

ar408

COLLABORATORS

	<i>TITLE :</i> ar408		
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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar408

1.1 Amiga Report Online Magazine #4.08 -- June 12, 1996

June 12, 1996

Turn the Page

Issue No. 4.08

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"THE Online Source for Amiga Information!"

Copyright 1996 FS Publications

All Rights Reserved

1.2 Amiga Report Main Menu

Amiga Report 4.08 is sponsored in part by:

ClickBOOM
, authors of the upcoming
Capital Punishment
, and by

AmiTriX Development
, publishers of the upcoming
AWeb-II
.

```

=====
==                               Main Menu                               ==
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Editorial and Opinion

Featured Articles

Reviews

News & Press Releases

Aminet Charts

Reader Mail

About AMIGA REPORT

Dealer Directory

Contact Information and Copyrights
Numbers

Amiga Dealer Addresses and ↔

Where to Get AR

Advertisements

Mailing List & Distribution Sites
Ordering

Online Services, Dealers, ↔

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// | | //
=====//=====| Amiga Report International Online Magazine |=====//=====
== \// | Issue No. 4.08 June 12, 1996 | \// ==
=====| "THE Online Source for Amiga Information!" |=====

```

1.3 Editor

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=====
EDITOR
=====
```

```
Jason Compton
=====
```

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Internet
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jcompton@shell.portal.com
jcompton@xnet.com
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1203 Alexander Ave
Streamwood, IL 60107-3003
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847-741-0689
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Phone
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847-733-0248
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1.4 Assistant Editor

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== ASSISTANT EDITOR ==
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Katherine Nelson
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Internet
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Kati@cup.portal.com
```

1.5 Games Editor

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== GAMES EDITOR ==
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Ken Anderson
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ka@protec.demon.co.uk
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44 Scotland Drive
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1.6 Contributing Editor

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CONTRIBUTING EDITOR
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William Near
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Internet
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1.7 Contributing Editor

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CONTRIBUTING EDITOR
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Addison Laurent
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Internet
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addison@jobe.shell.portal.com
```

1.8 compt.sys.editor.desk

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compt.sys.editor.desk
```

```
Jason Compton
```

```
By:
```

Sorry, everyone.

Amiga Report is way behind release schedule and there's basically nobody but me to blame. I apologize. There's been an awful lot to do in my life, both Amiga related and personal.

On top of all of that, the hard drives in my 3000 were damaged beyond repair or recovery, so it's been a struggle putting the pieces back together and getting a machine up and running for my personal use, as well as keeping me in touch with everything that's going on out there.

So, again, my apologies for this issue being a good two weeks late. A lot has happened, what with Phase5 and PIOS looking to pursue Amiga-ish agendas for personal computing (to varying degrees, of course).

The information I'm getting from VIScorp indicates that the term of the letter of understanding between VIScorp and Escom for the sale of Amiga

Technologies runs to the end of July--so the deal will have to be made by then. Bill Buck of VIScorp is in Germany now continuing negotiations.

Enjoy AR 4.08--late, but still fresh.

Jason

1.9 Commercial Products

Commercial Products

Capital Punishment

The upcoming action game from ClickBOOM

AWeb-II

The WWW Browser, coming from AmiTriX

Editor's Choice

Jason's picks

Portal Information Systems

A great place for Amiga users.

News

Opinion

Articles

Reviews

Charts

Adverts

1.10 Capital Punishment Is Coming...

THEY say: "Amiga games suck"

THEY say: "Developers are gone"

THEY say: "No more good games"

THEY say: "Amiga is dead"

...well, WE say:

F*@% THEM !!!

We are clickBOOM - the angriest team in cyberspace

We have developed an amazing combat epic for Amiga
called Capital Punishment

It is what players asked for:

playable
fluid
fast
realistic...

And what they hoped for:

violent
wild
engrossing
adrenaline-pumping...

And it's coming soon to blow your Amiga away!

You'll engage in battle against warriors, ninjas, aliens, and
an assortment of other fearsome opponents in some of the goriest
fighting scenes ever seen in a video game.

Amiga Computing - "Capital Punishment could take fighting games
into the next millennium"

Amiga Format - "Capital Punishment has been proclaimed as
the ultimate video game".

Amiga Report - "Capital Punishment is a very smooth and engrossing game"
 CU Amiga - "Frame rate is higher than any fighting game I've seen"

Visit "clickBOOM" web page for more information; chance to win one of
 5 free Capital Punishment games; and to download playable beta demos:

<http://www.io.org/~clkboom/amiga/>

Internet e-mail: clkboom@io.org

beware...Punishment is coming

1.11 AmiTriX Development, Publishers of AWeb-II

=====

AmiTriX Development, 5312 - 47 Street, Beaumont, Alberta, T4X 1H9 Canada
 Phone/Fax:1+403-929-8459 Email:sales@amitrix.com www.networkx.com/amitrix

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Direct Mail Order Price List

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(Prices subject to change without notice.)

Product Description	CAN \$	US \$
-----	-----	-----
AWeb-II (AWeb2.0/HTML-Heaven2.0 WWW Software)	\$ 55.00	\$ 45.00
SCSI-TV with 2.5" Drive Adapter	\$200.00	\$160.00
SCSI-TV570 with 2.5" Drive Adapter	\$210.00	\$170.00
Amiga-Link/Envoy Starter Kit (2-units)	\$350.00	\$275.00
- (also available as expansion kit with extra cable)		
Amiga-Link/Envoy Expander Kit (1-unit)	\$210.00	\$165.00
Amiga-Link Expansion Kit (1-unit)	\$155.00	\$123.00
Amiga-Link Accecories:		
2-way Floppy Port Splitter	\$ 39.00	\$ 31.00
RG58 cable - 1m(3.5ft.)	\$ 10.00	\$ 8.00
RG58 cable - 5m(16.5ft.)	\$ 13.00	\$ 10.50
RG58 cable - 10m(33ft.)	\$ 17.50	\$ 14.00
- (custom lengths available on request)		
Extra BNC-T connectors	\$ 4.50	\$ 3.50
The P-Net Box, a ParNet Adapter	\$ 15.00	\$ 12.00

AM33C93A-16PC SCSI controller chip	\$ 26.00	\$ 20.00
Active SCSI Terminator - C50 male	\$ 29.75	\$ 23.50
Passive SCSI Terminator - C50 male/female	\$ 12.25	\$ 9.75
External SCSI Drive Box		
- (Mini-Tower e/w: C50/Internal bus/C50 pass-thru)	\$145.00	\$115.00
DIY Cable Kit (Internal) for Mini-T Ext. SCSI Box	\$ 30.00	\$ 23.50
Hard Drives (Quantum, Micropolis)	\$ Call	\$ Call
CD-ROM Drives (Sony, NEC)	\$ Call	\$ Call
Anti-Static Mat (soft-20x24) & Wriststrap	\$ 34.00	\$ 28.00
Anti-Static Wriststrap	\$ 8.00	\$ 6.50
DB23 solder-type connector		
- male, female, or chrome hood - each	\$ 1.65	\$ 1.25
Repair Services:		

- A1200/4000 CIA replacements, General repairs	\$ Call	\$ Call
- SMD equipment fixed charge	\$ 35.00	\$ 28.00
- Labour rate per hour	\$ 35.00	\$ 28.00
Shipping Costs: (most large boxed items)		

First Class Mail: within Canada	\$ 10.00	
within USA		\$ 10.00
International	\$ 15.00	\$ 12.00
Shipping: (for small bubble-packet items)	\$ 5.00	\$ 5.00

Orders should include a Bank Draft/Money Order or Postal MO, payable to AmiTriX Development in CAN or US dollars. COD orders inside Canada only. Shipping costs may vary for quantity orders/alternative method of shipment. Canadian customers add 7% GST to all orders.

<http://www.networkx.com/amitrix/>

1.12 Reader Mail

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Reader Mail

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Date: Sat, 1 Jun 1996 12:24:02 -0300 (ADT)
 From: John McKenzie <davros@ra.isisnet.com>
 To: Jason Compton <jcompton@xnet.com>
 Subject: Re: Amiga Report 4.07

Jason, hi.

Firstly, I hear that you were hired by Viscorp. Congradulations.

Anyway, after all this time I have finally been recieving AR and enjoying

it. Thanks. My only problem is sometimes the Uuendcoding doesn't like what you sent me, and I have to go to the homepage. But it is still a good read.

I wanted to comment on some things from some issues a few months ago.

I for one thought it was great that you mention the demise of Atari. It is alot more relevant than you think. Atari's influence over both video games and computers in general is almost inmeasurable, everyone should be morning its passing. The video Games is obvious. The computer industry less so but very signifigant. Steve Jobs and Steve Wozinck (sp) were amonest its first employees and this is how they paid for intial research into their work. Dozens of basic concepts for connecting computers to monitors were pionered by them. (They only enforced them when the Tramials were desperate for money but they own the patents on things like scrolling, grey pixels, having sound and image at the same time.)

Most improtantly to Amiga Report, Atari gave money to start up a company that made Atari 2600 products then made their own computers. It was called Amiga. Amiga actually made a few Atari 2600 games and other items near the end of the 2600's lifespan. Then they did that computer thing.

Another topic;

You mentioned that Amiga made a deal with Istar for Internet access in Canada. This is very bad and I am trying to warn everyone for has promoted it.

Istar is the merger of a company called NSTN and some small Westren Canadian companies. NSTN was started when the government of Nova Scotia thought it best to amalgamate and privatize the internet administration for the Unviersities across the provience. They would be allowed to sell private accounts if they could do it low key and low profile allowing the government to turn its head the other way. (I went to a University that used them and they are a 15 minute drive from my house.)

NSTN never allowed Amiga users on-line until a few years ago when they allowed anyone on-line, but if it wasn't an IBM you had to custome write a script yourself. I don't believe they any longer allow VT100 connections. If you call them and ask for help they will ask you if you have the software they give out to customers and if you don't they will say "Thank you for using NSTN/Istar" and hang up.

Speaking of which the software they SELL you, is sharware with a custome script. They do not pass a cent on to the authors. This incidently is illegal in Canada.

Amiga Users who buy the "Surfer Pack" and actually use an account with Istar are giving money to a company that broke its mandate for its exsistance, illegally profits off of shraware which isn't theres, and specificly goes out of its way to promote the IBM platform and discourage the use of any others.

(As a little amusing note, Main headquarters are located on the corner of two streets called Brownlow Avenue and Commodore Avenue. :-))

As a modemite, student and member of the local users group I have lived

with these people in our midsts for years. This deal is as usefull for the Amiga as AT setting up a games division and producing games soley for the Playstation or Saturn game consoles is.

Thanks for reading.

Again, congradulations on your new job.

- - - - -

From: Aleksandar Puskas <ipuskas@unsim.im.ns.ac.yu>
To: jcompton@xnet.com
Subject: Hi!

First I'd like to say hello and thanks to Amiga Report for all information you gave to the Amiga community. During sanctions, AR was only information source in Yugoslavia.

All I have to say is KEEP UP THE GOOD WORK, and LONG LIVE AMIGA.

Reason I wrote this message is my little problem. I sent this to AR because I really don't have anyone here to ask, and Internet is not accessible to everyone in Yugoslavia. So I can't go to some IRC conference or Aminet site and ask. Only possible comunication is via e-mail (or usual mail, or if you come in-person to tell what you want <--fastest :P).

I have a LITTLE problem with my A4000.
THE PrObLeM is overheating.

When i bought my A4000 in January 1995 it worked fine, BUT when summer came it started to slow down. First I wondered what happened, and what is wrong. Later I find out that CPU is overheating. I opened the cover and pointed large fan into CPU. And 'solved' the problem. That was OK, summer finished, came fall, then winter and my A4000 worked well. Somewhere in between I bought CPU cooler. But the same problem showed again few weeks ago. Again the same stuff, but CPU is COLD - WHAT NOW???

When 'THIS' happens my Amiga becomes SLOOOOOOOOOW (INCREDIBLY SLOW) and memtransfer falls below 1.5 MB/s (normal is ~4.3MB/s). After a while it gets stoned and only a shutdown and cooling helps.

After a closer examination of Amiga's 'hot' parts I found out that some chips on the processor board are too hot to touch.

They are marked:

U400 (on chip=391409-01 (I think, this one is hard to read)),
U203 (391490-01), U213 (391467-01), U200 (??), U201 (??).

Actually this is the part of processor board that is THE hottest. These chips are placed on processor board on the opposite side of CPU. FAST memory SIMMs and CPU are hot too, but only when Amiga is stoned when I cool down processor board they cool DOWN too (I don't cool them).

Also Zorro part of daughterboard is hottish to touch.

I noticed that Amiga slows down when playing games like FlGP or Breathless, or doing something like OPTIMISE from QBTools. BUT ONLY WHEN AIR

TEMPERATURE IS HIGHER THEN 25 C.

My Amiga don't slow down when running WITHOUT FAST RAM.

Processor board is ver3.0 and motherboard is version B (I forgot to mention thiz :)). Everything else is Commodore original A4000/040 pack.

Now I have few questions: Is my motherboard DEAD?, Is my processor board dead?, WHAT IS WRONG WITH MY #@>#!?#@ Amiga??.

If you have ANY ideas what could help me (except large fan - I figured out that already) PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! PLEASE! Send me a note

Milan Belic
Yugoslavia
P.S. Sorry for BAD English.

- - - - -

From: ComputerTraining.AMNY@ny.ubs.com
Date: Fri May 24 09:58:53 1996

Hey, Jason, I just read your Amiga Report editorial about "only one printed Amiga publication". [in North America]

CROSSINGS has been published monthly for eight years. It covers issues related to PC and Mac emulation on the Amiga.

After the next issue, I'm taking a break until fall. It will be my first vacation from CROSSINGS in eight years. It will give me a chance to build up the mailing list, give VIScorp a chance to get past the current lull, and generally give me a vacation.

- Yes, this was a really stupid oversight on my part. My apologies.

1.13 Optimism in the Age of Amiga

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Optimism in the Age of Amiga

Kermit Woodall

Kermit@cup.portal.com
=====

Too darned often these days I get asked variations of the following question, 'Why are you still so positive on the Amiga?' My smart-aleck answer, that I've never said until now, is another question, 'Why the HELL shouldn't I be positive?!'

Ask yourself this question. For a moment don't focus endlessly on the negatives dreamed up by people who have nothing better to do or have left the Amiga for the world of high priced software on Macs and PCs. After all, there are three kinds of people you should never listen to; ex-smokers, dieters, and ex-Amigans. They're all on a mission to prove that what they do now is proven right by the evils of what they did before.

You there in the 'Boing' tee-shirt! Stop scratching yourself and THINK for a second. When Commodore went under did your Amiga flip over and begin emitting clouds of black smoke? Did the latest demos from Europe suddenly require features of unreleased chipsets? When Escom announced the sale of Amiga Technologies to VIScorp did your software disks magically reformat themselves into the PC format? Did your hard drive suddenly allocate an 85mb partition with the note; 'Put Windoze-95 Here'?

Nope. Didn't happen did it? I don't have to make a cross-country census to check. I KNOW. Your Amiga is still doing the job you asked it to do before, during and after all the supposed crises.

What did happen is that some people let some other people turn their heads and they lost their cool. Specifically, they AREN'T cool anymore. Cool Amiga users still use Amigas. The Amiga didn't lose it's Cool. Just a few more people jumped ship when they found they needed to use a word processor and a spreadsheet more than they needed to make cool graphics and animations.

'Waitaminute,' cries out a tortured Amigan! 'LightWiget ported to the PC - people do animations with it all the time now. PCs are cool now, right?' If this were so then we should have seen the end of the PC people and their platform wars, but we haven't. PCs got 3D software, sure they do, but who gets to USE it there? People whose companies do the type of work that requires budgets and expense accounts. These companies gotta be a bit bigger because on the PC, guess what, the software COSTS are quite a bit bigger. Do they sell more software there? If you'd heard what I've heard and read what I've read, you'll see the answer is too often...(drum roll)...no.

'But they have so much software, so many choices, and we're so limited now on the Amiga', cries out that tortured Amigan soul. Sadly I see the faithful are now fatally 're-educating' that soul. A moment of silence before we posthumously answer him. Choices he said? Sorry, no. No ARexx integration on the PC or Mac. No real batch processing. Pitifully few 2D paint and effects programs. Outside of 3D packages that pushed themselves over there, the rest of the graphics software there can be primitive at best. Or even worse. (cover the children's ears) Proprietary.

You think cheap graphics and video solutions are appearing on the PC? Nope. The Video Toaster and Flyer, Amiga products both, are still one of the best bargains in the video industry! After early promises by various PC companies, the reality has shown up at shipping time for them. Any board similar to a Toaster, including yet-to-ship products that might offer more features, cost upwards of FIVE TIMES the cost of a Toaster. To start with! When Commodore fell, the PC industry stopped trying to compete with Toaster and Amiga prices while still hoping to fool everyone into thinking the revolution moved next door onto a PC. It didn't! Joe User in Anytown USA can't afford a \$2600 Pentium, plus \$10,000 of video cards and assorted hardware, plus another \$5000 of new video software that can't integrate (remember, no ARexx!) and can't batch process. He can't afford the Mac prices for this stuff either. (Even if he does trust Apple to micro-manage itself out of the mess it's gotten itself into.) Look gang, it's now many years later and the Video Toaster STILL leads the desktop video revolution!

I talk with the big boys, the ones you read about in all the magazines,

who've 'left' the Amiga to animate on other machines. Know what they use to get everything done now? Everything. They use farms of expensive PCs to render 3D animations. Networks of SGIs running deca-thousand dollar software packages to do 2D effects. ...oh yeah, and they still keep their Amigas around for all the basic batch processing tasks that they still can't get done on all this new equipment that in some cases cost upwards of a quarter-million to put in place. What did they get out of all of this? Some increased speed in 3D animation rendering. A lot of new bills to pay. A lot of new specialized computer consultants to pay. Oh yeah, and happy people down at the local power company. Magazines don't report on all those facts. Magazines are oriented towards 'What's New' not the 'What's Here and Now'.

The Amiga's software is still top notch. Honestly you can pick up a couple of software packages for a few hundred bucks on the Amiga that will do stuff that costs those tens of thousands to get on the SGI and just aren't available on the PC. Modesty prevents me from pointing out the company that makes some of this software. Really it does. Anyways, the neat thing about this is that good ole Joe User can do the same jobs as the big guys and probably at half the cost. If nothing else, he can do jobs for clients who want the Spielberg look on an infomercial budget. I've seen this sort of work, and you know what? You Amiga guys are pretty darned talented.

The Amiga also has it's users. Some call it loyalty. Some call it fanaticism. It's not that mild and it's not that wild either. Mostly, despite ourselves, it's our sense of community. Example. I walk into my office the other day and in the building lobby there sits a guy waiting for someone. Turns out, it's me! Now, when you're an Amiga software developer, I've learned you expect to have local Amiga users drop by to see how things work. Turns out this 'local' Amiga user was Esa Haapaniemi. From Finland. He also brought doughnuts. Very cool. Very cool Amiga user. We had a great time. (note: before you pack your bags and plan your itinerary, I'll advise you of what Esa learned the hard, patient, way. We keep strange hours. When you sell software around the world out of a set of offices in Richmond, Virginia, you alter your hours to fit the rest of the world.)

You think the Amiga's in a No-Win situation? You're right, it is! As in 'No Win-95'. The Amiga has many strengths, and when it's not the software sellers like my company, it's all in the OS. That little mighty marvel of marvelous microcoded ingenuity; AmigaDOS. No bloated 16-bit prehistory. No gratuitous river of driver software for this display or that display included to make everyone happy. Remember the laughable reports of 'Windoze for Microwaves'? I'm serious. Bill thought his coders could shrink down Windoze to make a general purpose control paradigm for household appliances. I'll admit I sometimes can't puzzle out 'auto-defrost' but at least if I get it wrong my Microwave doesn't crash with a Group Protection Fault and reboot my frozen dinner into my forehead. VIScorp with their ED settop box have the right idea. The Amiga - It's the 'No-Win' solution!

If you think the current situation with the Amiga is anything but great, you're sanity-challenged. VIScorp is shelling out 40 million samolians to grab this technology. Folks, they had licensed all the rights they needed for their business-as-usual. They're looking for the business that's as-unusual now. Escom rebuilt, in a wowzer of a fast time too, the Amiga and Amiga Technologies into a viable company. Now Amiga Tech. and VIScorp

seem very pleased with all the Amiga 'clones'. Want to know a secret. I'm very pleased too. Clones made the PC the force it is today. If IBM hadn't screwed up and left the door open for the PC technology to slip out, they would've killed the PC back in the 1980's. Did you realize there are at least, today, FIVE companies creating Amiga 'clones'? MacroSystems/DraCo (they hate to admit it, but it's a pretty decent Amiga clone), Eagle Computers GmbH, PIOS, phase5, and Quikpak. Clones mean competition. Competition means prices fall. Falling prices mean sales. Sales mean more competition. Lather, rinse, repeat. Check what's happening already with the pricing on the Eagle 4000TE computers if you don't think this will happen! PIOS, phase5 and others are going to be vying to bring you the next generation of PowerPC based Amiga hardware. This is closer than you think and it has the possibility of being cheaper than you think as well. It's all silicon and the prices of sand aren't rising like they used to!

The Amiga's got cool users, great magazines (like Amiga Report), cutting edge software, the best operating system and some aggressively interesting hardware here - with more coming every time I turn around!

So why am I positive about the Amiga? Why? Because I'm still having FUN!

Kermit Woodall
 Nova Design, Inc.
 1910 Byrd Avenue, Suite 214
 Richmond, VA 23230 USA
<http://www.novadesign.com>

1.14 Amiga: The Respected Alternative

```
=====
                          Amiga: The Respected Alternative
Sergei Nester                      autech.research@tassie.net.au
=====
```

How to get the AMIGA back as a respected alternative choice to the high volume ubiquitous INTEL/MAC boxes.

There are many different reasons for buying a Macintosh or IBM system, which may be summed up by the following broad categories Software, Numbers, Cost, Market Perception and proliferation of 3rd party add ons.

Software is fairly well self explanatory with industry standards existing in such titles as Word, Photoshop, 3D Studio, Lotus/Excel, Netscape, etc. But did you know that some of the IBM's most innovative software started life on the AMIGA? Lightwave, SCALA, Truescape (used to be Caligari), BARS and PIPES (bought by Microsoft), Art Department Professional (Now forms the backbone of Elastic Reality's software suite) and Real 3D, to name but a few.

Large Numbers of these systems and numbers that are expected to sell, help to keep a continued developmental critical mass occurring, allowing hype of technology around the corner to continue driving the industry, meaning people are likely to buy the technology today, knowing their system will be upgradeable in the future (it doesn't always happen, but it happens more

often then not). With a small base of users and potential users (a lá AMIGA), the public are more likely to wait and see the next model before making a decision, quite often that decision is to wait and see what the model after the next model will be like, when they get tired of waiting then they will go out and choose the best value for money.

Cost is an all important criterion these days, now that the price resilient computer hobbyist is but a small percentage of total computer users. Now that computers are standard fixtures for the home or office they have become just computers with very little definition between brands and very little understanding of the actual features of each system. Very rarely, these days, do people say "I'm saving up to buy an IBM PC 386 DX (Buyers always stressed the DX) with 8 MEGABYTES (Huge amounts of RAM at the time) a 100 Megabyte Hard disk, etc, etc. These days the common statement is "We've decided to get a computer...We'll just look around to find the best deal". A lot of the gee whiz excitement has disappeared (except amongst technophilic dinosaurs such as myself).

When it comes to the actual buying stage, why spend money on either a brand you have never heard of or on a brand you thought had ceased to exist? And even when it was around it was "...just a games machine". When in an argument with a MAC/INTEL owner, and they pull out this throwaway line, rebut this statement by telling your heckling adversary that the games industry happens to be driving the IBM juggernaut. Advertising is one way MACS/INTELS stay in the public's consciousness, the other way, and this is the most effective reason, is the incorporation of these systems into our everyday life and vocabulary. "Who hasn't heard of MICROSOFT? put up your hands...Now please all those who have had lobotomies within the last ten years please put up your hands, ah...I see".

3RD party add ons and the sheer number of 3RD party peripheral producers means there is a card to this and a card to do that. There is now a card that can let you tune into the radio...the only problem is it costs about a hundred times more than the old faithful tranny you can buy from Tandy...But, the point is such a card exists ! It also means that the more useful addons (aimed at the majority of users) are produced in large numbers by several competing companies, allowing the price vs performance ratio to be both reduced (price) and increased (performance). It also means that cutting edge technology is more likely to be incorporated into mainstream technology.

So where does that leave the AMIGA and any other technological fringe dweller (Be, NEXT, etc.)? well quite frankly it leaves them on the fringe. Sure each of these systems is having success in some niche areas, but an entire computer platform cannot exist in a niche forever, for example the AMIGA created the MULTIMEDIA, TV GRAPHICS and GAMES niches but has seen domination in these areas reduced dramatically, and in some cases has seen its membership revoked from the very clubs it created.

There are still some great aspects about AMIGA. Most notably is the fierce dedication to the platform. This is perhaps because of the fascinating sense of history associated with the inception and conception of t is system. I wont explain the history as it is a great story in itself. Having a sense of history binds people together and forms a reason to fight for what you believe in. Another great feature is the feeling that your computer is an individual with character all of it's own. How many other computers have silicon chips with names such as LISA, FAT AGNUS, DENISE and

GARY?. How many computers get GURU MEDITATION errors when they inevitably crash? So perhaps being a fringe dweller does have its advantages. So how can we remain a fringe dweller but also enter the mainstream? (this sounds like a contradiction in terms but it is achievable).

Like this....

By looking at the past to understand why the AMIGA was successful in the first place. By looking forward at where the computer industry is heading. By looking at how the industry is moving forward and finally by looking at what people want today.

Why was the AMIGA successful from 1985 up until 1992?

Innovation is the key word here, but also innovation that was affordable. In a period when INTEL machines were strutting their CGA/EGA feathers and MACINTOSHES suddenly realised apples were red, and not black and blue after all. Along came a computer system that contained a realistic (at the time) graphics system (With a true colour system of 4096 colours on screen at once). Four voice STEREO sound. TRUE MULTITASKING, Plug'n'Play and a decent processor, all of this combined into a package that would remain unbeaten until the 386/VGA era and at a price that was ridiculously low compared to other systems at the time. In 1992 the AGA AMIGAs arrived to counter the INTEL attack, unfortunately the only area where the AMIGA was still ahead of the game was the Multitasking operating system and Plug'n'Play. Strangely these features are still unmatched today.

Where is the Computer industry heading?

Who knows??.No one can say for sure, and it is this uncertainty that can make or break a hardware manufacturer. There are however some fairly obvious trends. Remote connections, such as internet and leased line operations. Windows NT (Microsoft have stated that after 1997 Windows '95 will be dead and they will be pushing NT). POWER PC/INTEL. Standard equipment included with a computer will be higher performance. Higher quality software given away with each system. Standardising of high performance expansion, graphics and sound subsystems. Subtle Incorporation of computer systems into the lounge room (designer cases). Software will increasingly become bloatware (The same program except with more useless features than the previous version). Realtime 3D will become commonplace.

There are some very interesting technologies coming through the super pipeline. Recent developments in 3D/Holographic RAM, Super fast graphic/sound Subsystems (TriMedia, S3, etc.) and new monitor technology that moves past the limitation of RGB displays.

How it is getting there?

Because of the critical mass factor, storage, memory and processing power has become increasingly cheap, therefore the trend is to either keep systems at the same price but add substantially more computing power or by drastically reducing the price of base models. As newer applications and more bloatware is released, the hardware requirements are increased. The time difference between updates to the entry level system is getting shorter and shorter. But this could cause a consumer backlash but it would only be a small minority.

What do people want today?

They want the best priced entry level system (Or quite often one or two models up from the entry level). Very rarely will you find someone buying a sub-entry level system (unless they have a specific requirement, no money, or they are able to upgrade the systems cheaply).

So from all this a successful system could be unleashed. The ideal would machine maintain a fine line between performance, innovation and price, allow mainstream software to run and would have the potential to be upgraded for many generations of computing.

It is easy to place a wish list of technical requirements into a box and proclaim fervently that every man and his dog will want to buy one. Harder is producing a sustainable long term development strategy. A well documented mistake that the old Commodore made was to suspend development of cutting edge technology in favour of saturation of the existing systems. Other platforms manufacturers quite quickly overtook and understood that the computer market is not stagnant.

The 8 Point Plan

1. The first step to producing a successful new generation AMIGA and keep it successful is to listen to the devoted hordes of AMIGaphiles, for every one hundred ridiculous or unviable requests there is guaranteed to be some that will keep appearing up on everyone's wish list. This is not something to be ignored, as it is these people who will be the greatest proponents of the system. Do not alienate a very large and dedicated band of people. Equally important to listen to are the software producers and vertical application developers (Such as my company). We are the ones who will produce applications that will encourage people to use and buy these systems. Remember the greatest form of advertising is to have people using your systems, people who are likely to be in the media, people who are respected and perhaps just a little bit "cool" or popular. Think what the AMIGA would be like if people such as Andy Warhol, William Gibson, Arthur C. Clarke, NEWTEK, IL&M (Star Trek Next Generation) and Amblin (Seaquest DSV) did not use and be seen to be using this platform. Finally ensure you look at where the computer industry is heading as whole.
 2. The second step is to theoretically put together all these suggestions in the form of a finished product, using readily available parts and cost it out.
 3. Thirdly, examine cutting edge technologies and try to determine development time, production costs, life of the technology and expandability of the technology. Then determine how they may replace and also enhance the off the shelf components out of step two. The key here is to provide a system that is ahead of the competition when you release it and to ensure you can maintain your lead, at least long enough to ensure brand loyalty.
 4. Fourth, put together a team of radical thinkers, conventional thinkers, problem solvers, hardware designers, concept designers, artistic designers, program designers and industry stalwarts. This will ensure the greatest diversity of ideas, problems/solutions and eventually innovation. Aim your sights past the next generation, to ensure when your hardware is released
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it is not out of date.

5. Fifth release specifications well before the release of the actual system, and ensure development systems are available well before the release of the system.
6. Sixth, Standardise as much of the non performance architecture as possible. All performance dependent architecture should be standardised, but with the ability to be upgraded with ease.
7. Seven, Maintain the individuality of the system without compromising point six.
8. Eight, Do not do any of this tentatively or half-heartedly, embrace a pro-development philosophy. Encourage people to get involved. (The Escom web is a great place to start to allow people to offer feedback, ideas and criticisms)

For value added resellers (such as ourselves) we require development systems free of charge. And as much technical support as possible.

An important consideration that must be taken into account is how to get the other fifty percent of the world's population into computing. Very few companies attempt to aim hardware at females, there is still an attitude of providing the most grunt and most gee whizz items into the biggest box and aim it at males. A leaf should be taken out of the automotive industry, who have suddenly realised that women will buy a car if the car is aimed at their desires and needs.

What should be in the system?

It is not so much the specifics of each item, but more the role each feature must play in the overall package.

CPU- Compatible with Windows NT, Infinitely upgradeable, Decent entry level performance, reliance on subsystems for everything but system management processing power. Ability for more processors to be added. Cacheable

BUS- Compatibility with current standards, but also easily changeable in the future. Extra expansion slots should be easy to add.

MEMORY- Either used as memory available to the whole system, or available to user definable sub-systems. Each sub-system can allow addition of RAM, where no RAM is present in the sub-system, it falls back to the system RAM. Allows for different price/performance levels. 3D/Holographic should be developed (Imagine 10 gigabytes of system RAM)

STORAGE- Whatever is standard at the time of release should be used, (3D/Holographic RAM could be substituted for a traditional Hard disk).

REMOVABLE MEDIA- Syquest, ZIP Drive, High Density CD.

SOUND- An open ended sound system should be used, one that allows multiple processors (DSP, Tri Medias, etc.) and RAM to be added depending on each users requirements. Perhaps development on a real time wave form mixing processor would be advantageous.

VIDEO- Same as Sound sub system, but a definite look well beyond what is standard in video today. Simultaneous video output necessary. As well look at developments in monitor technology by Sony and Canon (12 primary colour LED screens). Alleviate the need for actual expansion cards to keep expansion cheap.

CONNECTORS- Allow easy addition of extra ports such as SERIAL, PARALLEL, VIDEO OUTPUT etc. Have these addons made by AMIGA TECH and move away from the card style and more into a plug in module. Direct support for capturing sound and video, connection to telephone/cable lines and VR will be required as standard.

CASE- This is going to be more relevant in the coming years. Accessibility to add extras is going to be very important, especially as the systems become more integrated in the lounge room. Exterior design is going to become more aesthetically pleasing. Anyone for a walnut and burr case ?

The Operating System is the second concern.

The AMIGA is the only system that contains a three dimensional window system. The AMIGA can open new screens, each with its own windows, that are completely independent of the screens behind them, this allows for a much larger more efficient workspace. This must be kept at all costs as it is this one feature above all others that is truly unique.

Multitasking must be expanded upon, with an architecture as above an AMIGA could become a multiuser computer.

Software drivers must be written for any card that can fit into the Expansion Bus.

Areas that have been identified and have been sorely missing, are Networking, Memory Management, Printing, RTG, RTS (Retargetable Sound) and Internet connectability.

Although AMIGA OS feels elegant in operation, it does not look elegant and great pains must be taken to make the OS look simple yet advanced. Try to interpret the desktop from a new angle, without losing confidence from people used to the traditional Desktop/Workbench look and feel. Multi OS. To run Windows NT or APPLE SYSTEM 7.5 is essential, but to run NT means the loss of individuality, and the small details that make the AMIGA OS so terrific to use. So perhaps NT could run alongside AMIGA OS (Very resource hungry). They could be run separately one at a time (Impractical for file transfers). A combination of these two. Or an extension to the NT OS could be developed, that enhances NT. Whichever way is preferable, it must allow the greatest flexibility for the future.

Intelligent but strict guidelines must be adhered to by developers, we do not want problems of software developers, producing "system Illegal" software. Encouragement to use retargetable code is a must. Self deleting software is becoming a standard requirement..(if you have seen my LIBS: Directory you will understand the logic of this). An interesting idea pioneered by ACORN was that of antialiased text, which unfortunately never succeeded, but could be reintroduced to work on outline font technology, giving the crispest text display of any computer system. And allowing cleaner representations of text on LCD screens and smaller screens. (it would be really nice in a word processor or DTP).

Now that all the discussion is out of the way how to implement it?

Stage one:

Already completed- Reintroduction of AMIGAs back into the market place.

Stage two:

Already Completed- Alliance with strategic partners (SCALA, NEWTEK, MOTOROLA). Licensing of OS and hardware. Sure up software developers, especially ones that are PC/MAC only.

Stage three:

Begin the 8 point plan as set out above.

Stage four:

Implement stepping stone OS

Stage five:

Implement new Hardware. Phase out marketing of old hardware, but keep production going as long as there is demand (i.e. Vertical markets, Set-Top boxes etc.)

Stage six: Implement new OS.

Stage seven: Keep returning to Stage three.

An Example of base level system could be. This is only an example nothing more

Single 603 Power PC Chip.
 2 PCI Slots.
 Single Graphics Processor 1 eg RAM (800x600 64k colours)
 Single Sound Processor 1 Meg RAM (18 Voice Stereo at 16 bit)
 1 Parallel + 1 Serial port
 8 Meg System RAM
 AMIGA OS only
 1 SVGA, 1 COMPOSITE Video Output
 1 DVD CD Rom Drive
 1 ZIP Drive.
 1 Gigabyte Hard Disk.
 15 inch SVGA Monitor

Price \$1795 US

Add ons example.

Extra 603 upgrade module from:	\$145ea
604 Upgrade Module from:	\$295ea
Extra DSP for sound:	\$95ea
Extra Glint/S3 graphics chip	\$145ea

Extra Serial/Parallel/SCSI module:\$29 ea
Larger case:White 6 slot \$150
Larger case:Designer 6 slot from \$200

An example of a high end system:

Dual 604 power PC chips + 2 Meg Cache
4 PCI 2 Zorro IV slots
Dual Graphics processors 6 Meg VRAM (1600x1024 24 bit)
Dual Sound Processors 2 Meg VRAM (36 voice at 24 bit, 3D sound)
2 parallel, 3 serial connectors
64 Meg System RAM
AMIGA OS+NT extensions
Dual SVGA, 1 Composite, 1 SVHS connectors
Video, Sound input connectors.
1 High Density ZIP Drive
1 DVD CD ROM
4 Gigabyte Hard Disk
17 inch SVGA Monitor

Price \$9950 US

Wish list stuff.

There are many areas not covered here such as how do you get a wish list system down to a price that the general public can afford? Who do you approach who would be a dedicated proponent of this system? Should it be taken carefully and slowly and carefully or should all the resources be utilised and get it done as fast as possible? Who will buy it? Can we make any money out of it?

Stage one and two are completed, it is now time to start the 8 point plan, and put together a dynamic, dedicated, innovative team. And when the desire and enthusiasm start flowing, then it will become infectious.

Please reply to this however you feel about it, some discussion from ESCOM would be appreciated.

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1.15 Amigas of the Future

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Amigas of the Future

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After reading the Message from Sweden in AR4.07, I felt that my own opinion should be heard, as a representative of a different viewpoint.

I'm a PC owner for almost a year and a half now (a slow 486-66, but still considerably faster than my Amiga was). I'm still following the Amiga scene, because I like the Amiga, although I must say that as time passes, even PC OSs are getting better in some areas than the Amiga OS (and the hardware, well...).

I can't say I represent any specific crowd. Basically, I like cheap machines which do a lot of things; I don't need the newest, greatest technology, but I do buy good things when I see them (like the Syquest EZ135); I play games and do word processing most of the time, but I also program and run the occasional paint or 3D program.

With the new potential buyout, which means that new Amigas will likely take even longer to arrive, I'm getting a bit pessimistic, but I'm still hopeful. So here's what I think (I tried to keep to the numbering of the Swedish text). What I have in mind is a kind of "stop gap" machine. Something good enough to convince people that the Amiga is a worthwhile buy (or at least worth checking out). I'd love a PowerPC Amiga (or whatever fast processor) for the future, and I know what I want from it (again, a cheap price is first on the list), but I think that something is needed in the meanwhile, and a Walker-like Amiga is a good start.

1. I always liked the small boxes of the A500 and its kin, but it seems that most others don't. Big boxes are more practical, since they allow more devices inside. So here I agree with others (and AT, it seems).
2. Standard components are a good thing, especially if they are advanced enough. Again the Walker is a good thing.
3. SCSI should be optional. EIDE is cheap, and provides very high speeds. EIDE disks are cheaper than their SCSI counterpart. Most computer users (i.e., PC users) seem to be satisfied with EIDE.
4. The Amiga should have a large hard disk and a CD-ROM as standard. Prices are quite cheap - a quad speed CD-ROM would cost me \$60+VAT here in Israel, so it should be even cheaper in the US, for example. Don't go for the latest and greatest hardware. I want a cheap Amiga which is good enough. I don't want to pay for technology which I don't really need (like 8x CD-ROMs - even though these should be very cheap by the time the Walker arrives, so perhaps should be included). I certainly don't want to be forced to buy non-standard technology for a high price (like a ZIP), where I'd rather select it by myself (and get an IDE EZ135).
5. I'll come back to the bundled software later.
6. AGA is not very good as a hardware standard. I'd still say that an AGA

Amiga could sell, because AGA is adequate for many needs. If possible, a very cheap PC SVGA chip should be included (and the two should be integrated as best as possible). Even a pure frame buffer with no acceleration will be enough - it gives a chunky display and low end true colour (or high colour). I don't need 16-bit sound. More voices will be nice (most PC programs take a lot of CPU time to simulate several voices on non-wave-table sound cards), but for now the Amiga sound is still adequate for games, especially with CD sound available through the CD-ROM drive. A DSP might be a nice addition, although a Java chip could be a nice alternative.

7. MP and RT can be a nice addition for a future OS upgrade. I think that most important for the OS will be support of SVGA cards as standard, especially if the new Amiga comes with a PCI bus.

10. A virtual workbench might not be practical (especially with the low resolutions of today's VR glasses), but built in support for 3D and VR could be a nice addition to a next generation Amiga. A VR bundle could be a nice thing, but will only work if it comes with enough software (i.e., games), and is cheap enough to compete with PC offerings.

11. Put all the cheap hardware you can into the Amiga. Sound sampling first. All PCs have it. 8 bit is enough for now. Allow both LINE IN and MIC. Voice control could be added. Even if it's minimal, it'll be nice. The number of voice controlled games on the PC is very small (I know of one), strangely enough, so Amiga could have a good start in this area. MIDI will also be nice. If you can have decent quality genlocking as standard (for cheap), that'll be nice too. A DSP (or Java chip) are cheap, too, so might be another option. Don't go overboard, though - putting a \$200 3D chip and a \$200 detachable drive will raise the price too much and provide too little benefit (PC programmers usually prefer to use the CPU for 3D anyway, because it's more flexible).

12. Use a 20MHz 68EC040 as the entry level CPU. These cost \$50 in quantities of 1000 some 3 years ago. I don't know the current prices, but they must be cheap enough, even in the socketed version. A socketed 68EC040 should on one hand be adequate and cheap for an entry level Amiga, and on the other hand be upgradable to a fast 68060 in the same socket. (PC people will appreciate this.)

13. Keep the price low! A low end Pentium multimedia machine costs less than \$1500. For this price you can get 16MB of RAM and a 1.3MB hard disk, a 16-bit sound card and 6x CD-ROM drive, a 15" monitor, and some bundled software. Sure, it'll be a nameless PC, but it'll survive for a year or two (by which time it'll be old technology). The Amiga won't be able to compete in terms of power, but might be able to survive if it has a low price point, and comes with an attractive enough bundle. Price is more important than features. Hardware features which are not dirt cheap to add shouldn't be added, unless current software will be able to use them (like a MIDI interface, for example). Take a DSP, for example - it might be a nice option, but it won't survive into the PowerPC age (as happened to Macs), and older Amigas don't have it. Unless the stop-gap Amiga is with us for a long time, the DSP won't get much use (a Java chip will get more use, probably).

14. Bundle, bundle, bundle! This is probably most important. This is, IMHO, what can make the Amiga sell, and can make people write programs for

it. I wanted to write about this to AT, so I'll kind of address this to them.

The first target of bundling is convincing people that the Amiga has software. This is a very difficult task, considering that the PC has considerably more software in most (if not all) areas. Contrary to popular Amiga misconception, PC software is cheap and powerful (although there are of course very powerful programs which are also very expensive). Building a good software library can be done by buying British PC mags (as in the case of the Amiga), and Imagine 3 and Vista Pro 3 have already been bundled with Future Publishing magazines.

IMO, the Amiga should be bundled with as much software as possible. This doesn't have to be the latest software, but it has to cover every type of software imaginable. And software which is not bundled as a full program should be there as a demo. Give everything that was given with Amiga mags. PC bundles are usually unimaginative - a productivity bundle, a photo editing (and perhaps morphing) program, a multimedia encyclopaedia, some games and some educational programs. The Amiga should come with 3D programs, MIDI programs (Bar&Pipes, Music X), automatic music creators, sampling and effects software, image editors, multimedia design programs (Scala and the like), DTP programs, structured drawing, and, of course, productivity programs of all types. Emulators should be there in force, too. Mac and PC ones, of course, but C64 and others, too. Just put everything. If there's no place on one CD, use two. Almost forgot Internet and networking programs. Internet is very important. And don't hesitate to give good PD programs in the bundle.

Not to be forgotten are games. The PC is very strong here. There should be games of all types included. The obligatory Doom-style games should be there, of course, but adventure/RPG/strategy games should be there in force, too, as much as possible. If there's one reason I like PC gaming is the number of strategy and adventure games. It doesn't matter if the bundled games are a bit old, but people must know that the Amiga has everything. X-COM (UFO: enemy unknown), Sim-City 2000, Frontier, King's Quest 6, Simon the Sorcerer should be put there. Even oldies like Eye of the Beholder could add to the attractiveness of the bundle. Did Magic Carpet ever make it to the Amiga? Any decent flight simulator? And, of course, the arcade style games. These have always been better on the Amiga.

The number of actual games bundled should not be too great, but they should be as varied as possible, and there should be as many demos as possible. There should also be a CD32 game (or a specially designed CD game), to prove that multimedia and game animations are known to the Amiga. Try to include games and demos which run from Workbench, and can quit back to it. Windows 95 users will soon see it as a must.

Include a British-magazine-style instructions for the software. A 200-300 page magazine, with 10 page instructions and tutorials for full programs, 1-2 pages for demos, 1/2 page to 1 page for games and game demos. And this mag should include upgrade offers to the full packages and latest versions.

The other way of convincing people that the Amiga is worth something is to put technology demos on the disk. If possible, put demos of things the PC cannot do, or doesn't have as standard yet. For example (the only thing I can think of that the PC doesn't really have), do overscan video. Is it

possible to display high frame rate full screen HAM8 (or even just 256 colour) overscan video from a quad speed drive? I hope that a 68EC040 or a bundle DSP could do it. Voice control of some Workbench elements? Why not bundle a head mounted microphone for this? Have a tutorial with video and speech. Everything that shows that the Amiga is still at the forefront of technology (even though it's not) should be put there.

Make people feel at home with the Amiga. Give as much documentation as possible. What you don't give as books give as AmigaGuide docs (or HTML docs, for this matter). Have interactive tutorials of both workbench and the shell. Have full ARexx docs. Have tips and tricks. Show the special features of the Amiga. Give online docs for bundled programs.

The last thing that the bundle should do is make people write for the Amiga. For one thing, companies will want their programs and demos to appear on the CDs, and PD programmers will also want the recognition (I assume that the bundle will change every several months). But the other way to convince people to write for the Amiga is to make it easy, and that's where the bundle comes in.

First of all, give as much documentation as possible. It shouldn't be too difficult to create an AmigaGuide version of Includes and Autodocs. And giving the latest includes in the bundle will also be nice. Give instructions on ARexx programming, have a programming guide for the Installer. Everything possible should be there. I don't expect the complete books of how to program the Amiga, but the above will give a good start for programmers.

Secondly, bundle programming languages. When I said that I want everything bundled, I meant it. Give AMOS, Blitz, Devpac, DICE, and anything else which have been given on coverdisks. Let the companies offer upgrade options to the latest, full versions. Give PD language implementation (Oberon, etc.). Include GUI creators. That's very important - no PC programming suite will come without one.

If possible, this bundle should be made available to existing Amiga owners.

Okay, that's it for now. Comments are welcome.

Eyal
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ET's home page is at <http://www.cs.huji.ac.il/~teler>

1.16 ShapeShifter v3.5

TITLE

ShapeShifter

VERSION

3.5

AUTHOR

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DESCRIPTION

ShapeShifter is a multitasking shareware Macintosh-II emulator for the Amiga and DraCo computers. It allows to run Macintosh software concurrently to Amiga applications without hardware add-ons or modifications.

Some of the emulation's features:

- Color display up to 256 colors on AGA Amigas (16 colors on ECS) and up to 16.7 million colors on graphics cards
- Support for one or two monitors
- No MMU required, even runs on A1200
- Macintosh hard disks can be simulated in Amiga files or Amiga hard disk partitions
[unregistered version has no hard disk partition support]
- Can use Amiga floppy drives, serial, parallel and SCSI ports from the Mac
[use of SCSI not possible in unregistered version]
- Mac HD disks can be read directly with an HD floppy drive, Mac 720K disks can be used with any Amiga floppy drive. To use Mac 800K disks, you have to own CrossMAC and an original Mac drive
- Multichannel sound output and parallel-port sound digitizers supported
- Access to Ethernet networks
- Simple networking between two Amigas with PLIP
- Text clipboard sharing between Mac and Amiga
- File handler to access Macintosh volumes from the Workbench
- Speed comparable to a real Mac with equivalent hardware

The most important changes in V3.5:

- AppleTalk/MacTCP/MacIPX can be used on two Amigas connected via PLIP
- ShapeShifter is System 7.5.3 compatible
- System 7.5.1 runs better on the DraCo
- The serial driver allows using 115 and 230kbps transmission speed on an appropriately fast machine
- New PrepareEmul which co-operates better with other KickTags

SPECIAL REQUIREMENTS

OS2.1, 68020 processor, 4MB of RAM, HD floppy drive recommended. A copy of a Macintosh 512K or 1MB ROM and the Macintosh system software are not included, but required. The ROM can be read off of a real Mac by using a supplied program, the system software can be bought from Apple. Note, however, that reading the ROM is only legal if you have bought the ROMs or own a real Macintosh.

AVAILABILITY

Aminet sites: /misc/emu/ShapeShifter.lha
ftp://ftp.biologie.uni-erlangen.de/incoming/ShapeShifter3_5.lha
Next Generation BBS, Germany (ShapeShifter support BBS)
Port 1: +49-261-805012 (Zyx19.2/ISDN)
Port 2: +49-261-84280 (V.FC)

PRICING

The requested shareware fee is DM 50,- or US\$ 40.
Upon registration you will receive a keyfile that enables the disabled features (SCSI and hard disk partition support).

DISTRIBUTABILITY

Shareware (DM 50,- or US\$ 40 requested)

1.17 ImageFX Online Special

ImageFX Online Summer Special

For Immediate Release

Contact: Bob Fisher
Nova Design, Inc.
1910 Byrd Avenue, Suite 214
Richmond, VA 23230 USA
804-282-3768 Fax

Richmond, VA - Tuesday, May 28, 1996. Nova Design, Inc. announced that beginning immediately they are offering a summer special on in stock copies of ImageFX 2.1a, the previous release of ImageFX. This limited time offer is being made directly to the online community via Compuserve and the Internet while supplies last.

Step Up To ImageFX!

Have you always wanted realtime interactive previews? Advanced 24-bit painting tools? Complete, real, Toaster/Flyer support? Regionalized image processing and special effects? Complete image format conversion tools? Multiple UNDO features? Batch processing? Virtual Memory? Full color, 15/16/24-bit, displays? Blue/Green Screen compositing? Morphing? Lens Flares? All these features, and hundreds more, are in ImageFX.

Unprecedented Bargain

This summer special is a unique once-in-a-blue-moon opportunity. It offers a discount never before made to the Amiga public that cannot be matched. Video Toaster User magazine says, "You must have this program. Period." Amazing Computing called ImageFX, "Photoshop/Fractal Painter for the Amiga". Computer Video put it more simply when they said, "Holy cow!".

Limited Time Offer

The summer special ends on June 30, 1996 or when the current stock of ImageFX 2.1a is depleted. Absolutely no upgrade orders will be taken after that date.

Special Pricing

The summer special on ImageFX 2.1a is priced at only \$169.95 plus shipping and handling charges of \$5.00 US - \$7.00 elsewhere. To order call us at 1-800-IMAGE-69 in the US and Canada, or (804) 282-1157 elsewhere, to place your order at extension 20 6. You can also order via email at: orders@novadesign.com - anytime day or night!

Take advantage of our instant upgrade to ImageFX 2.6 as well! For only an additional \$34.95 you can immediately upgrade to the newest ImageFX release as well!

ImageFX is a trademark of Nova Design, Inc. All other trademarks are held by their respective owners. See us on-line at <http://www.novadesign.com>

1.18 Aweb-II

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AmiTrix

PRESS RELEASE

June 3, 1996

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Announcing AWeb-II, the Amiga Web Browser & HTML Generator!

AmiTrix Development is pleased to announce the first commercial release of the popular WWW Browser "AWeb" by Yvon Rozijn, along with the first commercial release of the "HTML-Heaven" suite of code generating tools by Paul Kolenbrander. Both programs will be bundled together with additional tools in the new AWeb-II package to be published & distributed by AmiTrix.

AWeb-II will include the following:

- AWeb v2.0, now with support for background images, localization, icons, hierarchical hotlist, background/text/link colours, image borders, centering, enhanced lists, user-configurable ARexx menu, more ARexx commands, limited frame support, history window, external default images, plug-in support for mail/FTP/telnet/news, automatic TCP stack start/stop, and other new HTML 3.2 tags, with more to come.
 - HTML-Heaven v2.0, with new ToolChest and Charrie programs, added support for HTML 3.2 tags, HTML tutorial, and WYSIWYG editing using AWeb with almost any ARexx compatible text editor. Create your own Web Pages and documents with ease by simple point & click insertion of tags from the tool lists, and now Charrie adds HTML entities as well. More new features are under development.
 - AWebMail & AWebFTP ARexx plug-ins by Josef Faulkner.
 - FTPMount v0.8 FTP filesystem plug-in by Evan Scott.
 - HTTX, an HTML to text conversion program by Gabriele Favrin.
-

- A free upgrade will be provided to registered purchasers of AWeb-II once the addition of table support and further HTML 3.2 features have been completed.

The authors wish to assure the existing registered users of the shareware versions of AWeb v1.x and HTML-Heaven v1.x that they will be able to upgrade to the new version.

AmiTrix is proud to have been selected as the exclusive distributor for AWeb and HTML-Heaven! Along with AWeb-II, SCSI-TV, SCSI-TV570, AmigaLink, and other new products to be released in the coming months, we look forward to the continued revival of the Amiga.

A new demo version of AWeb v1.2 has now been uploaded to AmiNet for you to try out, some of the advanced features are not enabled in it, of course.

AWeb-II requires at least 2MB Ram, Workbench/Kickstart 3.0 or better, a TCP/IP stack to access the WWW, and appropriate GIF/JPEG datatypes.

Scheduled release date for AWeb-II is July 1/96, MSRP will be \$45.00 US.

Dealer and Customer inquiries welcomed, for more information or ordering AmiTrix products, contact us at:

AmiTrix Development,
5312 - 47 Street,
Beaumont, Alberta, T4X 1H9
Canada
Phone or Fax: 1+ 403-929-8459

(Please leave your mailing address, phone/fax number, and/or email)
(address on phone messages when requesting information.)

You may also contact us via email at the addresses shown below.

Email: sales@amitrix.com
or: support@amitrix.com
<http://www.networkx.com/amitrix/index.html>

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Cheers,

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+      _      _____      tm      Dale Currie      _      _      +
|  /.\      ..      |  _      \ /  dalec@amitrix.com  /  _[_]__  T      tm  | | | | |
|  /___\  /\ / \  | | |_) |  X  support@amitrix.com  /  (o.o)  |      |
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| / - D E V E L O P M E N T - \      AmiTrix      /___ Z O R R O I N K ! |
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1.19 Wolf Dietrich Responds

Open answer on Dave Haynie's comments on the current Amiga situation of May 22 from Wolf Dietrich, General Manager phase 5 digital products, on May 25, 96

With interest I have read Dave's comments on the current Amiga situation. As we and the Amiga are in a situation where a lot of major decisions for the future of this system are to come, I would like to answer some of his comments to reflect our position and partial different view of things.

First of all, there was no animosity on our part against AT - we just wanted to get things going, and so we started the PowerUP project in late 95 as AT wasn't giving any view or commitment. We had been offering AT all of our support for quite a long time, and continued to do so in a situation where there was no development, no resources, no vision; what Dave believes to be an animosity was simply the great concern that things wouldn't go into the right direction for the Amiga. Meanwhile, all development on AT side is cancelled, so there is no more cooperation as there is nothing left to cooperate in.

But let's get into some technical considerations. First of all, Dave states that our software development is kind of a hack. Funny to hear that, as he has not seen a single line of code, and also was not involved in in-depth discussions about what we are doing. To simply state the facts: For our PowerUp program, which's goal is to develop PPC upgrade boards for existing Amiga systems, we have re-written Exec and Expansion in PPC Native Code, and two versions of 68k emulators to run the rest of the OS out of the system ROM. This is not a kind of a hack, but simple the first step which we could realize. Our plan to add a PPC native version of CyberGraphX - which has emerged as a standard today - is just a software add-on to increase the performance of those upgraded systems where parts of the OS have to be emulated. This way is not very different from, for example, having a 68040 or a 68060 library to emulate in software what is different in the processor hardware - however, as 68k and PPC have some significant differences, it can not simply be realized by a library or a new setpatch, but needs a completely re-written, but fully function-compatible Exec.

Now getting to the comments on the hardware design. First of all, I leave it up to the public to judge if our announced systems are overpriced (see <http://www.phase.de> in the news section); also the non-standard argument is missing any fundamental. I know from the technology meetings which AT, Motorola and phase5 joined in the recent months, that Dave's vision of a new computer is a standard PPRP mainboard, with a PPC CPU and a PCI bus and that's it; any idea of adding something specific which would have to be developed had been rejected by him in these discussions. But, all innovative developments today contain some individual parts, mostly in form of FPGAs or ASICs; it's the only way to build something that stands out of the mass markets. We at phase 5 definitely believe that a new Amiga system needs some unique H/W features as it had in the past; just having a ported OS running on a standard PPRP system which also runs MacOS, WindowsNT, and so on, would be the death of AmigaOS simple as there would be no sufficient reason for S/W developers to continue writing their code for Amiga OS. But even if Amiga OS would survive for some time with some application or shareware support, it would be the death of the Vision Amiga which never had been just another PC (no matter if there is a PPC or a Pentium inside).

As Dave's comments on the rapid changes of the industry are concerned: We know these rapid changes, we live - succesfully - in this world. Are chips more complex to design today? Chips are more complex, but sophisticated design tools, powerful design workstations, and comprehensive functionality

libraries are available today for ASIC designers. Today it's possible to start *VERY* complex designs on FPGA basis and go to the more expensive silicon in certain stages of the development. IC processes are *NOT* exponentially more expensive than some years ago, at least not for companies who want to do custom designs and get strongest support from various ASIC suppliers in the world, among them the very big names such as Motorola. Yes, even those big ones go together to build new fabs for the next millennium, but were we talking about building a next generation IC fab?

As a summary of this, let me say the following: It has never been easier even for medium-sized companies to develop own, complex and demanding custom ICs than today. In such custom designs, visionary ideas can be realized cheaper than ever to provide extremely powerful products. Yes, by choosing *COMPLETELY* standard system (such as fully-assembled PPC mainboards) the cost of a system may be reduced by some bucks - but not by hundreds of Dollars. And that's what we, as we stated, don't want to do - dropping great concepts and features that make up a very special and powerful system to maybe save \$25.

OK, all practical bits aside, Dave came up with the question what will come out in the end. It's as simple as this: A computer that runs a PPC OS which is compatible with Amiga OS. Long before this computer comes out, *LOTS* of developers who have already joined the PowerUp program and are supported by us can prepare their software to make use of advanced features of this new OS, while other existing software will be running with the current features in 68k emulation. As most professional software vendors do support the PowerUp program, PPC native apps should be there in a considerable quantity and quality by next year - just as, for example, many software companies today already support the CyberGraphX standard which has brought an Amiga-OS compatible 24-bit engine to all these programs and those users who have a hardware that can display 24 bits of color.

As a matter of fact, what we are doing is the development for a next generation OS which is Amiga compatible. We have decided to move on with our projects after we had lost months of futile discussions with AT - without those, beta developers today would have the first PPC developer boards in their hands. We can't afford to waste more time. We do see the problem that the Amiga community can't support multiple OSs, and we are absolutely open to discuss these issues with the owner of the OS, probably VIScorp, once they have time for us to talk about these things. However, Dave Haynie and the new company PIOS, which he is working for, must also keep this in mind. It's obviously PIOS, a new company, that starts out of nothing (and with no recognizable concept or development behind it) and claims for themselves to develop and market an OS "which will be recognized by the market as the next generation of the former AMIGA OS 3.1." (as read in their web site). This leaves a lot of questions open. We had meetings with the PIOS top management already, who requested our support and cooperation, so I must wonder whether Dave's comments are only given with an intention to support PIOS' position in the market. BTW, everybody out there may estimate if it is more realistic that an experienced hardware manufacturer, holding an established market position, develops a powerful custom ASIC based system, or that a startup company wants to bring the "ultimate Power Amiga" to life and reach a larger market share than Apple Computer in four years from now.

phase 5 is very well aware that it will be a big and demanding task to

write an Amiga-OS compatible PPC OS; however, we have a large team of very experienced S/W developers, and we have been working on parts of this project for quite some time. While I can not judge how much efforts other mentioned companies spent into their projects, we are sure to reach our goals with the strong efforts we invest into this project.

To finalize my open answer, I must strictly reject that last comment from Dave, which we could see as an affront. We will neither adopt an unnamed OS nor will we offer an ugly hack; but much more important, we are not "stealing the AmigaOS", as Dave assumes. There are lots of people out there, and companies which these people work for, who have been involved closely with Commodore or AT in the past, and do have access to proprietary information. We had several negotiations with AT, but no final agreements, and we never had any access to proprietary information or other proprietary stuff. Dave may address his assumptions that someone could steal the AmigaOS into the direction of such people mentioned above, but not into ours. Again, I strictly reject any statement that includes any such speculation.

I hope this statement supports readers building up their own opinion of the current situation around the Amiga. phase 5 digital products, to reinforce this, is committed to the idea and vision Amiga. We'll continue with our project and support for all Amiga developers, fans and users. Everybody out there please feel free to mail us her/his comments and suggestions for the future of the Amiga and our project.

Wolf Dietrich
General Manager of phase 5 digital products
Amiga-dedicated since the A1000

You can contact phase 5 digital products at:

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In der Au 26
61440 Oberursel, Germany

1.20 Spherical Worlds

Spherical Worlds
A Game by
4-Matted
Published by NEO Software GmbH.

Features:

- 15 tricky levels.
- a lot of bonus-levels.
- many different extra weapons
- rendered animations will guarantee the atmosphere
- fast and smooth scrolling in all directions.

- harddisk installable.

Genre: - Shoot'em up.
Runnable: - all Amigas with min. 1MB RAM.
Available for: - all Amigas with 1MB.
- Amiga CD-ROM.
Available from: - April 1996.

Meet us in the World Wide Web: <http://www.info.co.at/neo>

Playable demo available on Aminet (check below).

SHORT DESCRIPTION

Game has top-view. As it has all of the movement smooth (not just scrolling) it gives great feeling of speed, and playability. Additionally, enemies have various intelligence, from slow and stupid to fast with guns/mines.

However, you have enough fire power to deal with them. Many weapons you use are fully different one from each other. And there are also few extras, like guided missiles and nukes. Special weapon screen with rendered rotating weapon images is used for fitting mentioned equipment and weapons.

Sounds follow the game and have great influence on raising game level of realism.

1

ANIMATED (RENDERED) FULL SCREEN MOVIE-LIKE SEQUENCES

Movie-like intro, lasts few minutes. Full screen animation is played in HAM mode (4096 colours on screen) with background music. Ending sequence will reward best players. There are also animated scenes between game-levels.

EXTRA FEATURES

You are expected with few extras like ingame rendered pictures, and animations, and bonus levels. 3D full screen motion level with moving perspective and deadly walls coming towards your ship-carrier really has to be seen in motion.

All of that is better to see than to talk about, and better to look in motion than to look at static pictures, so check free demo on Aminet...

Spherical Worlds - playable demo also available on any Aminet FTP site and Aminet CD (as soon as it is released)

pub/aminet/game/demo or aminet/game/demo (depending of FTP site)

Game file is named:
sworlds.lha

For example:

ftp://ftp.netnet.net/pub/aminet/game/demo/sworlds.lha
ftp://ftp.wustl.edu/pub/aminet/game/demo/sworlds.lha
ftp://ftp.tas.gov.au/pub/aminet/game/demo/sworlds.lha
ftp://ftp.doc.ic.ac.uk/aminet/game/demo/sworlds.lha

1.21 Aminet is Biggest FTP Archive

Subject: Aminet is world's largest archive - contest

Aminet message of the day - special issue

AMINET IS THE WORLD'S LARGEST COLLECTION OF FREELY DISTRIBUTABLE SOFTWARE

According to the statistics at www.shareware.com, the 29000 files found in Aminet now represent the world's largest collection of freely distributable software for any computer system. This is an incredible achievement by everyone involved, but especially the authors of all the software found here. We all owe them a big thank you.

At the same time, Aminet shows the fastest natural growth ever with 427 files uploaded just last week. And its size just crossed five gigabytes, which is almost twice the size it was one year ago. If you would like more info on what has been going on lately, read docs/misc/30000.txt

CONTEST - 60 CDs AND ONE DRIVE TO BE WON

To celebrate this event, we have decided to run another contest. To take part, estimate the number of files that were on Aminet one year ago, on 16-May-95, and send your answer, just the number, in the body of a mail to aminet-server@aminet.org (you should get a confirmation mail). The ten people who get the closest win a one year Aminet CD subscription, and the best guess in addition wins a quadspeed CDROM drive to go with it. Only one vote per person. Good luck!

Urban D. Mueller - umueller@aminet.org

1.22 Amiga Locale Homepage

The AMIGA Locale Homepage

<http://www.intercom.no/~andersb/locale>

The aim of this page is to create a center for translations and translators. First of all you will find information about what programs are available in a specific language. As of the 22 May, Norsk and Greek are available, but more is being made. This still means that I need someone to take care of these languages: Dansk, Deutsch, Frangais, Italiano, Espaqol, Nederlands, polski, Portugujs, Suomi, Svenska and maybe even more that I can't think of. If you think you can help with one of the languages, contact me at the email mentioned later.

Futhermore, I want to create a network of translators, to help programmers get their programs translated. If you can translate programs which support locale into a language, please contact me, or look on the web-page for more information.

For comments, suggestions or flames, contact:

Email: andersb@intercom.no (Anders Bakkevold)
url: <http://www.intercom.no/~andersb/locale>

1.23 OctaMED Soundstudio V1

OctaMED Soundstudio V1

Release Date - Prices And Ordering Details

OctaMED Soundstudio V1 will be released on August 1st 1996

The floppy disk version will be supplied with a manual, whereas the Compact Disk will have the manual in Guide format on the CD itself and at time of writing it is planned to have not only an English language version of the program on the CD, but also German, French Italian and may even have the much forgotten Polish language.

If you have a CD unit, then purchase of the CD version is a much better deal due to us not having to charge for the expensive printed manual, however, if you decide later that you still want it, you will be able to obtain a copy by sending the special inlay card which will be within the CD cover.

Until licencing is sorted out, the floppy version will only be available directly from RBF Software, however, the CD should be available from your local supplier and if he does not stock it.... Ask him to fax us on +44 (01) 703 785680

If you wish to purchase the floppy disk, or for that matter, the CD version directly from us, then here are the prices:-

Floppy disk version with printed manual (for new users)....

(Registered V6 users see the Med User Group Members prices below)

(For those interested in the CD, please read prices further on)

ORDERS FROM WITHIN UK: 75.00 GBP

ORDERS FROM WITHIN REST OF EC: 85.00 GBP

ORDERS FROM REST OF WORLD: 90.00 GBP

GBP = POUNDS STERLING

This price includes postage, two installation diskettes, plus laser printed manual and a years free Med User Group Membership.

Price for currently Registered MED USER GROUP members:-
(These Prices also apply to registered V6 purchasers)

As a member, all you have to do is include your MUG registration number As a registered V6 owner, you need to include the "ownercode" given in the "about" window of the program.

(These upgrade prices only relate to the floppy version, not the CD)

(no MUG registration number, or no V6 ownercode details, no deal!)

ORDERS FROM WITHIN UK: 35.00 GBP

ORDERS FROM WITHIN REST OF EC: 40.00 GBP

ORDERS FROM REST OF WORLD: 45.00 GBP

Okay, now for the Compact Disk version:

Upgrade prices for the Weird Science V6 CD purchasers are given in brackets, but please remember that to obtain this upgrade offer directly from us, you must quote the "ownercode" details that are displayed in the "about" window of the program. We cannot give you the upgrade price without this being quoted with orders.

ORDERS FROM WITHIN UK: 34.99 GBP (24.99)

ORDERS FROM WITHIN REST OF EC: 39.99 GBP (29.99)

ORDERS FROM REST OF WORLD: 44.99 GBP (34.99)

Please note that all the above quoted prices only relate to orders made directly from RBF- Software in the UK.

All prices quoted are inclusive of postage etc.

Send orders to:

RBF Software.
169, Dale Valley Rd,
HollyBrook,
Southampton S016 6QX
ENGLAND.

Methods of payment

UK:

Orders accepted via postal order, cheque, cash (by registered post only), made payable to RBF Software

Outside UK:

Giro, Bankers draught, or Eurocheque, made payable to RBF Software

Or:

American Express, made payable to R. Burt-Frost (not RBF Software).

Note that RBF Software will only supply the English language version of the floppy at this time and we do not accept credit card orders.

The above prices will **not** apply to other suppliers of the Floppy or CD versions as they have their own prices due to various things like importation duties, translation costs, taxes etc.

Should you have any difficulties obtaining the CD version, or if you have any questions e-mail: rbfsoft@cix.compulink.co.uk

Or post to the above address, however, PLEASE note:

..no return stamp, or IRC no reply.

1.24 PC <-> Amiga Filesystem

TITLE

PC <-> Amiga 'network' filesystem

VERSION

Version 3.8

AUTHOR

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

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

DESCRIPTION

Have you ever transferred something between Amiga and PC? You have three ways how to do it:

- 1) "floppy net" - copy file to a DD disk in the MS-DOS format and read it by the Amiga
 - 2) Use TWIN or EasyLink. But it has a big disadvantage - it can transfer file, but it does not allow applications on Amiga to directly access PC's drives - it's not a filesystem.
 - 3) Use terminal programs and ZMODEM (or another) file transfer protocol. Disadvantage? As above.
 - 4) Use AmiTCP. But you should have some knowledge about TCP/IP networking to install it.
-

So I decided to write my own filesystem with the feature of remote access to files on PC from your Amiga.

How it works? You just run program on PC, then 'mount PC:' on Amiga and you can see directories like 'c', 'a', etc. in the 'PC:' device.

This program uses the master-slave technique (Yes, PC is the slave :-). Transfers are fully independent (it is called the non-context protocol), so if you write "type pc:c/LongFile.txt" and after some time reset PC and run the PC part again, the text will continue scrolling.

NEW FEATURES

Since version 3.4

- Bidirectional parallel support (at least 40 KB/s from PC to AM and 26 KB from AM to PC).
- Windows 95's extended filename support.

Since version 3.2

- Parallel support - bigger transfer rates (over 18 KB/s from AM to PC and about 11 KB/s from PC to AM with A500 and 386SX. It grows up with computer speed. It is about 35 KB/s and 20KB/s for accelerated A1200 and 486DX-2)

Since version 2.4

- The main fix is that in finally works with all IRQs from 2 to 7 and not just IRQ 4.
- Program made commodity
- Debugging version now available to public, written PC2AmigaProblems.guide, written PC2AmAna.
- Configuration may be done via configuration programs (no changing of files in a text editor).
- Some improvements in serial routines. Now you can use 57600 (about 4.5 KB/s) with A500 and 386SX/40MHz.
- A brand new icon set
- Some other bugs fixed

REQUIREMENTS

- Kickstart 2.0+, MS-DOS 6.0+
 - Nullmodem cable or LapLink cable (called parallel nullmodem) (not included in the package - just its schemes :-)
 - igs.library (included in the package)
 - Commodore Installer. Not included in the package, but I think
-

you have it. (I don't want to include another 100KB of code that almost anyone already has.)

AVAILABILITY

Program is available on any Aminet site as file PC2Am308.lha in the comm/misc directory.

PRICE

Program is freeware. But if you really like it, you can send me a gift or leave a message.

DISTRIBUTABILITY

Free as long as the package is not sold for a profit and you notified me that you have included the PD archive / coverdisk.

1.25 Amiga Clone

Newstar/Rightiming Electronics Corporation of New Jersey, USA, has indicated that it will be building an Amiga-compatible computer for the Chinese, Taiwanese, and Hong Kong markets.

Dubbed the Amiga 5A00, the machine will be Amiga OS 3.1 based, with a built-in CD-ROM drive. The processor will be a standard 68000 CPU.

Few other details are currently available. The machine will be marketed as a home/internet computer, and the company is planning to establish its own Internet service provider to handle Internet for the Chinese market of its computer.

For more information, contact:

Jing Jian Li
Vice Chairman/Vice President

Rightiming Electronics Corporation
20 Lexington Ave
Trenton, NJ 07104
newstar1@ix.netcom.com

P. (609) 882-0306
F. (609) 882-7050

1.26 Portals

A.N.G.L.E., Amiga Net Games for Light Entertainment, introduces:

PORTALS

Portals is a Freely Distributable, Internet-based, Fantasy Role Playing

game which recreates the feel of a real RPG (i.e., one played with real people) because -- wait for it -- you are playing with real people, who could be anywhere in the world.

...THE STORY SO FAR...

In the beginning, there was one land. The inhabitants were similar to the humans of our planet. Suddenly, a massive magical shockwave shattered the land, and the territories were separated, isolated from one another by a powerful magical flux.

Over the millennia, the descendants of the original race adapted to their environment. The fittest survived and new races were born. In one territory, children were born whose bodies were part stone. In another, their skin was leathery, reptilian. In another, the harsh conditions led to the placing of great emphasis on combat. In the frozen icelands, beset by many predators, acute hearing and speed became the norm. And in the temperate territory, the comfortable life gave rise to a weaker race, who had more time to study the magical arts and develop them as their means of defence.

Now, that magical charge is dying away and the territories are growing closer together. Small doorways are appearing in the flux, "portals" through which a person may move from one territory to another. In time, they will grow stable but, for now, they seem to appear and disappear at random. As the races begin to mix, their leaders develop their own agendas. Some wish to conquer the newly rediscovered territories. Some to make peace. Others, merely to ensure their race survives.

Although a state of total peace does not exist between every Lord, and travellers should beware of putting themselves on the wrong side, this could be the perfect time for heroes. Quests are waiting for those brave enough to attempt them, chests of gold lie in wait for reward, and uncharted areas beckon to explorers. The history book, awaits...

WHAT DOES PORTALS LOOK LIKE?

If we were into generalizations, we'd describe Portals, as "a Fantasy Role Playing game that looks a bit like Chaos Engine, borrows some bits from Zelda, pays a tribute to the best MUDs around, and adds tons of its own nice touches to top it all." Still, this would make Portals no justice at all, so let's introduce some of its features:

- Eight different territories to explore. Providing you're able to locate the "portals", you could move from the green and peaceful Mantero, through the barren land of Ertanis, to the caves of Kranaria.
 - Brand new races to choose from. Being a dwarf or an elf is all very well, but wait until you've played a Seleth or a Golem!
 - Cooperative and/or competitive strategies depending either on your mood, or on the task at hand -- how's that for opportunism?
 - Weapons, armours, scrolls, spells, you name it. Not every race is good at everything but, on the other hand, every race can have a go
-

at just about everything.

- Exploring, battling, trading, stealing. Make friends or, then again, probably not. Do whatever you feel like, but be prepared to live by the consequences of your behaviour.
- Shops, inns, buildings, treasures, hazards and traps. No need to rent to keep your valuable equipment -- as long as you're not fighting for your life, you're free to save and quit just about everywhere.
- Powerful, yet simple and effective chat system.
- Short-term missions (i.e., tasks) you could even complete on your own. Well, with a bit of luck and the right equipment, that is!
- Long-term missions (i.e., quests) devised by the Lords according to their own agendas. To succeed, a team effort -- and a well-assorted team at that -- is definitely required.

WHERE TO GET PORTALS?

Well, "Portals" is not yet available. We're neither a major, nor a minor software house or, for that matter, a publishing company. Not that's there's something wrong about staying in business, being profitable and all that, heaven forbid! It's just that our focus is more on providing games for an area that has not been explored well on the Amiga, and our intention is to provide "Portals" as a gift to games players worldwide.

Still, although we're not involved with the game's industry, we're not absolute beginners, either. Some of us are full-time programmers with a strong background in UN*X networking. However, before you ask, we're definitely Amiga people and, given the opportunity, we like playing games!

Right now A.N.G.L.E. spans the globe -- from Australia, through Europe, to North America -- and it's comprised by eight members. Everything would be hunky-dory, but we're either full-time employed, part-time employed or plain students with even tighter deadlines. On the one hand, this means we're working on "Portals" in our spare time, often late at night; on the other hand, this game is really a labour of love and, this is the best bit, we plan to make it Freely Distributable.

To sum it up, we're constantly looking for more team members. Since "Portals" needs tons of hand-drawn graphics, we especially need more gfx people, but more programmers and a couple of extra musicians to speed things up, would be just as great.

A.N.G.L.E. ON THE WWW

Detailed and up to date info, including some VERY early graphics and a couple of audio snippets, are available at:

<http://www.iper.net/angle>

and no, it's not a typo -- it's actually "iper", not "hyper"! :)

A.N.G.L.E. BY E-MAIL

Good old e-mail can be used as well. Send your comments to:

ANGLE-admin@karunko.nervous.com

1.27 wfmhcybergfx_r3d.library

TITLE

wfmhcybergfx_r3d.library

VERSION

40.1

AUTHOR

Miloslaw Smyk

E-Mail: smykm@felix.univ.szczecin.pl

WWW: <http://dedal.man.szczecin.pl/~thorgal/>

IRC: Thorgal

S-Mail: Miloslaw Smyk

ul. Orawska 22/34

70-131 Szczecin

POLAND

DESCRIPTION

This is external display library for Real3D v3.11, 3.21, 3.30 and CyberGraphX, which has some special features.

FEATURES

- rendering on 15/16/24-bit deep screens directly to windows you use for modelling,
- simultaneous rendering to several windows at once,
- two optional dithering modes - Floyd-Steinberg and ordered 4x4 for high quality 15- and 16-bit deep renderings,
- contents of any window can be saved as IFF file,
- small preferences editor that lets you change dithering modes and save your preferred settings to disk,
- you can have more than one copy of Real3D using this library at the same time.

SPECIAL REQUIREMENTS

- gfx-board with CyberGraphX
- Real3D v3.11, 3.21 or 3.30

AVAILABILITY

via aminet (gfx/board/wfmhcybergfx.lha)
or from the homepage
<http://dedal.man.szczecin.pl/~thorgal/R3D/main.html>

PRICE

US\$ 20 or 30DM for registration
special price 25PLZ for people living in Poland

registration see doc-file

DISTRIBUTABILITY

The unregistered version is freely distributable if it is done in a noncommercial way and the contents of the archive are kept intact. The registered version is not freely distributable.

Miloslaw Smyk

1.28 NetConnect CD-Rom

PRESS RELEASE

FAO : Existing Amiga Internet users and/or ISP's
Subject : NetConnect CD-Rom
Date : 15/05/96

We Need Your Help!

=====

We are in the advanced stages of compiling an "all you need" to get onto the Internet CD for the Amiga.

This CD will contain licenced software, will be very easy-to-use and will be aimed at users who:

- * Want Internet access but don't know how to get online
- * Haven't thought about access but may do after reviews etc
- * Have Internet access but cannot get their programs to interact properly

NetConnect will contain a full suite of software including some "extras" that will present on the CD.

NetConnect will contain two pieces of previously un-announced software that will be released at the same time as the CD - and they are looking good!

NetConnect will be available in late June and promotional information will be released soon!

We need you help to make a CD that is as easy as possible for the new user.

Two areas:

1. ISP information
2. Your Internet experiences

1. ISP Information =====

Part of the CD will be a simple (but well featured) interface that is already pre-configured with ISP information. This will allow the user to select an ISP and not have to worry about netmasks, DNS servers etc etc.

We need some information about your Internet Service Provider's (ISP's) details. ISP's outside the UK are paramount!

We currently have info for:

UK : Demon, Global, Enterprise, I-Way, NetKonect, FirstNet, NetDirect, Bogomip, UK Online, Zen Internet

Norway : Norconnect

Austria : I-Node

Germany : Lemke & Fuerst, Axis Information Systems, NET Network Team

Switzerland : Bitcom

The information needed is:

1. Company name (and country)
2. Contact details (i.e. address, telephone number, email address)
3. DNS Server Address (1 & 2)
4. NetMask
5. Mail Server
6. FTP Server (if applicable)
7. WWW Server
8. IRC Server (if applicable)
9. POP3 Server (if applicable)
10. Static or Dynamic Connection (or both?)
11. SLIP or PPP Dialup Supported?
12. MAX. Modem Speed Connection?
13. List of POPs (Place AND Numbers - i.e. Manchester 0161 123 1234)

+ any other useful information

We *may* need your help with beta-testing. If you have an ISP that is not listed above then we could use you to test the software for that ISP!

Tell us if you are interested in beta-testing.

2. Your Internet Experiences =====

To make ease-of-use absolutely paramount we want to know what you would do to make Amiga Internet access easier!

i.e. What could be done about TCP software, PPP, system setups, Amiga support with ISP's etc. Even if you think that the Amiga needs more Internet support within Amiga magazines!

Many thanks for your time. If you want any information about NetConnect, the contents or would like to help us with beta-testing, contact us as soon as possible.

Our e-mail address can be found below.

All the best,

Chris Wiles
Active Software.

ACTIVE SOFTWARE		Tel	-	+44 1325 352260
P.O. Box 151,		E-Mail	-	chris@active2.demon.co.uk <Chris Wiles>
Darlington,		E-Mail	-	enquiries@active2.demon.co.uk <Active>
County Durham,		Contact-		Chris Wiles <Managing Director>
DL3 8YT, ENGLAND		Hours	-	9.30am - 6pm GMT Monday to Friday

1.29 IAM Press Release Pack

Intangible Assets Manufacturing Announces DiskSalv 4

Drexel Hill, PA (May, 1996) Intangible Assets Manufacturing announced the release of DiskSalv 4, the end result of an internal overhaul of the program by the author, Dave Haynie.

While few external features have been changed, it has been reworked to fix even more disk problems and to more easily support more filesystems. The utility still supports disk recovery for hard, floppy, and removable media. Other highlights of the program remain such as salvage, undelete, repair, unformat, check, and cleanup. Freely redistributable patch updates for DiskSalv 4 will be available in the future, as there was for version 3. (In fact, patch 1 is already available for anonymous FTP from <file://ftp.iam.com/biz/iam>)

DiskSalv4 is priced at US\$40, and upgrades from DiskSalv3 are available for \$10 plus shipping and handling.

<http://www.iam.com>
info@iam.com

Intangible Assets Manufacturing announces a second printing of
Connect Your Amiga!
A Guide to the Internet, LANs, BBSs, and Online Services

Drexel Hill, PA (May 24, 1996) Intangible Assets Manufacturing announces the second printing of its best selling book, *Connect Your Amiga! A Guide to the Internet, LANs, BBSs, and Online Services*, by Dale L. Larson.

The book is revised and updated to include more about the World Wide Web and how to get access to the Internet from the Amiga. It also provides coverage of using the Amiga to access BBS systems and other online services. For owners of more than one computer, the book explains how Amigas can share files and printers with each other on a network, and how Amigas can connect to PCs, Macs and other computers on a network.

The author is an expert on the Amiga and on computer networking. Mr. Larson was a Software Engineer in Commodore's Amiga Networking Group. He worked on AS225 and is one of the principal authors of both the SANA-II Network Device Driver Specification and the original Amiga Envoy specification documents.

Despite rising printing costs, IAM kept the list price of the book to \$24.95. For users who face the chicken-and-egg problem of not being able to get the software to get started with communications, networks and the Internet, IAM also offers an eight-disk set of freely redistributable software. That set is available seperately for US\$27, or with the book for a package price of only \$49.95. All prices are exclusive of shipping and handling.

The revised book is already at the printer, and IAM will begin shipping to customers the week of June 10. We are accepting advance orders now.

<http://www.iam.com/>
info@iam.com

[Note, the book did, in fact, start shipping to customers on Monday, June 10.]

Intangible Assets Manufacturing
New North American distributor of DICE

Drexel Hill, PA (May 24, 1996) Obvious Implementations Corporation has appointed IAM as new North American distributor of both the popular C compiler, DICE, and the remaining Deathbed Vigil T-shirts.

DICE version 3.2 is the complete, integrated development environment that comes with a full C language compiler for the Amiga. Its 450 page manual has examples and tutorials making this the fastest and easiest way to get started with programming. It is available for \$100 or for \$75 to students or owners of other programming development packages.

The Deathbed Vigil T-shirt features the eject button on the front and signatures of former Commodore engineers on the back. Each are 100% cotton, black, and available for \$17 in sizes S-XXXL.

Outside of North America, all orders for these products should go to the local distributors, not to IAM.

Technical support for DICE is still provided by OIC. All non-sales questions should be directed to OIC.

Owners of DICE 3.x can upgrade to 3.2 with the patch available for anonymous FTP from file://ftp.iam.com/biz/iam.

<http://www.iam.com/>
info@iam.com

1.30 Amiga-VIScorp Feedback

Amiga-VIScorp Feedback

[The standardized Amiga feedback form is back, and improved. In addition to sending these to Eric Laffont, consider sending them to me, as VIScorp's consultant on Amiga communications, at jcompton@xnet.com. -Jason]

Amiga-VIScorp Feedback Form 05-21-96

~~~~~

THIS FORM IS SUBJECT TO CHANGE AT ANY TIME WITHOUT NOTICE.

PLEASE BE CERTAIN THAT YOU ARE USING THE MOST CURRENT FORM BY CHECKING ON THE INTERNET FOR "THE AMIGA WEB DIRECTORY" AND "AMIGA REPORT" ON A REGULAR BASIS!

Email this completed form to: "[elaffont@pratique.fr](mailto:elaffont@pratique.fr)"  
 \*or\*, if you are having trouble sending it to the aforementioned address, send it to : "[viking@freenet.edmonton.ab.ca](mailto:viking@freenet.edmonton.ab.ca)"  
 and it will be forwarded to Eric Laffont.

Please use this form when sending feedback to VIScorp. This will help ensure that your response will be noted along with any changes of opinion.

THIS FORM IS SUBJECT TO CHANGE AT ANY TIME WITHOUT NOTICE.

Thank you.

Regards,

Vance Schowalter.

#### Personal Information

~~~~~

Name []
 Company Name []
 Street Address []
 City/Town []
 Province/State []
 Postal Code []
 Country []
 Home Phone []

Business Phone [
Fax [
Internet Email [
Homepage (URL) [

Please use an asterix "*" whenever prompted by a multiple choice question.

Do not add comments to them, as they will be ignored. If you feel that comments are necessary, please use the last query which specifically asks for additional comments.

When prompted for comments, please make them clear and concise.

This questionnaire refers solely to Amiga hardware and software. Do *not* include PC and/or Mac hardware that you may own apart from your Amiga hardware.

1. Have you used this feedback form before?

- Yes
- No

2. In which capacity are you associated with the Amiga computer?
(Check all that apply)

- User
- Dealer
- Developer

3. How old are you?

- 10-15
- 16-20
- 21-25
- 26-30
- 31-35
- 36-40
- Over 40

4. What is your current Marital Status?

- Single
- Married
- Divorced
- Widowed

5. Which Gender are you?

- Male
- Female

6. How many other people use your Amiga(s)?

- 1-2
 - 3-4
-

- 5-6
- More than 6 (7+)
- None

7. Which Amiga(s) do you currently use/own? (Check all that apply)

- CDTV
- CD32
- A500
- A600
- A1000
- A1200
- A1500
- A2000
- A2500
- A3000
- A3000T
- A4000
- A4000T

8. Which AmigaDOS do you currently use? (Check all that apply)

- 1.1
- 1.2
- 1.3
- 2.0
- 2.1
- 3.0
- 3.1

9. Do you have 1 or more hard drives?

- Yes
- No

10. Do you have 1 or more CD-ROM drives?

- Yes
- No

11. Do you have 1 or more Removable Tape/HardDisk Backup drives?

- Yes
- No

12. Do you have 1 or more high density (1.76mb) disk drives?

- Yes
- No

13. Do you have a modem?

- Yes, highspeed
- Yes, less than 9600 baud
- No

14. Which Graphic Cards, if any, do you use? (Check all that apply)

- CyberVision64
- Retina ZII/III
- Piccolo
- Merlin
- Harlequin
- Picasso I/II
- OpalVision
- Spectrum
- Other_____
- None

15. Which Expansion Accelerator Cards, if any, do you use? (Check all that apply)

- 020
- 030
- 040
- 060
- None

16. How much total (chip & fast) memory does your Amiga have? (if you have more than one Amiga, choose the highest)

- Under 2mb
- 3-5
- 6-10
- 11-18
- More than 18 (up to 128mb)

17. Do you have PC and/or Mac emulation?

- Yes
- No

18. How long have you been using an Amiga?

- Less than 1 year
- Less than 5 years (2 to 4)
- Less than 10 years (6 to 9)
- More than 10 years (10+)

19. How would you rate your Amiga skills and knowledge?

- Expert
- Advanced
- Average
- Novice

20. Number each from 1(least to 10(most) according to degree of personal importance.

- Multi-media (ie. Scala)
 - Telecommunications (ie. bulletin board system user/sysop)
 - Internet (ie. cyberdude/tte)
 - Business (ie. spreadsheet)
 - CAD (ie. architecture)
-

- Publishing (ie. books, magazines, newsletters, software)
- Education (ie. teacher/student software)
- Science (ie. Maple)
- Music (ie. MIDI, MOD)
- Art (ie. Andy Warhol inspired)
- Video (ie. Video Toaster)
- Programming (ie. ARexx, Basic, C)
- Image Processing (ie. photography, filmmaking special effects)
- Entertainment (ie. games)
- Other _____

21. Should VIScorp (Amiga Technologies) continue R&D of the Amiga as a personal computer?

- Yes
- No
- Undecided

22. Should the AmigaDOS be ported to other platforms?

- Yes
- No
- Undecided

23. Should AmigaDOS come with full Internet features?

- Yes
- No
- Undecided

24. Should there be an HTML(1/2/3) datatype? (this would allow MultiView to be used as an Internet browser and HTML text viewer)

- Yes
- No
- Undecided

25. Should there be more datatypes to support PC and Mac multi-media animation formats? (ie. QuickTime, AVI, Fli, MPEG)

- Yes
- No
- Undecided

26. Should AmigaDOS have currently available features enhanced? (ie. shell, commodities, (faster?)datatypes)

- Yes
- No
- Undecided

27. Should AmigaDOS have MUI-like enhancements to its GUI system?

- Yes
 - No
 - Undecided
-

-
28. Should AmigaDOS have virtual memory as a user preference option?
- Yes
 No
 Undecided
29. Should Retargetable Graphics support be implemented?
- Yes
 No
 Undecided
30. Should Disk Defragmentor utilities be included with the AmigaDOS Hard Disk Tools?
- Yes
 No
 Undecided
31. Should Amiga Technologies continue with its current Power Amiga plans?
- Yes
 No
 Undecided
32. What do you feel should be done to improve the Amiga's graphics capabilities?
- >
33. What do you feel should be done to improve the Amiga's audio capabilities?
- >
34. Would you like to see Amiga clones?
- Yes
 No
 Undecided
35. Would you like to see Amiga laptops?
- Yes
 No
 Undecided
36. Should all Amigas come with a hard drive?
- Yes
 No
 Undecided
37. Should all Amigas come with a CD-ROM drive?
- Yes
 No
-

Undecided

38. Should future Amigas have the option, like current Pentium PC's, of multi-processor expandability?

Yes

No

Undecided

39. Should some or all Amigas come with 1.76mb High Density disk drives?

Yes, all

Yes, some

No, none

Undecided

40. Should some or all Amigas come with video encoded S-Video (S-VHS) output jack? (Provides the sharpest image output)

Yes, all

Yes, some

No, none

Undecided

41. Should some or all Amigas come with a built-in 24 bit video digitizer (uses S-Video (S-VHS) input jack to provide sharpest image input)?

Yes, all

Yes, some

No, none

Undecided

42. Should some or all Amigas come with a built-in 16/32 bit audio digitizer (includes microphone, stand and sampler voice recognition software)?

Yes, all

Yes, some

No, none

Undecided

43. Should some or all Amigas come with a built-in MIDI port?

Yes, all

Yes, some

No, none

Undecided

44. Should Full Motion Video (MPEG I/II) hardware be optionally available for all Amigas?

Yes

No

Undecided

45. Should all Amigas ship with two or more mb of Graphics memory?

- Yes
- No
- Undecided

46. How many mb of Fast memory should Amigas ship with?

- 1
- 2
- 4
- 6
- 8
- 10
- More than 10 (11 to 18)
- More than 18 (19 to 128)
- Undecided

47. Should hands-on components be ergonomically designed? (ie. keyboards, mice, etc)

- Yes
- No
- Undecided

48. Should mouse, joystick, and keyboard ports have user-definable (modular) locations at the front, side(s), and back of the Amiga chassis?

- Yes
- No
- Undecided

49. On which side would you prefer them to be, if you could only have one choice?

- Front
- Left
- Back
- Right
- Undecided

50. Should some or all Amigas support internal high-speed modems?

- Yes, all
- Yes, some
- No, none
- Undecided

51. Should some or all Amigas have Video Expansion slots? (ie. for the Video Toaster(Flyer))

- Yes, all
- Yes, some
- No, none
- Undecided

52. If Amigas include a CD-ROM drive, should the AmigaDOS be on a CD-ROM instead of floppy disks?

- Yes
- No
- Undecided

53. Should the talents of professional Amiga users be taken advantage of to enhance marketing capability and quality?

- Yes
- No
- Undecided

54. Should closer alliances continue to be actively sought out with major 3rd party developers to produce a better Amiga product faster?

- Yes
- No
- Undecided

55. Should VIScorp (Amiga Technologies) maintain International Amiga research and development?

- Yes
- No
- Undecided

56. Should VIScorp (Amiga Technologies) incorporate global volunteer Amiga user groups into official promotional activities such as organizing Amiga computer shows, competitions for various applications, etc?

- Yes
- No
- Undecided

57. Should VIScorp (Amiga Technologies) enlist the best coder groups to produce storefront demos that are specifically directed at potential Amiga buyers? (The demos would mention software/hardware specs and show off graphics and audio at their best)

- Yes
- No
- Undecided

58. How do you see the Amiga in 2 years, based on the current VIScorp (Amiga Technologies) intentions that you are aware of?

>

59. Enter any additional comments not answered above, below. Please be as clear and as concise as possible.

>

1.31 Review: Sci Fi Sensations 2

=====
 Review: Sci Fi Sensations 2
 =====

Gerard Sweeney

gss@arts.gla.ac.uk
 =====

I've just received Sci Fi Sensations 2, and was shocked at what I found..
 It is 95% of a carbon copy of Sci Fi Sensations #1.. In fact, it seems
 they've added very little, and removed quite a lot from the original Sci Fi
 Sensations #1 for Disk 1, and just re-issued Disk 2!

Read on for the full details.....

These are the interesting files on Sci-Fi Sensations 2 NOT found on Sci-Fi
 Sensations 1....

DISK 1

=====

AMIGA ONLY

000FILES.TXT
 ALIENSJOKE.DMS
 CONTACTHASBEENMAD.DMS
 HUMANIOD_BB.DMS
 SPACEACEDEMO.DMS
 STARTREKGAME_A.DMS
 STARTREKGAME_B.DMS
 STARWARS_OBJECTS_D.DMS
 TERMINATOR2_DEMOA.DMS
 TERMINATOR2_DEMOB.DMS
 THETHING.DMS
 TOBIAS_STARTREK_A.DMS
 TOBIAS_STARTREK_B.DMS

There are other non-matching files in this directory. However,
 these are simply renames (usually replacing _ with -).

GAME GFX

BACK.IFF
 CHARARMSs.iff
 CHARBEAR.iff
 CHARFACE.iff
 CHARFUZ.iff
 CHARROBO.iff
 README
 README.info
 TWOPLAY.IFF

IMAGES

(Root)

AMT-Readme

ALIENS - No new files
AMT - No new files (in fact there's a readme less!!)
BATMAN - No new files (in fact there's 2 less!)
BLADERUNNER - No new files (1 corrupt file less)
DRWHO - No new files (DOCTOR03.GIF still corrupt)
MISC_PIX - No new files (in fact there's 21 LESS!!)
PC_BATS - NO new files
PREDATOR - No new files
RANGERS - No new files
ROBOCOP - No new files
STAR TREK - No new files (in fact there's 40 LESS!!!)
SEA QUEST - No new files
STAR WARS - No new files (in fact there's 7 LESS!!)
TERMIN8OR - No new files (in fact there's 1 LESS!)
TOTALREC - No new files

It would have been nice to have the Trek pics split up into their different categories (Classic, TNG, DS9, Voyager).

INFOTEXT

FAQ/MANGA
FAQ/ROBOTICS
FAQ/STAR TREK
WHOMII - .Info file (WOW!)
WHOMIII - .Info file

MUSIC

2CYBER.MOD
AIRWOLF2.MOD
AIRWOLFT.MOD
ALIENAT.MOD
ALIENHAZ.MOD
ARMYBEAT.MOD
AUSTEXCD.MOD
BATMAN2.MOD
BEYOND.MOD
BEYOND20.MOD
BEYONDAG.MOD
BEYONDBE.MOD
BEYONDFO.MOD
BEYONDMU.MOD
BEYONDYO.MOD
CABAL.MOD ... Yes, very sci-fi.. Ripped from a game?
COMMAND.MOD
COMMANDO.MOD
CRUEL.MOD
CYBER.MOD
CYBERNOD.MOD

CYBERNOT.MOD
CYBERRID.MOD
CYBERTIT.MOD
CYBERTON.MOD
CYBERTRO.MOD
CYBERZON.MOD
CYBEXERK.MOD
CYBRNOID.MOD ... See Cabal.mod
DARK.MOD
DARKMOON.MOD
DAWN.MOD
EVILBEAT.MOD
FABEL.MOD
GALACT2.MOD
GALAXYII.MOD
GALAXYT.MOD
GHOSTBUS.MOD
HUBBARD.MOD
INGAME.MOD known as DASBOOT2.MOD
INGAME1.MOD
INNERSPA.MOD
INSANITY.MOD
KICKSTAR.MOD
LASER1.MOD
LASER2.MOD
LEDSTORM.MOD
LIGHT2.MOD
LIGHTYEA.MOD
LOSTTIME.MOD
LUSH123.MOD
MANDFORC.MOD
MAX_HEAD.MOD
MILKYWAY.MOD
MILLENIU.MOD
NOVA.MOD
ODYSS6.MOD
ODYSSE3.MOD
ODYSSEE1.MOD
ODYSSEE2.MOD
ODYSSEE3.MOD
ODYSSEY4.MOD
OXEGENE2.MOD
PANTHER.MOD
PARALLAX.MOD
PLANET.MOD
POWERDRI.MOD
POWEREM2.MOD
README
SPACE.MOD
SPACE2.MOD
SPACEBAL.MOD.. Hmm, ripped from a Spaceballs demo. Sci fi?!
SPACECAD.MOD
SPACECON.MOD
SPACECRU.MOD
SPACEDEB.MOD - identical to SPACE_DE.MOD
SPACEDEL.MOD
SPACEHEA.MOD

SPACEHEM.MOD
 SPACEJOU.MOD
 SPACEJUN.MOD
 SPACELOV.MOD
 SPACEMIX.MOD
 SPACEMUZ.MOD
 SPACESAD.MOD
 SPACESON.MOD
 SPACETRA.MOD
 SPACETRP.MOD
 SPACEVOY.MOD
 SPACEWAL.MOD
 SPACEWEA.MOD
 SPACIG.MOD
 SPAFLI.MOD
 SWIV.MOD... See CABAL.MOD
 TERMIN8.MOD called TER.MOD on Sci-Fi 1

SAMPLES

README.TXT

Note:- For some obscure reason, the samples are now only in Amiga IFF format in the subject directories while WAV formats have been lumped together in separate directories called WAVS1 and WAVS2 , thus making it more difficult for PC users to use the subject dirs, and more difficult for Amiga users to use the WAVS dirs... What was wrong with the dual-format idea in Sci-Fi #1????

2001 - No new files
 ALIENS - No new files
 BLADERUN - No New files & EATTHIS.SND still in wrong area (ALIENS dir)
 CLOSEENC - No new files
 COMICAL - No new files
 DEMOLISH - No new files
 DRWHO - No new files (ENTRE.SND still in wrong area)
 MISC - No new files.. Mistakes include:-

1.SND is from Robocop, similar to "ROBOCOP.SND" in ROBOCOP Dir
 AIRLOCK.SND is corrupt at end
 BECREAT.SND is Star Trek : Voyager + snip of Generations
 BIGGUN12&3 - some warning of bad language?
 CITIZEN.SND is from Demolition Man (Dir DEMOLISH)
 CYBERNET.SND is from Terminator (Dir Termn8or)
 FINED.SND is from Demolition Man (Dir DEMOLISH)
 GREET.SMD is from Demolition Man (Dir DEMOLISH)
 LIVE1.SND - Bad language
 MDK.SND is from Demolition Man (Dir DEMOLISH)
 MOTOR.SND is from Terminator 2 (Dir TERMN8OR)
 MUSIC.SND is from Terminator 2 (Dir Termn8or)

PHOTON.SND is from Star Trek
 QUACK.SND is from Star Trek : Voyager (and it's QUARK)
 SAPD.SND is from Demolition Man (Dir DEMOLISH)
 WARP2.SND is from Star Trek : Voyager
 WHATTHE.SND is from Robocop II (Dir ROBOCOP)
 YAK.SND is from Star Trek : Voyager

ROBOCOP - No new files
 STAR TREK - No new files. Mistakes include:-

ALERT.SND & GQ.SND are identical
 COMPUTE.SND is still corrupt
 DEADJIM2.SND is totally unusable (static)
 HAVENT.SND is corrupt
 JOAN.SND is corrupt
 MCCOY2.SND & MCCOY5.SND are identical
 MCCOY.SND & MCCOY4.SND are identical
 ROGER.SND is in the wrong area (dir MISC)
 SOUNDx1.SND is in the wrong area (dir MISC)
 SOUND11.SND & SOUNDX11.SND identical & in wrong dir (MISC)
 SOUND2.SND & SOUNDX2.SND identical & in wrong dir (MISC)
 SOUND3.SND & SOUNDX3.SND identical & in wrong dir (MISC)
 SOUND4.SND & SOUNDX4.SND identical & in wrong dir (MISC)
 SOUND5.SND & SOUNDX5.SND identical & in wrong dir (MISC)
 SOUND6.SND & SOUNDX6.SND identical & in wrong dir (MISC)
 SOUND7.SND & SOUNDX7.SND identical & in wrong dir (MISC)
 SOUND8.SND & SOUNDX8.SND identical & in wrong dir (MISC)
 SOUND9.SND & SOUNDX9.SND identical & in wrong dir (MISC)
 SOUND10.SND & SOUNDX10.SND are identical
 SOUND11.SND & SOUNDX11.SND identical & in wrong dir (MISC)
 SOUND12.SND & SOUNDX12.SND identical & in wrong dir (MISC)
 SOUNDx13.SND is an IFF picture [images/startrek]
 SPOCK2.SND & SPOCK9.SND are identical
 SPOCK3.SND & SCAN.SND are the same
 THEME2.SND & TREK2.SND are identical
 TREK42.SND is corrupt
 TREKORG.SND is corrupt
 TREKTNG.SND is corrupt
 USERGRP.SND is just a Powerpacked text file

It would have been nice to have the Trek samples split up into their different categories (Classic, TNG, DS9, Voyager).

STARWARS - No new files. Mistake:-

C3PO.SND is actually K9 from Doctor Who

TERMN8OR - No new files.

Directory "wavsl" on Saturday 08-Jun-96

ATTACK.WAV	38500
AWESOME.WAV	23012
AWKWARD.WAV	64642
BASH.WAV	51732
BEAM.WAV	22998 Star Trek
BEAM2.WAV	2012 CORRUPT

COMPUTE.WAV	27404	
COMPUTER.WAV	9728	Star Trek
DICKWAD.WAV	12483	Star Trek
DOCTOR1.WAV	39322	Star Trek
DOCTOR2.WAV	21416	Star Trek
DOCTOR3.WAV	34798	Star Trek
DOCTOR4.WAV	48508	Star Trek
DOCTOR5.WAV	19912	SAME AS DOCTOR5.SND IS STARTREK DIR
ENG2BRID.WAV	49379	Star Trek
ENGAGE.WAV	17720	Star Trek
ENGAGE2.WAV	25425	Star Trek
ENGAGE3.WAV	46134	Star Trek
ENGAGSEQ.WAV	43549	Star Trek
ENGALRT.WAV	22048	Star Trek
ENGCOMPON.WAV	30738	Star Trek
ENGCOMP1.WAV	235290	Star Trek
ENGSCROL.WAV	20608	Star Trek
ENTERWHN.WAV	52560	Star Trek
ERROR.WAV	11404	2001
EXPLAIN.WAV	68594	Star Trek
F-0.WAV	6044	
F-1.WAV	6044	
F-2.WAV	4844	
F-3.WAV	4844	
F-4.WAV	4844	
F-5.WAV	7244	
F-6.WAV	7244	
F-7.WAV	6044	
F-8.WAV	4844	
F-9.WAV	6044	
F-ANYKEY.WAV	14444	
F-HELLO.WAV	6044	
FAILURE.WAV	8654	Star Trek/Misc
FIRE.WAV	4689	Star Trek
FIREPHAZ.WAV	12548	Star Trek
GALAXY.WAV	353536	
GDDY2DIE.WAV	60585	Star Trek
GENQTRS.WAV	45263	Star Trek
GRAVIT.WAV	28588	Star Trek
HAIL2.WAV	40770	Star Trek
HAND.WAV	39468	Star Trek
HEALTHY.WAV	9771	Star Trek
HELIVE.WAV	19920	Star Trek
HES_DEAD.WAV	31646	OK version of DEADJIM2.SND (TREK Dir)
HFREQOPN.WAV	56492	Star Trek
HFREQSND.WAV	17002	Star Trek
HIHAL.WAV	79687	2001
HYP0.WAV	4144	
KABOOM.WAV	56156	
KIRKHERE.WAV	14576	Star Trek
KLAXON1.WAV	10764	Same as StarTrek/Klaxon.SND
KLAXON2.WAV	60816	Same as StarTrek/Klaxon.SND (Looped)
LIGHT.WAV	39069	Star Trek
LOGIC.WAV	98324	Same as StarTrek/Spock1.SND
MAINJUNC.WAV	18114	Star Trek
MARVIN1.WAV	31242	Same as Misc/Depress.snd
MARVIN2.WAV	38162	

MARVIN3.WAV	22198	
MARVIN4.WAV	19834	
MARVIN5.WAV	42778	
MCCOY.WAV	17952	Star Trek
MEDIMPOS.WAV	15894	Star Trek
MIND.WAV	42596	2001
ONLY2.WAV	12502	
PHAZOR1.WAV	8866	Star Trek (Similar to Misc/Photon.snd)
PHOTTORP.WAV	29346	Star Trek
PITFOR.WAV	39212	Star Trek
POWERL.WAV	26412	Star Trek
POWTOAST.WAV	42075	
PROGRESS.WAV	28828	
PROVERB.WAV	51584	Star Trek
PURPOS.WAV	12249	
README.TXT	231	
ROUTEALL.WAV	63560	Star Trek
RUBBER.WAV	440938	You call this SCI FI?!?!?
SCOTTY.WAV	24674	Same as POWERL.WAV
SFX1.WAV	21746	
SFX2.WAV	21342	
SFX3.WAV	20896	
SIREN.WAV	32056	
SITU.WAV	14380	
SOM.WAV	10032	
SPOCKD.WAV	24620	Same as MCCOY.WAV
SPOCKVIE.WAV	43052	Star Trek
SPOOKLA1.WAV	25872	
ST-SEX.WAV	39741	Star Trek
ST-TNG.WAV	76410	Star Trek
SUBETHA.WAV	64700	
SW1USEF.WAV	34076	
T2DOWN.WAV	90156	Terminator II
T2PLEASE.WAV	196652	Terminator II
T2THEME.WAV	198110	Corrupt
TOHUMAN2.WAV	61488	2001
TRANENER.WAV	20589	Star Trek
TRANSP1.WAV	19734	Same as Tranener.wav
TREKDOOR.WAV	11052	Same as Startrek/Doors.snd
TRIBBLE4.WAV	45575	Star Trek
TRIBBLE6.WAV	26370	Star Trek
TZSHORT.WAV	17692	
UFO.WAV	811282	Just sounds like lift Muzack!
VIEWER.WAV	43366	Star Trek
VISTA.WAV	27688	Improved TERMN8OR/ASTALAV.SND
VOLCWAV.WAV	305426	Science FACT?
VULCAN.WAV	16850	Same as STARTREK/VULCAN.SND
WARN1.WAV	37950	
WARN2.WAV	96857	
WHISTLE.WAV	15404	Star Trek
WHYHERE.WAV	24604	
WRONG.WAV	55572	

Directory "wavs2" on Saturday 08-

BABY.WAV	28125	Similar to WAVS1/VISTA.WAV
BABY1.WAV	90919	Similar to WAVS1/VISTA.WAV

BACKOFFM.WAV	21012	
BARF.WAV	16748	This is sci fi?!
BARK.WAV	8412	This is sci fi?!
BARK2_44.WAV	51344	This is sci fi?!
BEAM.WAV	22998	Identical to WAVS1/BEAM.WAV
BEBACK.WAV	30764	Terminator II
BEEP1.WAV	10432	Star Trek
BELCH.WAV	16672	This is sci fi?!
BELONG.WAV	47604	This is sci fi?!
BETTER.WAV	27458	This is sci fi?!
BIGGUN.WAV	40530	
BIKEHORN.WAV	3814	This is sci fi?!
CAGNEY.WAV	11074	This is sci fi?!
CAMRA.WAV	43598	This is sci fi?!
CAPKANG.WAV	185289	This is sci fi?!
CARHORN.WAV	45100	This is sci fi?!
CASHREG.WAV	23090	This is sci fi?!
CHANOPEN.WAV	16703	Star Trek
CHARGE.WAV	40628	This is sci fi?!
CHICKEN.WAV	24865	
CHILL1.WAV	11881	Terminator II
CHILL2.WAV	25030	Terminator II
CHILLOUT.WAV	38956	Same as CHILL2.WAV
CHIMES.WAV	15920	From Microsoft Windows!!
CHORD.WAV	24982	From Microsoft Windows!!
CLARIC.WAV	15661	Silence Of The Lambs
COMCATR1.WAV	18868	Star Trek
COMCATR2.WAV	13286	Star Trek
COMM.WAV	4702	Similar to BEEP1.WAV
COMMUNIC.WAV	12646	Similar to BEEP1.WAV
COMP1.WAV	20630	
COMP10.WAV	51986	Star Trek
DAMN.WAV	22322	This is sci fi?!
DATALATR.WAV	68594	Star Trek
DEADJIM.WAV	10597	Star Trek
DEMOLISH.WAV	25356	
DEPRESS.WAV	35270	Similar to WAVS1/MARVIN1.WAV
DERROR.WAV	34318	From Microsoft Windows!!
DICKWAD.WAV	12483	Terminator II
DING.WAV	11598	From Microsoft Windows!!
DINGO.WAV	20412	Hitch Hikers Guide
DOCTOR1.WAV	39322	Identical to WAVS1/DOCTOR1.WAV
DOCTOR2.WAV	21416	Identical to WAVS1/DOCTOR2.WAV
DOCTOR3.WAV	34798	Identical to WAVS1/DOCTOR3.WAV
DOCTOR4.WAV	48508	Identical to WAVS1/DOCTOR4.WAV
DOCTOR5.WAV	19912	Identical to WAVS1/DOCTOR5.WAV
DOESNOTC.WAV	11224	
DOGBARK.WAV	12810	This is sci fi?!
DOINK.WAV	5712	
DONE.WAV	19740	
DONTLIKE.WAV	24620	
DONTTHNK.WAV	14964	
DOOM.WAV	49964	
DOOR.WAV	7110	Star Trek
DOORBELL.WAV	20460	Star Trek
DOORBL2.WAV	41122	Star Trek (Similar to DOORBELL.WAV)
DOORNOCK.WAV	8492	This is sci fi?!

DOOROPEN.WAV	27104	This is sci fi?!
DOORS1.WAV	94820	Star Trek
DOORSLID.WAV	22194	Star Trek
DOWN.WAV	35910	This is sci fi?!
DROOPY.WAV	13676	
DROPIMP2.WAV	79993	Star Trek
DRSTUPID.WAV	37932	
DRUM.WAV	41070	This is sci fi?!
DRUM1.WAV	47148	This is sci fi?!
EARLGREY.WAV	65998	Star Trek
ECHO1.WAV	16288	This is sci fi?!
ELGUITAR.WAV	15726	This is sci fi?!
EVRYTHIN.WAV	32414	This is sci fi?!
FANFARE.WAV	44070	This is sci fi?!
FELTLIKE.WAV	65284	Star Trek
FLAGUP.WAV	9913	
FLYBY.WAV	65998	Star Trek
FOGHORN.WAV	78347	
FOODSYNT.WAV	46990	
FORCEFLD.WAV	79346	
FUNNY.WAV	63661	Star Trek
GAMEOVER.WAV	12976	Aliens
GAS.WAV	9384	This is sci fi?!
GIGGLE.WAV	22716	This is sci fi?!
GLASBK.WAV	26975	This is sci fi?!
GLASBREK.WAV	35624	This is sci fi?!
GLASS.WAV	14864	This is sci fi?!
GLASS1.WAV	37064	This is sci fi?!
GLASS2.WAV	25408	This is sci fi?!
GLASS3.WAV	45100	This is sci fi?!
GLASSBRK.WAV	6530	This is sci fi?!
GONG.WAV	42072	This is sci fi?!
GOODMO.WAV	53128	This is sci fi?! Good Morning Vietnam
GOODMO1.WAV	79148	The Simpsons. This is sci fi?!
GOODMRNG.WAV	7968	This is sci fi?!
GOYELLOW.WAV	7193	Star Trek
GRENADE.WAV	95924	This is sci fi?!
GUN1.WAV	16428	This is sci fi?!
GUN2.WAV	20524	This is sci fi?!
GUNFIGHT.WAV	24246	This is sci fi?!
GUNSHOT.WAV	8350	This is sci fi?!
HALT.WAV	36696	Star Trek
HAN.WAV	20178	Star Wars
HANDSAW.WAV	22768	This is sci fi?!
HAPPYJOY.WAV	78892	Ren & Stimpy
HARDER.WAV	12332	
HBEAT1.WAV	5664	Star Trek
HBEAT2.WAV	36144	Star Trek
HELLO-O.WAV	19710	
HELMET.WAV	37774	
HIMAN.WAV	5445	The Simpsons. This is sci fi?!
HITME.WAV	23276	
HI_THERE.WAV	65178	
HOMERD.WAV	6030	The Simpsons. This is sci fi?!
HORSE.WAV	22026	
HREADY.WAV	19590	Star Trek
JAMES.WAV	11406	James Brown. This is sci fi?!

JAWHARP.WAV	31276	
JUMP.WAV	70806	
JURYRIG.WAV	15044	Star Trek
LAUGH1.WAV	22830	
LAUGH2.WAV	21364	
LAUGH3.WAV	24230	
LTSPARTY.WAV	17206	Let's Party! This is sci fi?!
M-BYE.WAV	12044	
MACHIN22.WAV	46942	
MANOVER.WAV	32332	Falling overboard. This is sci fi?!
MASTER.WAV	32606	
MED-LARK.WAV	72038	This is sci fi?!
MEDSCAN1.WAV	8864	Star Trek
MEDSCAN2.WAV	30288	Star Trek
MF-THINK.WAV	25874	
MG1.WAV	11074	
MIGHTY.WAV	83470	Mighty Mouse
MKMYDY.WAV	34184	This is sci fi?!
MONEY1.WAV	39724	This is sci fi?!
MONEY3.WAV	65580	This is sci fi?!
MONEY5.WAV	20268	This is sci fi?!
MONKEY.WAV	15369	
MWJAM.WAV	23989	"Jam".. This is sci fi?!
MYADVICE.WAV	46944	
NEVERMND.WAV	16058	
NOPROB.WAV	8774	Terminator II
NOSEPICK.WAV	46577	
NOT.WAV	14715	
NOWAY.WAV	34952	
NOWHERES.WAV	26700	
NYUKNYUK.WAV	41804	
OH.WAV	11296	
OHJOY.WAV	16832	
OOHHH.WAV	21770	
ORSONLAL.WAV	24668	
OUCH.WAV	5434	
PARDON.WAV	13438	
PENAL.WAV	26010	
PEPSI.WAV	62836	Back To The Future(?)
PERMIS.WAV	9846	Star Trek
PHONERNG.WAV	53290	This is sci fi?!
PILEDRIV.WAV	23737	This is sci fi?!
PINKPAN.WAV	87914	
PLANE1.WAV	24618	This is sci fi?!
PLANE2.WAV	86216	This is sci fi?!
PLAY.WAV	8864	
POP.WAV	4486	
PROGRESS.WAV	28828	
PROTOPLM.WAV	49950	
RED.WAV	11368	Star Trek TNG
REN.WAV	43864	
ROCKYH01.WAV	92998	This is sci fi?!
RODNEY.WAV	37954	This is sci fi?!
RODNEY3.WAV	56302	This is sci fi?!
SCRATCH.WAV	54372	This is sci fi?!
SEALION.WAV	3246	This is sci fi?!
SFX1.WAV	21746	

SFX2.WAV	21342	
SFX3.WAV	20896	
SHIPHIT.WAV	43464	
SHORT.WAV	35244	
SHORTS.WAV	12350	Simpsons. This is sci fi?!
SOUND1.WAV	78062	
SOYTANLY.WAV	22128	
SPAM.WAV	67486	Monty Python. This is sci fi?!
SPEED.WAV	13250	
SPOOKLA1.WAV	25872	Identical to WAVS1/SPOOKLA1.WAV
STBUT4.WAV	4456	Star Trek
STBUTN1.WAV	5560	Star Trek
STBUTN2.WAV	2250	Star Trek
STBUTN3.WAV	5560	Star Trek
STFIGHT1.WAV	16172	Street Fighter II
STFIGHT2.WAV	16268	Street Fighter II
STFIGHT3.WAV	14468	Street Fighter II
STFIGHT4.WAV	10844	Street Fighter II
STIMPY.WAV	16906	
STING.WAV	22688	This is sci fi?!
STINKY.WAV	31220	This is sci fi?!
STRIKE.WAV	53292	This is sci fi?!
SWICHOFF.WAV	27730	This is sci fi?!
SWINE.WAV	54505	This is sci fi?!
TEMP.WAV	37064	This is sci fi?!
THANKS.WAV	10120	This is sci fi?!
THERE.WAV	44538	This is sci fi?!
TICKTOCK.WAV	21398	This is sci fi?!
TOMLIN.WAV	34906	This is sci fi?!
TPBEEP0.WAV	3288	This is sci fi?!
TPBEEP1.WAV	5126	This is sci fi?!
TPBEEP2.WAV	6030	This is sci fi?!
TPBEEP3.WAV	3858	This is sci fi?!
TPBEEP4.WAV	4378	This is sci fi?!
TPBEEP5.WAV	2656	This is sci fi?!
TPBEEP6.WAV	3070	This is sci fi?!
TPBEEP7.WAV	3014	This is sci fi?!
TPBEEP8.WAV	2910	This is sci fi?!
TPBEEP9.WAV	3032	This is sci fi?!
TPBUSY.WAV	51314	This is sci fi?!
TPERROR.WAV	22484	This is sci fi?!
TPRINGT.WAV	50762	This is sci fi?!
TPTONE.WAV	29756	This is sci fi?!
TRAIN.WAV	34064	This is sci fi?!
TRASH.WAV	45868	Star Trek
TRIB_HAP.WAV	84596	Star Trek
TRIB_MAD.WAV	27344	Star Trek
TRIXWAVE.WAV	21316	
UH-OH-.WAV	17903	
UNWISE.WAV	23468	Star Trek
VACATION.WAV	19932	Terminator II
VAULT.WAV	17780	
WHALES.WAV	43501	Star Trek
WHATISIT.WAV	22314	
WHEE.WAV	22810	
WIGGLE.WAV	11588	
WILD5.WAV	96508	

WOLFHOWL.WAV	40354
WOOW1.WAV	11180
WORFHOOD.WAV	77286 Star Trek
WORKING.WAV	50752 Star Trek
WWXSQZ.WAV	15758
WWMENTAL.WAV	22124
WWPARDON.WAV	69076
WWSCHWNG.WAV	19830

TOOLS

AMIGA/sox.txt
AMIGA/sox_000
DOS/VOC2WAV
DOS/VOC_TOOL
WINDOWS/000FILES.TXT
WINDOWS/100FBEST
WINDOWS/AAPLAY
WINDOWS/AMFJBOX
WINDOWS/MOD4WIN
WINDOWS/PSP3/PSP1.CMP
WINDOWS/WAVTOOLS
WINDOWS/WINFLIC

DISK 2

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Disk 2 of Sci Fi Sensations #1 and #2 are not just slightly similar, they are IDENTICAL. I did a file comparison, a directory comparison, and then when I still wasn't convinced, I created a filelist for both CD's (using LIST ALL), then used a file compare which compares two files of equal length (which these were incidentally), and there were NO differences at all..

*** END OF CD COMPARISONS ***

So, what does all this mean? Is Sci-Fi Sensations an upgrade disk as it claims on the CD.. I'd have to say no.

Upgrade implies getting a lot of new files. As it stands you only gain about 90 MODS, the quality of which can only be described as laughable.

Oh, you do get some WAV samples, most of which are of similarly poor quality as the MODs. Do either have ANYTHING to do with Sci-Fi? As a rule, no. I'm sorry but simply because the MODs have the word SPACE in them doesn't count (eg. a MOD ripped from a SPACEballs demo), and if the compiler of this CD can REALLY stand there and tell us that (poor quality) samples of things like car horns, belches and even the built-in samples from Microsoft Windows have anything to do with Science Fiction, then he/she shouldn't be compiling Sci-Fi, they should be WRITING it!

While on the subject of samples, the organisation can be classed quite neatly as a joke. Some samples are saved off as Amiga IFF's, and split into categories (though I use this term in its broadest possible context), while a whole batch of others are dumped without thought into "WAVS1" and

"WAVS2". The result is that Amiga owners can't use the samples in the WAVs drawers without a converter, and PC users face the same problem vice-versa.

1.32 Review: Final Writer 5

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                        Final Writer 5 Review
                        By:
                        William Near
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Well, here we are again with another update to Final Writer by Softwood. The beta of Final Writer that I received looks promising and sports many improvements and additions to an already topnotch word processor.

Final Writer 5 comes on three disks and is as easy to install as previous versions due to the wise use of the Commodore Installer. Upon first glance, Final Writer 5 looks very much the same as Final Writer 4, but there's more power lurking under the surface.

SO WHAT'S NEW AND IMPROVED ANYWAY?

I'm glad you asked! While I'm not going to cover every detail of the changes to Final Writer, I will describe the biggest changes and improvements. Of course, this is a purely subjective thing -- what may be important to me might be of little to no interest to you. I'll try to cover as many points as space will allow, though.

One word: TABLES! Yes, you read that right. Table support is now included in Final Writer. No more of those ARexx hacks which were floating around on the Aminet, no matter how good they were. Tables can be created and modified from a requester in a variety of ways. You have control over: grid line appearance, color of backgrounds in cell regions, text flow around tables, multiple paragraphs in each cell, line thickness and color, and data formatting for groups of cells within a table. Even the type specs and paragraph options work within tables. This feature is most certainly one of the biggest additions to Final Writer thus far.

In the font's department there is now a menu choice for direct access to the font requester. That means no more fumbling through other requesters just to select a different font. Preloading fonts is now possible as well. Just select which fonts you'd like to load upon starting Final Writer or creating a new document and they will appear in the font list.

ASL (Amiga Standard Library) requesters are now an option within Final Writer. You can opt to use these requesters, the standard Final Writer requesters, or a combination of the two for selecting files or fonts to open. ASL requesters are great because you can resize and position them any way you desire, type the path name directly in the requester, use the cursor keys for navigation, and type the first letter of a filename or font and have the requester jump directly to the first entry that matches.

Final Writer now incorporates an Auto Correct feature. Auto Correct can be used to substitute one set of letters for another. For instance, you could set up an Auto Correct item that would replace each occurrence of "cm" with the word "Commodore". This would save you the effort of having to type repetitive words, especially long ones, over and over throughout your document. You could also set up an Auto Correct item that will correct your most mistyped words in a document. Let's say that you always type the word "foriegn" in your documents, you could set an item up that will automatically spell the word as "foreign". Auto Correct can even automatically capitalize the first letter in a new sentence and eliminate double capitals within a sentence.

Section click-tabs can now be displayed without also having to display page number click-tabs. This can be very useful when jumping from section to section and for preserving screen real estate by eliminating the page number click-tabs on the current document. Of course, the other click-tab options are still available.

Final Writer's custom screen is now a public screen. This enables other programs or applications to open their screens on the Final Writer screen. ARexx programmers should find this to be especially good news.

An HTML (HyperText Markup Language) save option has been added too! Now you can create a World Wide Web page with relative ease. Just type in the text that you desire and import any graphics you'd like into the document. Save the new document with the HTML option and Final Writer will write the appropriate code for you to use! I tested it out and it seems to work fine. The only thing I wish it could do is create text links to other pages of your document. It's a nice addition that goes a long way towards helping you set up your initial HTML document.

Final Writer now allows you to save a specific set of preferences for future use. You can select any predefined preferences from a menu choice and they will be loaded and made active. This can be handy if you like to have your toolbar in a certain position while creating HTML pages and you'd like it in another position for general writing. This is a very simplified example, but you get the idea. Anything you want to adjust and save can be easily accomplished.

Finally, Rich Text Format (RTF) support is here! This is a method used by many word processors on differing platforms to save a document and import it into another package with a minimum of formatting loss. Now you can easily take your Final Writer documents to and from work with ease.

Sections within your document can now be easily rearranged. No longer do you have to use the clunky cut and paste method. Now you can just drag the section names from within a requester to whatever position you'd like them to appear in your document.

Documents can now be created with a template. If you open an existing document with the New From Template menu choice, Final Writer will update all time and date insertions in the document and rename it as Untitled. This will prevent you from saving over top of the original document when making revisions. This has happened to me in the past while writing reviews for Amiga Report. You have the Auto Save feature set and the next thing you know you've just overwritten your original document that you were

modifying! This won't happen any more.

The Zoom options have been moved into a direct pulldown menu choice. Now it is much faster to change the magnification of your document to one of the eight predefined choices. Of course, you can still set the magnification manually from the requester as in past versions of Final Writer.

Great news for Workbench 3.x users -- Final Writer now supports Datatypes for importing any kind of graphic into your documents.

The grammar checker has been updated to the latest version too.

Floating palettes are now available for the Tool, Button, and Style bars. The Button and Style palettes are resizable, while the Tool palette is not.

ALL THIS AND WINDOWS TOO.

Softwood has also released a version of Final Writer for the Windows-based machines. Now you can use Final Writer on your Windows and Workbench systems. The files are completely portable between both versions and a special deal has been offered by Softwood to buy them both at the same time.

I would like to add that this in no way means that Softwood is defecting to the enemy. They are just trying to open up their product on other platforms and have assured us that the Amiga version's development will continue into the foreseeable future. So don't worry!

WISH LIST

I wish that there was an insert file option in Final Writer. I really hate having to open a second document and then cut and paste the information into my working document. I would like to see a mail merge to file option too, instead of having to wait endlessly while Final Writer generates each page of a mail merge. I could generate the merged file and print it later. A page preview feature would also be nice. Sure, I can set the Zoom to 55% or so, but it doesn't appear on its own screen. Finally, I'd like to be able to create links on the HTML pages, but this first effort in this area by Softwood is still pretty good.

SUMMARY

Once again, Softwood has done a great job of revising an already powerful word processor for the Amiga. Woody and the gang should be commended for sticking by the Amiga throughout the thick and thin times of this platform's sorted history. So, go out and buy the upgrade or buy Final Writer for the first time -- you won't be sorry.

1.33 Review: Total Football

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Review: Total Football

By:

Ken Anderson
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Warning: this review contains no silly footballing references like "sick as a parrot" or "a game of two halves".

A timely release from Domark, as the European Championships kick off (arf) in Britain. Hopefully it won't be too long before we hear more about the eagerly awaited Championship Manager 2 ...

For all you puzzled Americans, "football" in this title is soccer - real football. None of that shoulder-pads-and-quarter-ton-of-ironwork lark for us - this is the game of kings. Kicking an inflated cow's bladder around a muddy field with the aim of putting the ball between two sticks may seem like an odd idea for a game, but it's one that's caught on over the years.

Up until now, the undisputed champion of footy games has been Sensible Soccer. Since wrenching the league cup from Kick Off 2, Sensi has been the game that the others have failed to beat. TF isn't better than Sensi, but then again it doesn't try to be.

Rather than the almost-top-down view of Sensi, TF takes the FIFA-style isometric display. The players move with an alleged 1,700 frames of animation, and very nicely they move too. When a player is fouled, he gets up and hobbles away - pitifully or heroically, depending on whether he's one of your guys. Better than this is the display put on when your team scores - you can make him race around the pitch, summersaulting, punching the air and making obscene sexual gestures to the crowd.

The control system does take a little getting used to. Pressing the joystick button once performs a pass to your nearest player. Pressing it twice in quick succession results in a mid-strength kick, with the addition of after-touch, whilst triple-clicking punts the ball up the field in the general direction your player is facing. This does take a bit of getting used to, especially as the game system has to wait to determine how many clicks you're going to make - there's a slight lag between pressing the button for a pass and the ball actually leaving your feet. This can lead to screams of frustration from untrained rival human opponents. Things are improved with a two-button joystick, where the buttons are used independently to control the kicking power. In fact, two-button controllers (which no serious Amiga games should be without) will allow a couple of extra moves which single-buttoners can't do.

Away from the actual gameplay, there's the usual plethora of options - length of match, pitch type, team selection, and so on. Playing against the computer is fine for practice, but - like most things in life - it's more fun with another person. In fact, invite a few chums around, set up a league or a championship competition, and you can re-enact the whole of Euro 96 in front of your monitor. Who knows - Scotland might even win in this one. At the end of each half, statistics are displayed for the previous session - possession, territory, corners and fouls. Perfect for

settling those "I played better than you" arguments.

A few minor niggles: the game isn't HD installable - not a major problem, as the game uses all available memory to keep disk swaps at a minimum, but an irritating omission. Also, if player one chooses a two-button joystick, player two must use a two-button device too ... annoying if you only have one joypad.

However, these are tiny flaws. It's a fast, attractive game that is surprisingly addictive - even after the umpteenth 3-0 defeat, you'll still be back for more. Add a few friends, and you'll be over the moon, Brian ... oh dammit.

Pros: Plays like a dream, and is almost as much fun to watch as to take part - just like real football.

Cons: Computer-controlled goalies are too computer-controlled. Will get boring without human opponents.

1.34 Review: XP8

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Review: XP8

By:

Ken Anderson
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You know how it is - sometimes you just want to sit down in front of your computer and not really think about what you're doing. The marketing people call it "visual bubble-gum", but marketing people would call a spade a manually-operated earth-excavation device if they thought that people would pay an extra 25% for it. Enter XP8, from the independent WeatherMine Software. Perfect for those times when mindlessly killing a few aliens will soothe all those troubles away.

The plot is the usual shoot'em'up nonsense - rogue satellite drifts into your space, you send back a ship to say "hello", and before you know it, it's all-out war, and of course it's down to you to save the day. What it boils down to is firing small groups of pixels at much larger groups of pixels, in the hope of credible score.

Shipping on four disks, XP8 installs nicely onto the hard disk, and after a few static intro screens to recap the plot, it's time to set the options and get blasting.

Ten seconds after choosing "start", you'll more than likely be thinking something along the lines of "Blimey, this looks like Stardust". If you haven't heard of Stardust, you've obviously been hiding somewhere remote for the last couple of years. Stardust was basically the old Atari classic Asteroids, given the full Amiga treatment, with stunning ray-traced graphics and over-the-top presentation.

XP8 doesn't look as good as Stardust, but in places it comes damn close.

The first level is a bit tame, with kamikaze lines of aliens flooding down the screen to be dispatched with your peashooter or a laser. Destroying aliens reaps the reward of power-ups - power-up your weapon, increase your shields - the standard stuff. As you move through the levels, more weapons make themselves available.

Level two hots things up a bit, adding ground-based enemies. By this time, the game's more like Banshee, with tall buildings to crash into. It's not always clear exactly what is and isn't to be avoided, but you learn quickly. By the fourth level, you daren't blink for fear of missing something that could spell death. Passcodes are provided at the end of each level, which helps ... but most of the levels are *very* big.

And? That's about it. Looks smashing, though. Just about everything is ray-traced; nice shiny aliens get shot by shiny bullets, which causes them to explode in shiny explosions. The whole thing runs at 50 frames per second - resulting in a silky-smooth scroller, and with 5 large levels to fight through, a lot of work has gone into making this game look good.

An unusual idea is the customise option - elements of the game can be made easier - or tougher - at your own discretion. Whether you'll want to use these options until you've completed the game "normally" is up to you...

So it's the gameplay of Banshee with the graphics of Stardust. If you want an advert for just how good an Amiga game can look, buy this. If you loved Banshee or Stardust, buy this. If you love a good old-fashioned blast, buy this. In fact, unless you don't own a joystick and can't stand any kind of game when you have to stay awake, buy this. At only 20UKP, it's a bargain.

(XP8 is currently AGA only. An ECS version was scheduled for the end of May - hopefully we'll have more news in the next issue.)

XP8 can be ordered from: WeatherMine Software, 50 Taleworth Road, Ashted, Surrey KT21 2PY, UK. Cheques/IMO/PO for 19.99UKP to WeatherMine Software.

Pros: The best-looking Amiga game for some time. Can be made more or less challenging with the customisable options.

Cons: Not exactly a "deep" game, and so won't appeal to everyone.

1.35 Review: Tek-Magik Accelerator

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 Review: Tek-Magik Accelerator

Antonios Karantze

a.karantze@genie.geis.com
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The Writer : a.karantze@genie.geis.com, 100233,1452@compuserve.com

Product : Tek-Magik Accelerator Card (Available now)

Amiga Model : A1500 (UK), A2000, A2500 (US)

Type : 68040 or 68060

 System Used: A2000 rev 4.1, ECS chipset, Kickstart 3.1, Workbench 3.1, ICD

Flicker Free Video I (FFV), EMLANT Deluxe, Picasso 2 (2mb RAM), Quantum Pro 340mb, Quantum Trailblazer 850mb, Reno Portable CD-ROM drive, Iomega ZIP drive, Supra 14.4LC modem, Philips SVGA monitor, Power Computing 1.76 HD Floppy, Cybergraphics v2.16

The lost prince? perhaps it is. This card is one of the last projects that GVP had on their drawing boards before they decided to call it a day and implode. Based on the highly desirable G-Force line of A2000 accelerators, these cards represent awesome power and one of the last injections of life into that workhouse line of Amiga computers.

The first accelerator I ever purchased was an ICD AdSpeed, a 68000 running at 14Mhz. This was soon traded in on a CSA Derringer 030 card running at 25Mhz, which on my Amiga programs performed admirably, if a little slowly. Ever since I installed a Picasso 2 card in my A2000 however, I longed for more and more speed, and so I purchased the 68060 card (and drove the receptionist at Power Computing nuts until it was released!)

I run multiple emulation systems, as readers who know me will attest, such as EMLANT {MACPRO and e586DX}, Shapeshifter, and PC Task 3.1. Whereas the Amiga OS is a nifty runner, the MacOS and Windows3.1 are real resource hogs. Using these programs made for an interesting workout on the 060 processor.

The Card.

The card itself is a multi-layered A2000 type card (ie Big and Brutish) that is very sturdy and well designed. The 68060 sits in the top right corner, a little sliver of silicon and graphite no more than 4cm square. A fan sits on top of it, although at 3.3v it certainly doesn't draw as much power as the 68040 (5v). An internal 50pin SCSI-2 connector runs along the top of the card, and about half of the card's length is taken up with SIMM sockets. There is also an external SCSI-2 connector, but this is not the standard 25-pin D-type found on other SCSI-1 cards. It is a High Density Fast connector, a square D-type 50-pin type. These are more unusual but are necessary for the SCSI standard to achieve the higher speeds that have been touted for some years (remember the 10mb/s issue?).

There are four 72-pin industry standard sockets and four GVP 64-pin sockets. These sockets are wired to each other, meaning that you can't fill all eight banks of the card. For example, if you put a simm in the first GVP socket you can't use the first 72pin socket, and so on. Making things slightly worse, if you use a double-sided PC simm (These have chips on both sides of the chip), you use up two of the GVP sockets!. This can be confusing, and I found myself having to read through the manual two to three times to figure this out.

Installation of the card is more involved. Since I had the machine open, I decided to take the opportunity to clean the motherboard of dust and other little nasties before I installed the card. I'm glad I did! To put the card into my V12 system required a lot of cable juggling and pressure balancing. The power cords coming from my A2000 power supply stick straight into the card and put pressure on it. After bending and moving I relieved most of the pressure and felt more comfortable, anyway.

I made up new cables for my hard drives and floppy drives, and proceeded to

slowly rebuild the system from the ground up, a process that took just under one hour. Having spent a hell of a lot of money on the card, I was not about to risk damaging something by rushing into installation, and I would strongly recommend that others who purchase this or any other card take their time. It is well worth the effort!

The Processors

The card can take either the 68040 or 68060 chip, although the type of chip available varies according to the dealer involved (see above). Each processor has it's own quirks regarding the type of SIMM you use as well. Current spec SIMMs run at either 70ns or 60ns, but there are many available second hand that are 80ns or slower. Avoid these like the plague! not only is their resell value low, they are bound to be old and not liked by this card!

The 68040 will get by on 80ns SIMMs, but prefers faster ones. The 68060 absolutely needs 70ns or faster, no exceptions. Realistically, the speed figures are very negligible, but as processors become faster they need support chips that can keep up. I have heard of Pentium 75's that have spat up 70ns SIMMs only to work great on 60ns SIMMs, and P75's aren't that much faster than the 68060.

The Phoenix Rises

So how did the installation go?

Let's just say that when I first installed it, I was not impressed.

Workbench 3.1 is a great OS. It has a few gaps in what is offered (actually, there are a lot of gaps, but lets hope that Amiga Technologies and Viscorp set about correcting that with WB 3.2 and WB4.0). It is not designed to deal with 68040 and 68060 processors very well, and needs all manner of additional software installed before it will perform optimally.

In theory, all SCSI controllers should follow Commodore's Rigid Disk Block (RDB) specifications. That way, if you move an Amiga formatted Hard Disk from one controller to another, it will boot the system with no trouble.

When I first booted the system, it would crash 100% when using the Hard disk. Booting from floppy worked fine, but I couldn't install the software because the installer used the floppy drive as the boot drive, not the hard drive.

What was found to be at fault was the SetPatch command in Workbench3.1. Unbelievable though it may sound, on removal of this command the system fired up and loaded a very unstable workbench. Unstable, because the afore-mentioned support libraries had not been installed. Installation of the support software tidied things up 99% and from there the system worked great... almost (you'll see why soon).

The Performance

What a rush!

Sysinfo, that most reliable of speed testers (not), reports that my system runs at 39.15 MIPS, 70x faster than my old A500 and 2x faster than an

A4000. The Blizzard is reported to run at 37.15 MIPS (if you believe the print advertising), and no records are available on the Wildfire card.

Sysinfo is not the most reliable benchmark program, and so I have included the results from SysSpeed, an interesting program I found on the front of an Amiga Computing magazine (thank you guys!)

SysSpeed V1.2 - TestResults

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```
Your System :      CPU: 68060   FPU: 68060   ChipSet: ECS   OS: 3.1
  Alk2_030  :      CPU: 68030   FPU: -----   ChipSet: AGA   OS: 3.0
  A2k_040c  :      CPU: 68040   FPU: 68040   ChipSet: OCS   OS: 3.0
  A4k_040   :      CPU: 68040   FPU: 68040   ChipSet: AGA   OS: 3.1
  A4k_060C  :      CPU: 68060   FPU: 68060   ChipSet: AGA   OS: 3.1
```

```
CompareBase :      You          Compare :      A4k_040
```

Test	You	Alk2_030	A2k_040c	A4k_040	A4k_060C	Compare
ADPro Results in Sec.						
JPEG Load	1.30	5.19	2.42	3.72	1.13	2.86
ColorChar.	----	9.05	6.49	9.56	3.69	----
Fresco	----	17.59	8.87	12.83	4.73	----
Blur	0.61	2.12	0.91	1.34	0.50	2.16
Twirl	2.65	9.76	3.59	6.11	1.80	2.30
Rotate	2.19	9.12	3.36	5.48	1.55	2.49
Scale	0.24	0.84	0.57	0.80	0.18	3.34
Mosaic	2.17	30.64	5.44	7.92	1.14	3.63
HistEqual.	0.43	11.41	4.05	5.45	0.35	12.39
ImageStudio Results in Sec.						
JPEG Load	----	----	1.12	1.64	0.47	----
Scale	----	----	0.68	1.13	0.31	----
BlurHigh	----	----	4.29	5.93	1.15	----
Cross	----	----	1.86	2.73	0.61	----
Diagonal	----	----	2.22	3.18	0.67	----

Focus	----	----	1.66	2.39	0.53	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Shake	----	----	2.02	2.94	0.65	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Texture	----	----	2.60	3.69	0.77	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
EmbossHigh	----	----	2.16	3.11	0.69	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
CygnusEd	Results in Sec.						
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
TextLoad	----	0.44	0.46	0.47	0.26	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Search	----	3.52	3.50	3.05	0.73	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Replace	----	3.58	1.89	2.47	0.81	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Linescroll	----	6.82	6.31	2.99	1.87	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Pagescroll	----	4.19	5.06	2.32	0.58	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
ChangeCase	----	6.59	2.97	3.93	1.50	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
RotMarked	----	1.35	1.02	1.36	0.43	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
GoldEd	Results in Sec.						
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
TextLoad	----	----	1.05	1.02	0.38	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Search	----	----	2.17	2.32	0.79	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Replace	----	----	0.76	0.80	0.25	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Linescroll	----	----	4.60	1.96	1.33	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Pagescroll	----	----	3.20	1.68	0.54	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
UpperCase	----	----	0.42	0.52	0.15	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Sort Lines	----	----	3.65	5.20	1.35	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Cruncher	Results in Sec.						
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
LhaCrunch	3.20	5.97	4.10	9.03	2.19	2.82	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
LhaTest	0.32	0.64	0.46	0.70	0.23	2.19	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
LhaDeCrunch	0.46	0.79	0.56	0.99	0.30	2.15	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
XPKCrunch	----	13.24	8.28	14.58	5.01	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
XPKDeCrunch	----	2.45	1.60	2.40	0.78	----	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
PPCrunch	6.82	6.63	6.44	13.89	3.85	2.03	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
PPDeCrunch	0.24	0.50	0.40	0.72	0.17	3.02	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Memory	Results in MB/s						

ReadROMb	17.85	4.76	7.57	5.64	15.32	3.16	
ReadROMw	25.00	9.24	14.70	10.27	22.70	2.43	
ReadROMl	41.66	17.44	25.00	12.36	30.66	3.36	
ReadFastb	17.85	4.76	7.81	5.67	20.61	3.14	
ReadFastw	25.00	9.24	15.62	10.47	33.89	2.38	
ReadFastl	41.66	17.44	27.77	13.01	51.47	3.20	
WriteFastb	17.85	6.11	8.06	4.83	20.67	3.69	
WriteFastw	22.72	12.21	15.62	7.17	35.32	3.16	
WriteFastl	27.77	24.40	15.62	7.98	40.32	3.48	
Fast2Fastb	6.41	3.84	6.09	3.00	9.65	2.13	
Fast2Fastw	7.81	7.26	9.61	4.30	13.58	1.81	
Fast2Fastl	8.33	13.06	10.41	4.41	16.40	1.88	
Fast2Fastm	8.33	12.90	13.88	3.91	16.86	2.12	
Fast2Fastl6	10.86	----	17.85	6.02	20.77	1.80	
ReadChipb	1.16	0.92	1.16	0.87	1.16	1.33	
ReadChipw	2.33	1.85	2.31	1.74	2.33	1.33	
ReadChipl	2.80	3.70	2.80	3.49	4.66	0.80	
WriteChipb	1.16	1.74	1.44	1.01	1.75	1.15	
WriteChipw	2.31	3.48	2.90	2.02	3.51	1.14	
WriteChipl	2.77	6.96	3.28	4.05	7.03	0.68	
Chip2Chipb	0.58	0.87	0.58	0.50	0.70	1.15	
Chip2Chipw	1.16	1.74	1.16	1.01	1.40	1.14	
Chip2Chipl	1.39	3.48	1.39	2.02	2.80	0.68	
Chip2Chipm	1.39	3.19	1.49	2.02	2.81	0.68	
Chip2Chipl6	1.65	----	1.72	2.05	3.31	0.80	
Fast2Chipb	1.14	0.92	1.16	0.95	1.71	1.19	
Fast2Chipw	2.25	1.85	2.31	1.81	3.34	1.23	
Fast2Chipl	2.68	3.69	2.80	3.30	6.40	0.81	

Fast2Chipm	2.65	5.27	3.08	2.99	6.51	0.88	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Fast2Chip16	3.01	----	3.33	3.15	5.62	0.95	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Drive	Results in MB/s						
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
CreateFile	2.71	0.90	1.56	2.81	3.38	0.96	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
WriteFile	2.68	0.90	1.37	2.12	1.91	1.26	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
ReadFile	2.74	1.32	1.65	2.67	3.44	1.02	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Intuition	Results in Op/s						
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
OpenWin16	16	8	10	8	34	2.00	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
OpenWin256	16	4	10	8	31	2.00	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
WinLayer16	15	8	10	8	29	1.87	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
WinLayer256	15	4	10	8	27	1.87	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
SizeWin16	30	13	18	20	37	1.50	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
SizeWin256	32	9	18	20	37	1.60	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
MoveWin16	62	19	62	78	104	0.79	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
MoveWin256	68	11	58	78	103	0.87	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
ConOutP16	49	41	46	93	139	0.52	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
ConOutP256	51	31	46	97	139	0.52	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
OpenScr16	1	4	0	1	3	1.00	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
OpenScr256	1	5	0	1	3	1.00	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
SwapScr16	2	50	2	5	10	0.40	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
SwapScr256	2	50	2	5	8	0.40	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

The Emulations

The Amiga has one of the most unique capabilities of any computer I have ever used: emulation. Love it or loathe it, emulation is a tried and true method for software use - when developing DOS for the 8088, Bill Gates and Paul Allen emulated the 8088 chip on a DEC PDP machine, so that when it was run on a real chip, it worked great.

Emulators have been hit and miss on the Amiga. Generally, Macintosh was an easy platform to emulate, because both used Motorola processors. Most of these emulators look out for specific system "calls" and send back the right message. Hence the emulation is pretty quick. PC emulators have to emulate the Intel CPU and then emulate the systems calls, adding lots of

overhead.

Enough of that. The results are:

Macintosh. I used Speedometer 4.0 on the MAC, which uses a Quadra 605 as the base machine (it runs an 040 @ 25Mhz). Using MacPRO running on the EMPLANT card, my machine registered 3.6x faster, beating a Powermac 6100/60, which used the PowerPC 601 chip running at 60Mhz. In the Math tests however, the Powermac came out 107x faster, whereas the 68060 came out 37x faster, and this is where the PowerPC's strength lies - it's very good at maths. Shapeshifter 3.5 reports as 3x faster using the same program.

PC. e586DX, the PC module for EMPLANT, is currently at version 2.3, and I consider it to be unfinished as it lacks quite a few features when compared to the more polished MacPRO. Using Norton Tools 5.1, a 386 DX 33 clocks out at 31x faster than a normal XT. e586DX registers at 19.1x faster, equivalent to about a 386 DX 20 or 386 SX 25. This is enough for the program to be usable with DOS programs and barely tolerable with low-end Windows programs (but nothing along the lines of Excel 5 or Word 6). PC Task 3.1 in Turbo mode comes out 13x faster than an XT using the same program.

Caveats

Now come the problems.

(1) For the life of me, I cannot figure this problem out. On cold boot, the system will crash 100% guaranteed. No amount of software reinstallation will fix the problem, and the problem is not related to drive spin-up speed. I have sent Power Computing mail on this topic and have yet to see a reply, so if they are reading you have been notified... When I reboot the system, everything runs great. If you have a long and involved User-Startup file like mine, you should be prepared to move commands around and redirect all output to >NIL: , otherwise the system will crash.

(2) The non-standard SCSI port did cause me some trouble. Finding a cable to connect my ZIP drive was difficult, and most of the Macintosh expert stores I contacted didn't know what I was talking about! In the end, I obtained one from the MacZone, but it did cost me \$85 NZ, about \$57US or 40. When I connected up the ZIP, I was pleasantly surprised to find the card automatically recognised the drive (but only with a disk in it!). I would still prefer to use a dedicated DOS driver or one such as that provided by HiSoft (which I have yet to test).

Conclusions

Should you upgrade or purchase the card? obviously that depends on your finances and whether you wish to invest in a platform that has no parent support (currently the Amiga is a bit like the Italian Government - new stewardship every year!).

I found the boost incredible - I went from a slow 030 to the 060, a tremendous leap in power. If you use a 68000 A2000, the leap will be transformational, and will open up a new level of computing scope and power for you (emulators!). If you have an 040, then I would be in two minds.

Unless your machine is used for work purposes and time=money for you, the investment would probably not be worth it.

I find the card invaluable. The reason I included the ex VAT costs in the UK prices is because I live in New Zealand, and goods exported from the UK should have VAT (17.5%) removed from the prices. When you compare this to the US prices, the card comes out much, much cheaper!

UK Supplier : Power Computing Ltd
44 A/B Stanley Street
Bedford MK41 7RW
ENGLAND

Price : 68040 @ 33Mhz 645 (544 ex VAT)
 : 68060 @ 50Mhz 746 (646 ex VAT)

US Supplier : Software Hut
Folcroft East Business Park
313 Henderson Drive
Sharon Hill, PA 19079
USA

Price : 68040LC @ 33Mhz \$879
 : 68040 @ 33Mhz \$979
 : 68040 @ 40Mhz \$1079
 : 68060 @ 50Mhz \$1459

Mr. Hardware Computers
PO Box 148
Central Islip, NY 11722
USA

Price : 68040 @ 33Mhz \$975
 : 68040 @ 40Mhz \$1150
 : 68060 @ 50Mhz \$1451

Competitors:

The 2060 card by Blizzard (of Cyberstorm fame). Available from:

Gordon Harwood Computers Limited (Available now)
Dept. AM F/B6
New Street, Alfreton
Derbyshire, DE55 7BP
ENGLAND

Price : 68060 @ 50Mhz 699 (619 ex VAT)

DKB Wildfire (DKB). Availability unknown, but the above dealers do list this card in their catalogs.

Price : 68060 @ 50Mhz \$1699, \$1539 street price

1.36 Aminet Charts: 20-May-96

| The most downloaded files from Aminet during the week until 20-May-96
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
ar407.lha	docs/mags	129K	0+	Amiga Report 4.07, May 18, 1996
AmiPPP10a.lha	comm/net	119K	0+	A great PPP device with GUI v1.0a
FastIPRefs4017.lha	util/boot	28K	0+	IPRefs 40.17 & WBPatten 40.02
Installer-43_3.lha	util/misc	104K	1+	Amiga Technologies V43.3 Installer d
AWebBGUI.lha	comm/tcp	8K	1+	Improving the speed of AWeb's settin
AWebSave.lha	comm/tcp	2K	0+	Script allowing AWeb to save pics/so
xfpointer.lha	util/wb	1K	0+	Cool *X-Files* pointer for WB.
ReqToolsUsr.lha	util/libs	157K	1+	ReqTools 2.5 - the requester toolkit
PictDT43.lha	util/dtype	182K	1+	Picture.datatype V43.714 for AGA/CGr
AmiPhone1.80.lha	comm/net	121K	1+	AmitCP based voice chat program
Gui-FTP.lha	comm/tcp	362K	1+	Gui-FTP V3.1 GUI based FTP client
CA31.lha	util/wb	240K	1+	ClassAction 3.1 (MUI && GT version)
FontDT-1.2.lha	util/dtype	30K	0+	Data Type for Amiga fonts
mwm105.lha	text/hyper	76K	0+	Magic Web Maker v1.05 - Enhancements
Voyager.lha	comm/net	276K	1+	WWW-Browser, Netscape/HTML3-extensio
voymime-1.0.lha	comm/net	1K	0+	Voyager ARexx script to use zmime fo
wbstars.lha	util/wb	30K	0+	V.9 the warp engine for the Workbenc
AWebBookmarks.lha	comm/misc	3K	0+	Hierarchical HTML bookmarks
cp6.lha	comm/tcp	465K	0+	Amitcp4/PPP14 Installer, Dialler and
Klingon-Accent.lha	util/libs	96K	0+	Klingon Accent for translator.librar

| The highest rated programs during the week until 20-May-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
AmiPOP118.lha	comm/net	98K	34+	Amiga POP3 Client V1.18
AmigaBase22.lha	biz/dbase	462K	25+	Powerful programmable database with
Knights242.lha	game/2play	223K	80+	Two-player violent dungeon bashing
SneechV1_5.lha	game/2play	390K	9+	NEW Vers of *THE BEST* Multi Snake G
ViperAGA12.lha	game/2play	390K	81+	Updated AGA Snake game with 6 player
Defektris.lha	game/think	142K	76+	Enhanced Tetris with custom level ed
Hydrocis19.lha	game/think	194K	17+	V1.9, with real time water simulatio
voxel087.lha	gfx/aga	788K	6+	Voxel Engine 0.87 by Silicon Motion
ShapeShifter.lha	misc/emu	224K	2+	Macintosh II emulator, V3.5
LhA_e138.run	util/arc	107K	193	LhA evaluation version 1.38
PowerSnap22a.lha	util/cdity	54K	118+	Snap and paste anywhere using the mo
ficherosdelsis.lha	docs/hyper	59K	1+	AmigaGuide Text containig info about
ALynx.lha	comm/net	277K	43+	Textbased WWW browser (AmitCP/MLink)
nemac411.lha	game/demo	132K	7+	Update of texture map game
xtrndemo.lha	game/demo	680K	20+	XTreme Racing Net Demo

BorisBall.lha	game/demo	339K	5+Demo of a Megaball beater with 8 BAL
DGalaga2.6cAGA.lha	game/shoot	465K	34+Latest version of the best shoot em'
xanim8.lha	gfx/show	253K	47+XAnim: Avi/Quicktime/FLI/FLC/IFF/GIF
MCP110.lha	util/cdity	395K	15+MAJOR UPDATE! The mother of the WB-U
EasyFR21.lha	comm/fido	116K	10+V2.1 F'Req handler. XPK & traplist
MetaTool.lha	comm/mail	207K	9+The Amiga MIME Mailer (40.5)
AWeb.lha	comm/tcp	263K	4+Fast, graphical WWW browser V 1.1 bu
speed.lha	demo/aga	64K	55+Triumph AGA intro (TG95). 040/882 re
BrainState.lha	demo/file	665K	48+AGA Demo by Cryptoburners. 2nd at TG
a95-tsl.lha	demo/ta95	566K	38+Fruitkitchen by The Silents DK - Fro
ar406.lha	docs/mags	113K	3+Amiga Report 4.06, April 23, 1996
MasterBlast221.lha	game/2play	197K	25+The ultimate Dynablaster Clone V2.2
RoketzPD_V2.25.lha	game/2play	670K	66+Ver. 2.25 of this AGA only gravity-s
poing2.lha	game/2play	320K	10+A cool pong game with powerups & mor
SpringTime.lha	game/think	295K	57+Great 3d puzzle game by TRECISION

1.37 Amiga Report Mailing List

Amiga Report Mailing List

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

UUENCODED

form each week as soon as the issue is released. To be put on the list, send Email to 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! **

1.38 uuencode

UUDecoding Amiga Report

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

1.39 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.luth.se, ftp.doc.ic.ac.uk

1.40 World Wide Web

```
World Wide Web  
=====
```

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

Simply tell Mosaic to open 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/mirror/amiga/>
<http://www.cucug.org/ar/ar.html>
<http://www.acropolis.net/clubs/amiga/amigareport/>
<http://www.bengala.saccii.net.au/ar/main.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

1.41 Copyright Information

```
=====
Amiga Report International Online Magazine
June 12, 1996                               Issue No. 4.08
Copyright 1996 FS Publications
All Rights Reserved
=====
```

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1.42 Amiga Report Writing Guidelines

Amiga Report Writing Guidelines

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.

1.43 Editor's Choice

Editor's Choice

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 (Class 1 and 2)	2.30	\$100.00	\$60.00
Micro R+D CD-ROM Volume 1 (Includes early Transition graphics converter and loads of artwork)	2.25	\$69.00	\$30.00
Micro R+D CD-ROM Volume 2 (Includes entire Nature's 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.

1.44 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.

1.45 Distribution BBSes - Asia

=====
 Distribution BBSes - Asia
 =====

--JAPAN--

* GIGA SONIC FACTOR *
Email: kfr01002@niftyserve.or.jp
+81-(0)564-55-4864

1.46 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

--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

1.47 Distribution BBSes - Europe

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

--FINLAND--

* LAHO BBS *
+358-64-414 1516 +358-64-414 0400
+358-64-414 6800 +358-64-423 1300

* KINDERGARTEN *
Email: matthias.bartosik@hut.fi
+358-0-881 32 36

--FRANCE--

* DYNAMIX BBS *
Email: erlsoft@mcom.mcom.fr
+33.1.48.89.96.66 Minitel to Modem

* RAMSES THE AMIGA FLYING *
Internet: user.name@ramses.fdn.org Fidonet: 2/320/104-105-106
+33-1-45845623 +33-1-53791200

--GERMANY--

* DOOM OF DARKNESS *

Email: marc_doerre@doom.ping.de

+49 (0)4223 8355 19200

AR-Infoservice, contact Kai Szymanski kai@doom.gun.de

* IMAGINE BBS *

Email: Sysop@imagine.commo.mcnet.de

+49-69-4304948

Login: GAST (Download area: "Amiga-Report")

* LEGUANS BYTE CHANNEL *

Usenet: andreas@lbcmbx.in-berlin.de

49-30-8110060 49-30-8122442

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

* VISION THING BBS *

++49(0)345 663914

System Password: Amiga

--GREECE--

* HELLAS ON LINE *

Email: cocos@prometheus.hol.gr Telnet: hellas.hol.gr

++301/ 620-6001, 620-6604, 620-9500

* ODYSSEY BBS *

email: odyssey@acropolis.net Amiganet: 39:250/1.0

++301-4123502 23.00-09.00 Local Time

<http://www.acropolis.net/~konem/odygb.html>

--IRELAND--

* 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

* AMIPRO BBS*

AR and AMINET distributor
+39-49604488

* FRANZ BBS *
EMsil: mc3510@mcclink.it
+39/6/6627667

* IDCMP *
Fidonet 2:322/405
+39-542-25983

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

--NETHERLANDS--

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

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

* TRACE BBS GRONINGEN *
FidoNET 2:282/529.0 Internet Martin@trace.idn.nl
+31-(0)-50-410143

* X-TREME BBS *
Internet: u055231@vm.uci.kun.nl
+31-167064414

--NORWAY--

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

--POLAND--

* SILVER DREAM!'S BBS *
SysOp: Silver Dream
+48 91 540431

--PORTUGAL--

* CIUA BBS *
FidoNet 2:361/9 Internet: denise.ci.ua.pt
+351-34-382080/382081

--RUSSIA--

* NEW ORDER BBS *

E-Mail: norder@norder.spb.su FidoNet: 2:5030/221.0
+7-812-2909561

--SPAIN--

* GURU MEDITATION *

+34-1-383-1317

* LA MITAD OSCURA *

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

* MAZAGON - BBS - SYSTEMS *

E-mail: jgomez@maze.mazanet.es FTP: ftp-mail@ftp.mazanet.es
+34 59 536267
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 ISDN: +41 61 3832007
Local newsgroup link-ch1.ml.amiga-report

--UKRAINE--

* AMIGA HOME BBZ *

E-Mail: Oleg.Khimich@bbs.te.net.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

* CREATIONS BBS *

E-Mail: mat@darkside.demon.co.uk 2:254/524@Fidonet
+44-0181-665-9887

* DRAUGHTFLOW BBS *

Email: Ian_Cooper@draught.demon.co.uk
+44 (01707) 328484

* METNET CCS *
Email: metnet@demon.co.uk FidoNet: 2:2502/129.0 2:2502/130.0
+44-1482-442251 +44-1482-444910

* OCTAMED USER BBS *
EMail: rbfsoft@cix.compulink.co.uk
+44 (01703) 703446

* SCRATCH BBS *
EMail: kccil@solxl.susx.ac.uk Official Super Skidmarks site
+44-1273-389267

1.48 Distribution BBSes - North America

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Distribution BBSes - North America
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--ARIZONA--

* MESSENGER OF THE GODS BBS *
mercury@primenet.com
602-326-1095

--BRITISH COLUMBIA--

* COMM-LINK BBS *
EMail: steve_hooper@comm.tfbbs.wimsey.com Fido: 1:153/210.0
604-945-6192

--CALIFORNIA--

* TIERRA-MIGA BBS *
FidoNet: 1:202/638.0 Internet: torment.cts.com
619.292.0754

* VIRTUAL PALACE BBS *
Sysop Email: tibor@ecst.csuchico.edu
916-343-7420

* AMIGA AND IBM ONLY BBS *
EMail: vonmolk@crash.cts.com AmigaNET: 40:406/7.0
(619) 428-4887

--FLORIDA--

* LAST! AMIGA BBS *
(305) 456-0126

--ILLINOIS--

* EMERALD KEEP BBS *
FidoNet: 1:2250/2 AmigaNet: 40:206/1
618-394-0065

* 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 312-384-6250 (FREQ line)

--LOUISIANA--

* The Catacomb *
E-mail: Geoff148@delphi.com
504-882-6576

--MAINE--

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

--MEXICO--

* AMIGA BBS *
FidoNet 4:975/7
(5) 887-3080

* AMIGA SERVER BBS *
5158736

* TERCER PLANETA BBS *
FX Network 800:525/1
[525]-606-2162

--MISSISSIPPI--

* THE GATEWAY BBS *
InterNet: stace@tecnet1.jcte.jcs.mil FidoNet: 1:3604/60.0
601-374-2697

--MICHIGAN--

* DC PRODUCTIONS *
Email: dcpro!chetw@heifetz.msen.com

616-373-0287

--NEVADA--

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

--NEW JERSEY--

* T.B.P. VIDEO SLATE *
201-586-3623

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

--NEW YORK--

* THE BELFRY(!) *
stiggy@belfry.org
718.793.4796 718.793.4905
<http://www.belfry.org/>

--ONTARIO--

* COMMAND LINE BBS *
416-533-8321

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

* EDGE OF REALITY BBS *
EMail: murray.smith@er.gryn.org Fido: 1:244/320.0
(905) 578-5048

--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

--TENNESSEE--

* AMIGA CENTRAL! *
Email: root@amicent.raider.net

615-383-9679

* NOVA BBS *
FidoNet 1:362/508.0
615-472-9748

--VIRGINIA--

* NETWORK XXIII DATA SYSTEM *
EMail: gottfrie@acca.nmsu.edu
804-266-1763
Login: anon Password: nopass

--WASHINGTON--

* FREELAND MAINFRAME *
Internet - freemf.wa.com
(360) 412-0228

* PIONEERS BBS *
FidoNet: 1:343/54.0
206-775-7983
Login: Long Distance Password: longdistance Or FREQ: AR.lha

1.49 Distribution BBSes - South America

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Distribution BBSes - South America
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--BRAZIL--

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

1.50 Dealers - Asia

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Dealers - Asia
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--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

1.51 Dealers - Australia

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Dealers - Australia
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--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

1.52 Dealers - Europe

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Dealers - Europe
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--AUSTRIA--

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

Solaris Computec Ges.m.b.H.
Mariahilfpark 1
A-6020 Innsbruck
Tel: ++43-512/272724 Fax: ++43-512/272724-2
EMail: solaris@computec.co.at

--BELGIUM--

AVM Technology
Rue de Rotheux, 279
B-4100 Seraing
Voice: +32 (0)41 38.16.06 Fax: +32 (0)41 38.15.69
Email: defraj@mail.interpac.be

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--

Lincware Computers Ltd
Lovkullankuja 3
10300 KARJAA
Voice: +358-50-5573696 Fax: +358-11-231511
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@imagnet.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: rick@p22.aop.schiele-ct.de Fido: 2:2476/12.22
Voice: +49 (7242) 2021 Fax: +49 (7242) 5909
Please call before visiting, or 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

--NETHERLANDS--

Chaos Systems
Watermolen 18
NL-1622 LG Hoorn (NH)
Voice: +31-(0)229-233922 Fax/Data: +31-(0)229-TBA
E-mail: marioh@fwi.uva.nl WWW: <http://gene.fwi.uva.nl/~marioh/>

--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

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 Ordinadors
C/ Progreso, 6
08120 La Llagosta (Barcelona)
Tel: +34-3-5603604 Fax: +34-3-5603607

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

E-Mail: visage@innotts.co.uk

1.53 Dealers - North America

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Dealers - North America
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--CANADA--

Animax Multimedia, Inc.
Willow Tree Tower
6009 Quinpool Road, Suite 802
Halifax, Nova Scotia B3K 5J7
Ph: (902) 429-1921 Fax: (902) 429-1923
E-Mail: info@animax.com
<http://www.animax.com/>

APC Computer Services
402-5 Tangreen Crt
Willowdale, Ont. M2M 3Z1
Voice/Fax: (416) 733-1434
E-Mail: shadow@interlog.com WWW: www.interlog.com/~shadow/apccomp.html

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
E-Mail: s2200147@nickel.laurentian.ca

CineReal Pro-Video
272 Avondale Avenue
Ottawa, Ontario K1Z 7G8
Phone/Fax: (613) 798-8150 (Call first to fax)
E-Mail: cinereal@proton.com

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>

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Computer Centre: (416) 785-8348 Sales: (416) 785-3553 Fax: 416-785-3668
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ElectroMike Inc.
1375 Boul. Charest Ouest
Quebec, Quebec G1N2E7
Tel: (418) 681-4138, (800) 463-1501 Fax: (418) 681-5880

Forest Diskasaurus
35 Albert St., P.O.Box 84
Forest, Ontario N0N 1J0
Tel/Fax: 519-786-2454
EMail: saurus@xcelco.on.ca

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

Le Groupe PowerLand
630 Champagne
Rosemere, Quebec J7A 4K9
Voice: 514-893-6296 Fax/BBS: 514-965-7295
Email: mchabot@nationalnet.com

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 Email: obys@vianet.on.ca
<http://icewall.vianet.on.ca/pages/obys>

Randomize Computers
R.R. #2
Tottenham, Ont. L0G 1W0
vox: 905-939-8371 fax: 905-939-8745
email: randomize@interlog.com www: www.interlog.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 Ottawa Retail Store
1315 Richmond Road
Ottawa, Ontario K2B 8J7
Voice: (613) 721-1800 Fax: 613-721-6992

Wonder Computers Vancouver Sales Office
2229 Edinburgh St.
New Westminster, BC W3M 2Y2
(604) 524-2151 voice

--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
EMail: 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
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

Concord Computer Solutions
2745 Concord Blvd. Suite 5
Concord, CA 94519
Orders: 1-888-80-AMIGA Info/Tech: 510-680-0143
BBS/Fax: 510-680-4987 Email: moxley@value.net
<http://www.ccompsol.com/>

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

Electronic Connection
635 Penn Ave
West Reading, PA 19611
Phone: 610-372-1010 Fax: 610-378-0996

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

422 S. Hillview Dr. Milipitas, CA 95035 V: (408) 934-7700 F: (408) 934-7717	211 Lathrop Way, Ste. A. Sacramento, CA 95815 V: (916) 925-0900 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
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@ix.netcom.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

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

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

Slipped Disk
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Madison Heights, Michigan 48071
Voice: (810) 546-DISK
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

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North Greece, NY 14515-0354
VOICE: 716-225-5810 BBS: 716-225-8631
FIDO: 1:2613/323 INTERNET: neil@rochgte.fidonet.org

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 Seattle, WA 98104
 VOICE: 206-223-1107 FAX: 206-223-9395
 E-Mail: zipware@nwlink.com WWW: <http://www.speakeasy.org/zipperware>

1.54 Editorial and Opinion

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Editorial and Opinion

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1.55 News & Press Releases

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News & Press Releases

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Wolf Dietrich Responds
To Dave Haynie's observations

Amiga Clone
Going to China, Amiga in hand

Spherical Worlds
An upcoming game

Aminet is Really Big
Huge.

Amiga Locale Homepage
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OctaMED Soundstudio V1
The monster CD-ROM

PC <-> Amiga Filesystem
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Portals
ANGLE's first release coming soon

wfmhcybergfx_r3d
Real3D Cybergraphics support

NetConnect CD-Rom
Coming soon, input needed

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Amiga-VIScorp Feedback
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Final Writer 5
A first look!

Tek-Magik Accelerator
Go really, really fast.

Total Football
Totally.

XP8
Shooting asteroids 'n stuff

Sci Fi Sensations 2
An unhappy dissection

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