE

The registration fee for the HTML-Heaven package still is only:

- Nederland Dfl 15,-
- Europe DM 15,- / Dfl 15,-
- Rest of the World US\$ 15.- / Dfl 20.-

DISTRIBUTABILITY

The unregistered version is freely distributable if done in a non-commercial way. The registered version and it's personal keyfile are *NOT* freely distributable.

This suite of programs is copyright 1994, 95 by Paul Kolenbrander.

OTHER

To encourage users to register, (I'd like to get some return for all this effort I have put into creating the suite.) the freely distributable versions does not support ToolTypes/parameters and will not supply on-line help. Furthermore a 'reminder' requester appears on exiting any of the four programs comprising the suite. The unregistered versions will also not allow more than 5 ARexx commands per session. They'll keep functioning, but ignore any further ARexx commands given by the user as it has unloaded it's ARexx Host.

1.30 Frotz V1.01 Rel. 2

TITLE

Frotz

VERSION

1.01 (Amiga Release 2)

AUTHORS

Frotz 1.01 (MS-DOS)

Stefan Jokisch
jokisch@euclid.informatik.uni-dortmund.de

Amiga version
David Kinder
kinder@teaching.physics.ox.ac.uk

DESCRIPTION

Frotz is an interpreter for the games produced by Infocom, Inc., which were released in a machine-independent format. On all platforms the games were released as a data file plus an interpreter, so this program can be used to play Infocom games released for any platform. Frotz is the fastest and most accurate Infocom interpreter currently available for the Amiga.

FEATURES

- timed input ('Border Zone')
- built-in graphic font ('Beyond Zork')
- mouse support ('Beyond Zork')
- function key support including number pad keys ('Beyond Zork')
- command line editing
- command line history
- small save files (Zip 2.0 format is still understood)
- switch for setting the Tandy bit
- colour
- sound effects ('Lurking Horror' and 'Sherlock')
- cheat functions
- support for V7 and V8 games
- multiple UNDO (via hot key, even for old V1 to V4 games)
- input line recording and playback (via hot key)
- support for European characters ('Zork I German')
- underlined, reverse and boldface text
- fast performance without virtual memory
- full standard 0.2 support (as defined by Graham Nelson)

SPECIAL REQUIREMENTS

Kickstart 2.04 or better is required.

AVAILABILITY

Aminet: game/role/Frotz101.lha, e.g.
ftp://ftp.luth.se/pub/aminet/game/role/Frotz101.lha

DISTRIBUTABILITY

Freely distributable.

1.31 Macro68 V3.175

TITLE

Macro68, version 3.175

UPDATE NOTICE

Apparently, lots of people have moved without informing The Puzzle Factory -- when update notices were mailed out recently, many of them were returned by the post office. Users of Macro68 who have not received an update notice and who want to get the updated version should get in touch with The Puzzle Factory at the address below.

COMPANY

The Puzzle Factory, Inc. Voice: (800) 828-9952 Orders
P.O. Box 986 (541) 935-3709 Questions/support
Veneta, OR 97487 BBS: (541) 935-7883 =>new area code<=
USA Internet: jlavin@efn.org

NEW FEATURES

68060 support added. Many bugs fixed, most of them minor.

DESCRIPTION

Macro68 is an assembler that supports the entire Motorola family including the MC68060, MC68882/030/040 FPU, and MC68851/030/040 MMU. Additional capability includes the Amiga Copper.

The new Motorola syntax for 030 or later CPUs is supported, and Macro68 includes a utility to convert old-style syntax painlessly. Old syntax is also supported.

A unique feature of Macro68 is the use of a shared library, which is always resident, and allows the use of preassembled resident include files for incredibly fast assemblies. These may be standard Amiga files, or any header files may be used. Additionally, a configuration file may be defined that will set up a particular environment, or insert specific code in all assemblies.

Most features limited only by available memory. Directives include Structure Offset for compatibility with the Amiga's interface conventions, and Frame Offset for easy stack frames. Full listing control and cross-referencing. Ability to customize directives and run-time messages.

Macro68 is fully re-entrant, and may be made resident. An AREXX(tm) interface provides "real-time" communication with the editor of your choice. A number of directives enable Macro68 to communicate with AmigaDos(tm). External programs may be invoked on either pass, and the results interpreted.

Macro68 is compatible with the directives used by most popular assemblers. Output file formats include executable object, linkable object, binary image, pre-assembled symbol tables, and Motorola S records.

REVIEWS

There's a review of Macro68 v 3.165 on Aminet, for example:
<ftp://ftp.netnet.net/pub/aminet/docs/rview/Macro68.txt> (10707)

SPECIAL REQUIREMENTS

2 Megs RAM, V1.3 OS or later

PRICE

US\$150 + shipping. Ground shipping is included in the U.S. and Canada. Others please call.

Upgrade price: \$25 (from any version 3.xxx).

DISTRIBUTABILITY

Commercial software. Copyright 1994-95 The Puzzle Factory, Inc.

Macro68 is a trademark of The Puzzle Factory, Inc.

Amiga is a registered trademark of Commodore-Amiga, Inc.

SUBMITTER

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

1.32 Amiga CDROM Guide V1.4

TITLE

Amiga CDROM Guide

VERSION

1.4

AUTHOR

Anders Bakkevold. (anders.bakkevold@norway.bbs.no)

DESCRIPTION

Amiga CDROM Guide (ACDG) was made to help Amiga-owners to pick the right CDROM for their needs. It doesn't include commercial games or photoCD-discs, but all Amiga PD/clipart/fonts/modules collections.

- It is in the Amigaguide-format.
 - You will find all the vital information on a CDROM, like price, contents, publisher etc.
 - Covers 285 CDROMs!!!
 - 110+ of the CDROMs have a review
 - If you're interested in for instance raytracing, click on the keyword "Raytracing" to get a list of all CDROMs that can be associated with raytracing.
 - Other keywords: Clipart, fonts, pictures, utilities, GNU, text-files, fish etc
-

- It's up-to-date with the latest CDROM releases.

All in all: 600kB of pure information!

NEW FEATURES

v1.4 Fifth release. Contains information about 285 CDROMs.

- 38 CDROMs Added:

- Amiga Animations
- Assassins Games No. 2
- Cliptomania
- Club Toaster
- E.S. CD Archive
- Euroscene 2
- FantaSeas2
- Get Started2
- Goldfish 3
- Horror Sensation
- LIGHT-ROM 3
- Lottery Predictors
- Lucky Dip 2
- Maximum Mods #1
- Meeting Pearls III
- Multimedia
- Network CD 2
- Nothing But Tetris
- Personal Suite
- Phase 1
- Phase 2
- Phase 3
- ProPics #1
- QRZ! Ham Radio CDROM
- RHS Colour Collection
- Scorched Tanks Deluxe
- SuperAUTOS 94/95
- Texture Portfolio
- The Colour Library
- The DUP CDROM
- The FMV CD
- The Global Amiga Experience
- The Kara Collection
- TurboCalc 2.1
- World Info '95
- World Of Amiga
- World Of Sounds
- Your Privacy Assured

- Form included (See Form.txt)
- More info added/corrected.
- 110+ of the CDROMs have a review

SPECIAL REQUIREMENTS

You will need a program able to display Amigaguide files, like Multiview or xkpGuide.

AVAILABILITY

Amiga CDROM Guide is available from any Aminet site, for instance:

ftp://ftp.wustl.edu/pub/aminet/docs/hyper/ACDGv14.lha

You can also email me (andersb@intercom.no) and I will send you the latest version uuencoded.

PRICE

Amiga CDROM Guide is freeware.

DISTRIBUTABILITY

Amiga CDROM Guide v1.4 is copyright 1995 Anders Bakkevold. All rights reserved. You may copy it as you like, as long as no changes are made to the archive, and you don't charge more than #2.00 for the media and copying fees.

1.33 CU Amiga Magazine

PRODUCT NAME

CU Amiga Magazine

BRIEF DESCRIPTION

A monthly printed Amiga magazine published in London, England.

AUTHOR/COMPANY INFORMATION

Address: CU Amiga Magazine
EMAP Images
30-32 Farringdon Lane
London, EC1R 3AU
United Kingdom.

EDITORIAL

Telephone: +44-(0)171-9726700
Fax: +44-(0)171-9726703

ADVERTISING

Telephone: +44-(0)171-9726700
Fax: +44-(0)171-9726719

Ask for CU Amiga *advertising*.

CIRCULATION

ABC certified to 55,789 from January to Jun 1995.

Approximately 10-12,000 of this was out of the UK.

CONTENT

The issue is split into 4 sections of 32 pages making a total of 128 pages though it may change from time to time.

Section 1; Contents, editorial, technical disk contents, Game disk contents, News, Games news, coverdisk tutorial and lead feature(s).

Section 2; Games previews and reviews. Technical section introduction and contents and some technical coverage.

Section 3; Hardware and productivity software reviews. PD Scene and PD Utilities reviews. Art gallery and CD-ROM round-up.

Section 4; [Superbright] Workshop introduction, A variety of tutorials running as part of a series. Comms coverage, Sound Lab, back issues, subscriptions. FAQ section, Q+A masterclass and Q&A. Backchat, Points of View and next month preview.

COVERDISKS

CU Amiga Magazine is normally published with two DD floppy disks cover mounted. Generally one will be some form of game demo(s) and the other some commercial productivity package for which we have become famous such as Directory Opus 4, Imagine FX 1.5, PageStream 2.2 and Imagine 3.0. This usually includes special upgrade deals to the latest version of the package. Tutorials for the packages will run in the following months.

LIST PRICE

SHELF PRICES

United Kingdom	- #4.25
United States	- \$9.95
Canada	- #12.95
Italy	- L16,000
Austria	- ASCH 170
Belgium	- BFR 380

ANNUAL SUBSCRIPTION

United Kingdom and BFPO	- #51.00
Rest of world via surface	- #61.00
Airmail to Europe	- #71.00
Airmail to rest of World	- #112.00

Available from; Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbrough, LE16 9EF.

Subscription and back issues telephone: +44-(0)1858-468888

INTERNET SERVICES

For the latest details on what E-mail boxes are available, finger root@cu-amiga.demon.co.uk.

There is no WWW site at this time.

Note: Advertising, back issues and subscriptions have NO E-Mail access so please do not direct your enquires in those areas to our services.

MAILING LISTS

CU Amiga Magazine maintains two E-mail mailing lists in order to correspond directly with the public and provide stimulating conferences out of which ideas and criticisms for the magazine can be raised.

One list is an announce group which is a read-only group. You can't post to this group and it's a very low traffic group. A text file of the contents pages will be posted monthly along with other important announcements. It's known as 'cu-announce'.

The second is a two-way discussion group with a medium traffic. You may post to this list and converse directly with staff and other readers about the magazine etc. It's known as 'cu-amiga'.

You can subscribe or unsubscribe to the mailing lists by sending a single line E-mail to listserv@cu-amiga.demon.co.uk. The single line should consist of the following.

ADD cu-amiga

for the two way discussion list.

ADD cu-announce

for the read-only announce list.

For further information, send HELP to the listserver.

Note posts to the cu-amiga list go to cu-amiga@cu-amiga.demon.co.uk and listserver E-mails go to listserv@cu-amiga.demon.co.uk!

AUTHOR INFORMATION

I'm a staff writer for CU Amiga Magazine and I'm responsible for much of our coverage of the technical side of things.

1.34 AMOS Pro OS Dev-Kit V1.01

TITLE

AMOS Pro OS Dev-Kit

VERSION

V1.01 (January 1996)

AUTHOR

Fromentin Brice

PUBLISHER

Quartz Informatique. (Blittersoft are an appointed distributor)

DESCRIPTION

AMOS Pro OS Dev-Kit is a brand new extension for AMOS Pro, offering many long awaited features.

This release introduces over 600 new commands, allowing you to write AMOS programs with the following features :

- o Fully multi tasking software
- o Intuition (Screens, Windows, Gadgets, Menus and Drawings)
- o Gadtools (Gadgets and Menus)
- o Exec (Memory management, Interrupts, MsgPort, Signals, Nodes...)
- o Graphics (AGA support, RTG support, Drawings, Sprites...)
- o Localization
- o Workbench (AppWindow, AppMenus, AppIcons)
- o Datatypes
- o StoneTracker support
- o ASL (Requesters)
- o Tag list support
- o DOS functions
- o Tooltypes

There are over 100 Help procs to allow the novice to use these powerful new commands straight away. The extension fully supports the AMOS compiler, obtaining executables that are 100% OS legal and vert fast.

Also included are demos, examples and complete documentation in AmigaGuide format.

REQUIREMENTS

Require OS 2.x or better

AVAILABILITY

Immediately.

PRICE

49.95 (UK-Sterling)

DISTRIBUTION

Blittersoft,
6 Drakes Mews, Crownhill Industry,
Milton Keynes. MK8 0ER. UK.
Tel : +44 (0)1908 261466 Fax : +44 (0)1908 261488
Order also electronically on <http://www.mag-net.co.uk/Bsoft>

POSTING MADE BY:

plesurf@cix.compulink.co.uk of Blittersoft, by permission of Quartz Informatique as an appointed distributor.

1.35 World of Amiga Show - London

EVENT NAME

World of Amiga Show - London

BRIEF DESCRIPTION

An Amiga only consumer and trade show.

LOCATION

Novotel Exhibition Centre,
Hammersmith, London.

Press Enquiries to Ken Highes at Cape Cowley Associates;
+44-(0)161-4809811

Trade Enquires to Peter Brameld at PBA Events;
+44-(0)1462-480024

TIME

Two days;

Saturday, April 13th.
Sunday, April 14th.

CONTENT

From the World of Amiga press release, main features;

- A games arcade.
- Competitions Galore.
- Retail area.
- Presentation theatre.
- High End Applications.

Amiga Technologies is said to attend.

ENTRY PRICES

#7.00 for adults
#5.50 for children.

Advance booking credit card hotline; +44-(0)1369-706346

Cheques and postal orders made payable to 'The World of Amiga' can be sent to PO Box 9, Dunoon, Argyll, PA23 8QQ.

AUTHOR INFORMATION

I'm a staff writer for CU Amiga Magazine and I'm responsible for much of our coverage of the technical side of things.

1.36 Voodoo V1.103

TITLE

Voodoo - A multithreaded GUI E-Mail reader

VERSION

1.103 (First Aminet release)

AUTHOR

Osma Ahvenlampi

E-Mail: Osma.Ahvenlampi@hut.fi

DESCRIPTION

Voodoo is a GUI E-Mail reader for AmigaOS 3.x with many unique features. Among these are multithreading (you can read several folders at once, or even write several messages at once), the best MIME support to be seen on Amiga yet (attachments are displayed right inside Voodoo using the Datatypes), and an Amiga User Interface Style Guide compliant GUI.

Voodoo uses the ClassAct GUI toolkit. All necessary class libraries are included.

SPECIAL REQUIREMENTS

Voodoo requires AmigaOS 3.0 or later, at least 2 megabytes of memory, and a hard disk. It will work with any kind of an Internet connection, from UUCP to AmiTCP to Inet225.

AVAILABILITY

<ftp://ftp.warped.com/pub/amiga/voodoo/>
<http://www.niksula.cs.hut.fi/~oahvenla/voodoo/>

Any Aminet site: (430K archive)
<ftp://ftp.aminet.org/pub/aminet/comm/mail/Voodoo-1.103.lha>

PRICE

Shareware, 150 FIM, 35 USD, or 50 DEM.

DISTRIBUTABILITY

The demo version is freely distributable through non-commercial channels. More information in documentation.

1.37 MasterISO V1.22

TITLE: MasterISO

VERSION: v1.22

COMPANY: Asimware Innovations Inc.
600 Upper Wellington St., Unit D
Hamilton, Ontario
Canada L9A 3P9

Phone: (905)578-4916

Fax: (905)578-3966

EMail: info@asimware.com

MasterISO v1.22 Maintenance Release

We would like to announce the availability of MasterISO v1.22, which was released as of January 29th, 1996. This is a maintenance update for the MasterISO v1 package.

Registered users may contact us directly for information on obtaining this update.

About MasterISO...

The MasterISO software package allows a user to control a CD-R recorder to create custom CD-ROM and CD-Audio discs.

CD-ROM discs are formatted in the universal ISO 9660 format, compatible with Amiga, IBM, Macintosh and virtually any other CD-ROM equipped platform.

CD-Audio discs are formatted to the Red Book standard and offer universal compatibility with standard CD players.

For reference, our current list of supported CD-R drives is:

- Yamaha CDR-100, CDR-102
- Sony CDU-920
- Pinnacle RCD-1000, RCD-202
- Philips CDD-522, CDD-521, CDD2000
- Pioneer DW-S114X
- HP 4020

Please contact us for a current list of tested CD-R and SCSI controller combinations.

Asimware Innovations Inc. is an Amiga software development house specializing in CD-ROM and CD-Recordable technologies. Our current product line includes AsimCDFS, MasterISO, Texture Heaven, Texture Heaven 2 and PhotoCD Manager.

Sincerely,

Paul Reeves

Asimware Innovations Inc.

January 31st, 1996

1.38 AsimCDFS V3.5

TITLE: AsimCDFS

VERSION: v3.5

COMPANY: Asimware Innovations Inc.
600 Upper Wellington St., Unit D
Hamilton, Ontario
Canada L9A 3P9

Phone: (905)578-4916

Fax: (905)578-3966

E-Mail: info@asimware.com

AsimCDFS v3.5 Maintenance Release

We would like to announce the availability of AsimCDFS v3.5, which was released as of January 31st, 1996. This is a maintenance update for the AsimCDFS v3 package.

The update highlights include:

- support for ATAPI (IDE) CD-ROM drives on A1200/A4000's;
- support for Panasonic's PD/CD-ROM optical read/write CD-ROM drive;
- full support for the Nakamichi MBR-7 and NEC 7 disc changers;
- additional support for the Sanyo 254 CD-ROM drive;
- support for Panasonic CR503, CR504 CD-ROM drives;
- a few minor bug fixes.

Registered users can obtain this release via our BBS or ftp site.

- ftp: ftp.asimware.com
- BBS: 905-332-9207

In either case, you will need your AsimCDFS serial number to obtain access.

About AsimCDFS v3...

The AsimCDFS software package is a CD-ROM control system which allows the user to read most CD-ROM discs with an Amiga computer and a suitable SCSI or ATAPI CD-ROM drive.

AsimCDFS is equipped with the following advanced features:

- access to ISO 9660, High Sierra, Rock Ridge and Macintosh HFS CD-ROM formats;
 - FishMarket, a CD-ROM disc containing the public domain Fred Fish collection;
 - AsimTunes, an audio librarian/controller providing advanced librarian and playback features;
 - support for direct digitizing from standard audio CDs and playing audio via the Amiga hardware;
 - CDTV and CD32 emulation modules, complete with autobooting from CD-ROM discs;
-

- integrated support for Kodak and Corel PhotoCD discs. Colour WorkBench icons are created for easy identification. Support for resolutions from 192x128 up to 3072x2048;
- support for both SCSI and ATAPI CD-ROM drives;
- preferences editor for all AsimCDFS settings; and,
- full AReXX command set available for all programs.

Asimware Innovations Inc. is an Amiga software development house specializing in CD-ROM and CD-Recordable technologies. Our current product line includes AsimCDFS, MasterISO, Texture Heaven, Texture Heaven 2 and PhotoCD Manager.

1.39 XiPaint 24-bit Picture Competition

24 Bit Competition!
=====

Please send in your magic 24-Bit pictures, which are not only rendered or digitized - also altered by a paint-programm.

The best 50 pictures are honored by a XiPaint 4.0 CD!

Send in your pictures as jpg or any other 24-Bit-format until end of February to

Thomas Dorn
Kerpengasse 69
A-1210 Vienna

or uuencoded to tdorn@xipaint.co.at.

Please note, that I may publish the sent in pictures on the next XiPaint-CD, so they may not have copyrights of third persons on it.

Don't forget to add a short note about yourself, your address and your needed tools for the picture.

1.40 Baking Carrot Biscuits - Making Use of Old Amigas

=====

Baking Carrot Biscuits - Making Use of Old Amigas
Calum Tsang tsangc@io.org

=====

[Perhaps some of you remember Mr. Tsang from his tongue-in-cheek yet practical series on having fun with old Bridgeboards. We're fortunate to have him back, with a tongue-in-cheek yet practical look at making use of the Amigas of yesteryear...-Jason]

Introduction

~~~~~

With all the recent introductions of new A1200's and A4000's from

Escom/Amiga Technologies, many people are buying new Amigas, or even older ones with souped up expansion options. Maybe you were using an A500 with one floppy before you got your riproaring A4000T60, or perhaps you were a pioneer with your Amiga 1000, but have steadily progressed to each new model revision. Whatever your current machine, many Amiga users have older systems now relegated to a closet or sitting unused on a desk somewhere.

I'm one of those people who hate to see computers wasted, especially capable ones like the Amiga. Even when it's as old as a Commodore PET or Apple II, there's plenty of life still left in most of the personal computers we've worked with in the last twenty years. While I don't actively use a PET or a II, nor do I recommend anyone to buy one at this stage, there are certainly many uses for them. Maybe you have an old Amiga lying around, and will get an idea from this article.

Let's first look at some ideas for old Amigas, then examine where to find hardware for your used Amiga setup. No matter what you choose to do, the first place you should stop is your local Amiga user group. This is often the best source of tips, advice and deals that you can find. Also, remember to read `Comp.sys.amiga.hardware` for problem solving and troubleshooting information and other similar Internet resources. Finally, usergroups and libraries often have back issues of old, yet useful, magazines like *AmigaWorld* and *Transactor for Amiga*.

These are just a few ideas I have, but I'm sure there are more! By the way, I'm an avid fan of the *Secret Life of Machines*, so some of the later suggestions get kinda odd.

#### Idea 1: Using the Amiga as a Simple Home/First Computer

~~~~~  
Believe it or not, home computing often doesn't require a Pentium 75 with 16MB of RAM and a quadspeed CDROM drive. A lot of simple tasks found in an average household don't require multimedia features. For instance, writing school reports and business correspondence or dialing up to a internet service provider to check for email from relatives are not Windows95 exclusive tasks. Wordprocessing and terminal emulation are relatively simple applications.

This use is well suited towards expanded A500's and A2000's, with 2MB or more, and a small hard disk. Some of the latest software, like *FinalWriter*, still runs on these machines, albeit slower. If you have a non expanded A500, a 1MB system with two floppies is adequate, perhaps for something less intensive, like an older version of *FinalCopy*. I'd say, unless you have small children, a 1084 or similar RGB 15 Khz monitor is a must. Otherwise, you'll be stuck using a TV, which is neither easy to read nor a friendly option with TV watching siblings.

It's an attractive solution to families with small budgets. I know that not many households can afford a \$3500 computer but computer literacy is becoming more and more a must for children. An older Amiga maybe enough to bridge that gap temporarily, and put in some basic computing skills like keyboarding. Other folks that could benefit, could be younger children and seniors, who are often new to computers and can easily benefit from the skills found in even simple applications.

Don't forget your local elementary school--sometimes computers get lost in the funding shuffle, and donating a low end Amiga could mean a welcome

class room addition-not for playing games, but for example, for grade 1 students to use DeluxePaint to draw pictures, or for grade 4's to write short stories. Not everyone needs 24 bit truecolour or CGfonts-the simple block letters of some early Amiga wordprocessors would work great here, and the older Star 9pin colour dot matrix printers would be a cheap alternative to say, expensive colour inkjet supplies. One word of advice-stay away from floppies in this situation-a hard disk is a better choice, because floppies tend to get corrupted in the dusty environment of a school, plus kids and teachers don't like waiting around for slow drives.

This is NOT an alternative to a PC if you're aiming to run incredible multimedia software like Encarta, unfortunately, the Amiga hasn't progressed to that point. But again, for simple tasks, that's not a problem.

Idea 2: Using the Amiga as a Basic Video CG / SEG / Edit Controller

~~~~~  
 Many school boards want to integrate video into school curriculums, but have no idea to do it. When it's done right, it can really enhance the educational process. I've seen examples of video use from rapping teachers to in house television studios. Schools often spend lots of money on expensive equipment, on some sort of contract buy for the entire board. They get mediocre hardware with little idea on how to use it. Why not put an Amiga to work in a journalism classroom, or as an after school video club? Not just a geeky AV Squad, but a hip, cool, radical activity for people interested in making television, be it rock videos, interviews, documentaries or strange art films.

A good choice would be an A2000, with hard disk, and a genlock. The benefit of the A2000 is that it has a large industrial style case, which can either fit in a rackmount edit bay, or be easily mounted onto a rolling cabinet-it can take a pounding. Stuff goes inside, where it isn't easily stolen. A major attraction of this machine is the video slot, which can handle a cheap little genlock like a Commodore A2300, or a full fledged switcher/SEG like Toaster. Who cares about broadcast quality? An A2300 is adequate for VHS and SVHS output, and there are similar boards/external modules like it. A setup like this is more flexible and of a higher quality than say, one of those trashy Videonics products. Wire this system to the school edit suite and you're "Doing Video Just Like the Pros". Remember that video is kind of fuzzy anyways at VHS/SVHS level, so top resolution and colour depth isn't that big a deal.

Software-wise, a paint program can get you started, but you should check out the discount bin at your local Amiga dealer-perhaps an old copy of DeluxeVideo, or some titler software. It doesn't have to be state of the art. Go online and download a pile of fonts, and away you go! You see, video (and everything else creative) isn't held back by the tools, but how much imagination you have. You can do wonders with just a genlock- you don't need digital nonlinear or even a switcher. 3D work isn't that far away either, but you'll absolutely need an accelerator board. Again, the A2000 can house cheap accelerators, like the A2620 Commodore 14 Mhz 020 with 4MBytes RAM. If you want to splurge, you could go for a GVP GForce or even an 040/060 later. Output of 3D animation is difficult, but you could use 3D stills for CG backgrounds, or alternatively, try using a DCTV or similar device to get 15-20 fps anims out to tape.

Other effects outside of simple CG can be achieved using used Amiga video

peripherals. A chromakey from yesteryear, or perhaps a framegrabber can add odd and amusing elements to videos. Don't forget editing controllers—old Gold Disk VideoDirectors were sold in Toronto for \$25. This was a LANCS Sony Control L and IR control cable with some simple edit software which worked on a basic EDL setup. You cataloged your tapes with the LANCS control going into your 8mm Camcorder, and then set up for assemble edits via the IR control cable pointed at your VCR for recording.

### Idea 3: Using the Amiga as a Slide Projector

~~~~~

Sure, some might convince you that you need Macromind Director or even Scala MM300, but even the smallest Amiga can be used as a slide projector! This can be used for doing school presentations where you attach the Amiga to a large colour TV or videoprojector. Any Amiga can be used to do this, even an A500 with a single floppy. You'll need a Commodore 520 or similar composite adapter to hook up, but some Amigas already have the hardware—an A600 or A1000 have built in composite colour out.

Simply prepare some slides using a paint program, restricting yourself to NTSC mode non interlace modes, and copy them into a "Boot and show" disk. This floppy should include a simple script to show all the images on boot, pausing for a keypress or mouseclick. When you do your talk or presentation, just click or press for each slide, instead of fussing with overhead transparencies. It may take a while to load each frame, so you'll want to experiment with using a RAM disk or hard disk to buffer frames. You could also get creative and set yourself up for paging forward and backwards. One negative aspect is that you can't write on the screen the way you can with transparencies.

Animations and other visual elements could be used in educational/instructional settings too.

This idea can be extended further into presentation or electronic signpost systems. For instance, say your community center has an old closed circuit TV system. Don't laugh, I've seen this before—someone writes messages up on scraps of paper, and puts them under a camera, which is displayed around the building. Why not put an Amiga there? You could use an A500 to display upcoming events, maps, and logos. That's all done via a paint program like DeluxePaint and a "show" script. You can get more complex, by adding an onscreen clock, scheduling, showing digitized photos, etc.

I recently saw a university system which used a pair of A4000's for something much like this. Their setup cost \$60,000, and used 25 colour TVs and an SVHS edit suite, but with some used televisions and spare wiring, you can setup a simple system much like it.

Idea 4: Bring Your Amiga to a Rave

~~~~~

Okay, truthfully, I have never been to a rave, and promise myself not to do such a thing, so I can't say I know too much about this subject. However, you could try using the Amiga as a sound generator and hook it up to a spare input on the production mixer. Play around with samples, MODs, live distortion effects etc.

A while ago, I brought a pair of Amigas to a high school dance and wired up to a LCD colour projector through a cheap genlock. My friend and I ran animations, coppersdemos, textures and all sorts of visual imagery projected

onto a 40 ft wide white wall through the crowd. We even at one point accidentally opened a Workbench screen, and typed stuff in open Shell windows. We wired my A3000 and my A600 to the inputs on the projector. The A600 was configured to show background animations, which could run while we were drawing up new images on the A3000 for display. We also used a VHS VCR and played back old commercials and cartoons, both direct and through the genlock. So, while I'm sure some rave productions are quite professional, there's always room to try out something at a high school or college pub or dance, provided you don't look too stupid or nerdy and refuse to answer the question "Is that Windows95?"

As a side note, a lot of Amiga users are artists and they produce fine work on a variety of media, from print output to video animations. Some even combine Amiga output with traditional art tools or produce their pieces on large sized murals. However, you can also use the Amiga in installation art and the like, putting the system directly into the display.

#### Idea 5: The Amiga as a Sample Player

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School plays and college productions often use sounds to enhance a scene. Traditionally, they played it off of tape or CD, cued by the sound board operator. Recently, I saw a production using a Macintosh Classic II to play back sound cues. The fellow who set it up did a really good job—he even wrote a HyperCard application which arranged sounds by scene, and had the lines/text surrounding the actual sound cue. When the proper time came, the sound operator just clicked on an onscreen gadget/button to set off the sound. No screwups, flubs, mistakes, etc.

An Amiga can do this job too, and may even do it better in some ways. For one, Amigas have good sample editors and multimedia sequencer programs, so you don't have to learn HyperCard. Second, we have DMA bandwidth, so we don't get bogged down loading samples direct from hard disk. Sure wish we had CD quality output though.

Idea 6: Using the Amiga to Control the World!

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Amiga applications don't stop at video and sound. You can also interface the machine to a variety of different devices to control your home, office or even...the WORLD! Mwahahaah! The X10 System, a collection of modules for turning on and off appliances via radio and AC waves, had some shareware Amiga software, and there are similar devices both in shareware kit form and commercially. You could use an A500 set up on your TV to save energy by starting up lighting and powering down devices at preset times.

If you're really technically oriented, you can try using the Amiga as a robotics controller. Building small robots to be controlled via a colourful Amiga screen would be great fun for small children, and you can integrate them into school projects as well. There's lots of information about Lego robots and simple robot controllers on the Internet, around MIT's Miniboard design. This can be used with the Amiga via a serial cable.

The Amiga can be integrated into realworld hardware for measuring and sensing things. With electronics design experience, you could build exhibits for science museums and the like. For example, you could build a temperature sensor and with appropriate electronics, feed the data into an Amiga to show on a visually attractive or interactive display. It's cheaper than

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using a Mac or PC with expensive video output boards, especially when you need to use a video projector or wide television.

#### Idea 7: An Amiga Fax Server

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Instead of controlling the world, you can SAVE the planet, by using an Amiga with a fax modem as a fax server, receiving inbound faxes and storing them to floppy. Then, when you come home, power up the monitor, and delete junk faxes, printing or saving only the important ones, instead of having a pile of unrecyclable fax paper trailing out of your normal fax machine. Amigas can be used as voicemail systems and outbound fax services, which means you can CONFUSE the planet too. Wouldn't it be cool to have people call up your home, even if it's a bachelor's apartment, and get voicemail boxes for you and your dog?

Hardware

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Hardware will always define what kind of applications you can run, because software always drives the development of new processors and technologies. To begin, examine what original model of the Amiga you have. If it's an A3000 or A2500, that's adequate to handle most current Amiga software! You should be USING this machine primarily! :) However, if it's an A500, 1000, or 2000, you'll probably want to look at adding some more hardware to it to enhance your options. Used hardware is easily found at user group swap meets, local Amiga dealers, and through private individuals. You can find out about these through local Amiga BBSes, and user groups. Actually, a user group should often be the first stop for learning about old Amigas and their uses: almost every user group has someone who loves to tinker.

Be careful not to pay too much, because this isn't your primary system. Sometimes people post prices that are too high, and it's customary to bargain down, unless they've noted they are firm. Don't bother them then with requests for lower prices, and in general, don't pester people with stupid offers like \$5 for a A2000 or whatever.

#### Floppies.

A second floppy drive, for single floppy systems, is certainly a must if you're not going with a hard disk. Single floppies like the A1010/1011 or the multitude of clone external floppies are cheap and easy to find. Expect to pay \$10-50 for one. However, a better alternative is to go directly for a hard disk, it'll save you frustration and agony, and let you run a lot of newer software.

#### Hard Disks.

Hard disks used to be really expensive for the Amiga, but now are really cheap, because subsequent models integrated the controller onto the motherboard. For an A500, a hard disk consists of the controller and a "shoebox" which slips on the side of the machine. These often include extra RAM and an external SCSI port for chaining more disks outside. An A2000 hard disk solution is much cheaper, where you can get an old A2090 or A2091 board for \$50 or less (sometimes A2090 owners even PAY YOU to take the thing away! :) You couple this with a small SCSI disk like a 20MB Miniscribe or 40MB Quantum, or perhaps a ST506 like a Rodime 40 or Seagate. Hard disks make the Amiga much more usable, and they're preferred for large applications or situations where waiting is unacceptable.

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## RAM.

Amigas really like more memory, and expanding them isn't too hard. A500's can be upgrade to a full megabyte via their A501 trapdoor, and anyone considering using an A500 should automatically do this. A501's and their clones are cheap and plentiful. A quick way to kill two birds with one stone is to get a shoebox expander like a GVP Impact A500 or SupraDrive 500XP. 16bit RAM boards for the A2000 are similarly inexpensive, and you can often find old RAM for it, making population of the board easy (and often free). I like the SupraRAM 2000, for five years, it's never failed me. However, there's always the Commodore 2052/2058 boards, and you can always put 2MB on the A2091 hard disk controller, which has ran nicely on my A2000 too.

## Monitors.

Monitors are difficult to find for the Amiga. In your application, you may just want a TV, say, if you're using it for a slideshow. However, if you're using it in a video suite, or at home, a good monitor is a must. The older Commodore 15 Khz monitors, like the A1084S, C2002, and 1080 are great, and don't cost a lot. Hooking up SVGAs and the like is hard, you'll need a flickerfixer, which is pretty expensive.

In presentation situations, you can also use higher quality inputs for your Amiga. I have my CDTV, which has a special SVHS output, connected to our Sony TV, which has SVHS in, and the picture is fantastic! Older, expensive, models of Sony's Trinitron line, and their professional monitor range, have RGB inputs and you can build a special cable for them.

[Much has been made of Toshiba's TIMM, a 20" monitor/TV that does 15-40khz, in other words, the entire Amiga range. Perhaps a review will be forthcoming... -Jason]

## Printers.

Printers aren't hard to find, and most models work easily with the Amiga, since we have pretty decent official and public domain driver support. Aim to get a parallel port printer, which simplifies connection. School kids can try a colour dotmatrix, while a low end inkjet is quite nice for home use. You'll want an inkjet for reports, seeing dotmatrix print is pretty tacky these days, but they're not at all expensive. You can even find new ones at bargain basement discount from large electronics superstore chains. One model I always see being sold at ridiculously low prices is the Canon Bubblejet BJ5 or 10ex model. And remember that you can always bring this to a new PC, so your investment of \$150 isn't lost on just an Amiga. No one can tell if you used FinalWriter on a 68000 3MB A2000, or MSWord 16 MB Pentium 133-the output is the same.

## Other Neat Stuff.

There's always some wacky devices and software made for the Amiga and you can often find them in discount bins or at user group swap meets. Who can't resist an old Sunrize PerfectVision framegrabber? Or a DigiView slowscan digitizer? An Easy1 drawing pad? An Okidata Okimate 20 colour thermal printer? A trackball? You can find cool uses for these, like say...a "take a picture of you and alter the colours of the image" kiosk,

for instance, or added fun to an old Marble Madness game.

## 1.41 Looking for Work

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Looking For Work

Adam Hough

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This is not really connected to this area, but...

This little tirade is based on my recent job hunting experiences in both Ottawa and Calgary, considered to be the best places to search for IT related jobs in Canada.

For years, the computer industry has been crying out for computer knowledgeable university graduates. So they got them. Then they felt that what they really needed was to have computer people who could communicate effectively and efficiently.

So, with this knowledge in hand, I've pursued that particular profile.

And what's the result? "We want three to five years experience."; "Do you know IEF/ABF/SNA/ADS/SYBASE"; and so on. And that's if you get as far as an interview or an open house. Most of the time, the closest you get is a "Dear John" reply to your resume, seemingly from the same source as all those office faxes since the wording remains identical no matter what the source -- "We currently have no openings for your skills at this moment. We will keep your resume on file for 6 months..."

What I'm really getting at is questioning how the computer industry expects to recruit the next generation of professionals if it's not willing to either train them or, heck, even give them a chance. No institutions I've seen handle anything more sophisticated than programming languages and assorted theory -- definitely nothing like Cognicase or the other million pieces of slightly obscure mainframe related software.

Much as I would like to be able to say I know this, that and the other, I cannot afford to buy every single package out there and learn it -- and even that does count. One company I went to an open house to recently only wanted to see knowledge gained through work, academic and personal experience wasn't admissible; that resulted in a fairly empty sheet of paper.

Is it TRUE that the only jobs out there are for people who happen to know those in the know? Is the computer industry needlessly rejecting thousands of capable people they need because they are not willing to take on the cost of letting them learn on the job? What makes it so ironic is that while at one open house, I talked to a team leader talking about a project that he'd just completed. That job required a substantial amount of work to be done in Visual Basic -- in his words his team "couldn't even spell Visual when they started on the project". So wherein lies the difference other than those people are already employed? Is the IT industry being too fussy and leaving jobs unfilled or is there a huge pool of people who just happen to have that few years of experience in hand that makes them

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employable?

In the meanwhile I'm sitting on a collection of useful and relevant skills that are slowly becoming less valuable as new software is introduced and as I become more rusty while looking around for a chance to hone them. I'm not trying to set my sights too high by being unreasonable in job expectations or salary; I'm not unemployable through being socially incompetent or indeed any of the other shortcomings of many other technically skilled computer people. So why the problem? I wish I knew.

Thoughts, people?

## 1.42 MetaTool 40.4

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 Review: MetaTool 40.4

Roberto Agria

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These days most Amiga people have access to the Net, giving everybody a vital opportunity to talk to each other (if they know the E-Mail address!), and widely available e-mail is probably one of the main reasons the Amiga was able to survive two years in the wilderness.

There are now several mail programs available, most of them Shareware but openly available on Aminet, including Elm, Thor, Voodoo (now included in the AmigaSurfer pack) and MetaTool, which is freeware. Of course, it's also possible to write a message with any Text editor and then invoke the appropriate sendmail-like program to send the mail to the destination address. However, unless you are a Net-expert or at least, a Dos&parameters expert (and for the sake of your sanity) you choose a mail program, that will do everything automagically (more or less).

I will not write here about programs other than Metatool, because I don't know their capabilities well, and because after I took a look at their Gui's, I'm no longer interested in those programs. Let's come to MetaTool then !

Most of you know (I suppose) what the Mime format is. But I'll explain for those of you who don't know ! Standard e-mail can only send plain ASCII characters because the mail gateways only handle 7-bit data, and also have a fixed line length (usually around 70 characters). The Mime format (Multipurpose Internet Mail Extensions) gets around this by encoding 8-bit data into a 7-bit representation. This is just like uuencoding then? Well, not quite because Mime also wraps the data with a header to identify the type of data in the message so enabling the recipient's software to display it in an appropriate form. Mime also allows multipart messages containing lots of different pieces of data to be sent and supports splitting and merging of huge messages to allow them to be sent over networks which limit the size of individual messages.

As you guess, MetaTool is able to use the Mime format, and obviously the normal plain-text mail format (rfc 822).

MetaTool's Gui is easy to understand and to use: the main window is the

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Mailboxes window, where you choose a mailbox file to open from a list of several MetaTool knows about. You can also select a mailbox file created by other programs and show them. In fact, in the settings window, there's a parameter called Message Boundary, that can be set to Compatible or Custom. In Compatible mode, i've been able to open Mailfiles created by Elm with no problems. I don't know about files created by Thor or Voodoo (I suppose there will not be problem with those files also).

When you choose a Mailbox, another window will popup with the list of messages, their dates, the name of who sent it to you, the title of the mex, and it's size in Kbytes. Multiple mailbox windows can be open at the same time and messages can be transferred between them.

Double-clicking on a message opens a Display window which shows the message's parts, the header, that contains information on the writer address, the destination address and other stuff, and the Mime type of the part. MetaTool uses a mailcap file (of the same format as Mosaic and the metamail Mime package) to choose an appropriate viewer for the parts.

Examples:

```
audio/x-voc; play16 %s; label="A VOC Sample" (to listen audio samples)
image/jpeg; CyberView %s (should i explain ? ;-> )
video/x-anim; xanim %s; label="An IFF ANIM Animation"; edit=3D"DPaint"
application/x-lzx; Copy %s DOWNLOADS: ; label="An lzx Archive"
```

Choosing Reply or New, brings up the Compose window. MetaTool has a built-in Address Book that can contain the names of people that you write often to (there's a menu option to automatically add addresses from currently viewed or selected messages), you can use this to quickly fill in the To: , CC: (carbon copy) and BCC: (blind carbon copy) addresses, or fill them in by hand (Reply fills in the To: address for you).

Adding the message contents is where the fun starts! Any type of file can be added to the message either by choosing it from a file requester or dragging it's icon onto the Compose window; MetaTool automatically detects the type of the data in the part using a combination of datatypes and the file extension, and sets the Mime type for you (you can also do this by hand if you so wish). New text parts can also be added and edited, and MetaTool will include and quote text parts in a reply and append a signature (which could be a picture :\*) if enabled.

MetaTool uses Mui, a well known programmers tool, that give MetaTool a nice Graphics Interface. The nice Gui, added to the easy of use, makes of MetaTool a powerful tool between Mailing Programs.

You can find MetaTool version 40.4 on Aminet, under comm/mail/MetaTool.lha. The author, Ellis Protchard, is reachable at this address: efp90@nuke.dircon.co.uk (home) or ellis@cam-ani.co.uk (work).

There's also a web page for MetaTool, the address is [www.users.dircon.co.uk/~nuke](http://www.users.dircon.co.uk/~nuke).

## 1.43 Review: XTreme Racing

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Review: XTreme Racing

Ralph Debusmann

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For a quite desperate Amiga user like I am it's nice to see there are still some signs of action in the Amiga market - even when it comes to games. Recently, we have been delighted with quality-games like Worms, AB3D from Team17 and Gloom (Deluxe) by Black Magic. And even though all major companies have left the Amiga (even Team17 doesn't seem to further support our beloved machine) I am still not forced to buy a PC-clone.

My faith in Amiga games has also been replenished by XTreme Racing (XTR) from Silltunna Software (distributed by Black Magic), the best clone of the SNES-game "Super Mario Kart" I can think of.

As I said the idea behind XTR is neither new nor too original - it's the old story of racing around several different racing venues and be the first after a couple of laps. Of course there are lots of weapons, turbos and alike scattered about the track to add more variety to the gameplay. So what's giving XTR it's distinctive quality over games like ATR (great one from Team17) or RoadKill I hear you ask?

It's the graphics and the new feeling which those graphics put into the game. This is the first Amiga racing game with fast, fully textured 3D-graphics. And those graphics really are fast and look quite cool. On my standard-A4000/030 (EC030, 25MHz) I get a fluid 2\*1 full screen resolution. With a 50Mhz 030 you can easily get 1\*1 full screen. And for people with non-accelerated A1200s (that's the minimum requirement hence XTR is AGA only) the game can be adjusted to run in 2\*2 three fourth screen or so and still is big fun. You can even choose between a Blittermode and the (better) Chunky-2-Planar-conversion and it is possible to put cameras anywhere on the track.

But not only the graphics are great - head programmer Alex Amsel said on IRC that he has spent most of the development time on gameplay issues - a fact which you are soon forced to believe. It just plays good and is fun from the beginning on.

XTR provides you with four different modes, ranging from "Single Race", over "Cup" and "Season" to the (2+ player only) "Death Match"-mode.

In "Single Race" you can choose any of the 12 tracks and practice it against a modifyable number of concurrent cars. These cars can be entirely controlled by the Amiga but - theoretically - it is also possible to play against 7 human controlled cars (!). 4 players can share the same (split-) screen and XTR additionally gives you the opportunity to connect to another Amiga via Null-Modem-cable or via a real Modem. Unfortunately I haven't tested the (Null-) Modem-option yet so that I can't give any statements on this.

In "Cup"-mode you attempt to finish three distinctive tracks in the top three (of eight cars). Like in "Single Race" and all other modes it is crucial for you to learn the track and know exactly where you are going. It is for example crucial to use as many of the "Turbo-pads" as possible. These let you run quite fast for a short amount of time. It is a must to

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learn the tracks because XTR doesn't seem know the word "mercy" at all. If you've hit one of the couple of barrels on track (which let you turn around - mostly you then look in the wrong direction) or if you've fallen off track into some ugly liquid or into space - only one "error" can be fatal. XTR's computer controlled cars won't hesitate to overtake you and be far ahead soon. This is one mayor gripe I have about the game - it's too hard. I for myself take this as a challenge but not too experienced players will surely find this very annoying.

The third mode "Season" confronts you with all 12 tracks in a row. Here you need to collect points to be the first after you've gone through all the tracks and money to improve your car - and it is crucial to improve your car because the default "Season"-car is much slower and less maneuverable than the "Single Race" or the "Cup"-car. In "Season" you need the first 4 races just to improve the car while finishing 7th or 8th. Then again, after you actually have improved the car over the computer controlled cars the game becomes a bit too easy. Alex should have a look on this mode again IMHO because it doesn't seem to be as well thought out as the rest of the game.

The fourth mode ("Death Match") also is the mode which is the most fun. Here you race around a track (no fixed course) not to finish it but to kill your up to 7 (human) opponents. The "killing" is done either by kicking a car into water or by shooting it with any of the possible weapons. These range from a simple missile over homing missiles, mines, bombs to sheep (!). Weapons are collected by running over a questionmark and then waiting what cute weapon the random generator gives you. Of course (nearly) all these weapons are available in all other modes either (e.g. you can shoot an opponent with a missile when he reaches the finish-line in "Single Race"). The "Death Match" is over when one player has accomplished a distinctive number of kills. Besides I should mention that the "cracked" version of XTR lacks this mode - sorry, bad luck Pirates :)

Honest purchasers will get a really nice game. I liked it from the minute on I got the demo from Aminet. I like the speedy and good looking 3D-graphics, the good playability, the wide range of weapons and the variety of modes. I also like the huge amount of options as well as the possibility to play against up to 7 opponents via Modem. The sound is fairly good as well, although the ingame-musics are pretty poor (you can turn them off luckily). It should be noted that XTR also is quite system-friendly in that it quits without touching the Workbench and is easily HD-installable. Furthermore there is NO copy-protection at all. What a breeze after having quite much trouble with the latest Team17 "black-on-black" protection schemes.

What I don't like about XTR is it's extreme difficulty level (hence the name). I dislike that you have to learn the courses so very very well to be able beat the computer. I also think that the "Season"-mode should be looked upon again by the programmer. The "Death-Match"-mode has potential to get better either, although it already is big fun in this stage. My last gripe is that although XTR lets you choose from 8 different looking cars the cars don't bear unique qualities like e.g. in Super Mario Kart - they seem to behave all the same.

I give XTR a rating 4 out of 5 stars, the fifth star could be achieved by working a bit on several details and by decreasing the difficulty level.

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I've sent Alex a list of suggestions and I hope he'll incorporate a few of them in future versions of XTR. In comp.sys.amiga.games Alex has recently promised to lower the difficulty level, to bring out new tracks and publish a full-blown Track editor. So please support him by buying XTR if you like it.

You can get a demo of XTR on Aminet in game/demo/xtrndemo.lha. Also available on Aminet is a Laptime-viewer and a FAQ. Again, if you like the game, please purchase a copy (directly from Silltunna would be the best way). I got my copy from Silltunna one week after I had sent them the money from Germany :)

## 1.44 Review: Worms

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                                Review: Worms
                                By:
                                Jason Compton
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Wayyy back, it must have been a year now, Team17 sent me a preview package with some preliminary press releases and screen shots for upcoming titles. Of the 3 or 4 in there, only one came to fruition, and it contained screen shots labeled "Total Wormage", a cute pun on . It was these little things shooting at each other, as far as I could tell.

Now, as the Team17 hype puts it, "The Worms have turned." Worms, perhaps the best thing to happen to the old artillery game, is out.

The Artillery game dates back a loooong time. My first run in with it was on the Apple II, where friends and I would hold Artillery tournaments in programming class. (I was a second-rate programmer but a first-rate Artillery player.) Two castles were set up on a random landscape, and by setting angle and direction against a random wind, they took potshots at each other.

Worms turbocharges this concept. A team of four little pink (well, they're usually pink) worms fight against 1, 2, or 3 other teams of worms on a randomly generated landscape, with an impressive battery of weapons ranging from the default bazooka to Uzis, homing missiles, mines, and even exploding sheep. Each worm has a set number of "hit points", and each weapon does varying damage. The goal is to either damage the enemy worms so they all die, or to blast them off the screen or into the water, both of which mean instant death. The landscape is fairly large and scrolled about using the mouse, so that's not always so easy to do, particularly when the enemy gets "entrenched."

You see, Team17 introduced Artillery to Lemmings, so in addition to the tons of weapons, you get a big toolkit, including a drill, blowtorch, and "ninja rope", which can be used to hurl your worm around the screen, either into a strategically superior position or off the screen, into a pile of mines, etc., depending on the skill of the operator. In addition, random airdrops of new weapons fall from the sky, and are the property of

whichever team gets to them first. These include extra issues of the rationed weaponry (Dynamite, Cluster Bombs, Air Strikes) and enhanced versions of certain weapons (The absolutely nasty Banana Bomb, the rather silly and aforementioned Exploding Sheep, and the reportedly unintentionally underpowered but still impressive-sounding Minigun)

As previously mentioned, the playfield is a large scrolling world. By default, the game will randomly generate a landscape of one of several different types (Forest, jungle, alien, mars, Hell, etc.) with a long numerical code which can be recorded for future use. Some of the levels are interesting, some treacherous, some bland, and some so sparse the game will reject it and create a new one. In addition to the (reportedly) >4 billion possibilities, Team17 provides the specifications to create an IFF file to be used as the playfield. This has spawned a sizable trade in Worms worlds (the best so far, incidentally, is a city scape complete with subway tunnel and office building. Highly recommended.)

One of the really memorable elements of Worms is the Worms' commentary, complaints, cries of pain, etc. The high-pitched (because they're small worms, get it?) Wormspeak can be altered (In case you've heard "Oy, nutter!" or "I'll get you!" too many times) by replacing Team17's samples with your own. Because the game loads all of the samples into chip ram and keeps them there, however, you have to budget your samples carefully.

Control of the game is handled with keyboard (for moving your worms, aiming, and firing) and mouse (for scrolling the view and setting targets, such as for the Homing Missile and devastating Air Strike). The controls are basically as straightforward as they can be.

As mentioned, up to 4 teams can play, so theoretically 16 of your friends can gather 'round the 1084 or 1950 or 1438, etc. for a round or two of Worms. However, controlling one Worm could be disappointing as the turn-based system (Worm from one team goes, worm from the next team goes, worm from the next team, etc. etc.) means it's quite possible your worm will be dead by the time you get to your turn. If you don't have any friends handy, the computer will be happy to square off against you, and 10 levels of computer opponents are provided, from the stupid (The team of Lemmings) to the absolutely impossibly deadeye (British royalty). While I find that a good round of 4-team Worms against the 3 highest levels of computer opponent can be a lot of fun, the computer team AI has a few flaws. It is possible for one of their Worms to get stuck in place, and while HRH (the royalty team) has good enough aim to calculate a bazooka shot that will actually travel over a hill, then be taken by the wind and head down a tunnel to hit its target, none of the teams are clever enough to use the Ninja Rope or Teleport. But I guess you can't have everything, and if you want that level of strategy you'll need to go out and find it.

Simply put, the game is a ton of fun. I'm always skeptical of wildly popular things (I am still an Amiga user, after all), but a few rounds of the Worms demo and I was sold. Having the configurability of the game be so flexible (you can forbid the use of certain weapons or limit their use, if you find as I do that, for example, Dynamite is too devastating of a weapon to just give away at the outset) is a major plus, although I did find that the game didn't take your configuration into as much consideration as I'd hoped. If you make the use of an item that is by default limited available infinitely, it will still show up in airdrops. (For instance, I think cluster bombs should be available without end. But

the airdrops will provide me with even more. Kinda pointless.)

(On the subject of "pointless", Worms features the incredibly evil "Black type on black paper" document protection. My cries of agony over the past year on this subject have still gone unheard by Team17. It remains a very overdone and nasty solution to the piracy problem. Yes, I'd rather they made it tough to read than banged away at the floppy drive, but not by much. Legible type, please.)

But Worms is a real blast to play with friends. It has a very comic (and comical) quality that makes the ridiculousness of militant worms that much more appealing. The play options are just about limitless, and the potential for a full-blown Worms tournament at my next party is growing. Worms will even track league scores for you, total kills, and award "Worm of the Match" honors.

Yes, Worms really deserves to have sold as many copies as it has. It is being ported into basically every conceivable game format (even Gameboy. I've gotta see that one) now that Team17 has distribution through Ocean. Despite its apparent omnipresence in the UK on the Amiga and PC, a random test of a few game shops in the US confirmed my suspicion that Ocean US hadn't exactly been hyping the PC version to stores. However, wherever you are as an Amiga user, you should seriously consider picking the Worms demo up for yourself (available from Team17's FTP site on ftp.team17.com or through Aminet) and seeing if amusing mass destruction is for you. It's good stuff.

Even if you're not totally sold on Worms as it stands, or if you're a player hoping for more, fear not. Team17 is working on a Worms Plus upgrade, slated to be UKP10, and featuring AGA color support, more flexible sample loading (as it stands, you need 2 megs of chip ram to hear the good samples. 1 meg machines get diminished quality and selection), and a host of other goodies, including some sort of networking. (The pressure is on to support TCP/IP).

Worms ships on three floppies, is hard drive installable, and will run on basically any Amiga which can switch to PAL. However, 2 megs of chip RAM are highly recommended.

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## 1.45 Review: XTreme Racing

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Review: XTreme Racing  
By:  
Jason Compton

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For a while this autumn, it seemed racing games were all the rage. First came Virtual Karting from OTM and published by Guildhall, which was tepidly reviewed in AR recently. Then came XTreme Racing, from Silltunna and published by Guildhall (I see a pattern here...).

XTR's tradition goes back to Pole Position. You race a car over various tracks, with a camera view that defaults to just behind your vehicle. There are a number of other cars on the track and, of course, you want to beat them.

The camera angle and horizon can be altered at will. Ok, so now we've moved to Virtual Karting status. Now it's time to talk about the stuff that's much better than any racing game I've seen on the Amiga so far.

If you're a masochist, you can use a nasty black dithered screen with which to view the road. This is aimed at un- or minimally-expanded A1200 users. (However, the masochist comment still applies.) Thankfully, you can also adjust pixel width and height (1x1, 2x1, 1x2, 2x2) and turn that godawful dithering OFF. Yes, real, honest 1x1 full screen display is possible. Tack on the capability to add different camera views (either for more players than just yourself, or to track a different car or area), and you're talking about something significantly improved from Virtual Karting, and which doesn't bear much resemblance at all to Pole Position.

The XTR courses also offer some very unconventional (and unrealistic, but hey, this is a game) features, such as random power-ups (including missiles!), turbo acceleration pads, and people and Lemming-like creatures to run over. You can also drive on such courses as floating cities, meaning that plummeting to your doom is a very real possibility. Fortunately, your car reappears shortly after any demises you may incur, but this tends to set your chances of winning the race pretty much out of the question.

You have your choice of several different "characters" with different cars to drive (shades of Power Drift here), and can race in a cup, league, or single events. There are also three levels of difficulty, but...

...man, is this game hard. I mean, it's not impossible, but you'll need some serious learning time to get the hang of driving an XTR car. Since the best pre-race idea you can get of the track is a very simplistic look at its layout (No Virtual Karting helicopter flyby or Roadkill practice lap), you may want to race, say, with minimal computer competition on a track a few times before competing for real, because the tracks can be confusing and treacherous.

The levels themselves range from fairly pedestrian to rather neat, in particular the beach and floating city tracks. The beach graphics are very nicely done, and the floating city is fun to look at. It does look pretty strange when your car falls, though...it looks like it's shrinking, not falling.

The game features a small selection of music tracks for your listening and racing enjoyment. Take them or leave them, they're decent intense driving music without a ton of complexity. They're pretty annoying when you're in

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8th place, though.

The game allows you to play with up to 4 people on the same machine, but the screen gets pretty crowded beyond two different views. An option is to use the serial link (null modem cable or real live modem, 19200 baud suggested), which spreads out the processing demands, joystick availability, and monitor real estate.

If racing isn't your thing, you can race in Deathmatch mode (networked or no), where the object is just to blow up the other players more times than they get you. This makes the power-up missiles a lot more satisfying to use...

As those familiar with AR may be aware, our standard AGA test machine is an A4000 040/25 and we make no apologies for using a machine closer to the high than the low end. Other than the necessary switch to PAL, the game runs without complaint or incident. XTR runs like a charm in 1x1 fullscreen. CyberGraphX support is reportedly not forthcoming.

The documentation for the game is a bit thin, they don't even describe all of the powerups (intentionally, they say, but I suspect it might have something to do with printing deadlines...). Functional, yes, and the game is fairly self-explanatory, but still...

The game suffered some compatibility problems, but most of these have been remedied by a free patch. (There are reportedly still some problems with Warp Engine 040s) A future upgrade promises a track editor, more tracks, support for 4-joystick adapters, and other in-game features.

Those of you lucky enough to have an Amiga store nearby that carries XTR will notice a quote on the back from yours truly. That rather glowing quote was based on a pre-release version of XTR I played, and I do stand by what I said. XTR is a good blend of arcade action and driving realism (except the missiles, sheep, floating cities, etc) and really is a quality game.

XTR is hard drive installable (Extremely highly recommended), takes advantage of accelerated machines (again, highly recommended) and is AGA only.

Guildhall Leisure  
15 Guildhall Industrial Estate  
Kirk Sandall  
Doncaster  
DN3 1QR  
++44 1302 890000 phone  
++44 1302 890010 fax  
ted@blitzuk@demon.co.uk e-mail

## 1.46 Review: Breathless

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Review: Breathless  
By:

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Jason Compton

=====

Doom, doom, doom.

There's no denying it. The focus of the game development in 1995 was on Doom-ish games, whether or not a whole lot actually made it to the market.

Around the time everyone was getting excited about Alien Breed 3D, from out of nowhere a demo started making its way around the net. The game was Breathless, so we were told, and the demo was an old one of the game's texturemapping 3D engine.

The developers, Fields of Vision, quickly found a publisher in Power Computing of the UK. It comes in a purplish box, with your typical mega-suited up gun-slinging texturemapping game hero and some screenshots on the back.

That's the preliminaries. But the storyline, background, etc. of these games are always pretty unimportant when they first arrive. So a quick hard drive installation later, Breathless is up and running.

So, how does it play? Well, the engine is a rather flexible one, allowing control over screen resolution ranging from teeny-tiny-you've-gotta-be-kidding up to 320x200 (out of x256, this is of course PAL we're talking about here), with available pixel widths of 1x1, 2x1, 1x2, and 2x2. The bottom of the screen is taken up with your score, health, shield, weapon energy, and weaponry/key indicators.

So, how does the game LOOK? Had you caught me with the stock Breathless release, I would have shrugged. The game was playable in reduced resolutions on a stock A4000/040, but certainly nothing exciting in a high resolution with a high pixel clarity. The control felt sterile, the configurability was only acceptable.

Fortunately for this review's outcome, FOV released a Breathless V1.1 patch to Aminet. This has increased the output of the engine, added inertia to the player's movements (the lack of which caused the aforementioned sterile feeling), and in general made the game more configurable.

So, how is it to play? Well, your job is to blast away at bad guys with a selection of increasingly nasty weaponry. You upgrade said weapons and buy new ones by collecting credit globes that happen to be lying around the levels you chug through. There are computer terminals throughout the levels ready to vend you these weapons, health, even keys if you can't find them. (Perhaps the evil bad guys should remove these conveniences, they'd have an easier time defeating you.) There are a dozen different aliens to blast, and after a short while you'll be sick of killing "Cyborg 1"s.

Automapping is provided, as is a sight in the middle of the screen which may be turned off. It comes in handy when shooting up or down (you look up or down using the numeric keypad. The movement in this respect is considerably improved from the original Breathless in the 1.1 patch.) I was a bit disappointed in the number of times the shots seemed not to reach their target even when they were standing dead in my sights, though. The math on the "look up/look down" routines may not quite be perfect yet.

Breathless' engine supports varying light, which at times can put you in rather dark and grey looking corridors. They also tried to support a bit of realistic detail in the form of floor-to-ceiling pipes, but again, the calculations fell a bit short, as the pipes look two-dimensional as they meet the floor. Weaponry could have been a bit more "realistic" as well. Errant shots simply disappear as they hit the wall, and the Cyborg 1 units seem to have silencers on their plasma guns.

But those complaints don't detract from the fact that Breathless is a fast world to whip around in, providing your Amiga is equipped for the task. While 320x200 1x1 pixel depth is too much for the stock 040/25 to give a reasonable frame rate on, kicking the resolution down a notch or switching to 2x1 or 1x2 (my preferred of the two, although things can look a bit fringed at times) helps considerably. There have been reports that Breathless is stunningly slow (slower than an 030/50) on an 060, but as we haven't received any 060 accelerators yet, we can't verify this.

I do enjoy running around the Breathless world, blasting away at the baddies. I find the speed tolerable, the background music (with configurable volume) appropriate, and the goal of getting to one more level enough to keep me coming back for a while. And of course, it's encouraging to see that the game continues to be developed and supported by FOV.

What Breathless really needs, though, is a bit more atmosphere. Yes, it's a vague complaint, but right down to the stainless steel walls, Breathless is missing the spark that even AB3D's 2x2 chunky display had. I'm not sure I really CARE about this guy's struggle, particularly when all he needs to do is break open the gun vending machine to really wreak some havok. Improved sound effects (and more of them) would work wonders.

Copy protection is a bit weird. It's red writing on orange paper, not easy to read. It's on a small card, which is another problem...and it's in runes! Numerical or letter protection is difficult enough, but tiny runes are another thing altogether. The game IS hard drive installable, but you have to fight with a teeny little card to get to your game.

If you're toting an accelerated AGA Amiga and want to get a lot of shooting done, Breathless is a good investment. It's missing networking, which is a real loss because some levels would make for good deathmatches. It's missing that sense of style mentioned above. But it does have a very good, and growing, TMap engine that I would be pleased to see in other implementations.

Breathless also was good for a couple of chuckles, but not for the game itself. The manual speaks of the planet "C64-6510", an obvious reference. The registration card lists "Magazine Review" in the "Where did you get this game?" list. I guess the publishers want us to register more often.

Power Computing Ltd  
44A/B Stanley St.  
Bedford  
MK41 7RW  
England  
++ 1234 273000 phone  
++ 1234 352207 fax

## 1.47 Aminet Charts: 22-Jan-96

| The most downloaded files from Aminet during the week until 22-Jan-96  
 | Updated weekly. Most popular file on top.

| File               | Dir        | Size | Age | Description                          |
|--------------------|------------|------|-----|--------------------------------------|
| ar401.lha          | docs/mags  | 66K  | 0+  | Amiga Report 4.01, January 16, 1996  |
| Floppy_fix.lha     | hard/hack  | 6K   | 0+  | Fix for the floppy problem of newer  |
| Voodoo-1.103.lha   | comm/mail  | 424K | 1+  | Very nice GUI MIME E-Mail reader for |
| mn_ansitest.lha    | comm/mebbs | 3K   | 30+ | ANSI Test Door for MEBBSNet          |
| AMountains.lha     | gfx/fract  | 67K  | 1+  | Fractal landscape generator          |
| taskbar3.lha       | util/wb    | 19K  | 0+  | Win95 style taskbar (bugs fixed)     |
| ST210.lha          | biz/patch  | 767K | 0+  | Studio V2.10b Update of the printer  |
| cybershow60.lha    | gfx/board  | 96K  | 1+  | SlideShow&Viewer(incl.PCD)for CybGfx |
| DeliTracker222.lha | mus/play   | 717K | 1+  | Bugfixes & some new players/genies   |
| gsv.lha            | game/gag   | 17K  | 1+  | Win95's General Priviledge Violation |
| uconv14.lha        | gfx/conv   | 1.1M | 0+  | Best converter. 32 Filters...MPEG Su |
| amtank.lha         | game/2play | 322K | 1+  | A tanks clone.                       |
| GUItcp.lha         | comm/net   | 3K   | 1+  | Launches TCP & Related programs from |
| mnews0_2.lha       | comm/news  | 45K  | 0+  | MUI news group reader for AmiTCP. V0 |
| MagiC64.lha        | misc/emu   | 286K | 0+  | The fastest C64 emulator for Amiga V |
| RAM-icon.lha       | pix/mwb    | 10K  | 0+  | Replaces RAM-icons (Disk, Env, T, Cl |
| xtd-tp5.txt        | demo/tp95  | 19K  | 1+  | Report from THE PARTY 5 - Worst Part |
| IconifyGadget.lha  | util/misc  | 12K  | 1+  | Adds iconify gadget to windows. BETA |
| Worms+.lha         | game/misc  | 37K  | 1+  | 2 new WORMS Maps by Maxime/RamJam    |

| The highest rated programs during the week until 22-Jan-96  
 | Updated weekly. Best program on top. Please rate all the programs you  
 | download. To do so, send to aminet-server@wuarchive.wustl.edu :  
 | RATE <path> <num>  
 | where <path> is the file you want to judge and <num> is a mark from 0..10  
 | with 10 being the best. You can rate several programs in one mail, but  
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

| File               | Dir        | Size | Age | Description                          |
|--------------------|------------|------|-----|--------------------------------------|
| imdbDiff951222.lha | biz/dbase  | 704K | 3+  | Diffs for the Internet MovieDatabase |
| upcat13.lha        | biz/dbase  | 64K  | 91+ | A disk catalog program.              |
| Voodoo-1.103.lha   | comm/mail  | 424K | 1+  | Very nice GUI MIME E-Mail reader for |
| E-MailMosaic.lha   | comm/tcp   | 23K  | 6+  | To get & put E-Mail with Mosaic      |
| ar401.lha          | docs/mags  | 66K  | 0+  | Amiga Report 4.01, January 16, 1996  |
| AmigaFAQg.lha      | docs/misc  | 489K | 4+  | Amiga: H ufig gestellte Fragen ( 5.0 |
| ParrotIsland.lha   | game/demo  | 761K | 3+  | Very great adventure like Monkey Isl |
| tritus_demo.lha    | game/demo  | 213K | 6+  | Superb 3-player Tetris Clone         |
| DiamondCave2_3.lha | game/misc  | 563K | 4+  | The ultimate Boulder Dash Clone V2.3 |
| JTEWorms.lha       | game/misc  | 54K  | 5+  | 4 Custom Maps for Worms              |
| xanimwin003.lha    | gfx/show   | 34K  | 2+  | MUI based GUI for XAnim              |
| SoundBox22.lha     | mus/misc   | 122K | 11+ | Converts soundfiles and plays 14 bit |
| viva-amiga.lha     | pix/imagi  | 300K | 7+  | Pro-Amiga Imagine raytrace - VIVA AM |
| Repack3_4.lha      | util/arc   | 27K  | 2+  | Update of the best ->LZX repacker, G |
| uuxt31.lha         | util/arc   | 109K | 26+ | The Best UUcoder with full WB suppor |
| Remind1.52.lha     | util/cdity | 55K  | 19+ | Never forget an important event agai |
| mcxp212.lha        | util/cdity | 54K  | 2+  | MUI Preferences for MultiCX          |
| scrwiz11.lha       | util/cdity | 68K  | 41+ | Small,configurable public screen man |
| Index2GuideV13.lha | util/conv  | 14K  | 4+  | AmiNets Index/Recent -> AmigaGuide V |

|                   |            |      |                                         |
|-------------------|------------|------|-----------------------------------------|
| PGPtoGUIV2.0e.lha | util/crypt | 36K  | 1+A GUI for PGP. V2.0e-english-languag  |
| XPKDT-1.0B.lha    | util/dtype | 14K  | 8+DataType for XPK compressed files     |
| ReqToolsUsr.lha   | util/libs  | 156K | 1+ReqTools 2.4 - the requester toolkit  |
| GrabKick.lha      | util/misc  | 3K   | 1+Copy KICKSTART-ROM to a file V1.7     |
| snoopdos30.lha    | util/moni  | 128K | 70+System monitor, many new features ad |
| VZ_III126.lha     | util/virus | 160K | 5+VirusZ v1.26 by Georg H rmann         |
| TimeConnect.lha   | comm/misc  | 66K  | 0+Phone Call coster/logger with MUI     |
| AmigaFAQ.lha      | docs/misc  | 468K | 4+Amiga: Frequently asked questions 5   |
| nemac4d1.lha      | game/demo  | 441K | 6+3D T-mapped game demo 1/3. Read .rea  |
| nemac4d2.lha      | game/demo  | 695K | 6+3D T-mapped game demo 2/3. Read .rea  |
| nemac4d3.lha      | game/demo  | 698K | 6+3D T-mapped game demo 3/3. Read .rea  |

## 1.48 Aminet Charts: 12-Feb-96

| The most downloaded files from Aminet during the week until 12-Feb-96  
 | Updated weekly. Most popular file on top.

| File              | Dir        | Size | Age | Description                            |
|-------------------|------------|------|-----|----------------------------------------|
| mui32fix.lha      | dev/gui    | 83K  |     | 1+Muimaster.library V13.687, little bu |
| ar402.lha         | docs/mags  | 75K  |     | 0+Amiga Report 4.02, January 31, 1996  |
| mui32usr.lha      | dev/gui    | 796K |     | 1+MagicUserInterface V3.2, user files  |
| MCP110.lha        | util/cdity | 395K |     | 1+MAJOR UPDATE! The mother of the WB-U |
| Play16_1.6.lha    | mus/play   | 91K  |     | 0+Plays WAV, IFF, MAUD, etc, 14 bit ou |
| NewIconsV2.lha    | util/wb    | 400K |     | 0+Revolutionary GUI Enhancement System |
| Voodoo-1.209.lha  | comm/mail  | 485K |     | 0+Premiere GUI MIME E-Mail reader for  |
| ClassPatch10b.lha | util/wb    | 19K  |     | 0+Replaces standard GUI with other GUI |
| lowfrag12.lha     | util/boot  | 6K   |     | 0+Prevent Memory Fragmentation!        |
| AmigaSurf.lha     | pix/illu   | 397K |     | 0+Snapshots of Amiga Surfer            |
| HotNews.txt       | docs/misc  | 1K   |     | 1+Amiga-Scene *HOT* News (Read'n'Sprea |
| VZ_III128.lha     | util/virus | 166K |     | 0+VirusZ v1.28 by Georg Hoermann       |
| SayMore.lha       | util/wb    | 12K  |     | 1+Say replacement with more options v0 |
| xpkDMCB.lha       | util/pack  | 7K   |     | 0+Powerful data packer. 68020+, FPU, > |
| aMiPEG05.lha      | gfx/show   | 116K |     | 1+MPEG player with support for CyberGr |
| SSpeed13.lha      | util/moni  | 361K |     | 0+SysSpeed V 1.3 - THE Speedtester ..g |
| BlocNotes36.lha   | util/cdity | 48K  |     | 0+The unique Post-It commodity for AMI |
| WBStartupPlus.lha | util/boot  | 52K  |     | 1+V2.6 Expands WBStartup capabilities. |
| Amiscape.lha      | pix/illu   | 9K   |     | 1+Preview Picture of Amiscape          |
| pckeybhack.lha    | hard/hack  | 45K  |     | 0+Plug a PC keyboard to your Amiga.    |

| The highest rated programs during the week until 12-Feb-96  
 | Updated weekly. Best program on top. Please rate all the programs you  
 | download. To do so, send to aminet-server@wuarchive.wustl.edu :  
 | RATE <path> <num>  
 | where <path> is the file you want to judge and <num> is a mark from 0..10  
 | with 10 being the best. You can rate several programs in one mail, but  
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

| File             | Dir       | Size | Age | Description                          |
|------------------|-----------|------|-----|--------------------------------------|
| upcat13.lha      | biz/dbase | 64K  | 94+ | A disk catalog program.              |
| AmiSlatel.4.lha  | comm/tcp  | 197K | 2+  | Net paint & games v1.4 for AmiTCP an |
| E-MailMosaic.lha | comm/tcp  | 23K  | 9+  | To get & put E-Mail with Mosaic      |
| mftpl_33.lha     | comm/tcp  | 79K  | 2+  | Update for mftpl_31.lha (MUI ftp cli |
| CNCD-Closer.lha  | demo/tp95 | 2.3M | 2+  | Closer 1/1 *AGA* (1st Place At The D |

|                    |            |      |                                          |
|--------------------|------------|------|------------------------------------------|
| ar323.lha          | docs/mags  | 80K  | 5+Amiga Report 3.23, December 31, 1995   |
| ar401.lha          | docs/mags  | 66K  | 3+Amiga Report 4.01, January 16, 1996    |
| ParrotIsland.lha   | game/demo  | 761K | 6+Very great adventure like Monkey Isl   |
| tritus_demo.lha    | game/demo  | 213K | 9+Superb 3-player Tetris Clone           |
| JTEWorms.lha       | game/misc  | 54K  | 8+4 Custom Maps for Worms                |
| WhizzHD.lha        | game/patch | 12K  | 1+Whizz (Amiga Tech) HD-Inst 1.2 local   |
| argus.lha          | game/shoot | 356K | 1+Vertical scrolling. Fast with great    |
| xanimwin003.lha    | gfx/show   | 34K  | 5+MUI based GUI for XAnim                |
| MagiC64.lha        | misc/emu   | 286K | 3+The fastest C64 emulator for Amiga V   |
| sfx-bin_30.lha     | mus/edit   | 299K | 2+V 3.3 Binary for 68030                 |
| sfx-bin_40m.lha    | mus/edit   | 285K | 2+V 3.3 Binary for 68040+FPU             |
| SoundBox22.lha     | mus/misc   | 122K | 14+Converts soundfiles and plays 14 bit  |
| viva-amiga.lha     | pix/imagi  | 300K | 10+Pro-Amiga Imagine raytrace - VIVA AM  |
| Repack3_4.lha      | util/arc   | 27K  | 5+Update of the best ->LZX repacker, G   |
| uuxt31.lha         | util/arc   | 109K | 29+The Best UUcoder with full WB suppor  |
| ToolManager21a.lha | util/boot  | 24K  | 27+Small update for ToolManager 2.1      |
| ToolManager21b.lha | util/boot  | 490K | 143+ToolManager 2.1 (Binaries and Docume |
| ToolManager21g.lha | util/boot  | 175K | 143+ToolManager 2.1 (Anims, Brushes and  |
| ToolManager21s.lha | util/boot  | 280K | 143+ToolManager 2.1 (Source code and Pro |
| ToolsDaemon21a.lha | util/boot  | 87K  | 105+Add menus/submenus to WB menu strip  |
| BExchange12.lha    | util/cdity | 142K | 2+An exchange clone, using bgui.librar   |
| mcxp214.lha        | util/cdity | 54K  | 2+MUI Preferences for MultiCX            |
| scrwiz11.lha       | util/cdity | 68K  | 44+Small,configurable public screen man  |

## 1.49 Amiga Report Mailing List

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### Amiga Report Mailing List

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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 [majordomo@amigalib.com](mailto:majordomo@amigalib.com).

Your subject header will be ignored. In the body of the message, enter

subscribe areport

The system will automatically pull your e-mail address from the message header.

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! \*\*

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## 1.50 uuencode

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### UUDecoding Amiga Report

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If you receive Amiga Report from the direct mailing list, it will arrive in UUEncoded format. This format allows programs and archive files to be sent through mail by converting the binary into combinations of ASCII characters. In the message, it will basically look like a lot of trash surrounded by begin <filename> and end, followed by the size of the file.

To UUDecode Amiga Report, you first need to get a UUDecoding program, such as UUxT by Asher Feldman. This program is available on Aminet in

pub/aminet/arc/

Then you must download the message that it is contained in. Don't worry about message headers, the UUDecoding program will ignore them.

There is a GUI interface for UUxT, which should be explained in the docs. However, the quickest method for UUDecoding the magazine is to type

uuxt x ar.uu

at the command prompt. You will then have to decompress the archive with lha, and you will then have Amiga Report in all of its AmigaGuide glory.

If you have any questions, you can write to  
Jason Compton

## 1.51 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.

Sites: ftp.netnet.net, ftp.wustl.edu, ftp.tas.gov.au, ftp.doc.ic.ac.uk

## 1.52 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.

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Simply tell Mosaic to open one of the following URLs:

```

http://www.omnipresence.com/Amiga/News/AR/
http://www.pwr.wroc.pl/AMIGA/AR/
http://mm.iit.uni-miskolc.hu/Data/AR
http://www.fhi-berlin.mpg.de/amiga/ar/
http://ramiga.rnet.cgi.com/~AR
http://www.sci.muni.cz/ar/
http://metro.turnpike.net/P/panther/main.html
http://www.lysator.liu.se/amiga/ar/
http://ArtWorks.apana.org.au/AmigaReport.html
http://www.vol.it/MIRROR2/EN/AMIGA/
http://www.cucug.org/ar/ar.html

```

The following AR sites also have a mailto form, allowing you to mail to Amiga Report from the web site. <Make sure your reader has forms capability>.

```

http://www.pwr.wroc.pl/AMIGA/AR/
http://www.sussex.ac.uk/Users/kccil

```

Amiga information can also be accessed at this URL:  
<http://www.cucug.org/amiga.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

## 1.53 Copyright Information

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==         / \  | \  / | | //  \  / \
==        /  \  | \  / | | | (<  _  /  \
==       /--- \ |  \ /  | | | \_ | | /--- \
==      /----- \
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==          Amiga Report International Online Magazine
==          February 19, 1996           Issue No. 4.03
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## 1.54 Amiga Report Writing Guidelines

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### Amiga Report Writing Guidelines

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The three most important requirements for submissions to Amiga Report are:

1. Please use English.
2. Please use paragraphs. It's hard on the eyes to have solid screens of text. If you don't know where to make a paragraph break, guess.
3. Please put a blank line in between paragraphs. It makes formatting the magazine much much easier.
4. Please send us your article in ASCII format.

Note: If you want to check ahead of time to make sure we'll print your article, please write to the  
 Editor  
 .

Please stipulate as well if you wish to retain copyright or hand it over to the editor.

## 1.55 Editor's Choice

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### Editor's Choice

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These are selected products, reviewed by myself, that I've liked. So, I've landed them and decided to sell them.

All prices are in \$US.

John McDonough's The Music Maker, a Contemporary New Age CD composed on the Amiga, is available through Amiga Report.

The crisp, clean sounds and calm melodies present a welcome alternative to many pounding alternatives.

Available for US\$12.00 plus \$3 shipping in the US. Non-US orders, please contact before ordering. Check or money order accepted addressed to

Jason Compton  
, shipments made by the artist.

| Product                                                                                                | Issue Reviewed | Approximate Retail Price | Amiga Report Reader Price |
|--------------------------------------------------------------------------------------------------------|----------------|--------------------------|---------------------------|
| GPFax Amiga Fax Software<br>(Class 1 and 2)                                                            | 2.30           | \$100.00                 | \$60.00                   |
| Micro R+D CD-ROM Volume 1<br>(Includes early Transition<br>graphics converter and loads<br>of artwork) | 2.25           | \$69.00                  | \$30.00                   |
| Micro R+D CD-ROM Volume 2<br>(Includes entire Nature's<br>Backdrop series)                             | 2.26           | \$99.95                  | \$46.75                   |

Orders may be placed via check, money order, or postal cheque, made out to Jason Compton. 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.

## 1.56 Portal

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

The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information

"Not just another UNIX Shell account!"

-----

Portal is the home of acclaimed Amiga Zone, a full-service online SIG (Special Interest Group) for Amiga owners and users. We promise, and WE DELIVER ongoing & aggressive Amiga support! Now, more than ever, with so many Amiga magazines gone or shrunken, you need a viable, professionally-maintained resource for information, software, and a link to the world-wide Amiga community.

You can dial into Portal to access the Amiga Zone in many ways: direct dial to our San Jose, CA high-speed modems (you pay for the phone call if it's not local), or through any SprintNet or Compuserve indial anywhere (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 service! Its Online system is fully menu-driven with on-screen commands and help, and you can easily customize it for your favorite 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 1100 disks!
- \* Fast, Batch Zmodem file transfer protocol. Download up to 100 files or 100 email letters at once, of any size, with one command.
- \* Amiga vendor areas with many companies participating.
- \* So many incoming lines you'll probably NEVER get a busy signal
- \* 40 "regular" Amiga libraries with over 12,000 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.
  - \* Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.
  - \* Amiga Internet mailing lists for Imagine, AMosaic, LightWave, ImageFX, Picasso II & 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. Your email is private, secure, and never censored or monitored.
  - \* A FREE UNIX Shell account with another 5 meg of free storage. You can run AMosaic and other Browsers via your shell and explore the vast World Wide Web! Intermediate to advanced users can use any standard UNIX mail and news utilities, compilers, and other tools. Ask for your free UNIX book when you sign up.
  - \* A home for your own Web page! Your UNIX Shell on Portal is linked to Portal's Web Server. Create your own WWW pages for the whole world to access. No extra charges!
  - \* Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine. Newsgroups are not censored!
  - \* 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 more for this area?" again!
  - \* Portal was THE FIRST online service to offer a full package of Internet features: IRC, FTP, TELNET, MUDS, LIBS wrapped into user-friendly menus. 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, or "portal" at any CI\$ network dialin, or telnet to "portal.com" from anywhere, and then enter "online" and then "info"

or send email to "sales@portal.com"

Visit the Amiga Zone Web page at <http://www.portal.com/~harv>

Call and join today. Tell the friendly Portal Customer Service representative, "The Amiga Zone sent me." Ask for the "Interactive"

account to get the Amiga Zone, the Online System and a UNIX Shell for only \$19.95 a month.

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, custom domain and corporate accounts are also available.

## 1.57 Distribution BBSes - Australia

```
=====
Distribution BBSes - Australia
=====
```

```
--NEW ZEALAND--
```

```
* BITSTREAM BBS *
FidoNET 3:771/850.0   AmigaNET 41:644/850.0
+64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class
```

```
--VICTORIA--
```

```
* NORTH WEST AMIGA BBS *
Email: mozza@nwamiga.apana.org.au   Fido: 3:633/265.0
BBS Phone/Fax: +61 3 9331 2831   USR Courier V.Everything
```

## 1.58 Distribution BBSes - Europe

```
=====
Distribution BBSes - Europe
=====
```

```
--FINLAND--
```

```
* LAHO BBS *
+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
```

```
* KINDERGARTEN *
Email: matthias.bartosik@hut.fi
+358-0-881 32 36, v.34/HST
```

```
--FRANCE--
```

```
* DYNAMIX BBS *
Email: erlsoft@mcom.mcom.fr
+33.1.48.89.96.66 Minitel (vv23) to Modem (v32bis/Videotex)
```

```
* RAMSES THE AMIGA FLYING *
```

Internet: user.name@ramses.fdn.org      Fidonet: 2/320/104-105-106  
+33-1-45845623 V.34      +33-1-53791200 V.32bis

--GERMANY--

\* DOOM OF DARKNESS \*

Email: marc\_doerre@doom.ping.de  
+49 (0)4223 8355 19200 V.42bis/Zyx  
AR-Infoservice, contact Kai Szymanski kai@doom.gun.de

\* IMAGINE BBS \*

Email: Sysop@imagine.commo.mcnet.de  
B+49-69-4304948 Yoriko 28.8ET V.Fast Class  
Login: GAST (Download from area "Amiga-Report")

\* LEGUANS BYTE CHANNEL \*

Usenet: andreas@lbcmbx.in-berlin.de  
49-30-8110060    49-30-8122442    USR DS 16.8  
Login as User: "amiga", Passwd: "report"

\* REDEYE BBS \*

Internet: sysop@coolsurf.de  
Modem/ISDN: +49-89.54662690    Modem only:+49.89.54662680

\* STINGRAY DATABASE \*

Email: sysop@sting-db.zer.sub.org.dbp.de  
+49 208 496807 HST-Dual

\* VISION THING BBS \*

Infect East German HQ, Keks ASCII Design World HQ  
++49(0)345 663914 19200  
System Password: Amiga

--GREECE--

\* HELLAS ON LINE \*

Email: cocos@prometheus.hol.gr    Telnet: hellas.hol.gr  
82 Hunter Lines (28.8KB): ++301/ 620-6001, 620-6604, 620-9500

\* ODYSSEY BBS \*

email: odyssey@acropolis.gr    Amiganet: 39:258/1.0  
++301-4123502    23.00=09.00 Local Time

--IRELAND--

\* CUGI BBS \*

Fidonet: 2:263/155  
+353 1 837 0204 V32bis

\* FWIBBLE! \*

Fidonet: 2:263/900.0    E-Mail: 9517693@ul.ie  
Phone: +353-902-36124    Midnight to 8am (GMT)  
Freq "Readme.txt" for details

--ITALY--

\* AMIGA PROFESSIONAL BBS \*  
Amy Professional Club, Italian Amos Club  
+(39)-49-604488

\* FRANZ BBS \*  
EMsil: mc3510@mclink.it  
+39/6/6627667 24hrs

\* IDCMP \*  
Fidonet 2:322/405  
+39-542-25903

\* SPEED OF LIFE \*  
FidoNet 2:335/533 AmigaNet 39:102/12  
The AMIGA Alchemists' BBS +39-931-833773

--NETHERLANDS--D

\* AMIGA ONLINE BS HEEMSTEDE \*  
Fidonet: 2:280/464.0, 2:280/412.0 Internet: michiel@aobh.xs4all.nl  
+31-23-282002 +31-23-470739 14400 Supra

\* THE HELL BBS \*  
Fido-Net : 2:281/418.0 e-mail : root@hell.xs4all.nl  
+31-(0)70-3468783 (v32bis Supra)

\* TRACE BBS GRONINGEN \*  
FidoNET 2:282/529.0 Internet Martin@trace.idn.nl  
+31-(0)-50-410143 (14k4 Buad (28k8 V.34 soon)

\* X-TREME BBS \*  
Internet: u055231@vm.uci.kun.nl  
+31-167064414 (24h)

--NORWAY--

\* FALLING BBS \*  
EMail: christon@powertech.no  
+47 69 256117 28.8k

--POLAND--

\* SILVER DREAM!'S BBS \*  
SysOp: Silver Dream  
+48 91 540431 (24h)

--PORTUGAL--

\* CIUA BBS \*  
FidoNet 2:361/9 Internet: denise.ci.ua.pt

+351-34-382080/382081 (V32bis soon V34)

--RUSSIA--

\* NEW ORDER BBS \*

E-Mail: norder@norder.spb.su FidoNet: 2:5030/221.0 AmigaNet: 39:240/1.0  
+7-812-2909561 (24 hours) USR 21k6 Dual Standart

--SPAIN--

\* GURU MEDITATION \*

Running Remote Access  
+34-1-383-1317 V.32bis

\* LA MITAD OSCURA \*

E-Mail: jovergon@offcampus.es Fido: 2:341/35.19 Amiganet: 39:192/1.19  
+34-1-3524613

\* MAZAGON - BBS - SYSTEMS \*

E-mail: jgomez@maze.mazanet.es FTP: ftp-mail@ftp.mazanet.es  
+34 59 536267 - Supra 28.8  
Login: a-report

--SWEDEN--

\* CICERON \*

E-mail: al009@itv.se  
+46 612 22011

--SWITZERLAND--

\* LINKSYSTEM LINK-CH1 \*

contact: rleemann@link-ch1.aworld.de  
+41 61 3215643 V32bis/Zyx16800 +41 61 3832007 ISDN X75/V110  
Local newsgroup link-ch1.ml.amiga-report

--UKRAINE--

\* AMIGA HOME BBZ \*

E-Mail: Oleg.Khimich@bbs.tenet.odessa.ua FidoNet: 2:467/88.0  
+380-482-325043

--UNITED KINGDOM--

\* AMIGA JUNCTION 9 \*

Internet: sysadmin@junct9.demon.co.uk FidoNet: 2:440/20  
+44 (0)372 271000 14400 V.32bis/HST

\* CREATIONS BBS \*

E-Mail: mat@darkside.demon.co.uk 2:254/524@Fidonet 39:139/5@Amiganet  
+44-0181-665-9887 Hayes Optima 288 2400 - V.FC

\* METNET CCS \*



Email: metnet@demon.co.uk FidoNet: 2:2502/129.0 2:2502/130.0  
 10 Lines: +44-1482-442251 14k4 +44-1482-444910 16k8

\* OCTAMED USER BBS \*

E-Mail: rbfsoft@cix.compulink.co.uk Support board for OctaMED Users  
 +44 (01703) 703446

\* SCRATCH BBS \*

E-Mail: kccil@solxl.susx.ac.uk Official Super Skidmarks site  
 +44-1273-389267 24 hrs 14.4k

## 1.59 Distribution BBSes - North America

=====  
 Distribution BBSes - North America  
 =====

--ARIZONA--

\* MESSENGER OF THE GODS BBS \*

mercury@primenet.com  
 602-326-1095

--BRITISH COLUMBIA--

\* COMM-LINK BBS \*

InterNet: steve\_hooper@comm.tfbbs.wimsey.com  
 Fido: 1:153/210.0 AmigaNet 40:800/9100.0 604-945-6192 USR DS 16.8

--CALIFORNIA--

\* TIERRA-MIGA BBS \*

FidoNet: 1:202/638.0 AmigaNet: 40:406/3.0 Internet: torment.cts.com  
 619.292.0754 V32.bis

\* VIRTUAL PALACE BBS \*

Sysop Email: tibor@ecst.csuchico.edu  
 916-343-7420

\* AMIGA AND IBM ONLY BBS \*

(619) 428-4887  
 vonmolk@crash.cts.com  
 AmigaNET address: 40:406/7.0

--FLORIDA--

\* LAST! AMIGA BBS \*

(305) 456-0126  
 USR 21600 HST D/S

--ILLINOIS--

\* EMERALD KEEP BBS \*  
FidoNet: 1:2250/2 AmigaNet: 40:206/1  
618-394-0065 USR 16.8k DS

\* PHANTOM'S LAIR \*  
FidoNet: 1:115/469.0 Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0  
708-469-9510 708-469-9520

\* STARSHIP CUCUG \*  
Email: khisel@prairienet.org  
(217) 356-8056

\* THE STYGIAN ABYSS BBS \*  
FIDONet-1:115/384.0  
312-384-0616 USR Courier HST 312-384-6250 Supra V.32 bis (FREQ line)

--LOUISIANA--

\* The Catacomb \*  
E-mail: Geoff148@delphi.com  
504-882-6576 Supra v.fc 28.8k

--MAINE--

\* THE KOBAYASHI ALTERNATIVE BBS \*  
Usenet and FidoNet Echo Areas FidoNet: 1:326/404.0  
(207)/784-2130 (207)/946-5665  
ftp.tka.com for all back issues of AR

--MEXICO--

\* AMIGA BBS \*  
FidoNet 4:975/7  
(5) 887-3080 9600 V32,MNP

\* AMIGA SERVER BBS \*  
Now with 17 CDs available  
Number: 5158736

\* TERCER PLANETA BBS \*  
FX Network 800:525/1, CD-ROM, ANSI/RIP  
[525]-606-2162 24h 2400 - 28.8k V.fast Class / V.34

--MISSISSIPPI--

\* THE GATEWAY BBS \*  
InterNet: stace@tecnnet1.jcte.jcs.mil FidoNet: 1:3604/60.0  
601-374-2697 Hayes Optina 28.8 V.FC

--MICHIGAN--

\* DC Productions \*

---

Email: dcpro!chetw@heifetz.msen.com  
616-373-0287  
V.Everything

--NEVADA--

\* PUP-TEK BBS \*  
EMail: darkwolf@accessnv.com  
702-553-2403

--NEW JERSEY--

\* T.B.P. VIDEO SLATE \*  
Full Skypix menus + normal and ansi menu sets.  
201-586-3623 USR 14.4 HST

\* DLTACOM Amiga BBS \*  
(201) 398-8559  
Fidonet: 1:2606/216.0  
Internet: dltacom.camphq.fidonet.org (email only)

--NEW YORK--

\* THE BELFRY(!) \*  
stiggy@dorsai.dorsai.org  
718.793.4796 718.793.4905

--ONTARIO--

\* COMMAND LINE BBS \*  
Canada's Amiga Graphics & Animation Source  
416-533-8321 V.32

\* CYBERSPACE \*  
joehick@ophielia.waterloo.net  
(519) 579-0072 (519) 579-0173

--QUEBEC--

\* CLUB AMIGA DE QUEBEC \*  
Internet: snaclaq@megatoon.com Voice: (418) 666-5969  
(418) 666-4146 (418) 666-6960  
Nom d'usager: AMREPORT Mot de passe: AMIGA

\* GfxBase BBS\*  
E-mail: ai257@freenet.hsc.colorado.edu Fidonet: 1:167/192  
514-769-0565 14.4

--TENNESSEE--

\* AMIGA CENTRAL! \*  
Internet mail: root@amicent.raider.net

615-383-9679 1200-14.4Kbps V.32bis

\* NOVA BBS \*

AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0 FidoNet 1:362/508.0  
615-472-9748 USR DS 16.8

--VIRGINIA--

\* NETWORK XXIII DATA SYSTEM \*

E-Mail: gottfrie@acca.nmsu.edu  
804-266-1763 v.42bis  
Login: anon Password: nopass

--WASHINGTON--

\* FREELAND MAINFRAME \*

Internet - freemf.wa.com  
(360)412-0228 five lines - USR v.32bis  
New users have immediate access to Amiga Report Downloads

\* PIONEERS BBS \*

FidoNet: 1:343/54.0  
206-775-7983 24 hrs. Supra 28.8k v34  
Login: Long Distance Password: longdistance  
Or File Request the MAGIC NAME: AR.lha

## 1.60 Distribution BBSes - South America

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Distribution BBSes - South America  
=====

--BRAZIL--

\* AMIGA DO PC BBS \*

Fidonet: 4:801/44 Internet: fimoraes@dcc.unicamp.br  
Weekdays: 19-07 (-3 GMT) Weekends: 24 hours +55-192-33-2260

## 1.61 Dealers - Asia

=====  
Dealers - Asia  
=====

--JAPAN--

Grey Matter Ltd.  
1-22-3, Minami Magome  
HillTop House 2F suite 201  
Ota-ku, Tokyo 143  
Tel: +81 (0)3 5709-5549 Fax: +81 (0)3 5709-1907

BBS: +81 (0)3 5709-1907 Email: nighty@gmatter.japan-online.or.jp

## 1.62 Dealers - Australia

=====  
Dealers - Australia  
=====

--QUEENSLAND--

Image Domain  
92 Bridge St  
Fortitude Valley, Brisbane  
E-mail: s322698@student.uq.edu.au  
Voice: 617-3216-1240 Fax: 617-3852-2720

-- NEW ZEALAND --

CompKarori  
LG/F Karori Shopping Mall  
Karori, Wellington  
Tel/Fax: +64 4 476-0212  
Email: sales@compkarori.co.nz

## 1.63 Dealers - Europe

=====  
Dealers - Europe  
=====

--AUSTRIA--

A.R.T. Computeranimation Ges.m.b.H.  
Feldstrasse 13  
3300 Amstetten  
Tel: +43 7472/63566-0 Fax: +43 7472/63566-6

--BELGIUM--

CLICK! N.V.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
VOICE: +32 (0)3 828.18.15 FAX: +32 (0)3 828.67.36  
INTERNET: vanhoutv@nbre.nfe.be FIDO: 2:292/603.9

--BULGARIA--

KlubVerband ITA Gmbh  
1309 Sofia  
P.F.13, KukushStr. 1-2

Tel: +359-2-221471 Fax: +359-2-230062  
Email: KVITA@VIRBUS.BG Contact: Dr. ING B. Pavlov

--DENMARK--

Data Service  
Att. Soren Petersen  
Kaerhaven2a 2th  
6400 Sonderborg  
Phone/Fax: +45 74 43 17 36 EMail: sorpe-95@sdbg.ih.dk

Nemesis Amy BBS  
EMail: boersting@hoa.ping.dk Fido: 2:238/43  
USR 33k6 V.E. +45 75-353726

--FINLAND--

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

Lincware Computers Oy / Lincoln Technologies Ltd  
Lovkullankuja 3  
10300 KARJAA  
Voice: +358-(9)50-5583720 Fax: +358-(9)11-205415  
EMail: linctech@freenet.hut.fi

--FRANCE--

ASCII Informatique  
10 Rue de Lepante  
06000 NICE  
Tel: (33) 93 13 08 66 Fax: (33) 93 13 90 95

Quartz Infomatique  
2 bis, avenue de Brogny  
F-74000 ANNECY  
Tel./Fax (automatique): +33 50.52.83.31  
E-Mail: tcp@imaginet.fr

--GERMANY--

AMitech Systems GmbH  
Ludwigstrasse 4  
D-95028 Hof/Saale  
VOICE: +49 9281 142812 FAX: +49 9281 142712  
EMail: bsd@blacky.netz.sub.de

dcp, desing+commercial partner GmbH  
Alfredstr. 1  
D-22087 Hamburg

Tel.: + 49 40 251176 Fax: +49 40 2518567  
EMail: info@dcp.de WWW: http://www.dcp.de

Hartmann & Riedel GdbR  
Hertzstr. 33  
D-76287 Rheinstetten  
EMail: rh@fs.schiele-ct.de Fido: 2:2476/405.12  
Voice: +49 (7242) 2021 Fax: +49 (7242) 5909  
Please call first before visiting us, otherwise we may be closed.

Hirsch & Wolf OHG  
Mittelstra\_e 33  
D-56564 Neuwied  
Voice: +49 (2631) 8399-0 Fax: +49 (2631) 8399-31

Pro Video Elektronik  
Roßmarkt 38  
D-63739 Aschaffenburg  
Tel: (49) 6021 15713 Fax: (49) 6021 15713

--ITALY--

C.A.T.M.U. snc  
Casella Postale 63  
10023 Chieri (TO)  
Tel/Fax: +39 11 9415237  
EMail: fer@inrete.it (Ferruccio Zamuner) Fido: 2:334/21.19

Cloanto Italia srl  
Via G. B. Bison 24  
33100 Udine  
Tel: +39 432 545902 Fax: +39 432 609051  
E-Mail: info@cloanto.it CompuServe: 100145.15

--SPAIN--

Amiga Center  
Argullós, 127  
08016 Barcelona  
Tel: (93) 276 38 06 Fax: (93) 276 30 80

Amiga Center Alicante  
Segura, 27  
03004 Alicante  
Tel: (96) 514 37 34

Audio Vision  
San Jose, 53  
Gijon (Asturias)  
Tel. (98) 535 24 79

Centro Informático Boadilla  
Convento, 6  
28660 Boadilla del Monte (Madrid)  
Tel: (91) 632 27 65 Fax: (91) 632 10 99

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Centro Mail  
Tel: (91) 380 28 92

C.R.E.  
San Francisco, 85  
48003 Bilbao (Vizcaya)  
Tel: (94) 444 98 84 Fax: (94) 444 98 84

Donosti Frame  
Avda. de Madrid, 15  
20011 San Sebastián (Guipuzcoa)  
Tel: (943) 42 07 45 Fax: (943) 42 45 88

Eurobit Informatica  
C/. Gral. Garcia de la Herran, 4  
11100 - San Fernando  
Cadiz  
Tel/Fax: (956) 896375

GaliFrame  
Galerías Príncipe, 22  
Vigo (Pontevedra)  
Tel: (986) 22 89 94 Fax: (986) 22 89 94

Invision  
San Isidro, 12-18  
28850 Torrejón de Ardoz (Madrid)  
Tel: (91) 676 20 56/59 Fax: (91) 656 10 04

Invision  
Salamanca, 53  
46005 Valencia  
Tel: (96) 395 02 43/44 Fax: (96) 395 02 44

Norsoft  
Bedoya, 4-6  
32003 Orense  
Tel: (988) 24 90 46 Fax: (988) 23 42 07

PiXeLSOFT  
Felipe II, 3bis  
34004 Palencia  
Tel: (979) 71 27 00 Fax: (979) 71 28 28

Tu Amiga  
Plaza Pedro IV, 3  
08120 La Llagosta (Barcelona)  
Tel: (93) 560 76 12 Fax: (93) 560 76 12

vb soft  
Provenza, 436  
08025 Barcelona  
Tel: (93) 456 15 45 Fax: (93) 456 15 45

--NORWAY--



DataKompaniet ANS  
Trondheim Innovation Centre  
Prof. Brochs gt. 6  
N-7030 Trondheim  
Tel: +47 7354 0375 Fax: +47 7394 3861  
EMail: datakompaniet@interlink.no WWW: http://www.interlink.no/datakompaniet

Sezam Software  
Ulsmågveien 11a  
N-5050 Nesttun  
Tel/Fax: +47 55100070 (9-20)  
ABBS: +47 55101730 (24t) Email: oleksy@telepost.no

--SWEDEN--

DataVision  
Box 1305  
753 11 Uppsala  
Street Address: Sysslomansgatan 9  
Orders: +46 (0)18-123400 Shop: +46 (0)18-124009 Fax: +46 (0)18-100650

--UNITED KINGDOM--

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

Brian Fowler Computers Ltd  
90 South Street / Exeter  
Devon / EX1 1EN  
Voice: (01392) 499 755 Fax: (01392) 493 393  
Internet: brian\_fowler@cix.compulink.co.uk

Visage Computers  
27 Watnall Road  
Hucknall / Nottingham  
Tel: +44 (0)115 9642828 Tel/Fax: +44 (0)115 9642898  
EMail: visage@innotts.co.uk

## 1.64 Dealers - North America

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Dealers - North America  
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--CANADA--

Animax Multimedia, Inc.  
196 Joseph Zatzman Drive

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Dartmouth, NS / B3B 1N4  
Ph: (902)468-AMAX Fax: (902)468-4341  
EMail: animax@ra.isisnet.com

Atlantis Kobetek Inc.  
1496 Lower Water St.  
Halifax, NS / B3J 1R9  
Phone: (902)-422-6556 Fax: (902)-423-9339  
E-mail: atkobetek@ra.isisnet.com

Atlas Computers & Consulting - Derek Davlut  
400 Telstar Avenue Suite 701  
Sudbury, ON / P3E 5V7  
Phone: (705) 522-1923 Fax: (705) 522-1923  
EMail: s2200147@nickel.laurentian.ca

Computer Shop of Calgary, Ltd.  
3515 - 18th Street S.W.  
Calgary, Alberta T2T 4T9  
Ph. 1-403-243-4358 Fx: 1-403-243-2684  
Email: austin@canuck.com WWW: <http://www.canuck.com/cshop>

Computerology Direct  
Powell River, BC  
V8A-4Z3  
Call 24 hrs. orders/inquiries: 604/483-3679  
Amiga users ask for HEAD SALES REP for quicker response!

Comspec Communications Inc  
74 Wingold Ave  
Toronto, Ontario M6B 1P5  
Computer Centre: (416) 785-8348 Sales: (416) 785-3553 Fax: 416-785-3668  
Internet: bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

ElectroMike Inc.  
1375 Boul. Charest Ouest  
Quebec, Quebec G1N2E7  
Tel: (418) 681-4138, (800) 463-1501 Fax: (418) 681-5880

GfxBase Electronique, Inc  
1727 Shevchenko  
Montreal, Quebec  
Voice: 514-367-2575 Fax: 514-367-5265  
BBS: 514-769-0565

National Amiga  
Oakville, Ontario  
Fax: 905-845-3295 EMail: gscott@interlog.com  
WWW: <http://www.interlog.com/~gscott/NationalAmiga.html>

Oby's Amigo Computing Shop  
765 Barrydowne Rd  
Sudbury, Ontario P3A-3T6  
VOICE/FAX: (705)524-5826  
All Amiga Computer Store Since 1990

Randomize Computers

R.R. #2  
Tottenham, Ont. L0G 1W0  
vox: 905-939-8371 fax: 905-939-8745  
email: randomize@nrzone.com www: www.nrzone.com/~randomize/

Software Supermart  
11010 - 101 Street  
Edmonton, Alberta T5H-2T1  
Voice: (403) 425-0691 Fax: (403) 426-1701  
EMail: ssmart@planet.eon.net

SpectrumTech Electronics  
412-1205 Fennell Avenue East  
Hamilton, ON L8T 1T1  
Voice: (905) 388-9575 BBS: (905) 388-2542  
E-Mail: ste@spectrum.gryn.org Contact: Derek Clarke

Wonder Computers Inc.

WCI (Corporate)  
1827 Woodward Dr. Suite 110  
Ottawa, Ont. K2C 0P9  
V: (613) 226-0000  
F: (613) 226-9990

Calgary Store  
8180 Macleod Trail S. Suite 12  
Calgary, Alb, T2H 2B8  
V: (403) 253-0009  
F: (403) 253-2435

Ottawa Store  
1315 Richmond Rd.  
Ottawa, Ont. K2B 8J7  
V: (613) 596-2542  
F: (613) 596-9349

Toronto Store  
371 Old Kinston Rd.  
Scarborough, Ont. M1C 1B7  
V: (416) 286-0001  
F: (416) 286-0038

Montreal Store  
130 Laurier St. W.  
Montreal, QC. H2T 2N7  
V: (514) 279-0002  
F: (514) 279-6229

London Store  
395 Wellington R. S.  
London, Ont. N6C 5Z6  
V: (519) 681-0004  
F: (519) 681-7736

Vancouver Store  
4040 #3 Rd. Unit 280  
Richmond, B.C. V6X 2C2  
V: (519) 279-4240  
F: (519) 279-4241

--UNITED STATES--

A&D Computer  
211 South St.  
Milford, NH 03055-3743  
Voice/Fax: 603-672-4700 BBS: 603-673-2788  
Internet: amiga@mv.mv.com

Alex Electronics  
597 Circlewood Dr.  
Paradise, CA 95969  
Voice: 916-872-0896 BBS: 915-872-3711

E-Mail: alex@ecst.csuchico.edu WWW: http://www.km-cd.com/~alex/

Amigability Computers  
P.O. Box 572  
Plantsville, CT 06479  
VOICE: 203-276-8175  
Internet: caldi@pcnet.com

Amiga-Crossing  
PO Box 12A  
Cumberland Center, ME 04021  
VOICE: (800) 498-3959 (Maine only) VOICE: (207) 829-3959  
FAX: (207) 829-3522 Internet: amiga-x@tka.com

Amiga Library Services  
610 Alma School Rd, #18  
Chandler, Az 85224-3687  
Voice: (800) 804-0833 Fax: (602) 491-0048  
E-Mail: orders@amigalib.com

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

Applied Multimedia Inc.  
89 Northhill St.  
Stamford, CT 06907  
VOICE: (203) 348-0108

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

Computer Advantage  
7370 Hickman Road  
Des Moines, IA 50322  
Voice/Fax: 515-252-6167  
Internet: Number1@netins.net

Computer Concepts  
18001 Bothell-Everett Hwy, Suite "0"  
Bothell, WA 98012  
VOICE: (206) 481-3666

Computer Link  
6573 middlebelt  
Garden City MI 48135  
Voice: 313-522-6005 Fax: 313-522-3119

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clink@m-net.arbornet.org

The Computer Source  
515 Kings Highway East  
Fairfield, CT 06432  
Voice: (203) 336-3100 Fax: (203) 335-3259

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

Computerwise Computers  
3006 North Main  
Logan, UT 84322

CyberTech Labs  
PO Box 56941  
North Pole, Alaska 99705  
Vox: (907) 451-3285 BBS1 : (907) 488-2547 BBS2 & Fax: (907) 488-2647  
EMail: 71516.600@CompuServe.com Fido: 1:355/17.0

DC Productions  
218 Stockbridge Avenue  
Kalamazoo, MI 49001  
(616) 373-1985 (800) 9DC-PROD  
Email: dcpro!chetw@heifetz.msen.com

Digital Arts  
1321 North Walnut  
P.O. Box 5206  
Bloomington, IN 47807-5206  
VOICE: (812) 330-0124 FAX: (812) 330-0126 BIX: msears

Digital Castle  
4046 Hubbell Ave. Suite 155  
Des Moines, IA 50317-4434  
Voice: (515) 266-5098  
EMail: Sheep@netins.net

HT Electronics  
E-Mail: HT Electronics@cup.portal.com BIX: msears

|                                                                                      |                                                                                            |
|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
| 422 S. Hillview Dr.<br>Milipitas, CA 95035<br>V: (408) 934-7700<br>F: (408) 934-7717 | 211 Lathrop Way, Ste. A.<br>Sacramento, CA 95815<br>V: (916) 925-0900<br>F: (916) 925-2829 |
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Industrial Video, Inc.  
1601 North Ridge Rd.  
Lorain, OH 44055  
VOICE: 800-362-6150, 216-233-4000 Contact: John Gray  
Internet: af741@cleveland.freenet.edu

Kipp Visual Systems

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360-C Christopher Ave.  
Gaithersburg Md, 20878  
301-670-7906  
kipp@rasputin.umd.edu

The Lively Computer - Tom Lively  
8314 Parkway Dr.  
La Mesa, CA 91942  
Voice: 619-589-9455 Fax: 619-589-5230  
Net: tlively@connectnet.com

Magic Page  
3043 Luther Street  
Winston-Salem, NC 27127  
Voice/Fax: 910-785-3695 E-mail: Spiff@cup.portal.com  
Contact: Patrick Smith

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

MicroTech Solutions, Inc.  
1885 N. Farnsworth Ave.  
Suites 6-7-8  
Aurora, IL 60505-1162  
Voice: 708-851-3033 Fax: 708-851-3825 BBS: 708-851-3929  
Email: info@mt-inc.com WWW: <http://www.mt-inc.com/>

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

OverByte Industries, Inc.  
661 Blanding Blvd. Suite 391  
Orange Park, FL 32073-5048  
Voice: 904-858-3348 E-mail: overbyte@jax.gttw.com  
URL: <http://www.jkcg.com/Webmaster/Overbyte/index.html>

Paxtron Corporation  
28 Grove Street  
Spring Valley, NY 10977  
Voice: 914-576-6522 Orders: 800-815-3241 Fax: 914-624-3239

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

Raymond Commodore Amiga  
795 Raymond Avenue  
St. Paul, MN 55114-1521  
VOICE: 612.642.9890 FAX: 612.642.9891

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Safe Harbor Computers  
W226 N900 Eastmound Dr  
Waukesha, WI 53186  
Orders: 800-544-6599 Fax: 414-548-8130  
WWW Catalog: [www.sharbor.com](http://www.sharbor.com)

Slipped Disk  
31044 John R  
Madison Heights, Michigan 48071  
Voice: (810) 546-3475  
BBS: (810) 399-1292 Fido: 1:120/321.0

Software Plus Chicago  
2945 W Peterson Suite 209  
Chicago, Illinois  
VOICE: 312-878-7800

System Eyes Computer Store  
730M Milford Rd Ste 345  
Merrimack, NH 03054-4642  
Voice: (603) 4244-1188 Fax: (603) 424-3939  
EMail: [j\\_sauter@systemeye.ultranet.com](mailto:j_sauter@systemeye.ultranet.com)

TJ's Unlimited  
P.O. Box #354  
North Greece, NY 14515-0354  
VOICE: 716-225-5810 BBS: 716-225-8631  
FIDO: 1:2613/323 INTERNET: [neil@rochgte.fidonet.org](mailto:neil@rochgte.fidonet.org)

Zipperware  
76 South Main St.  
Seattle, WA 98104  
VOICE: 206-223-1107 FAX: 206-223-9395  
E-Mail: [zipware@nwlink.com](mailto:zipware@nwlink.com) WWW: <http://www.speakeasy.org/zipperware>

## 1.65 Editorial and Opinion

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Editorial and Opinion  
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compt.sys.editor.desk  
February...

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News  
  
Opinion  
  
Articles  
  
Reviews  
  
=====

Charts

Adverts

## 1.66 News & Press Releases

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### News & Press Releases

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World of Amiga UK  
One press release...

World of Amiga Show - London  
...and another from CU Amiga.

CU Amiga Magazine  
A worthy Amiga print mag.

Gadget23 Magazine  
The online magazine

MacroSystem Awards  
Well, they're proud of them.

Atari Swallowed by JTS  
Another one bites the dust...

Almathera Hits the Web  
Ever so stylish.

Stylus Hits the Web, Too  
Everybody's doing it.

Team Amiga Press Release  
Amiga freaks unite...

Silent Paw Seeks Backing  
Investment opportunity

Voodoo V1.103  
The E-mail reader

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24-bit Picture Competiton  
An XiPaint giveaway

Amiga Meeting, Basel, Switzerland  
If you're Swiss, and like Amigas...

Atrophy from OTM Distribution  
A Commando-ish game

Video Backup System Amiga  
Moves to New York! New version!

RevUp 1.3  
Version/revision tracking

Latest News from XTreme Racing  
Patch, CD-ROM news

Frodo V2.1  
Updated C-64 emulator

MagiC64 V1.3  
See above.

Iconographics V3.0  
A new icon package

CyberShow Professional V6.0  
Big-time picture viewing

MasterISO V1.22  
CD-ROM mastering software

AsimCDFS V3.5  
CD-ROM filesystem...

HTML-Heaven V1.3  
HTML page authoring system

Frotz V1.01 Rel. 2  
A new Infocom interpreter

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Macro68 V3.175  
060 support added!

Amiga CDROM Guide V1.4  
The resource for silver discs.

AMOS Pro OS Dev-Kit V1.10  
If you like AMOS...

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News  
Opinion  
Articles  
Reviews  
Charts  
Adverts

## 1.67 Featured Articles

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### Featured Articles

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Baking Carrot Biscuits  
Making use of old Amigas

Looking for Work  
Job situation in the computer industry

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News  
Opinion  
Articles  
Reviews  
Charts  
Adverts

---

## 1.68 Reviews

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### Reviews

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MetaTool 40.4  
MIMI format e-mailer

Breathless 1.1  
The Doom clone with its new patch

XTreme Racing  
Fast, textured 3D graphic racer...

XTreme Racing  
Racing game, take two.

Worms  
It's not a disease, it's an addiction

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News

Opinion

Articles

Reviews

Charts

Adverts

## 1.69 Aminet Charts

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### Aminet Charts

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22-Jan-96

12-Feb-96

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- News
- Opinion
- Articles
- Reviews
- Charts
- Adverts

## 1.70 About AMIGA REPORT

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### About AMIGA REPORT

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AR Staff  
The Editors and writers

Writing Guidelines  
What you need to do to write for us

Copyright Information  
The legal stuff

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- News
- Opinion
- Articles
- Reviews
- Charts
- Adverts

## 1.71 The Staff

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### The Staff

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Assistant Editor:

Katherine Nelson

Senior Editor:

Robert Niles

Contributing Editor:

William Near

Contributing Editor:

Addison Laurent

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News

Opinion

Articles

Reviews

Charts

Adverts

## 1.72 Where to Get AR

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### Where to Get AR

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The AR Mailing List

Aminet

World Wide Web

Distribution Sites

Commercial Services

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News

Opinion

Articles

Reviews

Charts

-----

Adverts

## 1.73 Distribution Sites

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Distribution BBSes

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Arranged by Continent:

Australia

Europe

North America

South America

Sysops: To have your name added, please send Email with the BBS name, ↔

its location (Country, province/state) your name, any internet/fido net addresses, and the phone number of your BBS

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News

Opinion

Articles

Reviews

Charts

Adverts

## 1.74 Dealer Directory

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Dealer Directory

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Arranged by Continent:

Asia

Australia

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Europe

North America

Dealers: To have your name added, please send Email with the name, address, phone, and net address (if available) of your establishment.

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News

Opinion

Articles

Reviews

Charts

Adverts

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