ar502

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WRITTEN BY		July 1, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ar502

1.1   Amiga Report Online Magazine #5.02 -- February 21, 1997

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            "THE Online Source for Amiga Information!"

               Copyright 1997 FS Publications
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1.2 Amiga Report Main Menu

Amiga Report 5.02 is sponsored in part by:

Intangible Assets Manufacturing
.   IAM is the purveyor of a fine
line of Amiga products.

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.   AmiTrix is the worldwide publisher of
the AWeb-II WWW browser.

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.   The Amiga Informer is the fastest-growing
Amiga print magazine in North America.


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========//====|  Amiga Report International Online Magazine  |======//=====
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==   \//      |  Issue No. 5.02          February 21, 1997  |   \//     ==
=============|   "THE Online Source for Amiga Information!"  |=============
            |_____|
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1.3 Editor

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1.8 compt.sys.editor.desk

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

February is lumbering its way to a conclusion that can come only too soon.
Not only is the weather miserable, but the Amiga ownership question has
been hanging in the air for some time now.

The question is out of my hands, and out of yours as well, I'm afraid.
It's in the hands of Mr. Hembach, Escom's trustee, his lawyer in the US by
the name of David Robinson, and the parties bidding for the Amiga, only one
of which (QuikPak) has actually stepped forward and publicly announced
their intentions.

I had a talk with Mr. Robinson a short while ago. He was willing to
confirm QuikPak's bid but unwilling to speculate or reveal the identities
of whatever bidders there might be. (I wasn't really expecting him to, but

these things are worth trying once.) Various rumors abound, of course,
and have been given shreds of credibility by various Amiga luminaries. But
if I've learned anything, it's not to put any stock in these things until
someone is willing to face the music and own up to their actions, it's not
worth worrying about. Mr. Hembach has set a goal of a purchase resolution
by the end of February, but he has made no promise to that effect.

Meanwhile, the rest of Escom is being sold off. Notable in the outcome is
the formation of "Commodore" in the Netherlands, by none other than our
friend from the Commodore auction, Bernard "Ja, ja" van Tienen. Mr. van
Tienen has formed a group which purchased Escom NL and a portion of Escom's
properties, including the Commodore trade name for their PC clone line.
Just a further indignity for the name which once stood for computing
innovation.

As I survey the Amiga landscape, I see quite a bit that makes me proud.
That so many have stuck with each other through difficult times is truly
encouraging. We've had a good deal of help along the way from companies
who recognize the market waiting to be amazed. And while everyone has
been told they need to wait "just a bit longer", that saying applies even
today.

Wait for what? That's the question, of course. The successor technologies
seem to be moving along (PIOS, A/Box, etc.) and it seems reasonable to
assume that the Amiga properties would likely only be valuable to someone
who would make something productive out of them. (A reliable source
indicated to me that a clearance warehouse put in a bid for the Amiga
assets, but since their primary interest was the value of the merchandise,
their bid was too low for Hembach and thus was rejected.) But unless
you've got tens of millions of dollars, you will have to wait with the rest
of us to see how this situation is resolved.

Until that happens, relax and enjoy this, the second issue of AR's fifth
year of publication. As ever, we'll keep you up to date, and immediately
release a special issue when we have confirmation of the Amiga's latest
ownership destination.

-Jason

PS: comp.sys.amiga.announce finally has a new moderator (Thanks to Stuart
Tomlinson!) which has certainly caused a large flow of news to Amiga
Report. Things should settle back to normal as he gets caught up.

1.9 Commercial Products

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                     Commercial Products
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              Intangible Assets Manufacturing
                IAM and their fine line of products
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                    AmiTrix Development
               AmiTrix, publisher of A-Web II



                    The Amiga Informer
               North America's new magazine



                         CalWeb
               The new home of the Amiga Zone
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                      Opinion

                     Articles

                     Reviews

                     Charts

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1.10   Intangible Assets Manufacturing: Amiga Sale!

GREAT AMIGA STUFF FROM INTANGIBLE ASSETS MANUFACTURING

Visit IAM on the Web: http://www.iam.com

IAM publishes high quality products for the Amiga, with some of the best
authors around, including former Commodore engineers Dale L. Larson and
Dave Haynie. We recently reduced all our prices. Please help us spread
the word about our products so that we can keep supporting the Amiga!

What's more, we've expanded availability of Amiga Boing Logo collectible
items for our customers! More Boing Logos are available, and special
limited edition DevCon posters are free with any order of $100 or more.

See you at the "Gateway Computer Show -- Amiga 97" in St. Louis on March
15 & 16, 1997.

The best way to get more information about IAM is through the Web:
http://www.iam.com. We also have an AmigaGuide format catalog of our Amiga
products which can be FTP'd from file://ftp.iam.com/biz/iam/iam.lha, and
you can get an automatic reply with current information on our products by
emailing info@iam.com.

* A book on Amiga networking and telecommunications: "Connect Your Amiga!
    A Guide to the Internet, LANs, BBSs and Online Services" revised
    second printing (1996) US$19 + s/h
* DiskSalv4 -- the commercial release of Dave's disk utilities US$30 +
   s/h (upgrade from earlier registered versions for US$10+s/h)

* MRBackup 2.5 US$45+s/h
    (upgrade from earlier registered versions for US$10+s/h)
* SYA (Save Your Behind): DiskSalv4 and MRBackup together for only US$49!
* The Amiga-only peer-to-peer networking software Amiga Envoy,
    US$39 + s/h (2-user)
* MegaBall4, a tres cool system-friendly video game, US$29 + s/h
    with a Free XL MegaBalls T-shirt.
* DICE 3.2 C Development Environment (full price $100+s/h, students and
   competitive upgrades only $75 +s/h) Upgrade from DICE 3.x at
   ftp://ftp.iam.com/biz/iam/dice/!
* "Torn Shapes of Desire: Internet Erotica", book, US$14.95

IAM products can be ordered direct from IAM via the web, mail, fax or phone.

We don't accept COD orders, but do accept checks in US dollars, as well as
Visa and MC (no Amex or Discover). Our shipping and handling charges are
flat-rate: you can order up to one of each of our products for the same
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or $9 for air. Elsewhere: $9 for surface and $15 for air.

Our Amiga products are also available through Amiga dealers world wide.

Intangible Assets Manufacturing
828 Ormond Avenue
Drexel Hill, PA 19026-2604
USA

http://www.iam.com

info@iam.com   -- bot mails you current info on our products
sales@iam.com   -- to ask questions or to place an order.

voice: +1 610 853 4406 (orders only, M-F 9-5 US Eastern time)
fax: +1 610 853 3733

1.11   AmiTrix -- Worldwide Publisher of A-Web II

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

                    Direct Mail Order Price List   January - 1997
                    ============================
            (Prices subject to change without notice.)

Product Description   CAN $ US $
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AWeb-II (AWeb-II v2.1/HTML-Heaven2.0 WWW Software) $ 60.00 $ 45.00

SCSI-TV HD controller for CDTV (with 2.5" Internal $190.00 $149.00
                               Drive Adapter)
SCSI-TV for CDTV, with-out Adapter $180.00 $142.00
- the 2.5" adapter is not required for external drives.

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SCSI-TV570 HD controller for A570 (with 2.5" Adapter)  $200.00     $157.00
SCSI-TV570 for A570, with-out Adapter                  $190.00     $149.00

Amiga-Link/Envoy Starter Kit (2-unit),                 $270.00     $210.00
- the peer-to-peer network for external floppy port.
- (also available as expander kit with extra cable)

Amiga-Link/Envoy Expander Kit (1-unit for odd # exp.)  $175.00     $135.00

Amiga-Link Expansion Kit (1-unit for even # exp.)      $135.00     $105.00

Amiga-Link Accessories:

   2-way Floppy Port Splitter (for external drives     $ 39.00     $ 31.00
                            with no pass-thru port)
   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 for 3000/2091/HC+8       $ 26.00     $ 20.00
A3000 U202/U203 chip ram control PALs - each           $ 15.00     $ 12.00
External Active SCSI Terminator - C50 male             $ 29.75     $ 23.50
Internal Active SCSI Terminator - IDC50 male           $ 19.00     $ 15.00
External Passive SCSI Terminator - C50 male/female     $ 12.25     $  9.75
DB23 solder-type connector
- male, female, or chrome hood - each                  $  1.65     $  1.25


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

1.12 The Amiga Informer

Visit The Informer on the Web: http://www1.mhv.net/~eldritch

What's The Informer? The Amiga Informer (ISSN 1089-4616) is a B&W Amiga
print Zine full of information and contacts that help readers stay
connected with new developments and products. It features reviews,
interviews, announcements, contacts and news. The Informer's staff are all
committed and passionate Amiga users, and are proud to produce the entire
newsletter using only Amiga computers. Issue 6, our latest issue,

represents our first full year of production. During this year we have
grown from an 8 page newsletter, to a 24 page mini magazine.

The Informer offers readers concise, capsulated information that is easy to
read and quickly digested. We fill every space of our Zine with content
and don't run oversized screen shots or needless fluff. Where ever
possible, we provide readers with Email addresses, BBS listings, Web Page
URL's, and phone and FAX numbers to help you communicate with dealers,
developers and Amiga services.

The Amiga Informer currently has a circulation of 5000, distributed
directly to active Amiga users bimonthly. We are growing, not shrinking,
and plan to ad content rich article and columns as we grow. We want
developers to be part of our publication and encourage them to send us
review products, announcements, company profiles and interviews. In this
way, The Amiga Informer can bring both users and developers together and
fill the void of Amiga information.

The Informer is printed 6 times a year and subscriptions costs are:
US $14 to USA subscribers;
US $16 to Canadian subscribers;
and US $21 to all other subscribers.
In addition to receiving The Informer, subscribers gain these special
benefits: * You are automatically entered into our bimonthly prize drawings
for cool Amiga prizes. Note: Prize drawings are of course open to anyone
as detailed in every issue and on our web site. Just send your name,
address, phone number, email address and the date to the below ad- dress
and you will be entered.
* You can advertise your used Amiga products for free in the Market place
(seen by over 5000 readers).
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news, courtesy of Amiga Update Newsletter.

Visit our web site for more information on The Informer, or you can call us
at 1-914-566-4665 to subscribe by credit card. You can also download a
subscription form from our web site or you can email and request the same
form.

Our mission at The Informer is to provide an accurate and reliable resource
of information pertaining to all things Amiga, and to connect readers
with developers, their products and the Amiga community at large. We
look forward to hearing from you, and hope you will give us a try.

Stay connected--stay informed,

Fletcher Haug, Editor
The Amiga Informer Zine
PO Box 21
Newburgh, NY 12551-0021
eldritch@mhv.net
http://www1.mhv.net/~eldritch

"We Aim To Inform"

1.13 Reader Mail

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                                Reader Mail
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From: "Rick L. Henderson" <tnp@mosquitonet.com>
Subject: Dec '96 Amiga Report

Hi Jason,

I am the president of the Interior Alaska User's Group and have been an
Amigan since I excitedly bought my first A1000 right out of the delivery
van in 1985. Since then I have owned almost evry model (mutant models not
withstanding), and some of the side trips such as CD32. I have been an
active member in user groups since my C64 days before the 1985 awakening.
I have worked as an Amiga repair technician for an Amiga only store, and
for the past 6 years had my own Amiga only home business helping other
Amigans with repair troubles and just general assistance. I have
personally sung the praises of the Amiga throughout the years and have
introduced many current Amiga owners to the machine (including a large
chunk of our current User's Group which was all 8-bit until I landed up
here in the great white north).

This information is given to you so that you have an idea that I'm not an
Amiga virgin just bursting on the scene and then becoming disillusioned. I
am an Amiga fanatic! I'm also the System Administrator for a large Novell
4.x network with a G6-200MHz machine on my desk and many "toys" to play
with. To this day it amazes me how I can use all that power at work and
still enjoy my Amiga at home (I do not own a Intel-based system at home).

The Amiga is simply the most elegant OS of all time! It has so many
benefits over the MS-Sloth machines that it frustrates me to rantings that
the rest of the world is blind to this fact (just ask some folks I work
with;)).   Unfortunately the Amiga is starting to feel the ravages of time.
I'm writing this on a damn flickering screen Amiga 1200. So many things
about the Amiga are really starting to drive me away from it and this makes
me more mad.

The lack of closure to this bankruptcy thing has already cost the Amiga
support of almost every major software company we had. Thank goodness for
companies like Softwood, Oregon Research, etc... for sticking with us for
so long. I'm genuinely afraid that if something doesn't get settled soon
there may be no recovery.

I applaud the new systems like A/Box for trying to fix the problem, but
unless the Amiga community declares the Amiga dead, the A/Box may just
serve to split an already weak support structure. At this point, if the
A/Box becomes a reality fairly soon, I'm ready to make the jump minus a
compatible Amiga OS, as long as the same things that made the Amiga great
are somewhat recreated...

Why did I write this? Just letting steam off I guess. I'm ready to move
to a new system, but like others I don't want that new system to have a
fruit on it, and an Unintel Inside system is not what I want either. I may
have to work with them, but they can't make me own one!

So where does this leave me? Still waiting... and waiting... and
waiting... It seems as though the light at the end of the tunnel is an
oncoming train. Let's hope it's a train we can all get a ticket on, and
not one that will drag us under as it goes by.

-     The issue of fragmentation of the Amiga market by machines such as the
      A/Box, PIOS One, etc. is a very difficult one. There are some in the
      Amiga community who feel these machines should be embraced as
      legitimate parts of the Amiga's journey, and others who think they
      should be utterly verboten subjects in an Amiga publication such as
      this. Right now, AR is taking a "watch and see" approach to these
      machines--it is clear that these machines are in need of a user base
      of the caliber of the Amiga's--but then again, the Amiga needs that
      user base as well. Personally, their very existence is a heartening
      thing for me if for no other reason than it means there are still
      new ventures unafraid to stand up to the WinTel hegemony. Alternative
      Computing Now! -Jason

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

From: Fabrice MANSAT <fmansat@sgn-co.vn.DHL.COM>
Subject: Capital Punishment

Hi Jason!

I wanted to purchase Capital Punishment, but I won't be able to do it
legally because of the violence and because of Demonia character.

I'm living in Vietnam and we shouldn't be more than 2 Amiga users here. So
I must order everything by mail, and the customs check EVERYTHING!

This country has a new policy to fight against the social evils that
include sex and violence.

I hope they can make other games that don't give so much trouble to be
purchased. I know that this game won't be imported for nearly the same
reason.

Cheers,

Fabrice

-     Hmmm. Not much that can be done for Fabrice, unless someone knows how
      to smuggle small packages into Vietnam. It's really a shame since on
      the grand scale of things, Capital Punishment isn't that bad. -Jason

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

From: Jon Klooster <matix@netspace.net.au>

Hi there all,

Once again I am drawn to write to what seems to be the only magazine that
captures the heart and soul of the Amiga spirit.

Right down to the 'Something in the way she moves..' (which is written
somewhere when you buy an A2000 complete from the box, no screwdrivers
required – first 2000 correct emails will get a smiley!)

Over and over I get subjected to pc's and their non-doorstop uses, and
every so often I wonder if it would be worth my while to just get one
instead of converting documents and spreadsheets to and from the formats
'they' use for my use at home.

But once I visualise setting 'them' up, and trying to use them and 'their'
100Mb help-systems which need online-help to use them, and not having a
sub-15 second startup-sequence, and no more scripts to easily set up
assigns for a game or complete programming environment, and the way 'their'
installer programs drop their sh*t everywhere, and to use a certain game
you have to modify your startup then reboot, then do the same to get your
sys back when you've finished playing,.. And did I mention real
multitasking, which 'they' almost manage to fake.

Sure they may be a bit faster on certain stuff, but I have at least a one
minute head start every time I switch on my machine.

And that one minute for me is the bestest time in the whole world, because
I know that there is not a single pc out there that can give me that
minute, just the way my Amiga can..

–   Well, other than liking to read a good compliment, I'll let this go
      without further comment. :) –Jason

                       ––– ––– ––– ––– –––

From: MAX HEADROOM <rushmax@calweb.com>

Hello,

I just read about AR making a slow change to HTML. I don't mind the WWW
but I also don't really use it a lot. I prefer AmigaGuide style of
reading. For a few reasons. AG is easier to pull up, doesn't require the
memory that HTML does (load in the Browser, then read), & AG most people
prefer. I'm a Top Uploader on a few AMIGA boards here...I get stuff from
Aminet & send to them.   Many of those people aren't on the Net yet & some
don't want to get on it at all. So if AG format it "killed" then it won't
continue to reach everyone.

Just some thoughts from a dedicated reader. Thanks for AR, Jason, it's an
excellent Mag. ;)

–   We'll likely keep making an AmigaGuide version available, but the
      prospect of running multiple mailing lists is pretty daunting.
      – Jason

                       ––– ––– ––– ––– –––

From: "Lau W.Nielsen" <LWNielse@post6.tele.dk>

Hello Jason!

First, thanks to you and the rest of the staff for making such a great mag!

The first thing I would like everyone who reads this to do, is go pick up
an old computer/electronics magazine. You know, the really old kind that
you can bring to the toilet without having to buy a laptop. You should
look for one that is dated somewhere around '85-'87.

Found one? Good, now start searching the pages for words like 'amazing',
'new' or 'fantastic'. When you find one of these words start looking at
what it is that is described by those words. On one of the pages you will
most likely find a mention of a new computer system that everybody wants.
Yes, chances are that you will find the word 'Amiga' mentioned in the
article you just found.

Now start reading. Read really careful. Read exactly what it is that is
so incredible about this new thing.

Finished reading? Great, now write down everything that the article
mentions as being new, innovative or just plain fantastic.

You should now have a list of some of the things that made me buy my
computer. It was things that was impossible to do on any other computer at
the time, things that were so new and innovative that today the others are
still not completely up on the same level. Winslows 95 claims to be the
worlds best operating system, and many people agree with that. Not because
they are stupid, they just don't know any better. We know better. We can
do things on our Amigas that they will never be able to do. Or so we
thought. They, and all the competing systems are catching up, and they are
getting closer each day. Still, they don't have things like ARexx, but
that is maybe just because Bill Gates think that Winslows users are just to
stupid to use such a great and useful system... or maybe he just haven't
got the kind of vision that makes such things possible.

We have. We still have. That's what makes us stand out from the others.
We can actually think for ourselves.

In the next century I want to be able to say the same thing, that I just
said. I can think for myself. I can't say that, and then sit down and
turn on my Intel-based machine, and wait 10 minutes for Windoze 2000 to
boot. Instead I want to sit down and turn on a machine that represents my
will to not be controlled by people who thinks they know what is best for
me. I think many Amiga users feel the same way.

The name of the machine i want to use isn't really important. I don't care
if it says 'Amiga' on the front. But I do care about the ideas behind the
machine. The Amiga is the best machine I know of, the represents this
idea.

We all know that it isn't doing too well these days, and if we want it to
survive something has to happen soon. I know this has been said before,
but it is getting more and more true each day. So where should it go? The
most important thing is the question of custom chips or not. I want the
computer to be able to do things the others can't do. Go back and look at
the list you made earlier, that was what made it special. Standard chips
will not be special, the others have them too. If we want a new computer
(Amiga or not) as the successor of the current models, and we want it to be
based on custom chips we have very few options. There is the AAA, the

3D-RISC and Phase5's A\BOX. AAA and 3D-RISC are not being worked on, not
finished, and are already old. And I doubt if AAA would keep up with the
new standard chips. So we have only one left: the A\BOX. If Phase5 can
keep their promises about this computer, then it would instantly, the same
day i is released, make everything else old, slow, expensive and obsolete,
just like the A1000 did. It can do things the others simply can't do. And
much cheaper. According to Phase5 they are working on this right now.
Forget starting to develop a completely new chipset -we don't have the
time.

In the last couple of years we have not seen much serious, expensive,
kill-the-others type of development in the Amiga hardware field. And now,
finally, someone does it. I support this 100%, and hope that you will do
the same. We need something new that will take the Amiga a giant step in
front of the others. If the A\BOX is realised, then i wonder if we really
need the 'old' Amiga anymore.

The AT sale has already taken much too long, delaying the Amiga technology
development for far too long, for it to make a serious comeback in it's
present form. A new 68K Amiga will be the death. It's simply too small
today. Noone, except amigians, will buy a computer that runs a 50 MHz
'060, when they can go down to the local PC store and buy a 200 Pentium for
less. I am not pessimistic, though it may sound like that. The Amiga can
make a comeback, but only if the A\BOX hits the market this year. I don't
see any point in wasting more time discussing how to bring the 'real' Amiga
back, it ain't going to happen, it is too late. But if anybody feels like
proving me wrong, please do so, but do it NOW!

I wish all of you a good year, and I hope that this time next year we will
all be using big powerfull PowerAmiga's.

   Lau W. Nielsen, somewhere in Denmark.

1.14 Just Use It!

```
================================================================================
                             Just Use It!
  David Prime                                        djprime@vcn.bc.ca
================================================================================
```

During the past few years of turmoil, Amiga users and Amiga publications
have become increasingly focused on the financial and technological status
of the Amiga marketplace. What seems to be foremost in Amiga users' minds
is concern over who will own the Amiga. Following closely behind is
concern over software development and future technological improvements of
the Amiga platform. Although I share an interest in these important
issues, I feel that more attention needs to be paid to the reason people
bought Amigas in the first place. To use them.

My motivation for writing this arises from my own increased use of my
Amiga. For the past few years time pressure from work and university
allowed me only limited opportunity to use my Amiga for the things I bought

it for. My computing activities have, for the most part been restricted to
word processing and internet access. In 1996 this changed. During the
past year I completed two projects for which my Amiga was not only well
suited but actually had advantages over a Windows or Mac machine (although
that's not the point – just an extra bonus). The first project was the
creating of a computer based presentation and measuring system for my
psychology honors project experiment. The second was the creation of a
video project which my brother gave to his friends as a Christmas present.
The success of these two projects has inspired me to start several new
ones.

The increased use of my Amiga has also led me to reflect on my long
experience with computers and why they fascinate me. My first exposure to
computers came in elementary school with a Commodore PET. I was attracted
to it instantly, even though all you could do with the machine was play
games and program (more games of course). I also desperately wanted to own
one. I couple of years later my parents bought me a Commodore 64 and
entered the world of personal computing. Over the years I have read about
or encountered people who have used their computers in many interesting
ways. A small example of these uses include educational uses, various
artistic projects, desktop video, control of household electrical
appliances, live multimedia presentations, video projects, model train
control, computer aided design (CAD), scientific calculations, medical
imaging and astonomical telescope control. This list could be extended and
elaborated on to an almost infinite degree.

The moral of this story is that the uses a computer can be put to is only
limited by the creativity and skill of the person who uses the computer.
The quality of a computer is a measure of its ability to allow users to
achieve their goals. The best computer is the computer which is best used.
For these reasons I urge Amiga users to share their experiences with the
Amiga community. Do you use your Amiga for an unusual application? Is
there so project you are particularly proud of? If so share your
experiences with the rest of us. Demonstrate your techniques.   Show how
you overcame obstacles. Do you have unsolved problems?   Maybe someone can
help. There are many ways you can contribute your ideas and experiences.
You can submit articles to Amiga Report or other publications. You can
give demonstrations at local user groups. You can contribute to Usenet
discussions. You can upload resources to the Aminet. You can set up a web
page. By communicating your knowledge and experience you will inspire
others to attempt new things. You will educate Amiga users to get more out
of there machines. This can only be good for the Amiga.   People who use
their machines are more likely to purchase software and expand their
machines. As long as Amigas are being used the Amiga will survive.

1.15   Getting Back To Our Roots

```
================================================================================
                        Getting Back To Our Roots
  Kermit Woodall                                  kermit@novadesign.com
================================================================================
```

Consider this a call to arms or at least a call back to our roots.

When the Amiga first launched it was the user group and developer community

that got it really moving. It's been the same ever since. Marketing was never Commodore's strength. The Amiga, to so many of us, is a cause and something worth being an evangelist about. The Macintosh has its evangelists, but that was part of a deliberate campaign by it's marketing people. Just read Guy Kawasaki's (the leader of Apples professional Mac evangelists) marketing books to learn about this. It's different with the Amiga – it's simply so cool that many users can't help but become evangelists for it. We're not part of that 90% Wintel crowd. It's hard for them to ally under a name. What can they say? Whee! We're Windows95Users!? We're Compac'ters!? (there's a nasty visual image) We're PC!? (sounds like they won't let their kids play Mortal Kombat) We've got the cool, friendly, name. We're Amigans!

I'm going to make some recommendations in this article. I've been around, played and worked with many operating systems, and seen how the other half (or 90%) lives. I've studied Guy's statements on getting people to become evangelists, I've seen how Team OS/2 worked for acceptance of OS/2 over Windows 95, and I've even seen a bit of how the Linux crowd works. So I'm going to steal all their ideas and throw in a few of my own and propose we do something!

The Show's the Thing!

These first ideas can be snapped up by Team Amiga members and User Groups everywhere.

When I was part of and (for six years) ran a user group we had a couple of goals. Help our members. Get more members. One of our tactics for getting more members was to take advantage of free/mostly free tables at every single local (or near local) computer event and show. Almost every show was really focused more on PCs and other computers – but we'd show up with our Amigas (generally at least four) and run music, graphics, and demos all day long for as long as the show lasted. Our focus was to show stuff that looked better on the Amiga.

This should be happening now. Team OS/2 does this, at least around here, all the time. Combining what we used to do in our user group and what I see Team OS/2 doing, I'll make the following recommendations for what you can do.

Get a table for every upcoming show. Get on the mailing lists so you know about these shows in advance.

Publicize on the internet, local bbs systems and local computer papers that the Amiga will be shown at these shows.

Organize who will staff your table(s) and who will bring equipment. Having a regular 'staff' within your group that handles these things helps make this easier for all. Try to bring the latest and greatest Amigas around. For historical purposes having an Amiga 1000 isn't a bad idea either. (show 'em the inside cover!)

Collect the video demo tapes and run these on a large monitor. My company, Nova Design, Inc., has a demo tape (free to dealers and user groups!) showing off our software. Many other companies offer the same thing. You can even find various Amiga based animators have demo tapes as well!

Keep a 'journal', or a looseleaf binder, with flyers and brochures from all
vendors currently supporting the Amiga. Even companies that make things
like printers and scanners that work on the Amiga should be included so
people can see that connection to the Amiga. Call or write every Amiga
supporting vendor regularly and get their latest literature.

If your club has demo copies of software, (and they should!) bring anything
that's currently available and show it. Don't bring old copies of
GraphicCraft and the like. People can't buy it, so if you're showing it,
it's going to reinforce the Amiga is Dead fallacy. If you have old,
unavailable, software on your systems you're using at the show, put their
icons away during the show.

Feel free to show off Newicons, MUI, MagicWB and freeware/shareware things
of that nature. Just be sure you point out that these packages are
available on the internet or from your clubs software library.

Bring stacks of your clubs newsletters. Hey! You're promoting yourself too!

Be professional, be polite, let people visiting your table get some 'hands
on' experience. You don't want to dress like IBM drones. No suits and
ties here. Just don't dress like other job that day is to wash your car or
dog!

Do be prepared to tell people where they can buy the Amiga and its software
for it. If you don't have a local dealer, give them a list of mail order
houses people in your club use and recommend.

Do this and you'll find yourself having fun and doing something effective
to promote the Amiga!

See What's Developing!

It's been sometime since CATS (the old Commodore sponsored developers
group) died. Many people forget that the first Amiga developers group was
started by a grass roots effort by the developers directly! If my,
occasionally faulty, memory has it right, Mike Halverson of Impulse, pushed
the formation of the first Amiga developers group.   We need someone in the
developer community to do this again.

Why do we need a developers group? Well, it's much better than having
Company X inventing a 'standard' and hoping everyone likes it - but Company
Y doesn't and goes their own way. With a developer's group we could
coordinate things, propose and agree on things like extensions to the IFF
and ANIM standards (which need, respectively, 32-bit support and CMYK, new
compression methods, sound and video interleaving, high color ANIM support
and more). A developers group could also function as a registry of active
developers and show programmers where to go (prehaps via a specific web
site and a mailing list) for publishing direction and advice.   There are
many other things the developer group could do, I can't guess at half of
them, so the quicker we can get this going again, the better!

If you're a developer and would like to jump in on this I've setup a
mailing list you can join to chat with other developers. Email
newdev-request@lists.best.com and put the word SUBSINGLE in the body of the

message. The subject, if you use one, will be ignored. If you need to
unsubscribe later, email the same address with UNSUBSCRIBE in the body of
the message.

I'd recommend even trying to get this started formally at the Gateway
Amiga'97 show in St. Louis. Email me, kermit@novadesign.com, if you're
interested. If I get enough responses, the nice folks with Amiga '97will
loan us some space and time.

Mongering Malfeasance Muted!

One goal we should all set for outselves is to reduce newsgroup
rumormongering and negative chatter about the Amiga. Platform wars should
be, and are, embarassing for everyone. If we can clean this sort of thing
up, it will go a long way towards settling things down so we can do some
serious business and have some fun too.

It's not hard to identify a potential rumor, flamewar and the like. If
someones news isn't prefaced by 'This was in the latest Magazine X',
'Quikpak announced this on their web site', or a similar authoritative, and
verifiable source, then it's just a rumor. Respond by politely asking the
poster to provide verification. In other words, 'Put up or shut up
friend!'. It'll be easy to do and prehaps we can finally ignore the 'Amiga
is dead' nonsense, ignore the attempts to invent news around who's buying
the Amiga today, and just get back to enjoying ourselves.

Now, flamewars and platform wars are different beasts, but usually if
someone's posts use frequent casual profanity or freely refer to others as
'Stupid', 'Idiot' or other hot button words designed to touch off a fight,
then the best way to deal with them is to politely ignore them and/or
recommend ignoring them. At most, reponse politely in a manner that
suggests the matter is closed and not worth continuing with. Sadly, you'll
find that one of the worst sources for this is going to be former Amiga
owners. They've sold their Amiga, and now they're using a soulless Wintel
box, so they're out to make you feel as bad as they do. A classic sour
grapes scenario.

Who, What, Where, and When?

Don Hicks and Amazing put out a fantastic hardware and software guide for
the Amiga. Id like to propose that either one of the user groups, or
companies, with a large Amiga internet web presence put up a well indexed
web version that focuses on companies that are no longer focusing on their
Amiga product line, but still have a warehouse full of their old Amiga
products to sell. It should have listings by category, title and company.
Include address, telephone, email, web addresses and product information
breakdowns. A perfect example of this is The Toaster tally light from
Dynamic Realities (originally sold under a different company name). They
still have 'em, but they don't advertise 'em. Grab some old magazines,
track some companies down, and list them! This be a guaranteed draw to the
web site that hosts it.

Other Neat Ideas

I will be writing again in the future about some other ideas, like how to

coordinate and create wild, cool, new enhancements to AmigaDOS by
approaching the task as a set of small, achievable, steps that can be done
by as many people that would like to be involved. This project won't
require a lot of management overhead and complements other AmigaDOS efforts
nicely. It will need it's own web and ftp site, some feedback from the
Amiga community, and any number of programmers interested in implementing
interesting new ideas in software for themselves and others. The best
thing about it is that so many artists and programmers have already done
much of this - the real goal will be the establishment of the web and ftp
site to organize these efforts under one, dedicated, 'roof'.

One of my favorite new Amiga ideas is the Siamese system. Check it out at;
http://www.hiq.co.uk

Ideas II - Who am I?

By way of closing let's play a game. You might remember, or have heard, of
this old game referenced above. Let's play it...

I'm a small, stylish, 68000 based computer that comes with an advanced
multitasking operating system that uses a graphical user interface
environment that requires less than 128k RAM to run it and can still load
lots of applications. With no aggressive company advertising I've still
managed to developed an evangelistic following that has left the Windows
based competition looking bloated and sluggish. After release I've
gathered a strong presence on the internet as well. What computer am I?

The Pilot. A palm, ie: handheld, computer from US Robotics. A company
mostly known for it's modems. It weighs about 5.5oz, yes 5.5 ounces!, that
runs on a Motorola 'Dragonball' processor which is based on a 16mhz 68000
series processor. The whole thing fits in your shirt pocket, has
'handwriting' recognition to let you enter information with its pen, comes
with software for itself and your PC or Mac computer that allows you to
maintain records on both systems that are sychronized at the touch of a
single button on the Pilots cradle. Recently one of the Pilot faithful
created a Linux application to sync the Pilot under Linux. Could an Amiga
port of this software be far behind?

For more info on the Pilot start at; http://www.usr.com/palm or;
http://the-tech.mit.edu/Pilot/ or prehaps; http://pilot.org/ as well.

(FYI: the 'Windows based competition' referenced above are the Windows CE
palmtops. They feature a keyboard that's impossibly tiny (it's palm sized
with rubber buttons) and it uses a pen - but only as a mouse. Their OS is
still bloated, slow, and IMHO it's unnecessary.)

TTFN

That's all for this article. Email me if you have any suggestions,
directions, or comments on anything above.   Watch for my next article in
the near future! Ta ta for now!

1.16   Amiga Online Magazine

Dear Sirs and Ladies,

A new Online Magazine was born on the Internet in January 1997. This
magazine is publicly available.

Name: Amiga Online Magazine
URL: http://www.adac-com.com/amiga/index.html
Immediatly after the post of the edition of february (2), more than 3000
connections were logged. In a few days, some articles will be translated
in different languages. Our readers come from France, Canada, Belgium,
Switzerland, England, USA, Germany, Spain, Luxemburg and Brasil.

Thanks for your visit.
see you soon in an Email.
You can spread information all around you...

Editorial Team
mail: ONLINE@mail.adac-com.com

1.17   PPaint 7 Overcomes Chip Ram

CLOANTO'S PERSONAL PAINT 7 BREAKS AMIGA CHIP RAM BARRIER

With the release of the new CPU blitting module just made available on
Aminet (biz/cloan/PBlit_68K.lha), Personal Paint 7 becomes the first Amiga
program to actively exploit the full functionality of both the Graphics
library and the Amiga blitter applied to bitmaps stored in Fast RAM.

Normally, two crucial parts of the Amiga system require bitmap data to be
stored in Chip RAM: the original (Agnus) blitter chip, and the Graphics
library. Personal Paint uses both, which until now meant that it had to
store in Chip RAM at least the bitmaps currently being manipulated. Thanks
to its modular design, Personal Paint 7 already implemented a "virtual
blitter" which optionally used the CPU instead of the Agnus chip. The
module just released extends this capability by implementing a faster
32-bit blitter (the Amiga blitter works in 16 bits).

The complete detachment from Chip RAM became possible when the developers
of the famous CyberGraphX system completed the replacement of 100% of the
original Amiga graphics.library with corresponding functions that can work
on Fast RAM. This code is implemented in CyberGraphX version 40.100 and
higher, which has just been released. After many sleepless nights of
Cloanto's programmers, in cooperation with the CyberGraphX team, Personal
Paint 7 becomes the first Amiga software to automatically detect and
exploit this condition.

We would like to take this opportunity to praise the developers of
CyberGraphX for achieving this difficult objective. CyberGraphX "clones",
like earlier versions of the original CyberGraphX (and the original Amiga
libraries), still require bitmaps to be in Chip RAM in order to be
processed by certain functions of the Graphics library. (Personal Paint 7
is not "confused" by CyberGraphX clones that do not provide equivalent

capabilities.)

The efforts of the CyberGraphX and Cloanto programmers have finally made a
dream come true for many Amiga users who had plenty of Fast RAM but never
enough Chip RAM.

For additional information please visit the Cloanto web site at
<http://www.cloanto.com>.

1.18   Cloanto Software Support On Internet

CLOANTO AMIGA SOFTWARE SUPPORT ON INTERNET AND AMINET

Cloanto has completed new Amiga software support sections on its web site
(http://www.cloanto.com/amiga/) and on Aminet (biz/cloan).

The Cloanto Web Workbench, which continues to surprise many users with its
familiar look and feel, contains software, documentation and other support
material for popular Cloanto packages like Personal Paint. The Cloanto web
site is hosted on a fully redundant server with multiple T3 and T1 links to
the Internet. This, combined with the carefully thought-out graphics,
ensures smooth and fast connections to the site.

At the same time, Cloanto is proud to announce that Aminet, one of the
world's largest and best-organized online archives of software, now hosts
Cloanto software and support files in the "biz/cloan" directory. Through
dozens of Aminet mirrors worldwide, and the Aminet CD-ROM editions,
millions of users of Cloanto software will have better access to important
and useful files such as:

- Scripts and macros
- Input/output modules
- User interface language files
- Fixes and enhancements to released versions
- Demonstration versions of software
- Artwork and sample screens
- Developer documentation
- User contributions

For additional information please visit the Cloanto web site at
<http://www.cloanto.com>.

1.19   Authored On Amiga

Authored On Amiga

jdleik@voyager.net has founded an "Authored on Amiga" site in the same vein
as the "Made on Macintosh" websites, to catalog all of the sites on the net
which were created entirely on Amigas.

Check it out at http://www.geocities.com/siliconvalley/9636/authored.html.

1.20 Wildfire

TITLE

    Wildfire

AUTHOR

    WK-Artworks
    Andreas Maschke
    Zenkerstraße 5
    06108 Halle/Saale
    Germany

    EMail: epgbc@cluster1.urz.Uni-Halle.DE

DESCRIPTION

Wildfire is not only another brandnew image-processing-program - it's a
professional animation-processor with some really new concepts.

It allows you for example the creation and processing of animations in
several formats, the generation of time-dependant special-effects and the
design of large projects containing several animations and
frame-synchronized sound-effects.

Because the common animation-formats on the Amiga have too many lacks or
restrictions we have tried to create a better one: YAFA. This
animation-format for example features many compression-methods and
realtime-zooming.

One of the outstanding features of Wildfire is the fact that it makes for
you no difference if you apply changes to a whole animation or if you
process only one image. A single image is only a very special case of an
animation.

In contrary to common image-processors you can use envelopes instead of
plain numbers as effect-parameters. This makes the easy creation of
time-dependant special-effects possible. So you haven't to fight against
the "do"-loops in an ARexx-script to get an animation outside your
image-processor anymore.

All of the numerous effects can be arranged in any number and combination.
Because the output of any of these effects can be one of the 8
tempory-buffers Wildfire allows you to PROGRAM IMAGES in an comfortable
way!

Main Features:

  -fast and comfortable Converter:
    input: YAFA, ANIM5/7/8, mpeg, image-sequences
    output: YAFA, ANIM5/7/8, image-sequences

  -Preview for almost any operation

  -Project-Editor which allows the creation of large and complicated

projects easily using the mouse

-Effect-Generator featuring time-dependant parameters via envelopes

-a stunning library of effect-PlugIns

-some really new effects, real 3D-effects

-(un)loading of PlugIns at any time

-Envelope-Editor

-Timecodes-Editor

-Transition-Maker for easy creation of transitions between two animations

-easy-to-use Player-interface

-Filmstrips to simplify the perfect timimg of huge projects

-AnimInfo-function displaying size-profiles etc.

-fontsensitive GUI without MUI

-internal gadget-toolbox which handles mathematical expressions
 instead of only plain numbers

-calculator which allows for example the export of user-defined symbols
 to the gadgets in the whole-program

-Drag&Go (using drag.gadget 0.2 Copyright © 1996 Jörg Kollmann, see bonus
 drawer!)

-ARexx-port with about 400 commands

-macros, custom-windows, docks

-import of images from other programs

-Developer-Kit (with working example) which allows you to create your own
 effect-PlugIns

-and many more

Requirements:

Hardware
-MC68020 or higher
-AGA chipset
-2 MB Fast
-recommended: FastRAM, HardDisk

Software
-AmigaOS V39 (3.0) or higher

AVAILABILITY

```
    Available via FTP from Aminet sites.
    ftp://wuarchive.wustl.edu/pub/aminet/gfx/edit/
```

PRICE

```
    The unregistered version is fully functional, but will eat some memory
    and so you can work only for a limited time.

    Registration fee is 50 DM or 40 US-$.
```

DISTRIBUTABILITY

```
    ShareWare
    Unregistered copies are freely distributable.

    Wildfire (C) WK-Artworks 1995-1997
```

1.21   Amiga Informer News

```
Hello,

Just a note to remind anyone interested that now is a good time to send in
your product announcements, press releases and advertise- ment requests to
The Amiga Informer.

Our next issue (#7) will be available in early April.  Space in The
Informer is limited.  If you have an announcement you would like printed,
get it to us as soon as possible to assure it's inclusion.  As always, we
will include all submissions on a fist come, first served basis.  All
submissions should be submitted by Email if at all possible.

In addition, those who are interested in advertising their product in The
Informer should contact us with your commitment.  You will need to reserve
your ad space early because we sell out quickly and space availability is
again limited.

If you have any questions about advertising requirements, announcements or
any other inquiries, please contact us.  We will be glad to help.

Thanks,

Fletcher Haug, Editor
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Newburgh, NY 12551-0021
eldritch@mhv.net
914-566-4665
www1.mhv.net/~eldritch

"We Aim To Inform"
```

1.22   NewTekniques Subscriptions

Date: January 24, 1997

From: Joe Tracy, NewTekniques Editor in Chief
Concerning: NewTekniques Subscription Information

Great news! The subscription information for NewTekniques magazine is
here. You'll find the information below. There's more great news too! It
has officially been confirmed that beginning in 1998 NewTekniques will be
published every other month instead of quarterly! I was very pleased to
hear that in my phone conversation with Advanstar this morning. And if
that wasn't enough, there's still another bit of good news! A special
NewTek limited edition item is going to be sent to every person who
subscribes to NewTekniques magazine within the next six months. No, it's
not a T-shirt, mug, poster or self-publicity item. It is something usable
for you. Details on this item cannot be released until NAB (early April).
Everyone who signs up now, however, will automatically receive it.

Here's the information to get your subscription:

Price: $32 (covers you through 1998)
Issues: 9 total (3 in 1997 and 6 in 1998)
Cover Price: $6.95 per issue
Your Savings: 49%

Phone Number: 1-800-346-0085
Payment Methods: Visa, MasterCard, American Express

You can also mail a check or money order to NewTekniques Magazine, ATT:
Subscription Department, 131 West First Street, Deuluth, MN 55802-2065.

NewTekniques is an independent publication of Advanstar that is created in
close association with NewTek to give users the best and most reliable
information, news, and tutorials on NewTek products. From the Flyer to
LightWave 3D, NewTekniques is filled with tutorials, tips, reviews and
techniques to take your productions and animations to the next level.
NewTekniques will also keep you posted on new NewTek product introductions,
as they occur, which will also receive coverage in NewTekniques magazine.

The $32 covers all of 1997 (3 issues) and all of 1998 (6 issues). It is a
special charter subscription price and a 49% savings over what the
newsstand price will be.

For more information on NewTekniques magazine e-mail me via
jtracy@main.rosenet.net with your questions or sign up to be included on
the NewTekniques Information List by asking to be included. The
NewTekniques Information List periodically receives special
behind-the-scenes information on NewTekniques magazine.

Sincerely,

Joe Tracy, Editor in Chief
NewTekniques

former Video Toaster User Editor in Chief

1.23 Uropa^2 Goes Commercial

Austex Software, the developers of Uropa\$^2\$ - "The Ulterior Colony", are
pleased to announce that the game will now be published commercial.

The game was originally released as a 'Shareware/Registration' onto Aminet
at the end of 1996 as we thought this was the cheapest way to offer the
game to Amiga game players and show our support of the Amiga community.

After recent discussions with Vulcan Software Limited we have realised that
having software commercially Published provides greater support to the
Amiga community in general. In this manner we are providing support to
other commercial enterprises such as Amiga Magazines, Amiga retailers and
Amiga distributers. This of course helps keep the Amiga market alive.

The game will be added to Vulcans MiniSeries range which delivers high
quality commercial software at a lower price to the purchaser. Uropa\$^2\$ will
undergo some slight modifications and enhancements and soon be available in
Amiga retail stores around the world and via mail order from Vulcan
Software Limited.

As Uropa\$^2\$ is no longer available as a shareware product we ask those that
have seen the game and intend to register to please now purchase the
commercial product through Vulcan Software Limited when it is released.
You can keep up to date with it's progress from the Vulcan Software Web
page at http://www.vulcan.co.uk

Austex Software would like to thank those people who have supported us so
far by way of registrations and by the many email letters of compliments we
have received.

We remain committed to the Amiga computer while there are still people
using it and advocating for it.

Paul Goulding & Stephen Smith
Austex Software.

1.24 Voyager-NG Prerelease

"Today is V Day"

Voyager-NG WWW browser prerelease
=================================

*** The next generation of Amiga Web browser has arrived ***

This is a preliminary release which brings this fantastic new Web browser
to the Amiga community and allows Voyager-NG to benefit from the largest
testing base possible. With your help Voyager-NG can be rendered faultless
on the largest possible range of Amiga set-ups.

Due to the above, Voyager is currently updated frequently.

To obtain the archive

```
via WWW:   http://www.vapor.com/voyager/
via FTP:   ftp.vapor.com, /pub/voyager/
           ftp.uk.vapor.com, /pub/voyager/ ***
via EMail: mail to <fileserv@vapor.com>
           put "SEND VOYAGER" in the mail body
```

*** Please try this site, main Vapor site is under considerable load.

The full archive in LZX is 612 kbytes in size.

Updates will appear there regularly. Updates are also announced on the
Voyager mailing list. If you are not on it yet, you are encouraged to
subscribe. Mail to <voyager-request@vapor.com> and put "ADD" in the body
of the mail. Put "HELP" there to obtain a complete description on how to
use the mail server. The mailing list is also a good place to discuss
enhancement suggestions.

Major changes to Voyager since Version 1.0:

Supports Frames as introduced by Netscape 2.x

 Uses internal image decoding routines. Visually incremental
  on-the-fly image decoding, leaving the program operational
  during decode. No more hassle with datatypes related bugs.
  Optimized memory usage. The routines are optimized for speed
  and are very fast. Full support of CyberGFX HiColor/TrueColor
  screens and compatibles.

 Supports HTML tables. Many more HTML commands
  and Netscapism's are understood (including FONT SIZE and
  HR WIDTH). Improved general compatibility with broken
  and nonstandard HTML code.

 Supports versatile plugin interface for third-party
  extensions to the browser.

 Shipped with a handy split-screen web search engine plugin.

 Supports T/TCP "TCP for Transactions" requests,
  allowing for much faster establishment of HTTP links
  to servers. This is currently supported by
  Miami 1.9.x beta versions only. Specified
  in RFC 1644, as far as we know, Voyager is the
  first browser on any platform to support this!

 Totally reworked preference setting. The transfer anim is
  now configurable, too.

 New so-called 'local' menus which pop up over links and
  images offering options such as opening in new window,
  copying URL to clipboard, downloading to disk or adding
  URL to bookmarks. Local menus also function for Frames by
  offering full window viewing, saving Frame and viewing
  Frame source.

 Supports Shift & Click downloading of files even from

```
  servers with broken configuration which state
  that binary data is of type "text/plain". This
  happens frequently with .lha and .lzx files,
  because these suffixes are missing in many
  http server example mime.types files.

 Added internal SMTP (E-mail) send capability. Now also
  supports mailto: links and mailto: Forms.

 Improved news handling.

 'LED' transfer status display additionally shows
  stalled transfers. (Well I thought it was neat)

 Many minor enhancements, and of course
  All The Popular Bugs were fixed, too.


/****************************************
* Vaporware Announcement list           *
* WWW: http://www.vapor.com/support/     *
* Listserver help: <petidomo@vapor.com>  *
****************************************/
```

1.25   fMSX Amiga 1.2

TITLE

fMSX Amiga 1.2

AUTHOR

Hans Guijt <h.guijt@inter.nl.net>

DESCRIPTION

fMSX Amiga emulates an MSX computer on an Amiga. Features include:

- Full emulation of the MSX1 system.
- Partial emulation of the MSX2 system (to be expanded in the future).
- Support for reading/writing MSX disks and disk images.
- Support for the PSG and SCC sound chips.
- Support for MSX memory sizes of up to 4Mb.

'MSX' is an 8-bit computer system with surprisingly good graphics and
sound capabilities.

In fact, some MSX games are on par with Amiga games when it comes to
graphics and playability! Several MSX pictures have been uploaded to
Aminet (pix/illu/msx_pictures.lha).

Software is not included with the package, but many packages (mostly
games) can be found on FTP sites:

 ftp://ftp.saitama-u.ac.jp/pub/msx/
 ftp://altair.komkon.com/pub/MSX/

```
ftp://ftp.funet.fi/pub/msx/
ftp://riaph.irkutsk.su/pub/
```

Hundreds of games are available from these sites, and some form a
worthy addition to the Amiga software collection.

Of course fMSX Amiga is fully multitasking, runs in an intuition
screen, and has a font-sensitive user interface.

NEW FEATURES

In this version yet another screenmode is added to fMSX'es growing
arsenal: screen 8, the 256-color screen. It is emulated using EHB
on ECS machines.

Support was added for using diskimages without the help of an
external device such as fmsdisk.device. These diskimages can be
changed on the fly, allowing easy access to MSX disks stored
on the Amiga harddisk.

Finally, the MSX screen can be forced to remain at a specific
depth. This is achieved using 'childscreens', an OS 3.0 feature.
This should alleviate the problem of the MSX screen popping to
the front whenever some screen attribute changes.

SPECIAL REQUIREMENTS

Required are:

- AmigaOS 2.0
- 68020 processor
- 350 kilobytes chip ram
- 1000 kilobytes other ram

Recommended:

- AmigaOS 3.0
- 68030 processor, at least 25MHz
- Those 1000 kilobytes of 'other' ram had better be fast ram!

Note that fMSX Amiga does *not* require the AGA chipset. In fact
it runs on any chipset upto and including graphics cards!

AVAILABILITY

fMSX Amiga 1.2 is available from any Aminet site, such as:

ftp://ftp.wustl.edu/pub/aminet/misc/emu/fmsx_1.2.lha

PRICE

It's free.

DISTRIBUTABILITY

fMSX Amiga 1.2 is publically supported freeware. If you are
interested in the source, and you're not afraid of function

pointers and huge amounts of assembly intermixed with C, you
can request it from me.

If someone wants to do a special version (and I can think of
several possibilities, such as a version that uses the MMU
for optimized Z80 emulation, or a version that has been optimized
for the CyberGfx system), contact me.

1.26 Nova Design Demo Tape

ImageFX and Aladdin 4D Demo Tape Now Shipping!

For Immediate Release

Contact: Bob Fisher
          Nova Design, Inc.
          1910 Byrd Ave, Suite 204
          Richmond, VA 23230 USA
          804-282-5868

Richmond, VA - Tuesday, January 28, 1997. Nova Design, Inc. announced
that it's video demo tape for it's ImageFX and Aladdin 4D products is
now shipping.   This tape features exciting footage from videos and
films using ImageFX and Aladdin 4D and shows the power and the
possibilities in these two packages. Other segments of the tape feature
specially commissioned sequences showing off all the newest features of
ImageFX. You'll see animated fires, blue screen composites, lightning,
distorts, morphs, liquid effects and much more!

This demo tape is excellent for user group meetings, store demos, shows
and much more!

Dealers and User Groups

The video tape is free to all Amiga dealers, Video Toaster/Flyer
dealers, or stores carrying Amiga software. All Amiga user groups are
also welcome to a free ImageFX video tape. The tape may be freely
copied and given away to anyone. Dealers should call to order a copy of
the tape. User groups may get a copy of the demo tape by contacting
Nova Design, Inc. and then putting Nova on their subscriber list for
their newsletter.

We also have full color product sales sheets and full color reprints of
ImageFX reviews freely available in quantity for dealers and stores as
well.

Did You Say Free?!

Yes! This tape is being made available for free to all Amiga dealers
and User Groups. Dealers may also request additional promotional
literature. User groups must supply Nova with their newsletter. All
dealers and user groups must call our dealer sales line at (804)
282-5868 Monday through Friday between 1pm and 5pm eastern time.

Others wishing a copy can get one for $10, $5 more if shipping outside
the continental US, that covers our manufacturing costs and shipping
charges. Those interested in ordering their own copy MUST call
1-800-IMAGE-69, or (804) 282-1157, Monday through Friday between 1pm and
4pm eastern time, to place their order.

ImageFX, and Aladdin 4D are trademarks of Nova Design, Inc. All other
trademarks are held by their respective owners.

[The Nova Design demo tape was created entirely using Amiga technology, by
The Vantage Point video production firm. TVP can be found at
http://www.xnet.com/~bohus. -Jason]

1.27 Nova Design New Address

Nova Design, Inc.'s New Address (small change)
For Immediate Release

Contact: Nova Design, Inc.
          1910 Byrd Avenue, Suite 204
          Richmond, VA 23230 USA
          804-282-5868

Richmond, VA - January 28, 1997. As part of an acquisition of new office
space, Nova Design, Inc.'s primary mailing and shipping address has changed
suite numbers. Please alert your personnel of this change and be sure that
all your databases reflect the new address. All telephone numbers,
internet and email addresses, remain the same. The new number is Suite
204, the complete new address is:

Nova Design, Inc.
1910 Byrd Avenue, Suite 204
Richmond, VA 23230
USA

Our World Wide Web (WWW) site can still be reached at the following URL
(Universal Resource Locator):
http://www.novadesign.com

Our File Transfer (FTP) site can still be reached at the following URL
(Universal Resource Locator):
ftp://ftp.novadesign.com

Email Addresses

If you have additional questions or information you may use the
following email addresses to reach Nova Design, Inc. personnel if you
desire.

Bob Fisher: bob@novadesign.com
Kermit Woodall: kermit@novadesign.com
Thomas Krehbiel: tom@novadesign.com

1.28 Frodo v4.0

TITLE

    Frodo

VERSION

    4.0

AUTHOR

    Christian Bauer <cbauer@iphcip1.physik.uni-mainz.de>

DESCRIPTION

    Frodo V4.0 is a free, portable C64 emulator for BeOS, Unix, MacOS
    and AmigaOS systems.

    This emulator focuses on the exact reproduction of special graphical
    effects possible on the C64, and has therefore relatively high
    system requirements. It should only be run on systems with at least
    a PowerPC/Pentium/68060.

    Frodo is capable of running most games and demos correctly, even
    those with FLI, FLD, DYCP, open borders, multiplexed sprites, timing
    dependent decoders, fast loaders etc.

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

    Some of the emulation's features:
     - 6510 emulation: All undocumented opcodes, 100% correct decimal
       mode, instruction/cycle exact emulation.
     - VIC emulation: Line-/cycle-based emulation, all display modes,
       sprites with collisions/priorities, DMA cycles, open borders, all
       $d011/$d016 effects.
     - SID emulation: Real-time digital emulation (16 bit, 44.1kHz),
       including filters (only under BeOS, Linux, HP-UX, MacOS and
       AmigaOS).
     - 1541 emulation: Drive simulation in directories, .d64/x64 or
       .t64/LYNX files, or processor-level 1541 emulation that works
       with about 95% of all fast loaders and even some copy protection
       schemes.
     - Other peripherals: Keyboard and joystick (real joysticks (only
       under BeOS, Linux and AmigaOS) or keyboard emulation).
     - Frodo is freeware. Why pay >$40 for a C64 emulator?

    The most important changes from V3.1:
     - C64 ROMs included (with extended Kernal ROM)
     - Frodo SC, the single-cycle emulation
     - Compatibility of processor-level 1541 emulation greatly improved
     - SID emulation can play sampled sounds
     - New keyboard shortcuts for toggling the speed limiter and the
       full 1541 emulation
     - Full-screen mode (BeOS)

        - Autoconf script (Unix)
        - Ported to MacOS and AmigaOS

HARDWARE SUPPORTED

     - BeBox or PowerMac with BeOS DR8
     - Unix systems with X11R6 or Linux/SVGAlib (Tcl/Tk 4.1 recommended)
     - 68k or PPC Macintosh with System 7.5
     - Amiga/DraCo with 68040/68060, AmigaOS 3.0 and a graphics card

AVAILABILITY

     Source distribution:
        http://www.uni-mainz.de/~bauec002/FrodoV4_0.Src.tar.gz

     Binary distribution for BeOS:
        http://www.uni-mainz.de/~bauec002/FrodoV4_0.Be.tar.gz

     Binary distribution for AmigaOS:
        http://www.uni-mainz.de/~bauec002/FrodoV4_0.Amiga.lha

     Alternative site:
        http://www.funet.fi/pub/cbm/crossplatform/emulators/Frodo/

HOMEPAGE

     http://www.uni-mainz.de/~bauec002/FRMain.html

STATUS

     Freeware

DISTRIBUTABILITY

     Freely distributable

1.29 WormsDC News

Worms Director's Cut News from Andy Davidson

WormsDC missed xmas because of a few things - problems with the game on
2meg 1200s being one of them, the game was just too tight on memory for
some set-ups. It should now be out at the beginning of March. The
finished demo will be on T17/Aminet soon as well =)

There are no coloured names in WormsDC because I didn't want to limit the
palette for the foreground, and the sprites are being used for other
things. But there is now an option in the game to add the Team number or
initial to the front of the worm names to help with identifying them -
thanks to JamesBart on #amiga for that idea, simple but works =)

And as for the bloody zoom!! ;) Because Amiga Worms uses hardware
scrolling and copper tricks all over the place, it would be a lot of hassle
to implemement a zoom, and it just isn't worth it. Anyway, you've now got
an extra layer of mountains, quarter-pixel scrolling (even in the

parallax), 325 colours on screen and old women that explode!! ... what
more could you want!! :D

<insert demands for TCP here> ;)

Andy Davidson
theworm@team17.com

1.30   amiSpider Search Engine

FOR IMMEDIATE RELEASE
Contact: dtiberio@amicrawler.com
http://www.amicrawler.com

amiCrawler Announces Amiga Search Engine

February 10, 1997 – amicrawler.com announced today new features in its full
text, multilingual search engine. amiSpider allows Amiga users to search
every word on over 3,000 Amiga web pages.

According to David Tiberio, amiCrawler's programmer and webmaster, the main
features of amiSpider are the ease of submitting a site, and its numerous
multilingual capabilities, besides being able to index and find words on
any page submitted. Using an advanced scoring system, amiSpider displays
results based upon relevency.

Here are many of the new features added to amiSpider this February, as well
as its previous features:

– Multilingual interface, choosing the default language for the
  user by detecting which country he is in. For example, a visitor
  from Sweden will see an interface in Swedish, including graphics
  tailored for Swedish visitors. Web sites from Sweden will have
  higher relevency, so searching for "user group" will show Swedish
  user groups before groups in other countries.

– Search for more than 3,000 Amiga web sites. With amiSpider
  you will be searching every word on every Amiga page in
  the database.

– Intelligent queries allow more than simplistic "and/or" searches.
  amiSpider permits queries such as "format my hard drive",
  "lemmings cheats", and "browser plugins". Searching for "newtek"
  will bring up newtek.com first, and searching for "scala" will
  bring up "scala.com" first.

– Results are displayed in a logical, easy to use page, with a maximum
  of 10 matches per page, including descriptions. Support is available
  for <META> tag descriptions.

– View the most popularly searched sites from our Top 20 list, and
  view the sites which have breaking news. We search the web every
  day using our spiders, and display which news sites have updated
  information, so that you can find them all in one convenient place.

- Easy site submission; just provide us with your url and your page
  will be indexed immediately. You can view how your page will appear
  and even check its progress in the queue. Also, we have very liberal
  submission policies. Any page that has Amiga specific information is
  accepted, including personal home pages of Amiga users. Pages are
  queued and can be viewed by visitors instantly.

- Free banner advertising for any Amiga web site, simply by joining
  the Amiga Web Network, our cooperative advertising network. You can
  have your banner appear on sites such as omnipresence.com and
  amicrawler.com!

- Targetted banner advertising, based on user's browser type,
  operating system type, and geographic location, allowing advertisers
  to make sure that the people who want to see the ads are seeing
  them. There is no reason for a small dealer to advertise to another
  continent when he could be reaching people within his own country,
  or to display banner ads to people who can't read them.

- Free reciprical link exchange program, by joining our
  new amiCrawler Partners Program. We are now
  compensating Amiga webmasters for promoting our site by providing
  reciprical links on our "COOL SITES" page. This allows you to
  receive free promotion for your site simply by linking to the
  Partners Program page.

David Tiberio
http://www.amicrawler.com

1.31   Fairy Point/M 2.0-#103

TITLE

Fairy Point/M 2.0-#103

AUTHOR

Stefan Eggers
Max-Slevogt-Str. 1
51109 Koeln
Federal Republic of Germany

seggers@semyam.dinoco.de

DESCRIPTION

(A point program handles the transfer, reading and writing of email and
news. Janus is one way to transfer email and news and is very popular in
Germany.)

Another Janus point program for the Amiga. It was designed to be easy to
use by not overloading it with thousands of features that hardly anybody
uses.

The concept is a bit different from that found in other Janus point

programs as it shows the newsgroups list, the contents of the current
newsgroup and the text of the current message at once (each of them in a
separate window) and not one after the other.

At present the program is only available in a German version!

Please keep in mind that this is one of the first Janus versions of this
program. ARexx integration into the GUI and a killfile were omitted for
now in favor of more debugging and a better GUI. They will be available
later.

If you have more questions send them to: fp-info@semyam.dinoco.de

NEW FEATURES

Since 2.0-#100:

- ARexx command set.
- Command line parameters PUBSCREEN and STARTUP.
- Important bug fixes.
- Improved implementation of ANTWORT-AN and DISKUSSION-IN.

From older versions to 2.0-#100:

- Significant changes to the GUI.
- Tree display for the messages.

SPECIAL REQUIREMENTS

- a Harddisk is highly recommended
- a Modem with AT command set
- about 1.5 MByte of free RAM
- AmigaOS 2.04 or newer
- AmigaGuide is highly recommended for reading the documentation
- xprzmodem.libary 2.10 or newer

AVAILABILITY

Available on Aminet servers; for example:

    ftp://ftp.uni-paderborn.de/pub/aminet/comm/misc/FPointM.lha (173613)

For information how to get it from a German BBS ask the author.

PRICE

For details read FPointM.REG contained in the archive.

DISTRIBUTABILITY

This Program is Copyright (C) 1991-1996 by Stefan Eggers.

The unmodified archive may be freely distributed provided that
there are no surcharges for downloading it from a BBS, not more
than DM 5,- gets charged for a copy on disk and that this version
does not get on a CD-ROM.

1.32   Mail Manager v1.21

TITLE

Mail Manager

VERSION

Version 1.21 (10-Aug-96)

AUTHOR

Pino Aliberti

E-Mail: aliberti@mbox.vol.it
Fidonet: 2:335/602.2@fidonet
Amiganet: 39:102/10.0@amiganet

DESCRIPTION

Mail Manager is a Full Integrated Tosser/Scanner/Editor/Tick
Processor for Fidonet Technology compatible networks.
It perfectly supports Internet's E-Mails, Mailing Lists and Newsgroups
(with the addition of a Gate program).

Mail Manager...

... is able to manage both a Point or a Node in Fidonet Technology.
... is able to manage Tick Files.
... is able to manage Echo File Attached.
... is able to automatically create new Echo Areas.
... is able to manage 4 different types of message bases.
... is able to manage 3 different types of Mail Packets.
... is able to use full 5 dimensional addressing.
... has a powerful ARexx interface.
... has a powerful OnLine Help.
... has a powerful Threads management.
... has a powerful NetMail Routing management.
... has a powerful support for UUCP gates.
... has incredibly powerful Search/Sort/Show functions.
... has powerful Quoting routines.
... supports multiple character sets.
... supports the Nodelist and the Userlist.
... uses fast Memory Pools functions.
... uses fast asynchronous I/O functions.
... is a MUI Application !!!!
... is fully localized (Kickstart 2.1 or higher).
... is Faaaaaaaast.
... is easy to configure.
... has many many other features !

NEW FEATURES

- Improved the support for E-Mails, Mailing Lists and Newsgoups.
- Several minor bug fixes.

SPECIAL REQUIREMENTS

Mail Manager has only a few requirements to work properly:

- Kickstart 2.04 or higher
- MUI 2.0 or higher
- a 68020 processor or faster is recommended

AVAILABILITY

Any Aminet site, such as ftp.wustl.edu or ftp.luth.se in the
pub/aminet/comm/mmgr directory:

```
ftp://ftp.wustl.edu/pub/aminet/comm/mmgr/mmgr.lha        (712491)
                                         mmgr-030.lha  (711609)
```

PRICE

Shareware:

The registration fee for Mail Manager is:

	Point Only	Full Node
Itl Lire	50000 (35000)	100000 (85000)
DM	50 (35)	100 (85)
US $	35 (25)	70 (60)
UK £	23 (15)	46 (38)

The registration fee for Mail Manager together with MUI is:

	Point Only	Full Node
Itl Lire	78000 (63000)	128000 (113000)
DM	73 (58)	123 (108)
US $	52 (42)	87 (77)
UK £	34 (26)	57 (49)

The fee between brackets is reserved only to Registered Users of
Point Manager (the "predecessor" of Mail Manager) v3.10 and higher.

DISTRIBUTION

Freely distributable via CD, disk, FTP, or any other form (if NO
charge is asked for, except for the media) when the original
distribution archive(s) are kept intact.

```
--------------------------------------------------------------
 Mail Manager Development    Internet: aliberti@mbox.vol.it
 Via delle Fontanelle, snc   Fidonet : 2:335/602.2@fidonet
 67016 Paganica (AQ) ITALY   Amiganet: 39:102/10.0@amiganet
--------------------------------------------------------------
```

1.33 AmiWeb2c 2.0

TITLE

AmiWeb2c 2.0

AUTHOR

AmiWeb2c 2.0 was created by Andreas Scherer on the basis of
Karl Berry's Web2c 7.0 who collected stuff from Donald E. Knuth,
Oren Patashnik, Tomas G. Rokicki, John D. Hobby, and others.

Please report bugs to the maintainer of AmiWeb2c and not to
these other people, who can't be of any help with the Amiga
(well, except for Tomas Rokicki of course, who started the
whole thing in the first place :-)

Andreas Scherer
Rochusstra=DFe 22-24
52062 Aachen, Germany
<scherer@physik.rwth-aachen.de>

DESCRIPTION

AmiWeb2c 2.0 is the native Amiga port of the complete Web2c 7.0
system of UNIX-TeX (except for the xdvi previewer). Detailed
information is provided in the archive and from common TeX
resources like the CTAN (see below). As a starter you may
want to check out http://www.tug.org.

NEW FEATURES

AmiWeb2c 2.0 is the successor of my AmiWeb2C (note the capital C)
released in May 1995. Virtually everything is new and reworked.

SPECIAL REQUIREMENTS

I made no attempt in changing the internal settings of any
programs of Web2c 7.0, so you'll need quite a lot of system
resources to run AmiWeb2c 2.0. Although the binaries can be
run on any processor starting with the 68000, use of an
accelerator board is highly recommended. At least 4 MB of RAM
are required for the large programs to run. I never tried any
part of AmiWeb2c 2.0 on version 1.3 of the operating system.

AVAILABILITY

The major resource for TeXnical material is the so-called CTAN.
For me this is ftp://ftp.dante.de (Germany). More information
about this service is available there.

AmiWeb2c 2.0 will be located in the directory

   ftp://ftp.dante.de/tex-archive/systems/amiga/amiweb2c

The same distribution is available on the Aminet in the

text/tex/ directory.

PRICE

It's free of charge. In fact, the Web2c 7.0 system is provided
under the GNU General Public License and this should be assumed
for AmiWeb2c 2.0 as well.

DISTRIBUTABILITY

There are no restrictions for distributing AmiWeb2c 2.0 in whole
or in parts. In fact, work is under way to include this Amiga
TeX system on the "TeX Live CD" provided by the "TeX Users
Group" (see http://www.tug.org/texlive.html). Of course, the
Aminet CD will contain this package as well.

1.34 WormGame v1.10

TITLE

WormGame

VERSION

1.10

AUTHOR

Chris Corr – chriscorr@zetnet.co.uk

http://www.users.zetnet.co.uk/ccorr

DESCRIPTION

It has many features not found in other Workbench games, and will easily
while away the boredom while you copy files etc. These features include:

– Runs in a window on the workbench screen, in any screen mode.
– Automatic window scaling depending on current screen mode/resolution.
– Plays Protracker modules while playing the game.
– Three different speeds.
– Three highscore tables – One for each speed.
– Iconify mode.
– Automatic pausing when you deselect the window.
– Fuel guage score bar.
  And many more......

SPECIAL REQUIREMENTS

The game will run on any Amiga running Workbench 2.x or better.

DISTRIBUTABILITY

It is freeware, and therefore free to download and give to anyone.

```
AVAILABILITY

To download the game, or read the online documentation, go to

 http://www.users.zetnet.co.uk/ccorr/wormgame.htm

or it is available from any Aminet site. e.g.

 ftp://ftp.doc.ic.ac.uk/aminet/game/wb/WormGame.lha
```

1.35 GTI Sales Charts

```
Grenville Trading Inc. (GTI) Distributor to Dealer Sales Charts
January, 1997

These charts reflect GTI's sales to their worldwide dealer network.  The
GTI charts are a service of GTI's website at http://www.grentrade.com/

Jan  Dec     TITLE

1    NEW     Aminet Set 4 (includes Dir Opus 5.11)
2    ( 1)    Aminet 16
3    NEW     Amiga Magazin CD 1-2/97
4    ( 2)    Meeting Pearls 4
5    ( 4)    Aminet Set 3
6    ( 3)    Aminet 15
7    NEW     Amiga Format CD 10 - Feb 1997
8    (17)    Aminet Set 2 (4 CD)
9    (13)    Aminet Set 1 (4 CD)
10   (11)    Amiga Developer CD v1.1
11   (20)    Fun Clips 2
12   ( 8)    Tele-Info Vol 1  (GERMAN)
13   ( 5)    Amiga Format CD 9 - Jan 1997
14   ( 9)    Maxon Atlas (GERMAN)
15   NEW     Scala Plug-In
16   ( -)    Demos are Forever
17   NEW     Amiga Desktop Video 2
18   (10)    Geek Gadgets (ADE)
19   (15)    Mods Anthology (4 CD)
20   (12)    Aminet 14
21   ( 6)    Amiga Format CD 8 - Xmas 1996
22   ( -)    Animatic
23   ( 7)    Amiga Format CD 7 - Dec 1996
24   (31)    Magic Publisher (4 CD)
25   (45)    Megahits 6
26   (22)    Magic Workbench Enhancer
27   (26)    Print Studio Pro
28   (14)    Directory Opus v5.5 GERMAN
29   (19)    System Booster
30   (23)    Personal Paint v7.0
31   (29)    Workbench Designer
32   (50)    Fun Clips 1
33   (24)    Aminet 13
34   (34)    Amiga Repair Kit
35   (28)    Light Rom 4
```

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36   (16)    Retro Gold
37   (38)    Octamed Sound Studio
38   NEW     Texture CD Volume 1
39   ( -)    Megahits 4
40   (25)    Personal Suite
41   (49)    Wordworth 6.0 Office
42   (21)    C64 Sensations 2
43   ( -)    Do It ! Vol. 1
44   (43)    Eric Schwartz CD
45   (54)    Amiga Tools 5
46   ( -)    Amiga Golden 20 (GERMAN)
47   ( -)    APC & TCP CD Vol. 1
48   NEW     Amiga Tools 6
49   ( -)    Light Rom Gold
50   (47)    Xi-Paint 4.0
51   ( -)    APC & TCP CD Vol. 2
52   (57)    Maxon Cinema Xtensions CD
53   (36)    Meeting Pearls 3
54   ( -)    RHS Erotic Collection
55   (60)    Aminet 12
56   (32)    Streckenplaner 97 (GERMAN)
57   (37)    Workbench Add-On Vol. 1
58   (44)    Kara Collection
59   (33)    RHS Colour Collection
60   (58)    Textikon (GERMAN)
```

```
CD Games
TOP 10


Jan     TITLE

1       Golden Games
2       Nemac IV
3       Wendetta 2175
4       Trapped
5       Cedric
6       Oldtimer
7       Card Games
8       Gamers Delight 2
9       Legends
10      Roadkill
```

```
Disk Games
TOP 15



Jan  Dec     TITLE

1    ( 3)    Capital Punishment
2    ( 2)    Sensible World of Soccer 96/97
3    ( -)    Hattrick (Ikarion)  GERMAN
4    NEW     Chaos Engine 2 AGA
5    ( -)    Caribbean Disaster GERMAN
6    ( -)    Mad News GERMAN
7    ( 1)    Hugo
```

```
8    ( 9)    Jet Pilot
9    ( 7)    Killing Grounds AGA
10   ( 5)    Worms
11   ( 6)    Trapped
12   (15)    Gloom Deluxe
13   NEW     Burnout
14   (10)    Sensible World of Soccer 96/97 UPGRADE
15   (14)    Formula 1 Masters


Productivity
TOP 10


Jan  Dec     TITLE

1    ( 1)    Turbo Print Prof 5.0 GERMAN
2    NEW     Turbo Print Prof 5.0 ENGLISH
3    ( 2)    Asim CDFS v3.7x
4    ( -)    I-Browse ENGLISH
5    ( 3)    I-Browse GERMAN
6    ( -)    Kick & WB 3.1 A500/2000
7    ( 7)    Picture Manager 4 Professional GERMAN
8    ( -)    Final Copy 2 GERMAN
9    ( 9)    Blitz Basic v2.1 ENGLISH
10   (10)    Directory Opus v5.5 ENGLISH
```

1.36 NetHack 3.2.1

```
TITLE

NetHack 3.2.1, second Official Amiga Binary Release

ABOUT THIS RELEASE

This release replaces NH32P1.lha, which will crash if the O command is used
in 32-color mode.  No other changes have been made.

CONTACT

nethack-bugs@linc.cis.upenn.edu
Please state that you are using the second official Amiga binary release.

DESCRIPTION

NetHack is a single player dungeon exploration game in the tradition of
Rogue.

REQUIREMENTS

AmigaDOS 1.3, 2.04(or better), 3.1
2M RAM (more is better)
5M Hard disk space (yes, it still can be played on one floppy
 but this is highly discouraged!)
```

AVAILABILITY

Main repository:

 ftp://ftp.uu.net/pub/games/nethack/binaries/amiga/NH32P1v2.lha

Source is available from the same site.

DISTRIBUTABILITY

NetHack is copyrighted and freely redistributable – please see
the license for details.

MORE INFORMATION FROM THE MAIN RELEASE

We have now put the official 3.2.1 version up on our primary ftp site,
ftp.uu.net:/pub/games/nethack. I expect that our mirrors will catch up
shortly. Below, please find a summary of the updates made to the game:

Weapons skills processing is made smarter and centralized in #enhance (and
documented, now that we're mildly happy with it). Setting options from
within the game has changed drastically, precipitated by a patch from Per
Liboriussen. Default object class characters can be used as menu
shortcuts. Menu commands can be mapped on some window-ports. See the
guidebooks for full details.

Core bugs fixed include crashes due to Medusa's moving after being killed,
weird messages for applying bullwhips after leaving traps, missiles and
tridents not being properly accounted for in weapon skills, and a DLB bug
that caused very slow file access from DJGPP-compiled binaries, along with
many more minor things.

Linux text colors, X11 help files, Amiga tiles outside the main dungeon,
MS-DOS game re-entry after shelling and changing directories, and endgame
entry with MFLOPPY enabled all now work. We have a suggested workaround
for the HPUX/DGUX + gcc situation that caused the game to hang trying to
create nearly infinite monsters.

68K Macs may now have a chance, now that we've found that the previous
compiler options produced buggy structure copies for that platform.
Dragging the scrollbar on Macs should work now, but the other window
flakiness inherited from 3.1.3 is still there and probably will continue to
be unless someone who both understands Mac windowing and has time appears
out of the woodwork.

Earlier save and bones files are not compatible with 3.2.1, although the
code should now reject them instead of crashing.

Happy Hacking!

For the NetHack DevTeam...
          Mike Stephenson
For the Amiga NetHack Team...
          Ken Lorber

1.37 BattleDuel V1.5.42

TITLE

BattleDuel V1.5.42

AUTHOR

Jochen Terstiege <tersti00@marvin.informatik.uni-dortmund.de>
Michael David
Marco Seine

DESCRIPTION

BattleDuel is a game like 'Artillery Duel' on the C-64:

Two players fight against each other with cannons placed in a windy
mountainous landscape. To hit the other they change the power and angle of
the cannons. A duel is finished if one of the cannons is totally damaged.

Some features:

- up to 4 players
- computer opponents
- normal duel mode, 2 tournament modes, practice mode
- ECS/AGA/GraphicBoard support (only one program)
- network support: nullmodem, modem and TCP/IP
- nice graphics and sound effects
- full multitasking
- OS friendly

NEW FEATURES

- background animations: balloon, rabbit, soldiers
- variable screen height
- support for publicscreens: BattleDuel in a window
- new game mode: conquer mode
- support for AS225
- improved network protocol
- keyboard control for cannons

SPECIAL REQUIREMENTS

Kickstart2.0, Harddisk, Flickerfixer recommended, at least 1 MB memory

AVAILABILITY

Any Aminet site, e.g.:

ftp://ftp.wustl.edu/pub/aminet/game/2play/BattleDuel.lha (898506)

PRICE

Shareware fee of $15 US / DM 20

DISTRIBUTABILITY

BattleDuel is Shareware!
Copyright (C) 1996 Jochen Terstiege, Michael David, Marco Seine

1.38 Time.mcc

TITLE

Time.mcc

VERSION

12.1

RELEASE DATE

10.02.1997

AUTHOR

Kai Hofmann (i07m@zfn.uni-bremen.de)
            (http://www.informatik.uni-bremen.de/~i07m/)

DESCRIPTION

Time is an abstract Custom Class of the Magic User Interface
by Stefan Stuntz.
It's a subclass of notify-class and only usable for developers who
want to build subclasses of Time.mcc!

The idea of this class was born during developing my Gregor application.

Time.mcc allows an easy handling of time. It lets the developer specify a
range within which the time must fall and it handles different time zones.

SPECIAL REQUIREMENTS

MUI 3.1+
date.library 33.225+

AVAILABILITY

http://www.informatik.uni-bremen.de/~i07m/amiga/Time.html

ftp://wuarchive.wustl.edu/pub/aminet/dev/mui/MCC_Time.lha
And all other Aminet sites.

PRICE

This is Freeware!

DISTRIBUTION

Permission is hereby granted, without written agreement and without
license or royalty fees, to copy and distribute this software and its
documentation for any purpose, provided that the copyright
notice and the following paragraphs appear in all copies of this
software, to:

- All who will distribute this software for free!
- All free accessible Internet servers!
- All Aminet sites
- Fred Fish for his great Amiga-Software Library
- The German SAAR AG PD-Library
- Angela Schmidt's Meeting Pearls series
- All Simtel sites and CD-ROMs
- All others who do NOT take more than US$ 5.- for one disk that
  includes this software!

IMPORTANT NOTE

This package may not be included on any further Aminet CD-ROMs unless
authors contributing their software to the CD-ROM, (without mentioning
distribution "NoCD") are granted a copy of the CD completely free
of charge.

1.39   Virus Checker

From: Dave Dustin <dave@manawatu.gen.nz>
Virus Checker Up For Grabs Again

First off, I would like to apologise to all those who have been waiting for
information about the continuation of the VirusChecker project, especially
those registered users who contacted me over the past 8 months.

The development of VirusChecker by myself has been basically been stopped.

When I first decided to purchase VirusChecker off John Veldthuis, I had
every intention of continuing with the work he had started. I jumped in,
redesigned the interface; rewrote the file checker in C so that it might be
used by Aminet; I asked the users what they wanted in a new version,
implementing many of their suggestions; while also beginning work in lots
of other areas of the program.

Since then, many things have happened in my life, which has basically left
me not using my computers as much as I used to. In fact, I spend at most
15 minutes every couple of days checking EMail and news. My PC sits idle
unless my brother is playing games on it.

The main reason for dropping all my computer work is due to the fact that
my girlfriend and I wanted to spend more time together. Although we both
like and use computers, it's not really a big part of our lives anymore.

I would like to hear from those parties that might be interested in picking
up the development. I am looking for one person or group that could
continue with the program.

I am not seeking any payment for the source due to the fact that I never
released a new version, but I will give the same warning John gave me:
"There's a lot of work involved!"

I am sorry for the bad news, but that's just the way life is I suppose.

1.40   MagiC64 1.5

TITLE

MagiC64

VERSION

1.5

AUTHOR

Michael Kramer
Im Hirschfeld 28
52222 Stolberg
Germany

Fax: +49 (0)2402 909115
E-mail: michael_kramer@ac-copy.com

DESCRIPTION

New features in MagiC64 V1.5:

– Powerful 6510 monitor

– CyberGfx support

– Smart Refresh for faster screen updates

– Borders are displayed now

– MagiC64 Homepage: http://www.ac-copy.com/~magic64

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

– Complete emulation of the 6510-CPU (including illegal opcodes)

– Line-by-line VIC emulation

        – All graphics modes
        – Horizontal and vertical scrolling

– Complete sprite emulation

        – Sprite-sprite collisions
        – Sprite-background collisions

- Sound emulation with 6581sid.library or playsid.library

- ROM emulation, you can also use the original ROMs

- Keyboard and joystick input

- Floppy 1541 emulation

        - Fastload and fastsave for all programs
        - Nearly all 1541 commands are supported

- Support for the following formats: D64, T64, P00 and plain C64

- Conversion between all formats possible

- Bitplane optimized graphics functions, on fast Amigas original C64 speed
  is possible.

- The emulator is programmed OS-friendly, it runs in a fully multitasking
  environment

- AmigaGuide Docs in English and German

MagiC64 was rated 90% in CU Amiga.

SPECIAL REQUIREMENTS

- 68020 or higher (fast 68030 or 68040 recommended)

- Kickstart 2.04 or higher

- 1.8 MB free memory

AVAILABILTY

Any Aminet site e.g.

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

PRICE

Shareware fee: $20 US (or 30 DM)

DISTRIBUTABILITY

MagiC64 is a shareware product. The unregistered version may
be distributed freely. Registering means all features will
be enabled and there is no time restriction.

1.41   Sort v1.60

TITLE

Sort

VERSION

1.60

AUTHOR

        Ruediger Werner

E-Mail: wernerr@iee1.et.tu-dresden.de
URL: http://home.pages.de/~wernerr

S-Mail: Ruediger Werner
         Stresemannplatz 2
         01309 Dresden
         GERMANY

DESCRIPTION

The basic function of sort is to sort ASCII-files in alphabetical order.
But its functions are not restricted to sorting. I implemented many
options which allow to manipulate file(s) in different ways. The sort
program is started from Shell.

NEW FEATURES

(registered version)

* numeric sorting facility added
* keywords from system sort command can be used now

FEATURES

(unregistered version)

* sorting files alphabetically (ascending, descending)
* distinguishing and no distinguishing of capitals and small letters
* erasing of empty lines with sorting
* erasing of empty lines without sorting
* replacing the old file

(registered version)

* sorting files alphabetically (ascending, descending)
* sorting with columns, variable length of sort string
* removing and replacing of characters
* picking out lines
* throwing out lines
* joining files
* removing oh a given number of header lines
* ignoring of specified strings at the beginning of a line
* two pass sorting for ignoring strings in lines
* all functions are operating in a given range, if desired
* selectable distinguishing of capitals and small letters
* erasing of empty lines
* improved erasing of double lines
* dividing a file into two, according to the given pattern,

  which is specified with the -q|Q option.
* reversing of the file (without sorting)
* verbose function

SPECIAL REQUIREMENTS

None

AVAILABILITY

This program is available for the following systems:

- AMIGA
- MS-DOS

- Ultrix 4.4
- Solaris 2.4
- SUN OS 4.1.3
- AIX 3.2.5
- Linux

It can be found on Aminet:

ftp://ftp.netnet.net/pub/aminet/util/sys/sort1_60e.lha

or from my homepage:

http://eeetw0.et.tu-dresden.de:8080/~wernerr/amiga.html

the latest version will be available from my page, for all
the above mentioned systems.

PRICE

5 US$ for registration (binaries) & sending by e-mail
8 US$ for registration (binaries) & sending by post
or equivalents in DM
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 is kept
intact.
The registered version is not freely distributable.

1.42   TimeString.mcc v12.2

TITLE

TimeString.mcc

VERSION

12.2

RELEASE DATE

10.02.1997

AUTHOR

Kai Hofmann (i07m@zfn.uni-bremen.de)
            (http://www.informatik.uni-bremen.de/~i07m/)

DESCRIPTION

TimeString is a Custom Class of the Magic User Interface by Stefan Stuntz.

It's a subclass of string-class.

The idea of this class was born during developing my Gregor application.

TimeString.mcc allows an easy handling of time strings. It parses the time
string and is able to define the display format of the time string.

NEW FEATURES

- Now based on Time.mcc
- Improved demo
- Adding great icons from Eric Gerard
- Improved formatter
- Improved parser
- Fixed Assembler interface
- Fixed Modula interface
- Fixed Amiga-E interface
- Fixed Oberon interface
- Now needs date.library 33.230

SPECIAL REQUIREMENTS

MUI 3.2+
date.library 33.230+ (included)
locale.library

AVAILABILITY

http://www.informatik.uni-bremen.de/~i07m/amiga/TimeString.html

ftp://wuarchive.wustl.edu/pub/aminet/dev/mui/MCC_TimeString.lha
And all other Aminet sites.

PRICE

For NON-COMMERCIAL USE this is Giftware!
(Non-commercial includes Giftware and Shareware)

Permission for COMMERCIAL USE is only given by an extra available
commercial license that must be validated.
Contact me directly for this license, because it will be individually
handed out per your needs.

Please send me a full version of your product at no cost including
free updates.

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Permission is hereby granted, without written agreement and without
license or royalty fees, to copy and distribute this software and its
documentation for any purpose, provided that the copyright notice and
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- All who will distribute this software for free!
- All free accessible Internet servers!
- All Aminet sites
- Fred Fish for his great Amiga-Software Library
- The German SAAR AG PD-Library
- Angela Schmidt's Meeting Pearls series
- All Simtel sites and CD-ROMs
- All others who do NOT take more than US$ 5.- for one disk that
  includes this software!

IMPORTANT NOTE

This package may not be included on any further Aminet CD-ROMs unless
authors contributing their software to the CD-ROM, (without mentioning
distribution "NoCD") are granted a copy of the CD completely free
of charge.

1.43 Gui4Cli v2.0

TITLE

Gui4Cli

VERSION

2.0

AUTHOR

Dimitris C. Keletsekis   Email: dck@hol.gr

DESCRIPTION

Gui4Cli is a program with which *anyone* can very easily create GUIs. No
deep programming knowledge, compilers, libraries etc are needed.

With it, you can make GUIs for :
- Customizing your Workbench, launching programs etc.
- Giving a GUI to CLI based programs
- Making GUIs for programs with an AREXX port.

It is a simple interpreted script language (about as simple as AmigaDOS)
which enables you to construct GUIs and with them form command lines which
you can send to AmigaDOS or to AREXX ports of other programs, for
execution. You can think of it as "Visual-DOS".

It features :
- Multiple, resizable, font-sensitive windows
- GadTools Gadgets and Menus
- The ability to dynamically change the GUIs
- Icons that can be used as buttons, or in menus
- Keyboard shortcuts for gadgets & menus
- Graphics and font commands
- Common window shortcuts
- Colored window backgrounds (pattern or icons)
- Create & use other screens
and much more...

Gui4Cli will stay in memory and load, interpret and run the GUIs you make.
You can run as many GUIs as your memory allows, all from the same instance
of the program.

The program is not disabled in any way and there are full manuals included.

The demos provided (to give you an idea of what you can do), include :

- A caclulator (with memories etc) based on the c:eval
  command
- A "MultiMedia" GUI, which combines GUIs for the
  "ppshow", "sfx" and "proplay" programs into a common
  GUI allowing you play sounds & graphics together.
- A "display" script which will show you files according
  to their type.
- A replacement for the WB "Execute Command" GUI, which
  also allows you to send AREXX commands and change
  directory.
- A ToolBar (made with icons) providing common shortcuts
  (cut/paste etc) for the "CygnusEd" editor.

AVAILABILITY

At any Aminet site, e.g.:

ftp://ftp.netnet.net/pub/aminet/dev/gui/Gui4Cli.lha (125k)

SPECIAL REQUIREMENTS

OS 2.04+

DISTRIBUTION

Freely distributable via CD, Disk, FTP etc.
A shareware fee of either $10, or a really good GUI is suggested.

1.44 Config v1.01

TITLE

Config

VERSION

Version 1.01 (Released 28th June, 96)

AUTHOR

Adam Dawes

E-Mail: Adam@beachyhd.demon.co.uk
        ad32@brighton.ac.uk
Fidonet: 2:441/93.5

DESCRIPTION

Config is a piece of C sourcecode designed to make access to configuration
files as easy as possible.

All the hard work is taken away, and replaced with just 4 functions:

    WriteConfig()
    WriteConfigNumber()
    ReadConfig()
    ReadConfigNumber()

The config files are in a standard format: they are divided into "sections"
(each of which has a unique name). In each section is any number of
keywords, each of which has an associated data item.

To write data to a config file, a single call to WriteConfig() is required,
telling it the name of the config file, the section and keyword the data is
to be added with, and the data itself. Config will then create the config
file (if necessary), create the section (if necessary) and add or modify
(as appropriate) the entry in the config file.

Reading from the config file is just as easy. You specify the filename,
section and keyword and Config returns you the data. However, when calling
the ReadConfig() function, you also supply a default value. If the data
cannot be returned for any reason (config file doesn't exist, section or
keyword doesn't exist), you will be returned your default value. This
means that absolutely no extra handling is necessary for new config files,
etc.

WriteConfigNumber() and ReadConfigNumber() work in exactly the same way,
but with numbers instead of strings.

Full documentation and examples are included within the archive.

NEW FEATURES

Fixed a nasty memory allocation bug. Any programs compiled with Config
v1.0 should be recompiled with v1.01 (which *is* stable).

TO DO

I would ideally like to make Config in to a shared library. This would
mean it could be accessed from any language, not just C. I currently have

no idea how to do this, though, so that may not happen just yet.

I also have plans to add full caching to Config to speed things up a
little, aswell as adding a few more functions.

SPECIAL REQUIREMENTS

Any Amiga running a C compiler (tested with DICE and SAS/C). Whilst the
code is potentially ANSI-compliant, it currently uses several functions
from exec.library for linked-list manipulation. I will consider making the
code fully ANSI compatible if there is any demand for it.

AVAILABILITY

From Aminet, for example:

  ftp://ftp.wustl.edu/pub/aminet/dev/c/Config101.lha (9k)

PRICE

Free.

DISTRIBUTION

Config is freely distributable as long as it is not modified in any way.
You are perfectly welcome to use it in your own programs (that's why I've
written it, after all) without any permission; I won't complain if you feel
like giving me a mention in the documentation, but that's by no means
compulsory.

1.45 Conk v0.90

TITLE

Conk - A game construction set.

VERSION

0.90 (Beta test version)

AUTHOR

42 South (Ben Campbell, Grant Young, Paul Atkin)

EMail: ben@ns.planet.gen.nz

DESCRIPTION

Conk is a standalone game creation package. It is very versatile and can
be used to make up 2D games in many styles - Horizontal scrolly shootemups,
maze games, Defender-style blasters, Asteroids-style games, Robotron-style
games, Platform games and many others.

- Paint program and background map editor included
- Editor programs are very system-friendly

- Games take over the display hardware, but otherwise leave the
  operating system intact (ie multitasking still goes)
- Fully hard drive installable
- Multiplayer game support
- Game files are cached – no unnecessary reloading of levels
- Play between-level IFF Anims
- Tracker music modules supported
- Support for IFF 8SVX and raw sound data
- Games can have virtually unlimited horizontal scrolling,
  limited vertical scrolling or may get rid of scrolling
  altogether and use an IFF picture (ILBM) as a backdrop.
- Any Amiga system can be targeted (Kickstart 2.0+ is required
  in this beta release, later versions will run on 1.3). You
  can make up games for standard 68000 machines, or go for a
  serious game needing lots of memory, disk space and
  processor grunt. You are not limited by artificial
  constraints.
- Produced games are stand-alone, and no restrictions are placed
  upon their distribution.
- AGA supported (but not required)

SPECIAL REQUIREMENTS

Amiga OS 2.0 (or higher) required.
"asl.library" from Amiga OS 2.1 (or higher) required. This will not be
needed in the next release.

For making up games, the preferred system would have a hard drive, at least
two megs of memory and a faster processor. A standard Amiga 1200 or
accelerated 500 is nice.

AVAILABILITY

Conk is available either by FTP:

ftp://ftp.acid.nz.com/Acid/Conk/ConkA.lha
ftp://ftp.acid.nz.com/Acid/Conk/ConkB.lha

or by the WWW at:

http://www.acid.nz.com/Acid/Conk/ConkA.lha
http://www.acid.nz.com/Acid/Conk/ConkB.lha

ConkA.lha – Conk editor programs (319 Kb)
ConkB.lha – Demo games (274 Kb)

PRICE

Beta version: Free!
Final release: To be announced.

DISTRIBUTABILITY

Version 0.90 (Beta) is NOT for redistribution.

Copyright 1996 by 42 South.

1.46   AmigaGadget 25

TITLE

AmigaGadget 25 - Freely Distributable German Magazine

VERSION

Issue 25

AUTHOR

various
Publisher : Andreas Neumann
Email: <Neumanna@stud-mailer.uni-marburg.de>

DESCRIPTION

The AmigaGadget is a freely distributable magazine. Most articles are in
German, only a few are written in English. The subjects covered range from
news about the Amiga to jokes and stories :

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

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

Issue 25 of the AmigaGadget contains e.g. interviews with Wouter van
Oortmerssen ("E") and Bernd Schmidt ("UAE"), informations about new
hardware for the VIC 20 (sic!) and an improved CPC-emulator for MS-DOS, a
report from the "meeting" in Guetersloh, an introduction to the new law
about electromagnetical compatibility and a lot of other stuff.... Back to
the commercials ;-)

FEATURES

Over 700 pages of text.
Installation is done simply by unpacking the archive to the
harddrive.

REQUIREMENTS

LIBS :
    reqtools.library, iff.library, powerpacker.library,

```
    diskfont.library, medplayer.library, xpkmaster.library,
    compressors/xpknuke.library
```

C:
```
    IconX, Run, Assign

    Harddrive strongly recommended for an easy installation.
```

AVAILABILITY

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

 ftp://ftp.netnet.net/pub/aminet/docs/mags/gadget25.lha

or via my WWW-homepage :

 http://stud-www.uni-marburg.de/~Neumanna/gadget.html

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

PRICE

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

DISTRIBUTABILITY

It is freely distributable. Articles are (C) Copyrighted by the authors,
the compilation is (C) Copyrighted 1996 by Andreas Neumann (whatever that
means).

1.47 Insert104

National Amiga
111 Waterloo St. #101
London, Ontario
N6B2M4
P: (519) 858-8760
F: (519) 858-8762

FOR IMMEDIATE RELEASE:
Contact: gscott@nationalamiga.com

National Amiga and MicroBit Research have come up with a new and innovative
solution that will allow you to use a 104-key PC keyboard with an Amiga
2000/3000 or 4000!

This adapter is small, simple and inexpensive!

We have mapped a PC104 key keyboard to an Amiga keymap by using the Windoze
keys as Amiga keys. We have also created some extra special keyboard
functions to make using your Amiga easier.

These new features include:

```
    Left Amiga-m to switch between screens.
    Left Amiga-n to take you back to WorkBench.
    Left Amiga-v for OK
    Left Amiga-b for CANCEL
```

At a suggested retail price of only $39CAD, it's easy to upgrade your
keyboard today!

For more information on the Insert104, hit our website at
http://www.nationalamiga.com to place your order.

1.48 Oberon System V4

TITLE

Oberon System V4 for Amiga

VERSION

1.4

AUTHOR

Stefan Ludwig, Claudio Nieder, Oliver Joos, Ralf Degner

E-Mail: ludwig@inf.ethz.ch, degner@pallas.amp.uni-hannover.de

S-Mail: Stefan Ludwig
        Institut fuer Computersysteme
        ETH-Zentrum
        CH-8092 Zuerich

DESCRIPTION

Oberon System V4 for Amiga (O4A) is a full implementation of ETH Zurich's
Oberon System V4.

Oberon is both a programming language and an operating system developed by
Prof. N. Wirth and Prof. J. Gutknecht.

The Oberon System in key words:
 - Single-process multitasking
 - Garbage collector - memory will be released automatically if
   not needed anymore
 - Commandos: procedures that can be called like programs
 - Dynamic loading: modules are loaded and linked to the system
   during run-time (if necessary)
 - Text as a built-in abstract data type (for example a
   Minesweeper game as a letter (like OLE and OpenDOC))
 - Graphical user interface

A special advantage is the very high compatibility of the systems between
implementations on different computers. System V4 implementations exist
for Amiga, Mac, Power Mac, Windows (NT), Linux, IBM-RS6000, Sun-Sparc,
HP-Workstations, NeXt, ... You can use a program written on one

implementation on any other without change.

O4A is a full implementation of the Oberon System V4 with all usual
programs. The system runs in its own task and therefore you can use O4A
and the Amiga OS at the same time. Specific features of the Amiga
implementation are its incremental heap allocation, support of the Amiga
clipboard and the capability of accessing IFF files.

The O4A package contains:
 - A full Oberon-2 compiler
 - Development tools (Browser, Analyzer, Disassembler, ...)
 - XE, a comfortable 'editor' with layout functions
 - Kepler, an object-oriented 2D vector drawing program
 - Paint, a simple pixel-oriented paint program
 - A lot of additional tools (Draw, RX, AsciiCoder, ...)
 - Various text elements
 - VT100 terminal emulation
 - Games: Tetris and Minesweeper (with source)
 - Example sources and online documentation

To get more information about the programming language and operating system
Oberon have a look at the "Oberon and Amiga" WWW page:
http://sun1.rrzn.uni-hannover.de/~nhbidegn/oa-e.html There you will find
links to other Oberon information resources.

NEW FEATURES

- All interface modules rewritten
- Amiga font support
- Many small bugs fixed

SPECIAL REQUIREMENTS

- Amiga with OS2.0 or higher
- at least an MC68020
- a minimum of 1.5 MB free memory (2.5 MB recommended)
- about 3 MB disk space
- FPU for floating point calculations
  (without FPU Oberon-NonFPU.lha is required)

AVAILABILITY

The Home of Oberon is the ETH Zurich. There you can find many
Oberon System implementations, especially the Amiga version:

ftp://ftp.inf.ethz.ch/pub/Oberon/Amiga/V1.4/

Oberon.lha (1.1 MB)   - main archive
Oberon-NonFPU.lha (100 KB) - to use O4A without FPU
Oberon-Src.lha (700 KB)   - the full source of O4A
Oberon-Fonts.lha (390 KB) - additional fonts
Dialogs.lha (250kB)   - advanced GUI
Expressions.lha (130kB)   - math expressions within text documents
CoCo.lha (130kB)   - compiler generator

It is available in the Aminet directory dev/obero, too.

PRICE

It's free, but not PD.
Please note the ReadMe file in every archive.

DISTRIBUTABILITY

Oberon System V4 for Amiga is (C)opyright 1990-97 by Claudio Nieder, Stefan
Ludwig, Ralf Degner and the Institute for Computer Systems ETH Zurich.
Some files in the archives are (C)opyright by other persons (fo example
Dialogs and Expressions).

All files in the archives are freeware. You can use it in any way you like
but you must not include part of it in a commercial product.

1.49 Sagittarius Software

15-FEB-97

Sagittarius Software - New Amiga software dealer in the United States

Specializing in affordable and enjoyable Amiga programming, Sagittarius
Software has brought the complete line of Vulcan and 5th Dimension software
to the U.S. market. There is no longer the need to send money overseas to
obtain these titles; our retail prices are cheaper than direct order, and
our delivery rates are faster and cheaper because of our location in the
U.S.

All of the following titles are available now.

```
Artistix                   $ 8.99
Belle's Paint              $10.79
BlobZ  (AGA)               $24.99
Bograts (AGA)              $24.99
Burnout (AGA + 6MB RAM)    $35.99
Hillsea Lido               $24.99
Illusions                  $ 8.99
JETPilot                   $31.50
Morton Strikes Back        $ 9.50
Morton Strikes Back AGA    $12.50
Timekeepers                $24.99
Timekeepers Expansion Disk $13.99
Tiny Troops                $32.99
Valhalla III               $32.99
World Golf                 $24.99
```

We also carry the full line of 5th Dimension Licenceware with prices:

```
1 disk title - $ 6.50
2 disk title - $ 8.00
3 disk title - $ 9.00
```

Our products can be ordered online, by mail, by FAX, or by telephone
callback.
(Mail orders, please add $2.50 to total bill for shipping)

Checks, Money Orders, MC, VISA, and Discover are accepted methods of
payment.

Sagittarius Software
1706 Canton Road
Akron, OH 44312
USA

http://www2.ald.net/~pottery/Sagittarius.html

E-Mail: sro@UAkron.edu
FAX   : +1 330 794 2170 (10am - 6pm EST Mon-Sat)

1.50   RealAudio Attempt

RealAudio: Try And Convince Them

From perjac@inet.uni-c.dk Tue Jan 28 00:15 CST 1997

Hello,

During a discussion on the IBrowse mailinglist, the topic of RealAudio
came up, as you probably know this is not available for the Amiga.
I mentioned that RealAudio has a 'bulletinboard' where web surfers can
write comments and I suggested that perhaps we should write a note there.
This has already started, several amigans have written mails, explaining
a bit about who they are and why they would like to *buy* a version for
the Amiga. It may be a waste of time, on the other hand who knows :)

The rather longwinded URL is:

http://204.71.154.55/scripts/dbml.exe?template=cfo/confer/threads.dbm&CID=8

1.51   UltraAccounts 3.5

TITLE

UltraAccounts 3.5

AUTHOR

Richard Smedley
PO Box 59
Sutton-In-Ashfield
Nottinghamshire
NG17 3HP
England

rsmedley@cix.compulink.co.uk

DESCRIPTION

An intuitive & easy-to-use accounts program, specially designed to be
suitable for non-computer-users as well as experts.

Features include:

- Multiple accounts & transaction tags.

- Compatible with UltraPayAdvice, for taking care of all your
  payslips. (Aminet: biz/misc/ultrapay.lha)

- Debit & credit standing orders, and timed transfers. The
  transactions entered by these timed events can be edited or
  erased *without* duplicate entries being created.

- Budgeting facilities.

- Common transactions & transfers: These let you predefine the
  details of commonly-used transactions and transfers (eg. doing
  the weekly shopping) to save you from having to keep typing in
  exactly the same details each time you enter that transaction.

- Reminders: Make sure that you don't miss any important events
  like birthdays/anniversaries, or bills that need paying.

- Pie, bar and line graphs, with optional future projections.

- Encrypted files, optionally password protected.

- Multiple data export configurations.

NEW FEATURES

- Numerous further improvements to the GUI. Among other things,
  all the windows now use consistent OK/Erase/Cancel buttons.

- Added a "balances" option to the bar & line graphs.

- Added a search option to the Show/Transactions window.

- Export formats & wage categories can now be erased!

- Unsaved data is now flagged properly.

- Various bug fixes & enhancements.

SPECIAL REQUIREMENTS

- Requires: AmigaOS 2.0, 2 meg ram, reqtools.library (supplied)

- Recommended: AmigaOS 3.0, hard drive, additional memory

AVAILABILITY

Available via FTP from Aminet sites.
ftp://wuarchive.wustl.edu/pub/aminet/biz/misc/ultraacc.lha
(155415 bytes)

PRICE

The unregistered version is fully functional, but will display
shareware reminders from time to time.

Standard registration fee is 10 Pounds Sterling (or equivalent)

DISTRIBUTABILITY

Shareware, unregistered copies are freely distributable.

UltraAccounts is (C) Richard Smedley 1997

1.52 IARS WWW Form

Hi there!

I am now happy to inform you that the form based survey part of IARS is
running. Is it ready? Well, it will surely be updated as time goes, with
more descriptive links etc., but the survey itself has at last found its
shape.

Please visit and submit your views at:

http://www.skip.adb.gu.se/~gunnar/iars/

You may be glad to know that Phase5 Digital Products have given IARS an
official recognition, and they really wan't everyone to visit it, since
they believe the results may be very interesting and useful for them. I
also got a mail from Carl Sassenrath saying that he was really interested
in the results of the survey. It seems that at last there's someone who'll
listen to the Amiga Community. Visit the survey!

Sincerely

Gunnar Liljas

1.53 Speculator 97

Awesome new ZX emulator: SPECULATOR 97

There are lots of Amiga Spectrum emulators, but this is a really good one
especially if you're a former Spectrum user or programmer. Apologies to
some US readers who may not know what a Spectrum is. I guess it's a
European thing (mainly). Actually it's a few million Euro things, and a
few hundred thousand Timex variants sold in the States, back in the 1980s.
There are still about twenty Spectrum publishers in the UK, and many more
across Europe. But what of this emulator?

William James's Speculator 97 is on the Aminet now, in the misc/emu
directory. Earlier versions appeared on several UK magazine cover disks

last year, but this (1.04) is the first release to Aminet, and considerably
tidier and more complete than the earlier ones.

The following details are taken from the Aminet readme file. The full
archive is a 378K packed LHA which expands to about 860K.

SPECULATOR 97 FEATURES

Speculator 97 is the 1997 version of a fast Spectrum emulator written in
the UK, updating the version originally released on Amiga Format and Amiga
User International cover-disks late last year. It has many advantages over
earlier Amiga Spectrum emulators. It is shareware but has no operational
restrictions.

o Speculator is Amiga O/S friendly and runs on all versions of the 680X0.
o Over 100K documentation in AmigaGuide format, plus extra
   pictures/documents.
o The Workbench 2.0/3.0 environment and AGA mode promotion is well
   supported.
o Snapshot files in six different formats are supported transparently.
o Support for ALL the standard Amiga keys as well as the main 40 Spectrum
   ones.
o Spectrum ROM routines rewritten in 68K code for increased system speed.
o ROM extensions – CAT command and full BASIC file handling implemented.
o High Resolution display of menus and requesters, with mode promotion.
o Integrated utilities such as labelling Z80 Disassembler and screen to IFF
   saver.
o High speed, efficient Z80 emulation engine and optimised screen handling.
o ZA80 cross-assembler included for developing Z80 assembler programs.
o Speculator can be used transparently through project icons for snapshot
   programs.
o LPRINT, LLIST and output to stream #3 is re-directed to any Amiga device
   or file.
o Spectrum disk handler supplied for using MGT disks just like real Amiga
   disks.
o Optional built in 'Easy Keys' feature to overcome keyword entry problems.
o Lots of *legal* example programs including BetaBASIC3, AstroBall and
   Smashout.
o Cassette loading supported with a very simple cable for all Amigas.
o Supports serial transfers to and from real Spectrums.
o Automated Hard disk installation for both emulator and ZX disk handler.
o Startup icon allows easy use direct from a CD or any sub-directory.
o Supplied with an Amiga-compatible Spectrum-style ZX8 font.
o Compatible with ZX_Datatype 39.1 by Edward Vermuelen.

Please send comments and suggestions to the author William James:
w.james@philinet.demon.co.uk

1.54 PowerCon Info Pack

[PowerCon is the successor to the Montreal Amiga Convention of recent
years. The venue is the same as AC '96. –Jason]

            The Official Info Pack on the PowerCon'97
                          Release 1.1

Please feel free to spread this file around wherver you can, as long as it
is not altered. We don't want people to show up at the wrong city or
during the wrong month!

If you are a magazine, please feel free to put this in your magazine.All
that we ask in return is that you e-mail or call us to tell us that you
have put the information into the magazine. Also, if you would like to
have an article written for your magazine after the convention about what
happened at PowerCon'97 Please e-mail <moogy@datrox.ca>
<tessier@moebius.qc.ca> <steve.pruneau@mcbbs.magicnet.com>

* NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS *

- PIOS maker of a new PowerPC box (PIOS-ONE) will be there
  to demonstrate their new products (http://www.pios.de)

- ProDAD are developing a new OS called pOS, it look similar
  to AmigaOS. It is currently port to the PowerPC, a 68k
  version is already available (http://www.prodad.de)

In July, in Montreal, the first annual PowerPC Convention will take place!
This convention will gather the PowerPC community together from all across
the world to show its support for the PowerPC platforms! (BeBox, PIOS-ONE,
A/Box, Amiga(PowerUP), PowerMac(& clones), IBM, Motorola) We hope to make
this show an event that will demonstrate the "POWER" behind PowerPC's and
their operating systems (BeOS, pOS, MacOS, Linux, Solaris, AIX).

WHY: We are putting on the PowerCon'97 to support our
      favorite computers. We feel that there is a place for
      the PowerPC platform within the "WINTEL" monopoly.

WHERE: The Howard Johnson Hotel in Montreal,

ADDRESS: Howard Johnson
         (514)-842-3961
         475 Sherbrooke West Street
         Montreal (Quebec)
         Canada
         H3A 2L9

WHEN   : 19 & 20 of July 1997

TIME   : 10:00 - 20:00 (8:00 PM) Saturday
          9:00 - 18:00 (6:00 PM) Sunday

ENTRANCE COST: 7 Canadian dollars

COMPETITION:

Software Coding

1st place : $800
2nd place : $300
3rd place : $100

COST FOR RENTING TABLES : $150 - 1 day, $250 - 2 days, for one table of 6'
by 3' and chairs. These tables are aimed towards dealers and developers.

FREE TABLES: We will also have free tables, for anyone who wishes to BRING
THEIR own PPC system, whether to show off something cool, or just to help
someone else who might need one at the time. However, at the free tables
you get less space than the pay tables, it is first-come first- serve, and
you cannot sell products at the tables! That is strictly for the rented
tables.

ACCESABILITY: The show is easily accessible by bus and subway, as well as
having lots of parking space in the vicinity for cars.

WHY DEALERS SHOULD COME: We offer tables at an incredibly low rate, a price
which includes electrical outlets and electricity. You also get the chance
to show and sell your wares to a crowd of PPC owners, all of whom have
money to spend and are influenced by how big a prescence you have at the
show.

WHY PEOPLE SHOULD COME: We will have stands from many major dealers and
developers. We will also have a lot of friendly PPC owners there, plus a
booming sound system and TV setup that will show crazy demos and products.
It will be a wild good time for all! BRING YOUR PPC AND HAVE A BALL ~~~

* Just 5 minutes walking distance from the Metro Station
  McGill.

* We will have Audio/visual equipment setup for presentations of
  demos, programs, hardware, new products, etc.

* The Howard Johnson has a Restaurant, a Bar, and more.

* Special room rates for the first 20 reservations. Please contact the
  hotel and specify that you are coming for the PowerCon'97.

CONTACT:

To get the latest info about the PowerCon'97 and get more details about it
please check out our WWW sites at;

[Coming soon.....]

If you want to reserve a table, get more information on the show, or just
talk to the organizers, e-mail us at:

<moogy@datrox.ca>
<tessier@moebius.qc.ca>
<steve.pruneau@mcbbs.magicnet.com>

(514)-649-9756 (in Canada) and ask for Frederic
(514)-933-8095 (in Canada) and ask for Jeremie.

regarding the PowerCon'97. You can also mail the
organizers at:

Frederic Tessier
922 Deschamps

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Sainte-Julie (Quebec)
J3E 1N9
Canada
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1.55 AmiTech '97

```
PRESS RELEASE - AMIGA Show in Scandinavia

Stockholm, Sweden 97.01.27 - AmiTech '97 is the name of this year's largest
Amiga convention in Scandinavia.  The show is designed to be a fresh
kick-back and inspiration to the users and dealers of our favorite
computer, the Amiga!

The show is organised by AUGS (Amiga User Group of Sweden) and SUGA
(Swedish User Group of Amiga) with our main sponsor; Distribution 4, the
new but already leading Amiga computer and perhiperals distributor of
Scandinavia.  Working with the group is the two Swedish Amiga magazines,
SAM and Amigainfo.

Date and hours:
Friday     25th of April 1997    10:00-18:00
Saturday   26th of April 1997    10:00-18:00
Sunday     27th of April 1997    10:00-17:00

Admittance:  50 kr (~7 usd)

The show will take place in Wasahallarna, at the Royal Djurgarden in
central Stockholm.  The space for is devided on two floors and produce a
total of 1500 square meters (ca 5000 sqfeet).

A Website us up and running with current information, seminare schedules,
competitions and maps to the show.  Please visit:
http://www.canit.se/amitech More information on attending companies and
persons will be available.

Companies and developers interested in exhibiting and/or seminares may
contact Distribution 4 at the below address or email.

Welcome to the show!

/The team working on AmiTech -97.

General email and questions to:  amitech@sam.canit.se
Business, companies and developers: info@tricom.se

Distribution 4
Att: Riku Bergkvist
Svartbacksgatan 41
753 32  Uppsala
Sweden

Tel: +46-(0)18-12 40 09    Fax: +46-(0)18-10 06 50
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1.56   ClickBOOM News

ClickBOOM Web Page Moves, CP Upgrade Available

ClickBOOM and Capital Punishment's web page has moved to:

http://home.ican.net/~clkboom/

On the site is a Capital Punishment 1.1 upgrade. This upgrade fixes some
of the loading problems, as well as Apollo board compatibility. Also,
there is no need for 040 or 060.libraries.

1.57   CDTV Retrospective II

```
================================================================================
                The Definitive CDTV Retrospective: Part II
  Peter Olafson                                              peteroo@aol.com
================================================================================
```

Many of the unreleased CDTV games in the full list didn't get beyond the
twinkle-in-the-eye stage. But a handful did make it well down the road
toward publication. Here's a rough accounting of the fate of some of the
canceled games on which work is known to have been done.

CDTV Sports Football (CDTV Publishing): Long delayed, this offshoot of
Cinemaware's unreleased TV Sports: Football 2 finally surfaced in early
1994 as Amiga CD32 Sports: Football. (No, it's not backward compatible
with CDTV.) Impressive for its graphic beauty and wide range of plays,
obnoxious in its use of CDXL, it had pitifully little AI and omitted
certain key TV Sports functions. You'd think something in the cooker so
long would be *done*, y'know?

Dungeon Master (FTL): FTL president Wayne Holder reports the developer
largely completed the CDTV conversion of this seminal dungeon crawl, only
to be stymied by the inability to obtain reliable info from CBM on saving
games to memory cards.

This was to be a moderately enhanced version with improved music and
animation and a special animation player. It was never formally canceled;
it just never surfaced. Some of the technology has surfaced in subsequent
Amiga products (like Chaos Strikes Back), and for some time afterward, FTL
continued to hold out hope it could complete the port.

"But things never came together at Commodore," Holder indicated. "So, I
suppose, it ended with a whimper rather than a bang."

Herewith the Clues (Domark): Domark twice went back and forth on an Amiga
CD version of this 1930s murder mystery, first on a CDTV version and more
recently on one for CD32. Neither would surface.

Happily, Herewith the Clues was released on disk by On-Line a few years
back, so we can get a sense of what we missed.

Er ... make that unhappily. In format, it's much like The Hound of the

Baskervilles in that you're presented with a range of evidence, photos, and
exhibits, and expected to digest these clues and come back with a solution.
There's a lot of info to take in without too much in the way of niceties,
and it's fair to expect that the CD version would have been cleaned up and
the hard info abetted with voices.

The Lawnmower Man (The Sales Curve): Wound up as an IBM game, but started
out as a CDTV project. It's a series of linked arcade, flying and puzzle
games based around the rather silly movie. The game was well along (I saw
a muddy 16-color demo of the CDTV version at the European Computer Trade
Show in 1993), but SCI dropped the project in favor of the 3-CD Cyberwar, a
game similar in structure, improved only cosmetically. (No where-is-it
letters, please; it was completed, but has long since been killed.)

Indiana Jones and the Last Crusade, Loom, and Secret of Monkey Island (CDTV
Publishing): LucasArts did the CDTV conversions of these delightful
animated adventures, which were projected for release by CBM in 1991 and
1992.

Their fate is something of a mystery. A LucasArts spokeswoman reported
that all three cleared in-house testing, were approved, and then were
turned over to CBM for release.

However, a former CBM employee who worked on the CDTV project through 1992
indicates that nothing from LucasArts crossed his desk.

At any rate, the games never did surface. Conventional wisdom suggests
that Indy and SOMI were straight ports of the disk-based games. Loom may
or may not have been a "talkie." (The PC CD-ROM version that preceded it
did have voices.)

Lunar Rescue: The Colossus Incident (Odyssey): Odyssey was one of a handful
of U.S.-based labels to take a real interest in CDTV. Lunar Rescue, slated
to appear on CDTV in the fall of 1992, would have been Odyssey's third and
most original and substantial undertaking - about 50 megabytes of
game-cum-space database built around the rescue of a crashed Apollo
spacecraft. Unfortunately, CDTV crashed first.

For a time, Odyssey pursued Lunar Rescue as a PC CD-ROM project, but that
appears to have fallen by the wayside as well. (I was unable to reach the
publisher for an update.)

Microcosm (Psygnosis): "It will redefine computer entertainment," read the
blurb. Yes, Psygnosis' graphically dazzling, gameplay-poor 3D arcader for
the CD32 was initially a CDTV project. In fact, a short, non- interactive
demo of this early version - along with a longer version of the Planetside
demo - can be found on the Psygnosis demo CD -- intercut with intros from
many of Psygnosis' other Amiga games. (And yes, the disc works on CD32.)

The CDTV version appears to have been much like the CD32 release in
concept. The main differences are that the graphics are largely in shades
of gray and that you're in the *President's* bloodstream, rather than that
of some off-world corporate suit.

Wounded by the platform's famous non-performance, the final nail in
Microcosm CDTV's coffin must have been the arrival of the CD32.

Mind Run II (Crealude): Mind Run author Pierre Berloquin reports that he
completed a Mind Run II. This one focused on machines, logic, space and
numbers, and was designed along much the same lines as the original.   CBM
wasn't interested, however, and the project died.

Planetside (Psygnosis): Ah, yes. Planetside. If CDTV's salvation could
have been linked to any particular product, this might have been it. This
is the game that should have sold the machine that came from the house that
Jack built.

Planetside has its roots back in the days when Psygnosis was one of "The
Great Amiga Publishers." Demoed on the Lemmings CDTV disk, this shoot-em-up
had you racing over a fractal landscape in pursuit of a raging missile.

The killer: The demo was said to be drawn, not from the introduction, but
from the game proper. It was to take up about 400 megabytes and was
originally set to appear in early 1992.

But it was delayed until summer, then until fall, then until spring 1993.
And as it turned out, Planetside had been cannibalized for parts.   The
technology has since surfaced in Microcosm and NovaStorm (which was started
for CD32, but left incomplete).

Psycho Killer II (On-Line): In which you, as a psychic investigator, track
down the nut who got away in the original. This followup, projected for
spring 1992, was extensively filmed (but not coded) and was canceled when
it became apparent CBM was no longer supporting CDTV.   On-Line's Michael
Hodges reports that it would have involved a lot more artwork and would
have been significantly more interactive. (It was also going to include
nudity and some rough language.)

Sensible Soccer (Renegade): *The* Amiga soccer game was slated for a CDTV
version in 1992. That straight port of the disk version was largely done,
but Renegade wound up turning it into a CD32 version instead.

Treasure Quest (Almathera): Almathera canned this half-complete project –
an animated board game built around a random monster maze – when it became
clear CBM wasn't going to support the CDTV.

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

Evidently, there was no worse fate that could befall a CDTV game than being
heralded by Commodore as "coming soon." Of 38 games so hyped in the two
CDTV catalogues, exactly two surfaced.

Here's a run-down on other games that were planned for CBM's black beauty,
but never released.

Air Traffic Controller (Logic Plus)
Angel of the City (Tiger Media)
Aquaventura (Psygnosis)
B.A.T. (UBI Soft)
Battletoads (Mindscape)
Bill & Ted's Excellent Adventure (Capstone)
Blockbusters (Domark)
The Cardinal of the Kremlin (Capstone)
Challenge Golf (On-Line)

The Classics Collection (School Software)
Composer Quest (Dr. T's Music Software)
Dominion (Dominion Software & Design, Inc)
Drakkhen (Infogrames)
Epic (Ocean)
Espana: The Games (Ocean)
Garfield: Winter's Tail (The Edge Interactive)
Grand Prix (MicroProse)
Horse Racing (Context Systems)
Indoor Sports (Context Systems)
International Karate Plus (System 3)
Jack Nicklaus Golf (Accolade)
James Pond 2: Codename Robocod (Millenium)
KIM (Lascelles Productions)
The Legend of Kyrandia (Virgin)
Mad TV (Softgold)
Many Roads to Murder (CDTV Publishing)
MiG-29 Fulcrum (Domark)
Murder, Anyone? (CDTV Publishing)
Murder Off Miami (Domark)
'Nam: 1965-1975 (Domark)
Pacmania (Domark)
Pinball Dreams (21st Century)
Pinocchio (Giunti Multimedia)
Plan 9 from Outer Space (Gremlin)
Pool (Virgin)
Private and Confidential: KGB (Virgin)
Pro Tennis Tour II (Ubisoft)
Putty (System 3)
Rainbow Collection Platform Arcade (Ocean)
Reach for the Skies (Virgin)
Sign of Four (On-Line)
Sim Earth Planet Simulator (Ocean)
Space Quest III (Sierra)
Spy vs. Spy (CDTV Publishing)
The Terminator (Bethesda Softworks)
Thexder (Sierra)
Trump Castle (Capstone)
Turrican (Rainbow Arts)
Universal Monsters (Ocean)
Unreal (UBI Soft)
Wayne Gretzky Hockey 2 (Bethesda Softworks)
Wing Commander (Mindscape)

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

Did they or didn't they? Only Commodore knows for sure on these three
games.

All were slated for CDTV release, but lack of hard info in one case and
inability to find the publisher in the others conspire to leave these games
in no-man's land.

Cubulus/Magic Serpent (Software 2000): Like Shiftrix/Lettrix (see below),
this duo was slated for release only in Germany.

Hard words for the Amiga game archivist: Germany's a whole separate world

where the Amiga is concerned, and the language barrier sometimes prevents
games from escaping the continent.

However, since they did surface on disk, we have an inkling of what they
must be like on CD. Both appear to be commercial products, but, as with
Lettrix, that distinction seems to have blurred, and they've found their
way into various PD libraries. Cubulus (which actually appeared as a cover
disk on a European Amiga mag) is the work of Tobias Richter, celebrated for
his Star Trek animations and game. It's a colorful turn on Rubik's Cube
games. Magic Serpent's a bright, colorful snake game with a twist: You
don't have full control over the snake... and it's very fast.

Future Wars: Adventures in Time (Interplay): I never could nail down to my
satisfaction whether or not this first Cinemathique adventure surfaced on
CDTV. Interplay does indeed list the game -- equally enjoyed and
howled-over in the disk-based version for its dust-speck sized objects --
as one of its two CDTV releases. CBM did include it in the company's two
CDTV catalogs. And CDTV retailers in the UK suggest it may have surfaced
in Germany.

But I've never seen it, and, as in so many cases with CDTV, seeing is
believing. If it did come out, Future Wars CDTV was to have had a full
musical soundtrack (an element notably missing from the disk game).

Shiftrix/Lettrix (Software 2000): Like Cubulus/Magic Serpent (see above),
this two-pack of Tetris variants was planned as a Germany-only release.
And, again, I can't absolutely vouch for its existence.

I can't even describe Shiftrix. However, Lettrix turned up under the
PD/shareware banner in Europe in 1990 - with one of those "released by"
intro text scrollers which suggests it was a pirated commercial property
instead. It's not Tetris with letters; it's much closer in concept to
games like Shapes. (You plug Tetris-like pieces into letter-shaped
frameworks.)

1.58   IPISA 96 -- Sixth Edition

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================================================================================
                       IPISA 96 -- Sixth Edition
   Vincenzo Gervasi                                      gervasi@di.unipi.it
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Yes, in Italy it has become a kind of Christmas tradition: turkey, gifts
and IPISA. This year, the biggest Amiga developer-oriented conference in
Italy was held on November, 30 in the familiar ISU Auditorium that, despite
all the doom and gloom that can be found in the c.s.a.* newsgroups, was
filled with over 430 developers, dealers, journalists and power-users.
This means that attendance has grown steadily for the fifth consecutive
edition!

The Proceedings and some gifts

All participants received a 60-pages booklet with the conference
proceedings (entirely produced with LaTeX on the Amiga) and *three*

CD-ROMs. The first of them, produced by the IPISA committee, contained
stuff related to the presentations made at the conference in the current
and previous editions, several recent large distributions (Fred Fish's ADE,
Linux and NetBSD for the Amiga) and many other files, documents, and
archives useful to developers (mainly definitions of standards, FAQs etc.).
The other two CDs were generously donated by Cloanto Italia of Personal
Paint fame: no less than the complete Personal Suite 6.4 CD and the famous
Kara Font Collection! Also, participants received Sun Microsystem's "Java"
white papers (100 pages of interesting half-marketing/half-development
ramblings), free copies of the leading Amiga magazines in Italy, special
offers and discounts from several dealers and so on.

Starting Talks

After long pilgrimages to the conference's bar (due to the abundant
snowfall of the morning), the crowded hall could assist to the first
presentations. After a brief introduction by Sergio Ruocco, chairman of
the organizing committee, Vittorio Calzolari delighted the attendance
reporting his experiences with the "Plug'n'pray" feature of a well known
operating system. Given the nature of the subject, Vittorio had no problem
at reinforcing the idea of everyone in the hall that other computing
environment aren't as shiny as the marketing folks would like us to
believe.

Games, CD-ROMs and the Amiga Software Industry

Immediately after Vittorio, Francesco Leonardi and Giuliano Pochini
presented VoXel, a new graphic rendering engine tailored to draw fast 3D
landscapes. The voxel technique, albeit less precise than the more common
fractal-based and polygon-based ones, is many times faster, and proves
particularly useful in interactive games. The authors are planning to
release a spaceship-flight simulator in the first months of 1997.

Another game-centered presentation was the one by Vittorio Ferrari, showing
his own VEGA: an engine for "Lucas' Arts"-style adventures. Vittorio
showed off a prototype of an adventure built with VEGA, which proved indeed
quite nice (a demo should be released in a few months). Luca Danelon and
Matteo Forniz gave a talk on their experience in Amiga CD production (they
are the people behind the nice "Amy Resource" series), while Andrea
Galimberti and Fabio Rotondo presented another adventure construction
system called DOOPSI.

While VEGA is script-based and geared to internal use, DOOPSI offers a
number of GUI-based editors, thus allowing everybody to produce his own
adventure. On the other hand, VEGA offers a few more features, so the
competition is open.

The last speaker of the morning was Michele Battilana, head and soul of
Cloanto Italia, that presented some data on the evolution of the Amiga
market. Michele shocked many people among the attendance when he revealed
with a malicious double-click that the (Amiga) program he used to project
the slide on the overhead screen, was indeed running on a Win-NT laptop
thanks to UAE! The sudden appearance of the NT desktop, however, did not
ruin the appetite of the crowd, and access to the refectory required
several minutes in the queue (the lunch was included in the admission price

of the conference: around US$38, DM60).

The Future of IPISA

After the lavish meal, Sergio Ruocco talked about the future of IPISA. In
the opinion of the organizing committee, IPISA should open its doors to
other "alternative" systems (Linux, BeOS, NetBSD, Java machines and so on)
starting from the next edition. The proposal, that gained a
less-than-universal consensus, aims at making IPISA a unique forum for
"rebels" that don't want to accept Micro$oft's "I'll rule the world"
attitude. Other goals announced for the next edition were a more
significant international presence, both in attendance and in talks, and
the extension of the conference to cover two days instead of one.

Java, BeOS and Linux

Marco Zandonadi followed with a short note on Java and its strong influence
in reshaping the computer industry, a subject already familiar to many AR
readers.

The next presentation was one of the more interesting ones: the first
Italian show of the Be-Box and its BeOS. Jean Calmon and Christophe
Droulers, both from Be Europe, demoed this very nice system that really
amazed the attendants. Seeing four Quicktime movies, two midi streams, two
Mandelbrot programs, a 3D rendering manipulated in real time and several
other applets all running flawlessly together in the bi-processor Be-Box
led several people into unconfessable theft temptations. Looking at BeOS
today reminded me of the thrill under my spine that I felt some ten years
ago, when I touched for the first time an Amiga. We are lucky, that old
spirit was not lost: even in the case of the worst outcome for our beloved
Amiga, there will be an heaven for us digital romantics.

After BeOS, Linux took the scene, with a presentation by Carlo Daffara of
the latest Amiga release distributed on the IPISA CD.

Speedy Trends: Hardware, PowerPC and 3D Packages

Paolo Canali, undisputed hardware guru, followed with an overview on the
advances in digital technology: digital-analog integration, parallel
systems, advanced memory subsystems and complex custom chips -- on this
latter point, Phase V's announced dates on their dream-chip Caipirinha were
judged by Paolo as "optimistic, but not unrealistic".

Unfortunately, Phase V was absent from the conference: Wolf Dietrich was
already scheduled for the Amiga Fest in Toronto, and Gerald Carda (Phase
V's Technical Director), who was appointed to participate, had grown very
sick. So, Jurgen Haage and Michael Rock (from Haage & Partner) took upon
them the task of showing off the PowerUp board from Phase V. They demoed a
Mandelbrot program, compiled with H&P's StormC 2.0, running on the PowerPC;
the gain in speed over the 68060 version was quite evident, even on the
Prototype (and slower) PowerUp card. With the new StormC, porting a
program to PowerPC is just a matter of selecting an option in a requester:
"PowerPC" is listed alongside with "68060", "68040", and so on!

The last presentation was held by Massimiliano Marras, with his Tornado 3D.
Tornado is not just yet another raytracer and modeler: its code was finely
tuned for the 68040 and 68060, resulting in an impressive speed of the
software: what other programs render in 10 seconds, Tornado can in a
fraction of a second. The net result, almost miraculous, is that the user
can manipulate the previews in real time with the mouse; and we are talking
about colour previews (full colour or dithered), with flat or Gouraud
shading, transparencies, textures and many other features! Beyond its
speed, Tornado 3D has other advantages, but a full review is better left to
some more experienced 3D artist. Tornado should be available in a short
time, at a price defined by its author as "competitive".

Final Remarks

So ended IPISA 96. It was very heart-warming to see so many Amiga
enthusiasts gathered together, as well as seeing the fruits of ongoing
development and knowing that we are not left alone in the dark, struggling
against monopolists...

It appeared clear from the conference that many routes are opened to the
evolution of the Amiga. IPISA 97 will tell us which of them was to be the
winning one.

1.59   Java And The Amiga's Future

==
            Java: What Role Will it Play in the Amiga's Future?
  David Prime   djprime@vcn.be.ca
==

Copyright 1997, David Prime

For years the Amiga has struggled to establish itself in the world of
personal computing. Now a new operating system independent software
platform has arisen to challenge Microsoft Windows for dominance of the
desktop. This new software platform is Sun Microsystems' Java. Java is
not a competing operating system, it is a development platform that allows
Java software to run on any operating system that supports a Java run-time
environment. If Java is a success it could have a powerful effect on the
future of the Amiga. The nature of this effect is not yet clear.

The heart of Java is a powerful object oriented language that is very
similar to C++. What makes Java more than just a programming language is
the Java Virtual Machine (VM) run time environment. The Java VM simulates
a computer in software. A Java VM can be written for current operating
systems but the VM environment remains independent of both the host OS and
the underlying hardware. Compilers for ordinary computer languages
generate executable binary code that is specific to a particular
microprocessor and operating system. To make such code portable requires
that all platform specific code be rewritten and that the code be
recompiled for the new platform. Java compilers, on the other hand,
convert source code into Java byte code that can be executed without
modification on any machine that has an implementation of the Java Virtual

Machine. The Java VM run-time environment manages all interaction between
Java programs and the underlying operating system and hardware. This
allows developers to master only one programming environment (the Java VM)
and produce code that will run on any Java capable platform.

There are two types of Java programs, internet applets and stand alone
applications. Internet applets are small programs that are embedded in web
pages and are run on the viewers machine in a secured manner (limited
access to system resources i.e. the hard disk) by Java capable browsers.
These applets are increasing in popularity and are used to enhance the
appearance and/or functioning of a web site. This type of internet use is
a natural for Java because the web page author generally has no control
over the type of operating system that the viewer is using. For the applet
to function only requires that the viewer be using a Java capable browser.

The second type of Java program, stand alone applications, is much more
interesting. The Java language and run time environment are sophisticated
enough to allow for the creation of any software application that does not
require low level operating system or hardware access. This includes most
off the usual desktop applications such as word processors or spreadsheets.
Stand alone Java applications could be distributed on standard ISO 9660
format CD-ROMs and installed on any Java capable machine, be it Unix,
Windows, Mac or Amiga based.

Java does have its down sides and limitations, however. Java is still very
new and its development tools are immature compared to those of other
languages and platforms. Also programmers have less experience with
developing software for Java. These two facts are likely to change
rapidly. Developers are adopting Java at an unprecedented rate and Java's
similarity to C++ reduces the learning curve.

A second limitation of Java stems from the same source as its greatest
strength. Java's portability results from the VM isolating the program
from the underlying OS and hardware. This means that Java programs can not
fully utilized specific OS or hardware features without sacrificing cross
platform portability. Also portability is not perfect because Java run
time environments on different platforms do not implement all features in
an identical manner.

The third significant limitation of Java is that Java code is not as fast
as native code. Java byte code is interpreted and converted into machine
code on the fly during program execution by the Java run time environment.
For this reason C and C++ code can execute an order of magnitude faster
than Java code. One method to speed up Java code that has been introduced
is Just in Time (JIT) compilers. JIT compiler interprets byte code during
execution like a regular interpreter but the resulting machine code is
cached in memory during program executing. If a piece of code is needed a
second time the cached machine code is executed.   JIT compilers can
execute Java code at approximately 50% the speed of native code.

The future may also see static Java compilers for specific platforms. This
would allow Java applications to achieve almost C or C++ speed. In my
opinion the best option would be a compile on install option. Java byte
code could be distributed in a platform independent manner and the
individual Java implementations could compile the byte code into native
machine code during installation to the hard drive. This method would
retain portability and provide good performance. I know of no Java

implementation that supports this feature.

Also as computers continue to improve in speed, the importance of highly
efficient code will decrease for most application. C and C++ have already
supplanted assembly code for most application development. Even high level
languages and authoring systems, such as Visual Basic and AmigaVision, are
being used for some professional application development.

Despite its current limitations Java is receiving tremendous support and is
being heavily promoted by Sun. Apple, IBM, Microsoft, Novell, Silicon
Graphics, Sun and others are all integrating Java run time environments
into their OSes. Because of this Java could become the worlds largest
software platform.   The number of Java capable machines could out number
any of the platforms that support it, even Windows. Developers have
largely been drawn to DOS and Windows because these two environments were
the most wide spread. If in the near future Java becomes dominant will
developers switch to give it primary support? This remains to be seen.
The first general purpose business applications for Java are already being
developed by Corel. Corel Office for Java includes a WordPerfect based
word processor, a Quattro Pro based spreadsheet and other applications.
The performance, portability and commercial success of this product maybe a
critical test of Java.

The uncertain future of both Java and the Amiga make it hard to make any
predictions as to how Java will impact on the Amiga.   Because the Amiga OS
is currently in financial limbo there is no official development of Java
for the Amiga. However, an independent project named P' Jami is porting
Sun's Java Development Kit and the HotJava web browser. Another group is
porting Kaffe a freely distributable Java VM that includes JIT compilation.

If mainstream software applications become available for the Amiga by way
of Java it could strengthen the platform by retaining and attracting users.
Unfortunately, the speed issue is especially problematic for Amigas because
of the relatively slow 68K series processors they use. However, a native
PowerPC implementation of a Java run time environment could give excellent
performance on a PowerUp card even if the OS has not been completely
ported. The wide spread availability of Java applications could also hurt
the native Amiga developers who know the machine best and can get the most
out of it. If these developers lose their market to Java applications then
the Amiga will die as any but a Java host. I doubt the platform would last
long on that basis.

If Java succeeds to the extent that some people predict the only
applications not written in Java will be speed critical or specialized
applications which require specific OS or hardware resources. If this
comes to pass, OSes of the future may be judged by their ability to
effectively run a Java VM.

For more information:

The Java Web Site: http://java.sun.com/

The P'Jami Site: http://www.sss.co.uk/~nt/hotjava.html

[Please note that Kaffe is now available through the ADE project. Check
Aminet in ftp://wuarchive.wustl.edu/pub/aminet/dev/ade/kaffe.lha to
experience it for yourself. Also, Finale Development at

http://www.finale-dev.com promises a Java implementation and Java-aware
browser for the Amiga in the near future. -Jason]

1.60   Review: Aminet 17

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                      Review: Aminet 17
                  By:
             Jason Compton
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I'm now fully convinced it's a battle of wills. Aminet CDs will continue
to come out in direct defiance of magazine reviewers who have already
surrendered the battle to try to come up with new, interesting ways to say
good things about them. Urban Mueller is rubbing it in, that's all. :)

Actually, Aminet 17 has a merciful enough amount of difference from Aminet
16 to allow me to make at least a few comments. The commercial
"coverdisk" package is back in the form of Personal Write. This text
editor/word processor was showing its age when it appeared on Cloanto's
Personal Suite CD (the only lowlight of that otherwise excellent CD). Now
it can only be called an anachronism. Perhaps its most important role on
the CD is that you'll click on the "commercial" link in the typically
excellent Amigaguide interface and see ads for Cloanto's software line,
highlighted by Personal Paint 7 and the Personal Suite CD.

Aminet has received a large influx of mods and picture submissions over the
past months, and the bulk of the files are indeed mods, pictures, and
demos. As ever, the latest Amiga Reports have been included, and the CD is
rounded out with what I can only keep referring to as the collective wisdom
of the Amiga community.

Perhaps it's been too long since the Amiga community has been reminded of
this, so I'll spell it out explicitly. We are incredibly lucky to have
Aminet. Not only is it a huge and reliable resource, but it has
organization which is completely alien to the large FTP archives of other
platforms. Nowhere else have I seen anything that comes close--not in the
huge PC archives, not in the more special interest archives like those for
Psion users. The system Aminet is organized on is nothing special: two
levels of directory hierarchy, required mini-descriptions, and a catalog of
recent files. But it's amazing how nobody else seems to be able to pull
this off.

Anyway, enough of that. A new Aminet Set 4 is out, we'll have coverage of
that next month. At least those are infrequent enough that I can catch my
breath inbetween their issuances...but as Aminet grows, their frequency is
becoming more noticable...soon, I'll be at a loss for words on yet another
product...

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1.61 Review: FG24

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                              Review: FG24
                       By:
                    Jason Compton
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I drew all sorts of parallels between Elsat and Newtek in the first draft
of this review. Newtek started their rise to stardom with the Digi-View
slow-scan greyscale video digitizer, and look where they are now. However,
then I lost the review in another fine example of why sometimes you want to
double-check your filenames before you save...

...so I'll be quicker about it this time. Times have changed and the
Digi-View, while still charming to some, has had its run. A new breed of
video digitizer is here from Elsat of Poland. The FG24 (or Pro-Grab RT as
it is known in some markets, but we'll call it the FG24 here) offers
realtime 24-bit video snapshotting from a composite or S-Video/SCART
(depending on your locale) input.

The FG24 is an unassuming grey box with a parallel interface port, one or
two video input ports (S-Video/SCART is an option), and a couple of LEDs.
It draws power from a separate power supply, which you'll have to provide
your own of if you're outside Europe. It's a fairly common spec: 9 V, at
least 700 mA of current. (Elsat reports that one of their users told them
they got by with 500 mA, but it's not recommended.) I used a full 1 A
adapter, so no problems here.

Hooking up the FG24 is very simple. A parallel cable is included, or if
you're using the A1200 PCMCIA option, you simply plug that in. Connect
your video source and power supply, and that's it.

The software is easy to install off the single floppy, and contains online
documentation only, which is decently written and adequate but not
extravagant. (AmigaGuide format only.)

There are two ways to drive the FG24--through the custom software included
on disk, and through the "ProGrab RT" GIO driver included with Photogenics
1.2 and up. Personally, I find the Photogenics interface to be superior,
because PGX is a full-featured image processing program and you'll be
likely to want to tweak your image once it's grabbed.

In case you're not a Photogenics user, though, you'll have to get familiar
with the FG24 software. I did, using the CD32 "no disc in drive" animation

through the S-Video port to get acclimated to the way the FG24 software
operates. The basic process is this: You pre-select the video type and
resolution you'll be grabbing, then go to the preview/grab screen (which
uses overlayed screens so is not very graphic-board compatible, another
good argument for using the Photogenics grabber). You hold down the mouse
button to start viewing the small greyscale previews of the video being fed
to the FG24. When you see what you like, just let go and the grab is made.

You can then save off the 24-bit buffer for later manipulation in an image
processor, or make some rudimentary adjustments from the FG24 software. I
recommend the former, since the options are not as well documented as they
might be.

I noticed that most grabs came out needing a slight color correction from
the actual video signal, easily done in an image processor. The grabs
themselves were of impeccable quality most of the time, although there was
the occasional line static on some grabs.

The PCMCIA option allows you to digitize, at a low rate of speed, live
video. It even allows synching with a digitizer for included sound. Neat,
but it's rather RAM hungry.

The FG24 is a high-class device. Using the Photogenics loader is the way
to really get the most out of it, but if you can't just be sure you save
off the FG24 image as a 24-bit buffer and load it into your image processor
of choice. If you're looking for a step up from a Digiview or the like, or
simply are looking to get high-quality video scans on your Amiga,
professionally or as a hobby, give the FG24 serious consideration.

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1.62 Review: Personal Paint 7

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              Review: Personal Paint 7
                    By:
             Jason Compton
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For the past few years, Personal Paint has been surreptitiously
establishing itself as the premier Amiga paint package for non-truecolor
(24-bit) applications. With the release of PPaint 7, they've sealed it.

Cloanto's Personal Paint is not just distinguished by the fact that it has
outlasted the former crown princes of paint on the Amiga, DPaint and
Brilliance, although it certainly has. It's carved out a special place by
offering a very complete set of features, putting it at a reasonable price,

and wrapping all of that in true-to-form great Cloanto packaging. :)

It's a bit of an inside joke now that any Cloanto product has to have
eye-catching packaging. Earlier PPaints shipped in full-color
binder/manual combinations with full-color disk labels. But PPaint 7 is a
CD-ROM, and not just any regular CD-ROM but a Mini-CD, a format usually
reserved for promotional CD audio singles. It's a perfectly valid data
format, however, and was perfect for the space needs of PPaint 7 (just
under 60 megs, the maximum of the mini-CD format). This, I believe, makes
it the smallest piece of Amiga software ever shipped, since a Mini-CD takes
up less area than even a single floppy disk. The small folding holder it
comes in is quite nice, and was given out on bright red ribbons at the
Computer '96 show in Cologne. Most CD-ROM drives have grooves in their
trays to allow for mini-CDs, if yours doesn't or you use a CD caddy system,
you can get an adapter from Cloanto or elsewhere.

But the painting's the important part. Cloanto's PPaint 7 is fully RTG
capable, and most particularly is CyberGraphX aware and can exploit it to
the fullest, including taking advantage of CyberGraphX to make PPaint 7
totally chip-RAM free, if desired. PPaint 7, like its predecessors, does
more than just basic image conversion, allowing you to load and save in a
variety of formats, but it provides for some image processing as well. And
PPaint 7 allows the creation of the Latest Big Thing in Internet graphics,
namely GIF Animations.

Getting PPaint 7 installed is a snap. Actually, you don't have to even
bother if you prefer, since PPaint 7 will load directly from CD. If not,
there's a standard Installer program (strangely holed away in a
subdirectory on the CD) which will throw the program onto a hard drive for
you.

The documentation, as should be no surprise by now, is entirely online in
AmigaGuide format. You can almost always pull up an index of links in the
document, making it easier to find what you're looking for. The manual
does show some vestiges of older versions (including references to backing
up disks, etc.) but has been updated to reflect the new version's features.

PPaint's drawing interface reflects the generally accepted ways to work in
a modern paint program, so there is not a high learning curve if you are
unfamiliar with PPaint. Some of the menu options could be more logically
laid out, but my suspicion is that they've been placed where they are to
more closely resemble DPaint than anything else. My major complaint is
that the screenmode is not set under "Graphics", but instead in the image's
characteristics.

What impresses me most about PPaint is the its breadth. Typically, DPaint
and Brilliance advocates expounded on one or two characteristics that they
excelled at, but without which they'd be happy to leave their program.
PPaint offers the features of image converter and processor as well as
painter and animator. PPaint 7 has integrated ARexx support with a number
of built-in scripts. Among other things, this means that PPaint can be
used in tandem with, say, ImageFX to create some absolutely stunning images
and animations. IFX's strong point is image processing, not drawing,
although in a pinch it can be used as such. Adding PPaint to the equation
opens things up much wider.

Nobody's perfect, of course. PPaint does not have the same "power at your

fingertips" feel of Brilliance's custom GUI, which seemed to make
everything an icon click or two away. The features are there in PPaint,
they're just t If you're a TrueBrilliance user, you
may have to stick to your guns, or investigate XiPaint 4, since PPaint will
not indulge a desire to paint in HAM modes.

Most new Amiga owners should at least have a passing familiarity with
PPaint, as it was part of AT's bundle program. Others may have first
encountered PPaint in the Personal Suite CD-ROM. For these users, PPaint
is worth the upgrade for the added RTG capabilities and the added animation
capabilities. PPaint is fully 060 compatible, and the chip RAM
independence means it will work properly on Dracos.

If you've not yet used PPaint, it would be worth your while to investigate
your options. PPaint is actively and aggressively supported by Cloanto,
not a product at the end of its lifecycle, unsupported by a disinterested
company. For the US$75 or so it will run you, you'll gain a lot in power,
capabilities, and peace of mind.

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1.63   Review: System Booster


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      Review: System Booster from Schatztruhe
                By:
       Jason Compton
==============================================================================
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It seems like there's no shortage of freely available utilities and tools
to enhance your Amiga experience. To prove the point, Schatztruhe compiled
System Booster, a CD with around 600 megs of programs to do everything from
hard drive salvage to kill viruses. Much of the software is unarchived on
the CD, ready to run.

System Booster was actually intended to be the third "issue" in
Schatztruhe's "Amiga CD-Sensation" series, which consisted of CDs in
plastic sleeves attached to magazine-sized sheets of cardboard. The first,
Demos are Forever and Golden Games, were actually sold through conventional
magazine distribution channels as an experiment. Unfortunately, the
experiment did not go all that well, so after System Booster returned from
CD duplication, the CD-Sensation line was scrapped. System Booster is sold
in a typical jewel case through the regular Amiga channels.

The documentation for the CD itself is provided in both English and German,

and an AmigaGuide interface catalogues the CD's contents, and more
importantly, has links to all of the documentation for all of the
unarchived software, which is a very useful feature if you're trying to
decide which tool you want to install on your machine next.

As general-interest Amiga software CD compilations go, this one is pretty
good by all accounts. The variety of software is thorough, there is a nice
amount of good quality fonts, who all have previews directly loadable
through the AmigaGuide interface, and the installation is easy--you're
advised to use the "assigns" icon so that most everything can directly run
from CD, but using the "colors" is optional.

The most notable omission would have to be a search utility. This is not
an unforgivable problem, but it's an oversight.

The collection of software is, on the whole, recent enough to make owning
the CD valuable, although you may want to check Aminet for updates to
programs you find you like. Of course, it's not exactly going to be
shocking when I point out that this software's origin was, by and large,
Aminet itself, so if you're an Aminet completist and are comfortable
navigating through the Aminet Sets and the Aminet itself, System Booster
may not be necessary to have.

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+49 201 798447 fax
http://www.schatztruhe.de/
stefano@tchest.e.eunet.de

1.64 Review: Wordworth Office CD

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

          Review: Wordworth Office CD
               By:
          Jason Compton
=========================================================================
```

Finally, somebody's done the blatantly obvious.

For years now, ever since it became very clear that Amiga software on CD
was a very reasonable, inexpensive, and easily distributable method of
getting quality products to customers, both members of the Final Writer and
Wordworth camps have tried to convince Softwood and Digita, respectively,
that what would REALLY make good sense would be for the companies to
release "Office" CD-ROMs, in the same vein as Microsoft Office, full of
their entire business software libraries.

The closest I've seen for Softwood's titles have been dealers who sold
Final Writer, Final Data, and Final Calc as bundles at a package discount.

Digita, however, has done the obvious thing, and stuffed Wordworth 6,
Datastore 2, Organiser 2, and Money Matters 4 onto a CD-ROM.

Reviews of these titles as independent entities have been done elsewhere,
and it is true enough that the "upgrade" element to Wordworth 6 from 5 is
fairly limited.

However, the bundle is what's on trial here, so to speak. Digita will sell
you Wordworth 6 separately for UKP40 (Or roughly US$65, make allowances for
small distribution markups and such.) However, for an extra UKP 10 (US$16
or so), you can have the Office CD. Not too shabby...

Wordworth, as Digita claims, is the world's most popular Amiga word
processor. This is not entirely surprising since Digita was able to close
a deal with AT to put Wordworth on all of its Amigas, and have been selling
their product for years now. In version 6, users are treated to new
drawing tools, expanded RTF support (to link Wordworth documents to the
rest of the world, so to speak), and an expanded base of ARexx commands.
The functional engine of Wordworth is still the rather solid foundation of
Wordworth 5. Wordworth supports integration with TurboCalc for importing
tables directly from the spreadsheet program, and offers more than a basic
set of word processor features.

For a long-time member of the Final Writer camp, WW is not all that much of
a departure. The interfaces are different, but not so far as to cause
panic. Both have been closely competitive for some time, and each has
their individual advantages over the other. But for text layout and
creation, you'll hardly notice the difference--drag and drop, auto correct,
they're all there. For my purposes, I notice that WW 6 has what Final
Writer dropped: a simple Statistics calculator. (Final Writer now sports a
very complex document statistics option, which calculates the grade level
you're writing at by a variety of methods. This is actually nice to know,
but changes the process of just counting lines and paragraphs into
something that takes a measurable amount of time, rather than a more or
less instantaneous answer.) FW does have the notable advantage of a
grammar checker.

Wordworth goes out of its way to help you find a suitable printer, and
comes with presets for a large number. The online documentation is
supplied in text and AmigaGuide format at the press of a button, and is
broken down into digestible pieces, including lists of new features in the
last few versions.

If you've got an AT-era Amiga, you should have at least a passing
familiarity with Datastore and Organiser. Organiser is just that: a
personal "keep your appointments, dates, and phone numbers" straight
utility, in the tradition of On the Ball and countless others. Organiser
is very attractive and easy to navigate, but I prefer my Psion.

Datastore is a simple (non-relational) database program. A number of very
attractive (For database files, anyway) examples are included to give you
the general idea. Datastore hasn't seen much significant improvement since
1994, but it's a solid application.

Money Matters 4. This program is heavily aimed at British consumers, so I
don't think my insight will be too valuable. There are good tips for

anybody who has bills to pay, and you might actually be able to get
acceptable results by pretending that you're really talking about your
local unit of currency, but it'll be an adventure.

The good news is that all of the applications except MM 4 appear stable in
an 060/CyberGraphX environment, and typically will run with anywhere from 1
to 3 megs of RAM at full capacity. Money Matters seems unable to remember
its RTG screenmode setting, and when exiting likes to crash. The bad news
is that the installer program is not quite as respectful of the "Expert"
option as one might hope. Specifically, if you have multiple SYS: assigns,
it will pick the first one, and if that partition is full, the installation
aborts. It would have been far better to respect "Expert" and prompt for
drawers for system files such as the fonts the programs like to install.

The Wordworth Office is available in both German and English. The price
makes it almost silly not to pick up the Office CD over the regular WW 6 if
you have the choice. Upgrades are offered from earlier versions of
Wordworth.

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sales@digita.demon.co.uk
http://www.digita.com

1.65 Review: Chaos Engine 2

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

            Review: Chaos Engine 2
                 By:
          Ken Anderson
==============================================================================
```

There was a time when eagerly-awaited games were nothing special.
Every couple of weeks, the games community would hold its collective
breath as the release of another blockbuster title loomed, only to forget it
moments after it actually arrived, in favour of the next Big Thing. Sadly,
Big Things aren't that common these days, but there's always the odd
glimmer of hope, and this time it*s in the shape of The Chaos Engine 2
(TCE2).

The Bitmap Brothers were the original "pop star" programmers, regularly
pictured looking moody and wearing shades. For a while, they more or less
dominated the 16-bit games market with classics such as Xenon, Gods and
Cadaver. Classy graphics, stomping music by some of the industries best,
and gameplay at a tangent to the norm added the Bitmaps to the Amiga Hall
of Fame. The Chaos Engine was their last hit; an odd combination of
puzzles and killing, with most people either loved or loathed.

TCE2, like its older brother, is inherently a two-player game. When
playing solo, the computer takes over as the other character, reacting
intelligently to your actions. However, whereas the original game had the
computer helping you out, TCE2 sets you against the Amiga player.

You have a choice of 4 characters for yourself and your opponent; all with
the expected strengths and weaknesses in terms of speed, weapon and
intellegence. Then it's off into the arenas, in a straight contest for
points. Every level has set challenges and puzzles – kill this, pick up
that, push the other and so on; nothing so taxing you'll be there for hours
trying to work out what to do. Of course, there are the usual array of
creatures in your path to stop you, but they can soon be dispatched with a
blast or two from your weapon.

Every monster killed, lock opened or puzzle solved earns the player
points, and it's the one with the most points at the end of the level that
wins. Lose, and it's minus one life and back for another try. Win, and it's
onto the next level, with a possible weapon upgrade or an extra life if
you earned enough points.

The levels themselves are roughly similar in design and appearance to the
first game, although not nearly as complicated. As you would expect from
the Bitmaps, the graphics are absolutely superb, with a fine eye for detail
and imagination. The music is strange atmospheric stuff, which changes
depending on the current state of play, but never actually gets in the way
of the sound effects.

If it were just running around, picking up keys and opening locks to gain
points, TCE2 would come off worse in comparison with its prequel. It
doesn't have the same puzzle-solving element, and is lacking in atmosphere
– and originality – by comparison. The big difference is in the computer
player. By pitting you against the computer, you now have a much deadlier
enemy; one who doesn*t want to kill you, just to beat you. Stand around
doing nothing, and your opponent will quiet happily complete the level by
himself, scooping all the points and losing you lives. It learns by
mistakes. Employ the tactic of waiting for him to pick up all the required
items before beating him up and stealing them all might end up in him doing
the same to you next level. All of this greatly extends the games lifetime
– each game is rarely the same, because the computer might try something
different this time. You might even end up shouting "I saw that key first
you #?@%!" at your poor Amiga, which may cause distress to close relatives.

TCE2 doesn't install on a hard drive, which is surely just laziness on the
coders' part. Apart from this, TCE2 is a triumph; a perfect arcade game
that combines action with intelligence. If you liked the original, you'll
already have bought the sequel. Even if you didn't enjoy the original
Engine, TCE2 offers an insight of what the Amiga does best – a playable,
addictive game with just a little bit of thought required.

Pros: Clever and well-drawn graphics, and thoughtfully created levels
result in a game you enjoy competing against. The computer opponents are
truly intelligent, but never unfair. A rare two-player that works just as
well with only one human.

Cons: No HD install. Sometimes just a bit difficult to work out what is
required to complete a level. May cause you to shout at inanimate objects.

The Chaos Engine II is published by Renegade software.
The Bitmap Brothers/Renegade

1.66   Review: CD32 ProModule

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

              Review: CD32 ProModule from Elsat
                       By:
                 Jason Compton
===============================================================================
```

About two and a half years ago, I conducted a lengthy review of the CD32's
first commercial expansion unit, the SX-1. Produced by Paravision after
the company acquired MicroBotics, the SX-1 brought a number of features to
the CD32 that were just waiting to be exploited in its Amiga
architecture--a serial port, parallel port, IDE controller, external floppy
port, RGB out, PC keyboard port, and SIMM slot, to name the most important
features. It made it to market, sold quite a few units, and allowed such
Amiga based devices as the MagicBox to be born.

The SX-1 was not without its problems, however. It increased the CD32's
footprint by about 50%, an unwieldy L shaped monster. The RGB port was
positioned in such a way that if you used a silver box VGA adapter, the
power cable was a tight fit into the CD32. If you hooked up a hard drive,
you were pretty sure to have power problems if you had a SIMM or external
floppy as well, requiring you replace your CD32 power supply. And worst of
all, the SX-1's physical connection to the CD32 was VERY precarious, so
that the slightest nudge could be enough to crash the machine and require
you jostle around with the SX-1 to get the connection solid again.

Of all the complaints filed against the SX-1, this last was the most
severe. People wondered why the SX-1 wasn't built to sit UNDER the CD32,
which seemed to make a lot more sense. Paravision, and then their
absorbing creditor, Hi-Tech Components, made vague promises of a future
030-based CD32 expansion which would fix all these problems. But this has
never happened. Somebody--Elsat of Poland, to be specific--did something
about it.

The CD32 ProModule is a black metal enclosure, with the footprint of the
CD32 and about half the height. Some units come with a front-facing
built-in floppy drive (double density, much like the modified PC drives
used by AT in A1200s and A4000Ts). On the back of the unit is the physical
connector for the unit, a power socket for an external power supply (if
necessary, Elsat only recommends it if you fully load the unit with
peripherals), the RGB port, and the external floppy port. There is also a
memory-disable switch to kill the installed SIMM for picky games.

Along the left edge (underneath the CD32's joystick/AUX ports) are the
25-pin serial and parallel ports, as well as a 5-pin AT Keyboard port.

So far, so good. If you remove the top of the ProModule's case, you're

treated to the underside of the Promodule's PCB, where there is the barest
minimum of user-servicable components--a SIMM slot, where you can install a
SIMM up to 8 megs (but a 1 meg SIMM is not allowed--odd, but true), the
floppy drive and connector, the IDE port and a standard 4-pin power plug,
and a few jumpers. The IDE port, mounting space, and power all presume a
3.5 inch IDE drive, which sets the ProModule apart from its counterpart
SX-1 and SX32 expansion units which expect more expensive 2.5 inch drives.
The ProModule has the real estate for a 3.5 inch drive, so why not use it?
The last option is the FPU socket and crystal port. This is the most
curious feature of the ProModule, although it is not inconceivable that
someone dabbling with rendering or image processing could make use of a
ProModule-equipped CD32 for some basic work.

Installation of your options is fairly easy, as the ProModule is held
together by a few small screws and the top lifts off without problems.
Getting the unit itself mated to the CD32 was actually more challenging
than I anticipated, but nowhere NEAR the headaches of the SX-1 or SX32 (the
former's problems are outlined above, and the latter requires you open the
CD32's case, a scary experience since it's not the most solidly built Amiga
on record and parts are scarce). Once connected, it's far more stable than
the SX-1, but doesn't have the "solidly bolted in" aspect of the SX32.
It's worth noting here that if you're one of the lucky people who has a
Commodore FMV module, the ProModule provides a passthrough for the unit.
We don't have one so we were unable to test this particular feature.

The ProModule is as transparent or as visible as you make it. The memory
disable switch is a nice feature, making it the only CD32 expansion with
one. (The SX32 lacks a disable switch of any kind, and the "disable"
switch of the SX-1 disables just about everything BUT the memory, which was
a strange choice since the memory is the #1 cause of CD32 game
incompatibilities.) The floppy drive performed adequately, and while Elsat
warns of some compatibility problems with trackloaders, Sensible Soccer
behaved itself. My Dell HD floppy also spun up and functioned just find
off of the external port.

The AT keyboard performs adequately, but be ready for yet another variation
of keyboard layout. The SX-1 mapped the Amiga keys to F11 and F12. Elsat
instead maps the Amiga keys to the PC control keys (meaning they're roughly
in the "right place" and relegates Control to F11 and F12. It's not a
terrible idea, but feels about as clumsy. Fortunately, Elsat tells me they
have a 104-key support upgrade chip which presumably is shipping in their
newest models.

The documentation of the unit is sufficient, but poorly edited--some text
is lost between pages 1 and 2 of the manual, and text is lost between pages
3 and 4 as well.

Stacking the Promodule up against the competition:

It's pretty clear that the ProModule supercedes the SX-1. It provides the
same functionality, but better, in a more stable fashion with extra
features.

Compared to the original SX32, they are close to being in the same league--
ProModule Advantages: 3.5 inch IDE HD, built-in floppy, memory disable, FMV
passthrough
SX32 Advantages: Built-in VGA (15 pin) output, entire unit contained inside

the CD32 for transportability and aesthetic value. Of course, you can put
a silver box on a ProModule, just as you can any regular Amiga 23 pin port,
but the SX32's built in adapter is a good idea.

It's not quite fair to compare the ProModule to the new SX32 Pro, which
boasts an 030/50 accelerator, since we have not yet actually reviewed the
SX32 Pro. Clearly, that sets it a breed apart.

If you're a SX32 user, then, you may want to think twice about making the
switch to the ProModule. However, if you're a disgruntled SX-1 user or
have not yet realized the full potential of your CD32, the ProModule is
worth some very serious consideration.

Elsat's current pricing: ProModule, with built-in double density floppy, is
$229.00 to the US, including international shipping. Prices elsewhere in
the world may vary, contact your distributor or Elsat for details.

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+48 22 6512506 voice
+48 22 6512507 fax
sales@elsat.com.pl
http://www.elsat.com.pl/english/

1.67 Aminet Charts: 26-Jan-97

| The most downloaded files from Aminet during the week until 26-Jan-97
| Updated weekly. Most popular file on top.
|
|File   Dir   Size Age Description
|----------------- ---   ---- --- -----------
akJFIF43x.lha   util/dtype 220K 0+AkJFIF-dt V43.22 (JPEG, 68000-060)
mNews1.2b_rel2.lha comm/news 107K 1+MUI news group reader for TCP/IP. V1
akPNG43x.lha   util/dtype 196K 0+AkPNG-dt V43.12 (PNG, 68000-060)
STFax.lha   comm/misc 149K 0+STFax 1.133 - Powerful and user-frie
akSVG43x.lha   util/dtype 82K 0+AkSVG-dt V43.12 (SVG, 68000-060)
ar501.lha   docs/mags 107K 0+Amiga Report Magazine 5.01, January
animdtc015.lha   util/dtype 20K 1+IFF ANIM DataType V1.5, now with sou
MiamiMonitor10.lha comm/tcp   10K 0+Packet monitor for Miami 1.9.3 (regg
FastExec25.lha   util/boot   28K 0+Moves exec.library to fast memory
MUI-IControl.lha   util/wb   45K 0+IControl prefeditor with extra featu
akGIF-Note.lha   util/dtype   1K 0+AkGIF-dt *INFORMATION* (GIF, 68000-0
filmdtc014.lha   util/dtype 50K 1+IFF FILM DataType V1.4
mwm212.lha   comm/www   204K 1+Magic Web Maker v2.12. (3.x OS only)
SCSInfo11.lha   util/wb   106K 1+Getting informations about SCSI-Peri
PNG-Box.lha   gfx/conv   48K 0+Converts graphics to PNG for WWW use
newsBrowse.txt   comm/news   1K 1+Read and post to newsgroups from any
boards29.lha   util/libs   19K 1+Boards.library V 2.9 - 314 Expansion
VersionWB.lha   util/sys   24K 1+V2.2 AmigaDos Version replacement.
TRSIVW64.lha   util/virus 609K 1 V6.4 of the AMIGA viruskiller by M.S
IB_pic.lha   comm/www   5K 0+Navigation/Picture button replacemen

| The highest rated programs during the week until 26-Jan-97
| 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
|---------------- ---        ---- --- -----------
YAM13_4.lha        comm/mail   512K   5+MUI Internet mailer V1.3.4
akPNG43x.lha       util/dtype  196K   0+AkPNG-dt V43.12 (PNG, 68000-060)
akSVG43x.lha       util/dtype   82K   0+AkSVG-dt V43.12 (SVG, 68000-060)
ManiacBall.lha     game/misc   448K   0+A multiplayer Breakout game V1.4
Graal2a.lha        game/role   341K  14+Graphic Adventure Authoring Language
SoundBox.lha       mods/funk   124K  16+Jazz mod by Accord+Deelite    ****
RabbitIcons1.lha   pix/mwb     1.6M  54+MagicRabbits ICON/Pattern collection
FlashFind1.2.lha   util/cli     12K  53+Faaast text search tool (2.5MB in 10
ReqToolsUsr.lha    util/libs   167K   1+ReqTools 2.8 - the requester toolkit
Hydrocis19.lha     game/think  194K  53+V1.9, with real time water simulatio
PPaint7_Demo.lha   biz/cloan   540K   5+Cloanto Personal Paint 7 Demo Softwa
amis_html.lha      comm/www     17K   3+WYSIWYG HTML editor for AMIS.
BlobzHD.lha        game/demo   657K  11+'Blobz' Playable demo (AGA+Hard disk
PacMan96.lha       game/misc   571K   5+Superb PacMan-Clone, systemfriendly
aplay221.lha       mus/play    659K   3+APlayer - An allround Amiga music pl
Flyin-Pics.lha     pix/illu    387K   1+Screenshots of a 3D-racing game
RabbitIcons10.lha  pix/mwb      48K  51+MagicRabbits ICON collection 10
RabbitIcons11.lha  pix/mwb      38K  43+MagicRabbits ICON collection 11
RabbitIcons12.lha  pix/mwb      88K  36+MagicRabbits ICON collection 12
RabbitIcons13.lha  pix/mwb      63K  35+MagicRabbits ICON collection 13
RabbitIcons14.lha  pix/mwb      68K  32+MagicRabbits ICON collection 14
RabbitIcons15.lha  pix/mwb     138K   4+MagicRabbits ICON collection 15 (For
RabbitIcons16.lha  pix/mwb     187K  23+MagicRabbits ICON collection 16
RabbitIcons17.lha  pix/mwb     281K  14+MagicRabbits ICON collection 17
RabbitIcons18.lha  pix/mwb     253K   4+MagicRabbits ICON collection 18
RabbitIcons2.lha   pix/mwb     1.2M  53+MagicRabbits ICON/Pattern collection
RabbitIcons3.lha   pix/mwb     1.1M  54+MagicRabbits ICON/Pattern collection
RabbitIcons4.lha   pix/mwb     273K  54+MagicRabbits ICON/Pattern collection
RabbitIcons5.lha   pix/mwb     711K  54+MagicRabbits ICON/Pattern collection
RabbitIcons6.lha   pix/mwb     248K  53+MagicRabbits ICON/Pattern collection
```

1.68   Aminet Charts: 02-Feb-97

```
| The most downloaded files from Aminet during the week until 2-Feb-97
| Updated weekly. Most popular file on top.
|
|File              Dir        Size Age Description
|---------------- ---        ---- --- -----------
mui37tu1.lha       util/libs    22K   0+MagicUserInterface 3.7, 1st tune up
mui37usr.lha       util/libs   992K   0+MagicUserInterface 3.7, user files
MiamiMonitor12.lha comm/tcp     13K   0+Packet monitor for Miami 2.0 (regged
CGraphX221u.lha    gfx/board   370K   0+CyberGraphX Extension Update V2.21
AmNet12b.lha       comm/misc    86K   0+MAJOR FIXES! Unrestricted Internet O
v2600.lha          misc/emu    115K   0+Atari 2600 emulator for fast AGA Ami
tiny3d.lha         game/shoot   77K   0+Tiny 3D Tankshooter V0.1 (ECS/AGA/GF
ifcheck.lha        comm/tcp      8K   0+Check status of SANA-II interface un
htmless.lha        text/hyper   15K   0+V2.4 Converts HTML files to ASCII te
```

```
tgz10se.lha        util/arc    64K   0+TGZ - Tar Archiver and GZIP in one S
CyberAVI18.lha     gfx/show    72K   0+AVI animation player for CyberGraphX
SpodRacer.lha      game/2play 1.1M   0+A fun MultiPlayer Racing Smash-um-up
ttviewer.lha       gfx/board  238K   0+Viewer for Picasso2 & CyberGraphX v.
MemFo.lha          util/sys     9K   0+A replacement for the Avail command.
muu.lha            util/rexx   20K   0+Decodes a dir of UU/base64 coded fil
SView.lha          gfx/show   922K   0+SuperView V5.72 + Library 15.12 (30.
Kewl_WB.jpg        pix/wb     371K   0+A snaphot of my Workbench running Wi
PicConvert.lha     gfx/conv   834K   0+MultiGfx Converter V2.0. Uses NetPBM
BancaBase13.lha    biz/misc   547K   0+THE Family Budget Management.
MyFormat1.18.lha   disk/misc   24K   0+Format replacement.  OS2.04+ require
```

```
| The highest rated programs during the week until 2-Feb-97
| 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
|----------------   ---        ---- --- -----------
akPNG43x.lha       util/dtype 196K   1+AkPNG-dt V43.12 (PNG, 68000-060)
akSVG43x.lha       util/dtype  82K   1+AkSVG-dt V43.12 (SVG, 68000-060)
Graal2a.lha        game/role  341K  15+Graphic Adventure Authoring Language
SoundBox.lha       mods/funk  124K  17+Jazz mod by Accord+Deelite   ****
RabbitIcons1.lha   pix/mwb    1.6M  55+MagicRabbits ICON/Pattern collection
FlashFind1.2.lha   util/cli    12K  54+Faaast text search tool (2.5MB in 10
YAM13_4.lha        comm/mail  512K   6+MUI Internet mailer V1.3.4
Hydrocis19.lha     game/think 194K  54+V1.9, with real time water simulatio
amis_html.lha      comm/www    17K   4+WYSIWYG HTML editor for AMIS.
aplay221.lha       mus/play   659K   4+APlayer - An allround Amiga music pl
Flyin-Pics.lha     pix/illu   387K   2+Screenshots of a 3D-racing game
RabbitIcons10.lha  pix/mwb     48K  52+MagicRabbits ICON collection 10
RabbitIcons11.lha  pix/mwb     38K  44+MagicRabbits ICON collection 11
RabbitIcons12.lha  pix/mwb     88K  37+MagicRabbits ICON collection 12
RabbitIcons13.lha  pix/mwb     63K  36+MagicRabbits ICON collection 13
RabbitIcons14.lha  pix/mwb     68K  33+MagicRabbits ICON collection 14
RabbitIcons15.lha  pix/mwb    138K   5+MagicRabbits ICON collection 15 (For
RabbitIcons16.lha  pix/mwb    187K  24+MagicRabbits ICON collection 16
RabbitIcons17.lha  pix/mwb    281K  15+MagicRabbits ICON collection 17
RabbitIcons18.lha  pix/mwb    253K   5+MagicRabbits ICON collection 18
RabbitIcons2.lha   pix/mwb    1.2M  54+MagicRabbits ICON/Pattern collection
RabbitIcons3.lha   pix/mwb    1.1M  55+MagicRabbits ICON/Pattern collection
RabbitIcons4.lha   pix/mwb    273K  55+MagicRabbits ICON/Pattern collection
RabbitIcons5.lha   pix/mwb    711K  55+MagicRabbits ICON/Pattern collection
RabbitIcons6.lha   pix/mwb    248K  54+MagicRabbits ICON/Pattern collection
RabbitIcons7.lha   pix/mwb    1.1M  54+MagicRabbits ICON collection 7
RabbitIcons8.lha   pix/mwb     50K  54+MagicRabbits ICON collection 8
RabbitIcons9.lha   pix/mwb     45K  54+MagicRabbits ICON collection 9
RabbitPattern1.lha pix/mwb    1.0M  53+MagicRabbits Pattern collection 1
RabbitPattern2.lha pix/mwb    618K  53+MagicRabbits Pattern collection 2
```

1.69   Aminet Charts: 16-Feb-97

```
| The most downloaded files from Aminet during the week until 16-Feb-97
| Updated weekly. Most popular file on top.
|
|File             Dir         Size Age Description
|----------------- ---         ---- --- -----------
mui38usr.lha      util/libs   1.0M  0+MagicUserInterface 3.8, user files
Miami20e.lha      comm/tcp    689K  1+TCP/IP stack for easy Internet acces
akPNG43x.lha      util/dtype  191K  0+AkPNG-dt V43.26 (PNG, 68000-060)
mpvdtc017.lha     util/dtype  183K  0+MPEG video datatype V1.7
akJFIF43x.lha     util/dtype  203K  0+AkJFIF-dt V43.26 (JPEG, 68000-060)
aMiPEG_0.7.lha    gfx/show    150K  1+MPEG player with support for CyberGr
animdtc017.lha    util/dtype   20K  0+IFF ANIM DataType V1.7, now with sou
SSpeed22.lha      util/moni   353K  1+SysSpeed V 2.2 - THE Speedtester !
PBlit_68K.lha     biz/cloan    25K  0+Personal 68K Blit Libraries v. 2.1
qt13.lha          gfx/show    251K  0+QuickTime player for AGA/CyberGFX. V
CA34.lha          util/wb     260K  1+ClassAction 3.4 (MUI && GT)
akSVG43x.lha      util/dtype   70K  0+AkSVG-dt V43.26 (SVG, 68000-060)
twilight.lha      util/wb     380K  0+The supreme WB enhancement system.
AROS-m68k-bin.lha misc/emu    141K  0+AROS 1.10b - Amiga Replacement OS (A
New8n1.lha        comm/misc    72K  0+Replaces serial.device.  V37.30
MPEGAPlayer.lha   mus/play     65K  1+MPEG audio DeliTracker player V1.4 6
WebDesign13j.lha  comm/www    208K  0+Web Design1.3j html/frames authoring
mcx263.lha        util/cdity   78K  0+Multi Function Commodity
PortDiag.lha      hard/hack    10K  1+CIA & other hardware diagnostics
SysProt97d.lha    util/boot    96K  1+The BEST System Protection Manager V

| The highest rated programs during the week until 16-Feb-97
| 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
|----------------- ---         ---- --- -----------
akPNG43x.lha      util/dtype  191K  0+AkPNG-dt V43.26 (PNG, 68000-060)
akSVG43x.lha      util/dtype   70K  0+AkSVG-dt V43.26 (SVG, 68000-060)
Hydrocis19.lha    game/think  194K 56+V1.9, with real time water simulatio
GfxLab24-181.lha  gfx/conv    619K 17+GfxLab24 v1.8.1. Image Processing pr
AlgoMusic1_8.lha  mus/misc    1.2M  2+Creates algor. techno tunes. A must-
mui37usr.lha      util/libs   992K  2+MagicUserInterface 3.7, user files
Patch2AmiTCP43.lha biz/patch  514K 44+Patch AmiTCP/IP 4.1/4.2 to AmiTCP/IP
Miami20e.lha      comm/tcp    689K  1+TCP/IP stack for easy Internet acces
Creepy.lha        game/shoot  314K  0+Arcade game with brilliant graphics
Collector25.lha   gfx/misc    263K  1+A powerful picture catalogger. Many
Flyin-Pics.lha    pix/illu    387K  4+Screenshots of a 3D-racing game
MCXP325.lha       util/cdity  108K  0+MUI Preferences for MultiCX
mcx263.lha        util/cdity   78K  0+Multi Function Commodity
mui38usr.lha      util/libs   1.0M  0+MagicUserInterface 3.8, user files
bsii10_1.lha      game/2play  657K  4+BattleShipsII v1.0 [1/3]
airTaxi.lha       game/2play  334K 74+AirTaxi demo v1.4 (25mhz, 1m req). F
soliton110.lha    game/think  112K  0+Solitaire card game, V1.10 (MUI)
NewAvail_1.07.lha util/sys      4K  3+Commodore's avail replacement. V1.07
YAM13_4.lha       comm/mail   512K  8+MUI Internet mailer V1.3.4
ar501.lha         docs/mags   107K  3+Amiga Report Magazine 5.01, January
```

```
StormC_Demo1_1.lha biz/demo   1.2M  26+StormC (Demo): ANSI C & C++ Developm
RushHour13.lha     game/misc  237K   0+Switch traffic lights, Version 1.3
Mines-mgsw.lha     game/think  58K   3+The Minesweeper game V2_00 !!!!
ML11.lha           gfx/misc    12K  88+MagicLayers- moves/sizes windows rea
mv_os2_x.lha       util/sys    75K   0+OS 2.x MultiView replacement - now w
AmTelnet11.lha     comm/tcp   137K   1+AmTelnet - Telnet Client (ANSI/VT100
bsii10_2.lha       game/2play 670K   4+BattleShipsII v1.0 [2/3]
bsii10_3.lha       game/2play 452K   4+BattleShipsII v1.0 [3/3]
YTZP.lha           game/board 275K   1+Yahtzee taken to the next level!
```

1.70 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@ninemoons.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!   **

1.71 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

1.72   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

1.73   World Wide Web

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

AR is also available on the WWW! Some of the mirror sites include a mail
form, allowing you to mail to Amiga Report from the web site and some also
include a search engine allowing you to search recent issues for specific
topics and keywords (if your browser has forms capability). Simply tell
your browser to open one of the following URLs (pick a location nearest you
for the best performance):

Australia
    http://ArtWorks.apana.org.au/AmigaReport.html
    http://www.deepwoods.saccii.net.au/ar/menu.html
    http://www.livewire.com.au/amiga/cucug/ar/ar.html (w/search and mail)
    http://www.phys.unsw.edu.au/~pec/amiga.html

Germany
    http://www.fhi-berlin.mpg.de/amiga/ar/

Greece
     http://www.acropolis.net/clubs/amiga/amigareport/

Hungary
     http://mm.iit.uni-miskolc.hu/Data/AR

Italy
     http://www.vol.it/mirror/amiga/ar/ar.html

Poland
     http://www.pwr.wroc.pl/AMIGA/AR/

Sweden
     http://www.lysator.liu.se/amiga/ar/

United Kingdom
     http://ppewww.ph.gla.ac.uk/~gowdy/Amiga/AmigaReport/
     http://www.iprom.com/amigaweb/amiga.html/ar/ar.html (w/search and mail)
     http://www.sussex.ac.uk/Users/kcci1

USA
     http://www.cucug.org/ar/ar.html (w/search and mail)
     http://www.omnipresence.com/Amiga/News/AR/

Additional 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

1.74 Copyright Information

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1.75   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.

1.76   CalWeb

===
                        CalWeb: The Home of the Amiga Zone!
===

AMIGA ZONE MOVES TO CALWEB!

THE AMIGA ZONE MOVES FROM PORTAL TO CALWEB INTERNET SERVICES

For over ten years the Amiga Zone has been an online resource, home,
community, oasis, for Amiga owners.

For over ten years I've made my living running the Zone and supporting Amiga
users all over the USA, Canada, and the world.

Five years ago when American People/Link pulled their own plug, we had to
find the Zone a new home and we found a good one on the Portal Online
System.

Well, it's happened again.. Portal has informed all of its customers that
its ten year history as an online service and Internet provider is coming to
an end on Sept. 30, 1996. This is very sad, it's short-notice, and the
decision is completely out of my control, but it's also irreversible.

Portal is changing its entire business plan from being an ISP to selling an
accounting system to other online services.

So be it. It's sad, but like I said, the Zone went through this before and
now we'll go through it again, and come out the other side better and wiser.

THE AMIGA ZONE IS MOVING TO CALWEB INTERNET SERVICES.

CalWeb (http://www.calweb.com) is a two year old Internet provider located
in Sacramento, CA. It has a good sized customer base, and very
knowledgeable support staff.

It's also run by a long time Amiga owner who has been a friend of mine for
many years.

The world of modeming has changed much in the last ten years. In 1985 you
had very few choices and you had 1200 baud. These days, everyone and his
dog has an ISP running and a web page

But the vast majority of those providers don't know an Amiga from a hole in
the ground, and could care less about Amiga owners. Say "AWeb" or
"IBrowse" to them and they'll say "Omega? Amoeba? What? Huh? They still
make those things?"

CalWeb is different because it's the new home of the Amiga Zone.

In October 1996, a new custom front-end menued system will be added to
CalWeb to host the Zone. It'll have features for Zone users that neither
Plink nor Portal ever had nor were they willing to add.

The tradition of a friendly online Amiga community, run by long time Amiga
owners, users and lovers will continue.

Message bases, huge file libraries (we plan to move over the 20,000+ files
we have on the Zone on Portal to CalWeb, MANY of which you'll never see on
Aminet or anywhere else), live nightly chats, vendor support and our famous
prize contests will continue.

We've given away tens of thousands of dollars worth of Amiga prizes in the
last ten years. No one else even comes close.

I urge any and all of you who were on Plink, or who are now on Portal or
who may have left Portal.. or even if you were never on either but used or
still use another online service to join CalWeb for the Amiga Zone. I
personally promise you the best online Amiga community we can possibly

build. You will not be disappointed.

CalWeb has arranged a special signup offer for you!

Call:
 1-800-509-9322
  or
 1-916-641-9320
  or telnet to calweb.com, login as "guest", and follow the prompts.

You can join CalWeb for US$19.95 flat, a month.

CalWeb takes major credit cards or you can establish a monthly invoiced
account if you don't have plastic.

The signup is FREE.

To get this deal you must say "THE AMIGA ZONE SENT ME" when you call or
signup online.

I hope to see lots of you join CalWeb. You can telnet into it from
anywhere for no hourly charges at all. Your $19.95/mo fee covers
everything and also gets you ten meg of storage which includes hosting your
own personal web page. Naturally, when the Zone opens there, you'll have
unlimited use of all of its features and areas. Never a "money meter"
clock to worry about.

Your personal or business CalWeb Web pages are maintained by you via FTP.
It's pretty slick. You can make a net connection to the server with any
Amiga FTP client, put your files onto it, the permissions are automatically
set (no "chmod-ing" required!) and flip to your running browser and see the
changes instantly.

The Amiga Zone's new home is already up at:

        http://www.amigazone.com

running on CalWeb's server. Ckeck it out!

Please feel free to write to me at harv@amigazone.com or harv@cup.portal.com
if you want more information.

Remember to say "THE AMIGA ZONE SENT ME!" when you join.

A splendid time is guaranteed for all.

Please plan to join us in the Amiga Zone on CalWeb!

1.77 Distribution BBSes - Asia

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

```
-= IRAN =-
```

```
* MAVARA BBS *
0098 21 8740815
```

```
-=JAPAN=-
```

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

1.78 Distribution BBSes - Australasia

```
==============================================================================
                      Distribution BBSes - Australasia
==============================================================================
```

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

```
* BITSTREAM BBS *
FidoNET 3:771/850.0
AmigaNET 41:644/850.0
+64-(0)3-548-5321
```

```
-=VICTORIA=-
```

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

1.79 Distribution BBSes - Europe

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

```
-= BELGUIM =-
```

```
* VIRTUAL VORTEX BBS *
vzpirit@hotmail.com
+32-2-3873391
```

```
-=DENMARK=-
```

```
* NEMESIS AMY BBS *
boersting@hoa.ping.dk
```

```
Fido: 2:238/43
+45 75-353726



-=FINLAND=-

* HANG UP BBS * (telnettable)
helpdesk@hangup.dystopia.fi
+358 - 09 - 278 8054

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

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



-=FRANCE=-

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

* RAMSES THE AMIGA FLYING *
Fidonet: 2/320/104-105-106
+33-1-45845623    +33-1-53791200



-=GERMANY=-

* DOOM OF DARKNESS *
marc_doerre@doom.ping.de
+49 (0)4223 8355 19200
AR-Infoservice, kai@doom.gun.de

* IMAGINE BBS *
Sysop@imagine.commo.mcnet.de
+49-69-4304948
Login: GAST (Download area:  "Amiga-Report")

* LEGUANS BYTE CHANNEL *
andreas@lbcmbx.in-berlin.de
49-30-8110060   49-30-8122442
Login as User: "amiga", Passwd: "report"

* REDEYE BBS *
sysop@coolsurf.de
Modem/ISDN: +49-89.54662690
Modem only:+49.89.54662680

* STINGRAY  DATABASE *
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 *
cocos@prometheus.hol.gr
Telnet: hellas.hol.gr
++301/ 620-6001, 620-6604, 620-9500

* LOGIC SYSTEMS BBS *
Paddy@hol.gr
(301) 983-4645

* ODYSSEY BBS *
odyssey@acropolis.net
Amiganet: 39:250/1.0
++301-4123502   23.00-09.00 Local Time
WWW: www.acropolis.net/~konem/odygb.html

-=IRELAND=-

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

-=ITALY=-

* AMIGA PROFESSIONAL BBS *
+(39)-49-604488

* AMIPRO BBS*
+39-49604488

* DB-LINE SRL *
amiga@dbline.it
WWW: www.dbline.it
+39-332-767383

* FRANZ BBS *
mc3510@mclink.it
+39/6/6627667

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

* SPEED OF LIFE *
FidoNet 2:335/533
AmigaNet 39:102/12
+39-931-833773

-=NETHERLANDS=-

* AMIGA ONLINE BS HEEMSTEDE *
Email: sysop@aobh.xs4all.nl
Fidonet: 2:280/464.0, 2:280/412.0
+31-23-5471111   +31-23-5470739

* THE HELL BBS *
Email : root@hell.xs4all.nl
FidoNet: 2:281/418.0
+31-(0)70-3468783

* MACRON BBS HEILOO *
Email: macron@cybercomm.nl
FidoNet: 2:280/134.0
+31-(0)72-5340903

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

* WILD PALMS *
radavi@xs4all.nl
WWW: www.xs4all.nl/~radavi/wildpalms/wildpalm.html
+31-(0)30-6037959

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

-=POLAND=-

* SILVER DREAM!'S BBS *
+48 91 540431

-=PORTUGAL=-

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

-=RUSSIA=-

* NEW ORDER BBS *
norder@norder.spb.su
FidoNet: 2:5030/221.0
+7-812-2909561

-=SPAIN=-

```
* GURU MEDITATION *
+34-1-383-1317

* LA MITAD OSCURA *
jovergon@offcampus.es
Fido: 2:341/35.19
+34-1-3524613

* MAZAGON - BBS - SYSTEMS *
jgomez@maze.mazanet.es
FTP: ftp-mail@ftp.mazanet.es
+34 59 536267
Login: a-report


-=SWEDEN=-

* CICERON *
a1009@itv.se
+46 612 22011


-=SWITZERLAND=-

* USE COMMUNICATIONS POP ZUG *
wenk@use.ch
+41 41 763 17 41


-=TURKIYE=-

* NEEDFUL THINGS *
Erdinc.Corbaci@beygir.bbs.tr
90-216-3629417


-=UKRAINE=-

* AMIGA HOME BBZ *
Oleg.Khimich@bbs.te.net.ua
FidoNet: 2:467/88.0
+380-482-325043


-=UNITED KINGDOM=-

* AMIGA JUNCTION 9 *
sysadmin@junct9.demon.co.uk
FidoNet: 2:440/20
+44 (0)372 271000

* CREATIONS BBS *
mat@darkside.demon.co.uk
2:254/524@Fidonet
+44-0181-665-9887

* DRAUGHTFLOW BBS *
```

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


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


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


* SCRATCH BBS *
kcci1@solx1.susx.ac.uk
+44-1273-389267



-=YUGOSLAVIA=-

* UNIVERSE BBS *
sule@universe.bc.co.ui
+381-(0)21-741084
```

1.80   Distribution BBSes - North America

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


-=ARIZONA=-

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


-=BRITISH COLUMBIA=-

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


-=CALIFORNIA=-

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

* VIRTUAL PALACE BBS *
tibor@ecst.csuchico.edu
916-343-7420
```

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

-=FLORIDA=-

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

-=ILLINOIS=-

* 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

* THE SAGE'S TOWER *
johnh@ezl.com
FidoNet: 1:2250/7
618-259-1844

* STARSHIP CUCUG *
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 *
Geoff148@delphi.com
504-882-6576

-=MAINE=-

* THE KOBAYASHI ALTERNATIVE BBS *
FidoNet: 1:326/404.0
FTP: ftp.tka.com
(207)/784-2130   (207)/946-5665

-=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 *
stace@tecnet1.jcte.jcs.mil
FidoNet: 1:3604/60.0
601-374-2697

-=MICHIGAN=-

* DC PRODUCTIONS *
dcpro!chetw@heifetz.msen.com
616-373-0287

-=NEVADA=-

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

-=NEW JERSEY=-

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

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

-=NEW YORK=-

* THE BELFRY(!) *
stiggy@belfry.org
WWW: www.belfry.org
718.793.4796   718.793.4905

-=ONTARIO=-

* COMMAND LINE BBS *
416-533-8321

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

* EDGE OF REALITY BBS *

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! *
root@amicent.raider.net
615-383-9679

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

-=VIRGINIA=-

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

-=WASHINGTON=-

* FREELAND MAINFRAME *
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

1.81   Distribution BBSes - South America

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                    Distribution BBSes - South America
==

```
-=BRAZIL=-

* 68000 BBS *
vaclav@centroin.com.br
AmigaNET-BR: 120:5521/1
+55-21-393-4390   [16-06h (-3GMT)]


* LITHIUM SYSTEMS BBS *
pa100137@datacontrol.com.br
051-632-2805 (00:00 - 08:30)


* STUFF OVERLOAD BBS *
dan_cab@lepus.celepar.br
AmigaNET-BR: 120:120/0
+55-41-252-9389
```

1.82   Dealers - Asia

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


-=JAPAN=-

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


-= MAYLAYSIA =-

Innovations Lights & Magic (M) Sdn Bhd,
A1106, University Towers, 28, Jalan Universiti,
46200, Petaling Jaya,
Selangor Darul Ehsan
Tel: +6 03 7544544
Fax: +6 03 7544588
skchiew@pc.jaring.my
```

1.83   Dealers - Australasia

```
================================================================================
                           Dealers - Australasia
================================================================================
```

```
-=AUSTRALIA=-

Amadeus Computers
1/534 Old Northern Rd
Round Corner, NSW 2158
Voice: 02 9651 1711
Fax: 02 9651 1710
WWW: www.amadeus.com.au
amadeus@ca.com/au

Amiga Genius
826 Hunter St.
Newcastle West, NSW 2302
Ph: +61 49 623-222   Fax: +61 49 623-583
cdgtb@hunterlink.net.au

Amiga 'n PC Centre Pty Ltd
644 South Road Glandore
Adelaide, SA 5037
Phone: (08) 8293 8752
Fax: (08) 8293 8814
melbice@cobweb.com.au

Amiga Technologies (Not ESCOM related)
17 Thompson Circuit
Mill Park, VIC 3082
Phone: (03) 9436 5555
Fax: (03) 9436 9935
WWW: http://lion.cs.latrobe.edu.au/~laburacj/amitech.html
laburacj@lion.cs.latrobe.edu.au

Amilight Pty Ltd
47A Tate Street
South Perth, Western Australia, 6151
Phone: (09) 367 4422
Fax: (09) 3674482
WWW: www.vianet.net.au/~dwark
dwark@vianet.net.au

Amitar Home Computer Systems
Unit 1, 25 Gillim Drive
Kelmscott, WA 6111
Phone: (09) 495 4905
Fax: (09) 495 4905
WWW: http://crystal.com.au/~amitar/
amitar@crystal.com.au

Byte One
24 Silverton Drive
Ferntree Gully, VIC 3156
Phone: (03) 9752 3991
gordon@ozramp.net.au

Computa Magic Pty Ltd
44 Pascoe Vale Road
Moonee Ponds, VIC 3039
```

```
Phone: (03) 9326 0133
Fax: (03) 9370 8352


Computer Affair
337 Penshurst Street
Willoughby, NSW 2068
Phone: (02) 9417 5155
Fax: (02) 9417 5542
WWW: www.computeraffair.com.au
sales@computeraffair.com.au


Computer Man
611 Beaufort Street
Mt.  Lawley, WA 6050
Phone: (09) 328 9062
Fax: (09) 275 1010
WWW: www.iinet.net.au/~cman
cman@iinet.net.au


Desktop Utilities
PO BOX 3053
Manuka, ACT 2603
Phone: (06) 239 6658
Fax: (06) 239 6619
WWW: ourworld.compuserve.com/homepages/~dtu
100026.1706@compuserve.com


Don Quixote Software
PO BOX 786
Toowoomba, QLD 4350
Phone: (076) 391 578
Fax: (076) 320 145
donq@tmba.design.net.au


Exclusive Computer Systems
Street: 34 Weston Street Weston, N.S.W.  2326
Postal: P.O.  Box 68, Weston, N.S.W.  2326
Phone: (049) 361213
Fax: (049) 36 1213
Email: peter.archer@fastlink.com.au


Fonhoff Computer Supplies
Baulkham Hills, NSW 2153
Phone: (02) 9639 7718
Fax: (02) 9639 5995
WWW: http://godzilla.zeta.org.au/~jfonhof
jfonhof@zeta.org.au


GSoft
Shop 4, 2 Anderson Walk
Smithfield, SA 5114
Phone: (08) 8284 1266
Fax: (08) 8284 0922
gsoft@cobweb.com.au


Image Domain
92 Bridge St
```

Fortitude Valley, Brisbane Queensland
Voice: 617-3216-1240   Fax: 617-3852-2720
imagedomain@msn.com

Motherboard Computers
Suite 19, 9-11 Abel Street
Penrith, NSW 2750
Phone: (047) 222 803
Fax: (047) 215 277
WWW: www.pnc.com.au/~mother
mother@pnc.com.au

MVB
506-508 Dorset Road
Croydon, VIC 3136
Phone: (03) 9725 6255
Fax: (03) 9725 6766

Sigmacom
Suite 16, 20-24 Gibbs Street
Miranda, NSW 2228
Phone: (02) 9524 9846
Fax: (02) 9549 4554
WWW: www.sigma.com.au

Software Buyers Service
PO BOX 734
Belmont, VIC 3216
Phone/Fax: (052) 431 445
arne@euphoria.bay.net.au

Software Circus
27 Darling Street
Kensington, NSW 2033
Phone: (02) 9313 8484

Synapse Computers
190 Riding Road
Hawthorne, Brisbane Queensland 4171
Voice/Fax: +61 7-3899-0980
WWW: www.powerup.com.au/~synapse/
synapse@powerup.com.au

Unitech Electronics Pty. Ltd. / Maverick Amiga
8B Tummul Place
St. Andrews, Sydney 2566
Voice: +61 2 9820 3555
Fax: +61 2 9603 8685

Valhalla: Games and Hobbies
493 Wellington Street
Perth, 6000
Phone: (09) 321 2909

Westcomp
96 Bentinck Street
Bathurst, NSW 2795

```
Phone: (063) 322 611
Fax: (063) 322 623
```

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

```
CompKarori
LG/F Karori Shopping Mall
Karori, Wellington
Tel: +64 4 476-0212
Fax: +64 4 476-9088
WWW: www.compkarori.co.nz
Email: sales@compkarori.co.nz
```

1.84 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
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
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
vanhoutv@nbre.nfe.be
```

```
Generation Amiga
Rue Hotel des Monnaies, 120-122
```

```
B-1060 Bruxelles
Voice: +32-2-538.93.60
Fax: +32-2-538.91.35
WWW: www.genamiga.arc.be/genamiga/
Email: genamiga@arcadia.be
```

```
-=BULGARIA=-
```

```
KlubVerband ITA Gmbh
1309 Sofia
P.F.13, KukushStr.  1-2
Contact: Dr. ING B. Pavlov
Tel: +359-2-221471
Fax: +359-2-230062
KVITA@VIRBUS.BG
```

```
-=DENMARK=-
```

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

```
-=FINLAND=-
```

```
Gentle Eye ky
PL 8
33841 Tampere
Phone: 358-3-363-0048
Fax: 358-3-363-0058
WWW: www.ge.vip.fi
ge@vip.fi
```

```
Lincware Computers Ltd
Lovkullankuja 3
10300 KARJAA
Voice: +358-50-5573696
Fax: +358-11-231511
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: +33 50.52.83.31
tcp@imaginet.fr
```

```
-=GERMANY=-
```

```
AMItech Systems GmbH
Ludwigstrasse 4
D-95028 Hof/Saale
Voice: +49 9281 142812
Fax: +49 9281 142712
WWW: www.hof.baynet.de/~mediatech
mediatech@hof.baynet.de
```

```
dcp, desing+commercial partner GmbH
Alfredstr.  1
D-22087 Hamburg
Tel.: + 49 40 251176
Fax: +49 40 2518567
WWW: www.dcp.de
info@dcp.de
```

```
Hartmann & Riedel GdbR
Hertzstr.  33
D-76287 Rheinstetten
Voice: +49 (7242) 2021
Fax: +49 (7242) 2167
rick@p22.aop.schiele-ct.de
Please call before visiting
```

```
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
fer@inrete.it (Ferruccio Zamuner)
```

```
Cloanto Italia srl
Via G.  B.  Bison 24
33100 Udine
Tel: +39 432 545902
Fax: +39 432 609051
WWW: www.cloanto.com
```

info@cloanto.com

-=NETHERLANDS=-

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

-=NORWAY=-

Applause Data AS
Storgaten 31
Postboks 143
2830 Raufoss
Voice: +47 61 19 03 80
Fax: +47 61 19 05 80
WWW: www.applause.no
post@applause.no

-=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
WWW: www.datakompaniet.no
post@datakompaniet.no

Sezam Software
Ulsmågveien 11a
N-5o5o 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

Orebro Videoreklam
Slottsgatan 12
703 61 OREBRO
Tel/Fax: +46 (0)19-123807
WWW: www.flevel.co.uk/videoking
videoking@mbox200.swipnet.se


-=SWITZERLAND=-

RELEC Software & Hardware AMIGA
Village du Levant 2B CH 1530 PAYERNE
Tel: +26 660 02 82
Fax: +26 660 0283
Relec@com.mcnet.ch

Studio 4D
Deinikonerstrasse 14
6340 Baar
Voice: +41 41 763 17 47
Fax: +41 41 763 17 48
studio4d@zug.use.ch


-=UNITED KINGDOM=-

5DLicenceware
1 Lower Mill Close
```

```
Goldthorpe
Rotherham
South Yorkshire S63 9BY
Tel/Fax: 01709 888127
WWW: www.ware5d.demon.co.uk
phil@ware5d.demon.co.uk

Almathera Systems Ltd
Southerton House
Boundary Business Court
92-94 Church Road
Mitcham, Surrey  CR4 3TD
Voice: 081 687 0040
Fax: 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
brian_fowler@cix.compulink.co.uk

Computer Magic
Unit 8
Freemans Yard
Doncaster Road, Barnsley  S71 1QH
Tel: 01226 218255 / 0378 425281

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

1.85   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
WWW: www.animax.com/
info@animax.com
```

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

Atlantis Kobetek Inc.
1496 Lower Water St.
Halifax, NS / B3J 1R9
Phone: (902)-422-6556
Fax: (902)-423-9339
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
s2200147@nickel.laurentian.ca

CineReal Pro-Video
272 Avondale Avenue
Ottawa, Ontario K1Z 7G8
Phone/Fax: (613) 798-8150 (Call first to fax)
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
WWW: www.canuck.com/cshop
austin@canuck.com

Computerology Direct
Powell River, BC V8A-4Z3
Orders/inquiries: 604/483-3679 (24h)
Ask for HEAD SALES REP for quicker response!

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

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

Forest Diskasaurus
35 Albert St., P.O.Box 84
Forest, Ontario N0N 1J0

```
Tel/Fax: 519-786-2454
saurus@xcelco.on.ca

FranTek
5-353 McArthur Avenue
Vanier, Ontario K1L 6N5
Phone: (613) 746-7854 ext 3
Fax/Modem: (613) 746-7854
WWW: www.travel-net.com/~frantek
frantek@travel-net.com

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
mchabot@nationalnet.com

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

Oby's Amigo Computing Shop
765 Barrydowne Rd
Sudbury, Ontario P3A 3T6
Voice/Fax: (705)524-5826
WWW: icewall.vianet.on.ca/pages/obys
obys@vianet.on.ca

Oshawa Amiga
Oshawa, ON L1J 5J8
Phone: (905) 728-7048
mjacula@idirect.com

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

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

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

Valley Soft
P.O.  Box 864
Pembroke, Ontario K8A 7M5
Phone: (613) 732-7700
Fax: (613) 732-8477
WWW: www.renc.igs.net/~valsoft

Wonder Computers Ottawa Retail Store
1315 Richmond Road
Ottawa, Ontario K2B 8J7
Voice: (613) 721-1800
Fax: 613-721-6992
WWW: www.wonder.ca

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

young monkey studios
797 Mitchell Street
Fredericton, NB   E3B 3S8
Phone: (506) 459-7088
Fax: (506) 459-7099
sales@youngmonkey.ca


-=UNITED STATES=-

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

Alex Electronics
597 Circlewood Dr.
Paradise, CA 95969
Voice/Fax: 916-872-3722
BBS: 915-872-3711
WWW: www.wordbench.com/
alex@wordbench.com

Amigability Computers
P.O.  Box 572
Plantsville, CT 06479
Voice: 203-276-8175
```

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
amiga-x@tka.com

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

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

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

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

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

Computer Advantage
7370 Hickman Road
Des Moines, IA 50322
Voice/Fax: 515-252-6167
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 Room
2760 South Havana Street
Aurora, Colorado 80014
Voice: 303-696-8973
WWW: www.computerroom.com
Email: sales@computerroom.com

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
WWW: www.ccompsol.com/
moxley@value.net

CPU Inc.
5168 East 65th St.
Indianapolis, IN 46220
Voice: 317-577-3677
Fax: 317-577-1500
cpuken@indy.net

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

DC Productions
218 Stockbridge Avenue
Kalamazoo, MI 49001
Phone: (616)373-1985   (800)9DC-PROD
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
Sheep@netins.net

Digital F/X, Inc.
1930 Maple, Suite 7
North Bend, OR 97459
Voice: (800) 202-3285 / (541) 756-6693
WWW: www.digital-fx.com
DFX@Mail.coos.or.us

Discount Computer Sales
1100 Sunset Strip #5
Sunrise, FL 33313
Voice: 954-797-9402
Fax: 954-797-2999
DCS@aii.net, DCS@interpoint.net

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

Hawkeye Communication
1324 Fifth Street
Coralville, Iowa 52241
Voice: 319-354-3354
Hawkcom@inav.net

HHH Enterprises
Contact: Tom Harmon
PO Box 10
Hartwood, VA 22471
Voice: (540) 752-2100
ko4ox@erols.com

HT Electronics
211 Lathrop Way, Ste. A.
Sacramento, CA 95815
V: (916) 925-0900
F: (916) 925-2829
BIX: msears

HT Electronics
422 S. Hillview Dr.
Milipitas, CA 95035
V: (408) 934-7700
F: (408) 934-7717
```

BIX: msears

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

Kipp Visual Systems
360-C Christopher Ave.
Gaithersburg Md, 20878
Voice: 301-670-7906
kipp@rasputin.umd.edu

Krulewich Enterprises
554 Vega Dr
Corpus Christi, TX 78418
Voice: (512) 937-4624
1040.3444@compuserve.com

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

Magic Page
Contact: Patrick Smith
3043 Luther Street
Winston-Salem, NC 27127
Voice/Fax: 910-785-3695
spiff@ix.netcom.com

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

MicroTech Solutions, Inc.
17W745 Butterfield Road, Suite F
Oakbrook Terrace, IL 60181
Phone: 630-495-4069
Fax: 630-495-4245
WWW: www.mt-inc.com
info@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
PSIANIM@agora.rain.com

Raymond Commodore Amiga
795 Raymond Avenue
St. Paul, MN 55114-1521
Voice: 612-642-9890
Fax: 612-642-9891
BBS: 612-874-8342
WWW: www.visi.com/~raycomp
raycomp@visi.com

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

Slipped Disk
170 E 12 Mile Rd
Madison Heights, Michigan 48071
Voice: (810) 546-DISK
BBS: (810) 399-1292

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
j_sauter@systemeye.ultranet.com

TJ's Unlimited
P.O. Box #354
North Greece, NY 14515-0354
Voice: 716-225-5810
BBS: 716-225-8631
neil@rochgte.fidonet.org

Zipperware
76 South Main St.
Seattle, WA 98104
Voice: 206-223-1107

Fax: 206-223-9395
WWW: www.speakeasy.org/zipperware
zipware@nwlink.com

1.86 Editorial and Opinion

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


                     compt.sys.editor.desk
                  February 21 and all's well


                Getting Back To Our Roots
                 Grassroots suggestions from a veteran


                       Just Use It!
                  Yeah!

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1.87 News & Press Releases

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                         News & Press Releases
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              PPaint 7 Overcomes Chip RAM
                Take full advantage of CyberGraphX


              Cloanto Support On Internet
               Cloanto's realm of product support
```

       Amiga Online Magazine
     The French/English online resource

       Amiga Informer News
     The Informer, looking for material

NewTekniques Subscriptions
  The "VTU Successor" mag is launched

     Nova Design Demo Tape
     See IFX and Aladdin in action!

   Nova Design New Address
   They moved. One office or so.

        Authored On Amiga
     Show your Web colors!

          AmiTech '97
     April Amiga conference in Sweden

             Wildfire
     A new image processor

   Uropa^2 Goes Commercial
   Vulcan's upcoming title

     Voyager-NG Prerelease
   Amiga browsers, meet frames...

       fMSX Amiga 1.2
     The latest MSX emulation

          Frodo v4.0
     The extensive C64 emulator

          WormsDC News
   Straight from the Worm's, um, mouth.

     PowerCon Info Pack
   The Montreal computer expo

amiSpider Search Engine
Find what you want on the Web

 Fairy Point/M 2.0-#103
Janus mail handling for the Amiga

   Mail Manager v1.21
Fidonet mail handling for the Amiga

     AmiWeb2c 2.0
Amiga port of UNIX-TeX

     WormGame v1.10
A classic, right on your WB

     NetHack 3.2.1
Even more classic than Worm.

   BattleDuel V1.5.42
Artillery Duel for the 90's

     Virus Checker
Once again, up for grabs.

     MagiC64 v1.5
The other extensive C64 emulator

      Sort v1.60
Sort your files in A-Z order

     Gui4Cli v2.0
GUI builder for the masses

     Config v1.01
Easy access to configuration files

     Conk v0.90
The game development system

     AmigaGadget 25
The latest of the online magazine

        Insert104

1.88 Featured Articles

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                         Featured Articles
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        CDTV Retrospective II
        More from the vaults


         Java And The Amiga
        A look ahead...


              IPISA 96
        The famous conference revealed

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1.89 Reviews

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                            Reviews
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              FG24
         24-bit realtime frame grabber


          CD32 ProModule
         SX-1, meet your better.


          Personal Paint 7
         GIF Anims, CPU blitting, oh my!


            Chaos Engine 2
```

Ken blasts through the madness

Aminet 17
The saga continues!

System Booster
The CD for Amiga tweaks

Wordworth Office CD
A full productivity suite on a CD

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1.90   Aminet Charts

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Aminet Charts
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26-Jan-97

02-Feb-97

16-Feb-97

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1.91   About AMIGA REPORT

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==============================================================================
                        About AMIGA REPORT
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              AR Staff
      The Editors and writers


        Writing Guidelines
      What you need to do to write for us


       Copyright Information
      The legal stuff

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1.92   The Staff

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==============================================================================
                          The Staff
==============================================================================

              Editor:
          Jason Compton
                    Assistant Editor:
          Katherine Nelson
                    Games Editor:
          Ken Anderson
                    Contributing Editor:
          William Near
                    Contributing Editor:
          Bohus Blahut
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1.93   Where to Get AR

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                                    Where to Get AR
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                   The AR Mailing List

                         Aminet

                    World Wide Web

                  Distribution Sites

                  Commercial Services
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1.94   Distribution Sites

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               ================================================================
                              Distribution BBSes
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===============================================================================

                          Arranged by Continent:


                     Asia

                   Australasia

                    Europe

                North America

                 South America
           Sysops: To have your name added, please send Email with the BBS  ←
                 name,
its location (Country, province/state) your name, any internet/fidonet
addresses, and the phone number of your BBS


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1.95 Dealer Directory

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                          Dealer Directory
===============================================================================

                          Arranged by Continent:


                     Asia

                   Australasia

                    Europe

                North America
           Dealers: To have your name added, please send Email with the BBS  ←
                 name,
its location (Country, province/state) your name, any internet/fidonet
addresses, and the phone number of your dealership


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