

ar3.17

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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar3.17

1.1 Amiga Report Online Magazine #3.17 -- September 23, 1995

September 23, 1995

Turn the Page

Issue No.3.17

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"THE Online Source for Amiga Information!"
 Copyright 1995 FS Publications
 All Rights Reserved

1.2 Amiga Report Main Menu

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

        Featured Articles

          Reviews

      News & Press Releases

      FTP Announcements
          Reader Mail
      -----

      About AMIGA REPORT

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

      Where to Get AR
          Advertisements
      Mailing List & Distribution Sites      Online Services, Dealers, Ordering

      // |                               | //
=====//=====| Amiga Report International Online Magazine |=====//=====
==  \//  | Issue No. 3.17      September 23, 1995 |  \//  ==
=====| "THE Online Source for Amiga Information!" |=====
      |                               |

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1.3 Editor

```

=====
==                               EDITOR                               ==
=====

                          Jason Compton

```

WWW homepage: <http://www.uni-mainz.de/~bauec002/>

1.4 Magic-Backgrounds

```

TITLE
  Magic-Backgrounds
VERSION
  5.0
AUTHOR
  Torsten Hiddessen

```

Email: math@sun.rz.tu-clausthal.de
 URL: [html://www.rz.tu-clausthal.de/~math](http://www.rz.tu-clausthal.de/~math)

DESCRIPTION

This package contains 13 new High-Quality Magic-Backgrounds for use with Martin Huttenloher's MagicWB. I created 40 backgrounds before - this is the fifth release.

I always tried to create patterns which have no visible borders and can be repeated without looking trivial. I didn't want to be one of the authors who put a dozen copies of the same pattern into an archive - just with different colors or with several figures drawn on it. I think that's not worth downloading...

This time all backgrounds were taken from several photos. I processed the raw-material with ADPro 2.5.0 and finished it with DPaint 4.5, pixel by pixel - several days of work.

Result: the best backgrounds available (IMHO)!

Additionally I have included two classic Boot-Pictures and two older backgrounds which fit very well into this package ;-)

SPECIAL REQUIREMENTS

In order to use this collection you will need:

- * An AMIGA ;-) with at least Kick 2.0+ (3.0 recommended)
- * A properly installed MagicWB of Martin Huttenloher or (under WB 2.0/2.1) NickPrefs
- * If you want to use a boot picture, you need a program like PicBoot V2.7
- * Internet access - so you can send me e-mail to REGISTER!

AVAILABILITY

Magic-Backgrounds are available on any Aminet mirror in 'pix/mwb'
<ftp://ftp.wustl.edu/pub/aminet/pix/mwb/MagicBGs5.lha>

or on my WWW-page

<http://www.rz.tu-clausthal.de/~math/AMIGA.html>

My previous releases were freeware - I just asked to send me comments by e-mail. So far, only a few nice guys (around 12) send me mail.

BUT: I know that very much people use my backgrounds everywhere: on their Workbench, with MUI, inside DEMOS, on WWW-pages,...

Therefore I decided to publish seven of 13 backdrops crippled: they are marked with a cross. You will receive a personalised package if you register.

PRICE

Shareware (\$7/10DM).

1.5 Wonder Computers Incorporated Expands

WONDER COMPUTERS INCORPORATED EXPANDS SCOPE AND OPERATIONS

Ottawa, Ontario, Canada

September 12, 1995

One of North America's largest Amiga-only companies just got bigger.

Wonder Computers, Inc. not only expanded their corporate headquarters and added a new multimedia dealership to their arsenal, but has formed Lazarus Engineering, a development arm dedicated to the creation and refinement of Amiga products.

WCi's new headquarters keep the company based in Ottawa, but creates 3,000 extra square feet for the expanding administrative office needs of the company. The former HQ will continue to be used as a retail outlet, with larger floor space, more storage, and a full-time Amiga lab for classroom activities run by WCi's Information Technologies division.

Coming off the heels of a successful showing at AmiJAM '95 in Western Canada, Wonder Computer has opened its fifth Amiga dealership in Vancouver, British Columbia. Tim McGuire, formerly manager of Wonder's Montreal store, has relocated to manage the new operation. With the addition of the Vancouver store, Wonder Computers occupies 13,000 square feet of Amiga-only business nationwide.

In order to meet the demands of the global Amiga marketplace, Wonder Computers decided to add a new product development division to the team. Dubbed Lazarus Engineering, and lead by industry veteran Steve Cockwell, the division will bring the talents of such well-known developers as Steve Tibbett to the Amiga consumer. In addition to original, in-house projects, Lazarus is hard at work revamping and improving the product line WCI purchased from New Horizons Software last spring. Popular packages such as Flow, QuickWrite, and DesignWorks are being brought up to the standards of the latest Amiga operating system as well as improved to compete in today's marketplace.

Under the ministrations of Amiga Technologies, the Amiga marketplace has a changing face. Wonder Computers, Inc. is taking the steps necessary to ensure that Amiga users worldwide are prepared for the future and are supported in their needs today.

Wonder Computers, Inc. is a privately held corporation.

Contact: Mark Habinski, President and CEO: mark@wonder.ca

Jason Compton, Promotional Director, jcompton@wonder.ca,
708-332-6243

1.6 Wonder Computers, Inc. Signs Promotional Director

WONDER COMPUTERS, INC. SIGNS PROMOTIONAL DIRECTOR

Ottawa, Canada - September 1, 1995

Mark Habinski, President and CEO of Wonder Computers, Incorporated is pleased to announce the hiring of Jason Compton in the newly created position of Promotional Director

Compton, a noted journalist in the Amiga community, is enthusiastic about this move. "Wonder is in a position to make itself a formidable presence in the North American technology industry. At the same time, their momentum is a positive thing for the Amiga market and its visibility. I'm more than happy to be part of the team that gets both Wonder and the Amiga the notice and respect they deserve."

Habinski added that "In Jason Compton, Wonder is acquiring one of the most visible and respected figures in the Amiga marketplace. Jason has inspired us all with his unflinching defense and support of the platform, and I am proud to have him join the WCI team."

WCI is a privately held corporation headquartered in Ottawa, consisting of the Wonder retail arm with five multimedia dealerships in Canada; Lazarus Engineering, a software development team; "I.T.", an Information Technologies division responsible for computer education and Internet services; and WCI Distribution, a complete Dealer-Sales channel for all manner of Amiga merchandise.

1.7 AMG Gets World Wide Web Pages

[From the pages' creator, Harv Laser, harv@cup.portal.com]
 AMG Inc. (formerly known as Avid Media Group, Inc.) publishers of
 Video Toaster User magazine and LightWave Pro newsletter is now on
 the world wide web.
 Their new URL is <http://www.portal.com/~amg>
 These pages are, of course, "under construction" and will be changing
 each month in sync with the two publications. So visit soon and
 visit often!

1.8 News from Amiga Technologies UK

NEWS FROM AMIGA TECHNOLOGIES UK

Steve Crietzman

steve@parabbs.demon.co.uk

In early September, Steve had a 20 minute conversation with Sajjad Majid, Head of Developer Support UK.

These are the points that came out of the conversation, reported by Steve.

- Developer Support is still incomplete - (yep, I was told to fax Dr Peter Kittel -- I'd hate(/love :) to have his job at a time like this..)
- Escom AG has evidently not given AT the kind of money they need. However, after sales between now and Christmas, they hope to launch an aggressive marketing campaign (referring to M\$ and IBM as examples of such, convincing users Win95 was the best and only multitasking OSs, even though it isn't..)
- AT plan possibility of marketing the fact that the Amiga can happily multitask within 2 Meg of memory, compared to Win95's 8Mb minimum, 16Meg recommended.
- The image of the Amiga in the UK they aim to change from a games machine into a serious, low-cost multimedia platform. (Not necessarily the cost of the machine, but the cost of maintaining a comfortable one. Eg Win95 may set you back hundreds on upgrading your memory, as an example. More and more apps on the PC requiring Win95 thus memory, plus a Pentium, and the high cost of PC apps alone).
- The A1300 is still in the production stage (naturally, but at least this confirms it). An 030-equipped Amiga with 4Mb of RAM seems the current specification, plus RISC-based and CDROM-equipped Amigas under consideration.
- Developer Support looks likely to exist in two forms - one for PD/Shareware, where you pay 50 and receive includes, support utilities, help etc all on one CD-ROM. This is in contrast to C='s policy of charging 75+ for registration, 25 for the includes, and extras for their individual CDROM title with all this already on it, etc.
- The other, for commercial developers, which includes full technical support.
- A MORE OPEN APPROACH TO AMIGA USERS! AT-UK will not close their telephone lines to Amiga users any longer as C= did. They welcome feedback and suggestions from the users.
- This also means users can give suggestions to AT for future machines, not just developers. Rather than C='s style "This is what you want, go and buy it" (the CDTV is a deadly example), AT will take more of a questionnaire-style approach and ask Amiga users what they would like to see.
- A1200 pack to include no games (not suicide, but rather an attempt to push the serious multimedia-multitasking ability of the Amiga to the user, plus

giving them applications to get them started straight away. I've been waiting for a serious full-hearted attempt to do this from C= UK for years, but their holding on to the games packs obviously show they were not willing to take the plunge).

-400UKP price tag (approx. US\$640 at current exchange rate) is realistic, and will gain support of dealers looking to increase their profits (last part taken from an earlier Usenet posting, not actually mentioned by Sajid). Due to high initial costs of choosing a new production plant, new headquarters, employment and wages of new engineers, support people, managers etc, holding press conferences/press releases, etc, this IS realistic. Profits will be spent on marketing/advertising when the money is available.

This is from "the horse's mouth" as it were. Statements are those of Amiga Technologies' Sajid Majid, not my own (except for comments and criticisms that follow).

Make of it what you will, it could all be bull or there could be more truth in there. As it appears to make sense, I tend to believe a lot of work is going on behind the scenes, for the benefit of the Amiga. Here's hoping I'm right..

(___ SysOp of Quantum Singularity BBS - UK Amiga CNet(!) BBS
 ___)teve BBS National (01778) 393323 International +44(0)1778 393323

1.9 Interview with Giles Bourdin

INTERVIEW WITH GILES BOURDIN
 C 1995 by Markus Bieler and Claude M
 Members of AUGS (Amiga User Group Switzerland)

The Amiga User Group Switzerland had the possibility to interview Gilles Bourdin (Public Relations) of Amiga Technologies. Gilles was at the boot of Promigos, one of the two Swiss Amiga- distributors (the other is B&S Digitronic), at the ORBIT computer fair in Basle, Switzerland. "Orbit" is the largest computer-fair in Switzerland.

We, (Markus Bieler and Claude M

ller) asked Gilles Bourdin questions on

several topics. The questions were based on the IRC-Conference that he had attended a few days before. Here are some hot infos you might find interesting. AmigaReport-readers get it first !

- On September 11th, the first Amiga 1200 were produced and tested in Bordeaux (France). As a result, about 8000 A1200 per week will be manufactured. The first A1200 will have arrived in Germany by the end of this week.
 - The Amiga4000T with MC68060 should be available from Nov./Dec. They are still discussing whether they will produce an own card or if they will license it from a third-party manufacturer. They are talking with several companies about that.
 - A future model, an improved A1200 will be also available with a CDROM. Also, MPEG will be possible. It's important for them that existing, correctly programmed CD32-software, will run on this CDROM, too. The A1200 CDROM will be based on the CD1200 which has never been delivered.
 - Amiga Technologies supports development of Software for Amiga on CDROM and in general.
-

- He didn't give us many informations about the company ISE because this is still "secret". Amiga Technologies will give ISE a time-limit for development of a product. ISE then has to decide themselves how many people they will use for that job. Developments will be made by Amiga Technologies itself and by ISE.
- Development of a RISC-Amiga is surely a priority. Until the first RISC-Amiga, MC68060 based Amigas are a good compensation.
- Amiga Technologies has good contacts with the industry which will help and give advice in moving to RISC. This switch will be made in any case, be it "with or without ISE".
- They are still discussing where development will be made. Germany is preferred, they are looking for the best solution. Some developers from the USA are willing to move to Germany. It's no problem to find capable people Germany/Europe that are able of doing Amiga-development. There are many excellent developers, as an example we should look at all the shareware-programmers. Amiga Technologies considers the large shareware-and PD market on the Amiga an important strength of the Amiga.
- Development depends on the success of the sale of Amigas now. But we shouldn't worry about that, says G.Bourdin, since the "new Amigas "gehen weg wie frische Br tchen" (oops, no intelligent translation available here, in other words: The demand is VERY high). 100'000 A1200 and 20'000 A4000T are practically sold. They expect to reach the break-even point in February. Because Amiga Technologies is a 100% daughter-company of ESCOM it is important to work in the direction of profit and have a good organization of the company.
- To the question if AT thinks that it can compete with the fast development of the computer-world Gilles Bourdin responds with a clear "yes". There already is a demand now. The Amiga has many strengths in Video, Multimedia and most important the OS. One important strength of the Amiga OS is the low HW-performance it needs, but that doesn't mean that AT doesn't wants to develop better hardware. There are solutions that are not possible with a pc-clone, for example a cheap settop-box. Amiga Technologies has "good chances".
- The fact that ESCOM doesn't have any experience in development doesn't lead to a negative influence on Amiga Technologies. "Mr. Schmitt knows what's up.", says Gilles Bourdin. For example, Schmitt has done the talks with SCALA that have lead to a good cooperation with SCALA on a software-basis.
- The company SMG is a non-exclusive Amiga-distributor for America (others will follow). They are responsible for marketing and distribution. The contract is valid until the end of this year.
- The Amiga 4000T is that expensive because it is a "new product" which has high costs to get into production. Also it needs expensive parts which can't be manufactured in very large numbers and are therefore more expensive than mass-production-parts.
- Gilles Bourdin wants to underline that the construction of a company, including the start of the complete production within three months is a very good performance that can't be done that well by many ! In general, Amiga Technologies is a company that can make decisions very fast.
- Marketing for this year is concentrated on PR (public relations): Press-conferences, attending shows/fairs, supporting distributors (e.g. attending "Orbit"), making contacts with the press. There will be press-conferences at the following places (this year): Milan (Italy), Madrid (Spain), Lisbon (Portugal), Bordeaux (France,

with local French press and the intl. Amiga-press), Bradford (UK, together with Microvitec and the local UK press), Prague (11.+12. Oct., perhaps attending the INVEX-fair), Paris (5th of October), Cologne (Germany, World of Amiga).

Advertising will be made in Amiga-magazines first, later also in some pc-magazines. Marketing depends on the country. In some, the Amiga-distributors will be part-responsible for marketing.

- An Amiga internet bundle for A1200 and A4000T is planned. This must run from one disk, on an A1200, connected to a TV.
- AT doesn't work together with the AOS replacement team, but they have "a good view of the market" and know "who's sitting at which place". Ideas of other people are discussed at AT.
- One important goal in development of the OS is RTG. It is not planned to use pd-extensions like MUI for the OS because this isn't everyone's taste.
- On the question which programming language / compiler will be used for OS-development he names SAS C. AT is in talks with SAS. Also there is another project from another company which is still secret.
- Communication between Amiga Technologies and the ESCOM country-sub-sidiaries is excellent.
- They are having Meetings with NewTek.
- Talks about "Amiga in China" are still in progress. The market is a "gigantic chance". It is very likely that the Amigas that would be sold in China would be the same models used in the other markets.
- The company Innelec is Amiga-distributor for France. They and AT will hold a press-conference together on Oct. 5th in Paris.
- Macrosystem has licensed the Amiga-technology. Many companies are negotiating with Amiga Technologies concerning licensing parts of the Amiga-technology to realize their own projects.
- Concerning the software-bundle, Gilles Bourdin said that it is the same in all countries. SCALA MM300 comes only in combination with a hd-drive.
- Support (ADSP = Amiga Developer Support Program) is planned with WWW and FTP-servers. At the moment, ADSP can be reached at: adsp@amiga-tech.de
Support on BIX is in discussion.
- Important: All Amiga (incl. A1000 !!!) replacement parts will be available from Amiga Technologies Braunschweig.

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ller / Members of AUGS

(Amiga User Group Switzerland)

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Contact-addresses:

Markus Bieler	Claude M
ller	
Parkstr. 11	Auf den Hallen 32
CH-4102 Binningen	CH-4104 Oberwil
Switzerland	Switzerland
+41 / (0) 61 / 422 1543	+41 / (0) 61 / 401 21 17
2:301/707.2@fidonet	2:301/707.6@fidonet
markus_bieler@ghost.aare.chnet.ch	claudem@ghost.aare.chnet.ch

AUGS contact-address:

AUGS

Seegasse 6c

CH-3375 Inkwil

Schweiz

1.10 Amiga Tech and Giunti Multimedia in Italy

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=====
AMIGA TECHNOLOGIES & GIUNTI MULTIMEDIA WELCOME BACK THE AMIGA IN ITALY
Marco Dufour                                marduf@galactica.it
=====
```

Press Conference - Milano (SMAU) - 21/9/95

report from Marco Dufour - Computer Gazette

Today (21/9/95) at 11:30 AM, in the C Conference hall of the SMAU computer fair in Milano (Italy), Amiga Technologies and Giunti Multimedia revealed their strategies for the future of the Amiga in Italy and the rest of the world.

There were more than 30 journalists from various magazines (Amiga Magazine, Enigma Amiga Run, Amiga Byte, Computer Gazette, PC Magazine, MicroComputer etc.); they all waited for the good news: THE AMIGA IS BACK!

Ok, who is Giunti Multimedia?

Giunti is one of the oldest Editorial group here in Italy. Three years ago Giunti and Albino Bertolotti (Ex CEO of Commodore Italiana) founded Giunti Multimedia. Since then they published more than 42 CD titles for CDTV, CD32, CDI, CD-Rom.

During the first week of September Giunti Multimedia agreed to be the exclusive italian distributor for the Amiga range products. They also distribute the spectacular I-glasses, the new Virtual Reality experience by Escom.

The meeting was a success and everybody seemed satisfied (... the prices... a bit too high ...)

Amiga in Italy:

Obviously this was the most important subject of the meeting.

The production is on the way and we should see the "new" Amiga 1200 and A4000 Tower very soon. Petro Tyschtschenko confirmed that on the 11th of september the first NEW Amiga was born in Bordeaux. That's a good news because it means they found all the pieces to make it, and be sure it hasn't been a simple task! By the way this means that the product will be on the shelves in the very near future (first week of october, they say).

The "new" Amiga 1200 has the same specs of the old one produced by Commodore. They had to do that because they wanted to get the Christmas sales. The good news is that it will have a serious Bundle with Wordworth 4, Personal Paint, Scala MM 300 and other good stuff. The bad news is that it will have a mere two MB of memory. Well, you can buy the new Blizzard 1260 (Phase 5) and have a truly workstation for less than 3000 Dmarks!

The A1200 + kit costs 1.150.000 Lires VAT incl.

The A1200 + kit + 170 HD costs 1.450.000 Lires VAT incl.

The new A4000 Tower costs 5.890.000 Lires VAT incl. (68040/25MHz, 6 MB of ram and 1 giga HD - SCSI II)

Amiga Technologies also showed the new Multisynch monitor. It's the Microvitec, a good monitor compatible with 15 KHz and 31 KHz frequencies. This means it's compatible with A500 and A1200 too. The price of the monitor is set to 750.000 Lires VAT incl.

I-glasses!

During the meeting were introduced in Italy the fantastic I-glasses! The speaker, Denis Premiski, told that there are planned 25.000 units for Europe. He claimed it's the Virtual Reality tool for the masses. There will be a special Amiga bundle with specific Amiga drivers.

NEWS:

NewTek is back on the Amiga! They were undecided where to produce only the PC version of the Video Toaster and LightWave but then Amiga Technologies

convinced them to continue supporting the Amiga. That's good, especially for american users

The new monitor from Amiga Tech. is the old but good MicroVitec. On october the 10th, Amiga Technology will have a party to welcome the new Amigas on the market. It will take place in Bordeaux, France. There will be an Internet Package, with Modem and programs. More news about that in the near future.

The next generation Amigas (faster processor and better graphics) will be introduced at CeBit (Hannover fair, March 1996).

Comment:

Like in Frankfurt, last May, I felt Escom and Amiga Technologies are doing the best they can to bring back the Amiga. We, as users and fan of the Amiga, should let them know our support and our thinking of what future Amigas and current should be.

Why not, for example, put an High Density drive inside the A1200? It's not a technical problem and the advantages are great!

In my humble opinion I can't tell what's right and what's wrong, especially before I see the final product (weren't we expecting a greeny Tower?).

Let's hope all the promises will be mantained and the prices lowered.

"Amiga, What You Want Is What You Get!" - Petro Tyschtschenko

COMPUTER GAZETTE REPORT - Milano, 21/9/95

Marco Dufour

marduf@galactica.it

1.11 I-Glasses

=====

I-GLASSES

Dr. Peter Kittel

peterk@combo.ganesha.com

=====

Perhaps some people already have heard about this new, fancy product. i-glasses! by company Virtual I-O in Seattle are a new and affordable way into 3d, or Cyberspace, if you want. For Europe, we have set up a sister company named Virtual Products, residing together with Amiga Technologies under the same roof in Bensheim.

There are two parts: The main one are the glasses themselves, a color LCD for every eye, independent ones. Provided with the right signals, you will see real 3D effects. - The other part is called Head Tracker and is a position (or better angular) detector for your head to enable real-time looking around in space or do cursor-like movements by head movements. - Also mounted to the glasses are stereo headphones.

To provide the right signals for the glasses is nearly trivial. They take a fully standard composite video signal (one wire, plus two others for stereo sound) as input. Thus there are PAL and NTSC versions of the glasses. The NTSC versions already exist, the PAL versions are also now shipping. As the video signal is standard, it is always interlaced. And then the even lines (or one half field) go to the right LCD and the odd lines (the other field) to the left (or the other way round, you can choose with a switch a the set, so you don't have to worry during programming). This way of coding is also called "field sequential".

When I had the first PAL glasses in my hand and tried my first own software, my experience was: You have to make the effect much more drastic than I thought. For the nearest point to the face I chose on a HiRes screen 15 pixels horizontal spacing. This is far too little I learnt: If a

pixel is infinitely far away, its two field pixels should be a quarter screen apart horizontally, when the pixels gets nearer, the field pixels get nearer to each other and cross finally. Assume that the view angle is only ca. 40 degrees.

Another hint for programming:

The resolution is rather low, something like 268 x 230 (don't have more concrete figures, sorry).

The head tracker part is a bit more complicated, I'll quote below the data provided to me by Virtual I-O.

>Date: Thu, 6 Jul 1995 01:58:14 -0700 (PDT)

>Subject: Head Tracker Specs

I tried to format the text the way it is in the developer's kit, but my mail program created a mess of it. The fax line has been busy, so hopefully this e-mail will work.

Contents

Introduction

Basic Tracker orientation

Communicating with the host computer Using the i-glasses! Tracker

The i-glasses! Tracker command set

Virtual i-O Tracker Modes

Mode 0: Raw data mode

Data packet format for mode 0 (Binary)

Data packet format for mode 0 (ASCII)

Send mode for data mode 0

Mode 1: Cooked data mode

Data packet format for mode 1 (Binary)

Data packet format for mode 1 (ASCII)

Send mode for data mode 1 Mode 2:

Euler angles mode

Data packet format for mode 2 (Binary)

Data packet format for mode 2 (ASCII)

Send mode for data mode 2

Emulation Modes

Mode3: Microsoft mouse emulation mode

Mode 4: CyberMaxx emulation mode

Examples

Modes for terminal debugging

Modes useful for applications

Emulation modes

Mouse mode

Sample Code Notes:

Introduction The i-glasses! Tracker, available exclusively from Virtual i-O Corporation, sends yaw, pitch, and roll information to a host computer. This information is then available to application software for creating immersive, head-tracking, real-time stereoscopic 3D simulations called virtual reality.

Basic Tracker orientation

All orientation descriptions are from the perspective of someone actually wearing the Tracker: Positive yaw is defined as a left head rotation.

Positive pitch is an upward head tilt. Positive roll is a left head tilt.

The coordinate system used is +Y up, +Z out, and +X right (The positive axes can be formed with the right-hand index, middle finger, and thumb: a right-handed coordinate system. See Computer Graphics, principles and practice, by Foley et al for more information on coordinate systems).

creating immersive, head-tracking, real-time stereoscopic 3D simulations called virtual reality. Basic Tracker orientation All orientation

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Tracker: Positive yaw is defined as a left head rotation. Positive pitch is an upward head tilt. Positive roll is a left head tilt. The coordinate system used is +Y up, +Z out, and +X right (The positive axes can be formed with the right-hand index, middle finger, and thumb: a right-handed coordinate system. See Computer Graphics, principles and practice, by Foley et al for more information on coordinate systems).

Communicating with the host computer The Tracker communicates with the host computer via an RS-232C 3-wire serial interface (TXD, RXD, GND). The Tracker can run at 1200, 2400, 4800, 9600, and 19200 bps. The Tracker can be queried and tested using a standard ASCII terminal program. All commands are printable ASCII strings, and provide feedback to tell the application if a command was successfully processed. All commands (except 'S') begin with a '!' (Attention) and end with a carriage return (Hex D). The Tracker responds with an 'O' for OK or an 'E' for an Error. The 'S' (Send data) command requests the Tracker to send data to the host. In this case, only the requested data is returned, and a time-out check must be used to determine if an error occurred. Protected mode applications will need a bi-modal serial handler. A bi-modal serial handler for Watcom C/C++ is provided on the developer kit disk. Using the i-glasses! Tracker The Tracker must be initialized to a known state before an application can begin using the Tracker. Since the Tracker may be in a continuous streaming mode and at any of six supported bps rates, the host must send a reset command until successful. This will give the Tracker time to stop sending data and to change its communications rate if necessary. After the Tracker has been successfully reset, the host must put the Tracker into the appropriate mode for the application (polled, streaming, ASCII, binary, etc.). For emulation purposes, the Tracker retains its last operating modes (data mode, send mode, and send format) when it was powered off. All applications that directly support the Tracker must set and verify the operating modes on initial startup.

The i-glasses! Tracker command set All commands to the Tracker are printable ASCII characters. Each command (except 'S') is terminated with a carriage return (Hex D). Result codes, 'O' and 'E' are ASCII 'O' and 'E'. Tracker orientation data is sent to the host in either ASCII or binary. The serial protocol is one start bit, 8 data bits, no parity, and one stop bit. Command Description !R Resets the Tracker to the default state: cooked, polled, binary mode. All applications should put the Tracker into Cooked, Euler, or an emulation mode before requesting orientation data. !V Get the Tracker revision string. This allows future revisions of the protocol to work as applications will know what version of the hardware they are talking to. The string format is: M<16 chars>P<16 chars>T<8 chars>Hxxx.xxxFxxx.xxx where M is for Manufacturer followed by a 16 character ID string, P is for Product code followed by a 16 character product code or serial number, T defines product Type, H is for Hardware revision followed by a C format "%07.3f" revision string, and F is for Firmware revision with the same C format string. An 'O' or an 'E' is appended to the end of the returned string to indicate whether an internal self test has passed or failed. !M<data mode>,<send mode>,<send format>[,<magnetic filter>,<tilt filter>][,<Mouse sensitivity>,<Mouse threshold>]<CR> Tells the Tracker to change data mode, send mode, send format, and filter modes, and is terminated with a carriage return (Hex D). Data modes are '0'-'4'. Send modes are 'P' for polled, 'C' for Continuous, and '0'-'1' in mouse mode. Send formats are 'A' for ASCII and 'B' for Binary. Filter ranges are '0' for none, and '7' for maximum. These parameters must be sent all at once, separated by commas, and in the defined order. Filter modes and mouse parameters are the only optional commands and shouldn't be set by the application, but rather by the Tracker

manager software. If they are set by the application, the user must be able to change them. If the optional mouse parameters are set, the filter parameters must also be specified. The mouse sensitivity and threshold settings are fully described in the mouse emulation section. Only Tracker manager software should set mouse settings. S Tells the Tracker to send a packet of orientation data. In continuous modes, 'S' starts the stream. When a '!' is sent, the stream stops and the command is processed. '!' followed by a carriage return can be used to stop the stream.

Virtual i-O Tracker Modes Mode 0: raw data mode The Tracker sends raw data readings from the sensors. The numeric format is 12 bits unsigned (0..4095) stored in 16-bits for all values. This mode is most useful for debugging the hardware. Data packet format for mode 0 (binary) The total packet size is 12 bytes. The byte format is:

Byte	Description
0	Header (always 255)
1	X-axis high byte
2	X-axis low byte
3	Y-axis high byte
4	Y-axis low byte
5	Z-axis high byte
6	Z-axis low byte
7	Pitch high byte
8	Pitch low byte
9	Roll high byte
10	Roll low byte
11	Arithmetic checksum (Bytes 0-10 added together)

Data packet format for mode 0 (ASCII) The data is transmitted in the preceding form in ASCII hex with spaces separating each two byte ASCII hex value. This is for debugging only. Send mode for data mode 0 The send modes for data mode 0 are 'P' for Polled and 'C' for Continuous. In continuous mode, a '!'<CR> command stops the stream and the 'S' command restarts it. To read data in continuous mode, the application searches for a start header (255). Once found, the rest of the packet must be read in, the checksum computed and compared to the packet's checksum. If the checksums don't match, the application must reread the data one byte beyond where it last found a 255 and start the process over again. Alternatively, the application can stop the stream with a '!'<CR>, pause a few character send times, flush its read buffers, then send an 'S' and begin reading the stream. All raw modes should not be used for commercial applications. They are for factory debugging only.

Mode 1: Cooked data mode The Tracker scales the magnetic vector, centering it about the zero, and linearizes the tilt sensor readings based on internal factory calibration constants. This is the mode to use when performing the angle computation on the host. The data format is signed 16-bit words. The x, y, and z magnetometer readings are approximately +/- 16384 (This varies with the Earth's magnetic field). The pitch and roll readings are converted to linear values where +16384 = 180 degrees and -16384 = -180 degrees. To convert to floating point: degrees = (float)reading/16384.0*180.0. A provided C library routine converts the cooked data values into yaw, pitch, and roll.

Data packet format for mode 1 (Binary)

The total packet size is 12 bytes.

The byte format is:

Byte	Description
0	Header (always 255)
1	X-axis high byte
2	X-axis low byte

- 3 Y-axis high byte
- 4 Y-axis low byte
- 5 Z-axis high byte
- 6 Z-axis low byte
- 7 Pitch high byte
- 8 Pitch low byte
- 9 Roll high byte
- 10 Roll low byte
- 11 Arithmetic checksum (Bytes 0-10 added together)

Data packet format for mode 1 (ASCII)

The data is transmitted in the preceding form in ASCII hex with spaces separating each two byte ASCII hex value. This is for debugging only. Send mode for data mode 1 The send modes for data mode 1 are 'P' for Polled and 'C' for Continuous. In continuous mode, a '!'<CR> command stops the stream and the 'S' command restarts it. To read data in continuous mode, the application searches for a start header (255). Once found, the rest of the packet must be read in, the checksum computed and compared to the packet's checksum. If the checksums don't match, the application must reread the data one byte beyond where it last found a 255 and start the process over again. Alternatively, the application can stop the stream with a '!'<CR>, pause a few character send times, flush its read buffers, then send an 'S' and begin reading the stream. Continuous mode is not recommended for commercial applications (error recovery is difficult and serial interrupts and CPU cycles are wasted).

Mode 2: Euler angles mode The Tracker sends yaw, pitch, and roll angles. The data format for yaw, pitch, and roll is a signed 16-bit word, where +16384 = 180 degrees, and -16384 = -180 degrees. Data packet format for mode 2 (Binary) The total packet size is 8 bytes. The byte format is:

- | Byte | Description |
|------|--|
| 0 | Header (always 255) |
| 1 | Yaw high byte |
| 2 | Yaw low byte |
| 3 | Pitch high byte |
| 4 | Pitch low byte |
| 5 | Roll high byte |
| 6 | Roll low byte |
| 7 | Arithmetic checksum (Bytes 0-6 added together) |

Data packet format for mode 2 (ASCII)

The data is transmitted in the preceding form in ASCII hex with spaces separating each two byte ASCII hex value. This is for debugging only. Send mode for data mode 2 The send modes for data mode 2 are 'P' for Polled and 'C' for Continuous. In continuous mode, a '!' command stops the stream and 'S' command restarts it. To read data in continuous mode, the application searches for a start header (255). Once found, the rest of the packet must be read in, the checksum computed and compared to the packet's checksum. If the checksums don't match, the application must reread the data one byte beyond where it last found a 255 and start the process over again. Alternatively, the application can stop the stream with a '!'<CR>, pause a few character send times, flush its read buffers, then send an 'S' and begin reading the stream. Continuous mode is not recommended for commercial applications (error recovery is difficult and serial interrupts and CPU cycles are wasted).

Emulation Modes Mode 3: Microsoft mouse emulation mode When in binary mode and communicating with a mouse device driver, this mode operates at 1200 bps and simulates a 7 bit data byte (with 1 stop and 1 start) by always sending the last data bit as a simulated stop bit. The output format is defined by the Microsoft mouse data format (3 byte format). While

operating in mouse mode, X is determined by a scaled yaw angle calculation. Y is determined by a scaled pitch angle sensing. Send mode 0 for mouse. This mode sends values like a mouse. Delta values are sent as long as the Tracker moves. The size of the deltas depends on how far the Tracker has moved. Send mode 1 for mouse mode.

When the Tracker is first initialized into this mode, a reference position is taken. Any movement away from this reference position results in deltas being continuously sent until the Tracker is moved back to within the threshold near the reference position. The size of the deltas depends on how far away the Tracker is moved from the reference position. Sensitivity and mouse mode mickey values

One X mickey is 1/4 degree change in yaw and

one Y mickey is 1 degree change in pitch

for a sensitivity of 1. As sensitivity increases, the change per degree increases. Thus, a sensitivity of 2 represents 1/2 degree change in yaw, etc. A sensitivity of 0 can be used to disable X or Y mickeys. For example, DOOM works best with the Y axis disabled, where yaw causes the head to turn and pitch has no effect. The range for sensitivity is 0-9. Mouse threshold settings

The threshold settings determine how far the Tracker has to move before a packet is sent. If the threshold is low, a movement in the Tracker will result in packets being sent frequently (small mickey counts sent frequently). If the threshold is high, the Tracker must move farther before a packet is sent (large mickey counts sent infrequently). The threshold is related to sensitivity in that the movement values are first adjusted by sensitivity before being compared to the threshold settings. The threshold range is 0-9.

Mode 4: CyberMaxx emulation mode [Not yet implemented]

Examples

Modes for terminal debugging

!M0,P,A,0,0 Raw polled mode, ASCII, no filtering.

!M0,C,A,0,0 Raw continuous mode, ASCII, no filtering.

Modes useful for applications

!M1,P,B Cooked polled mode, binary, filtering not changed.

!M1,P,B,0,0 Cooked polled mode, binary, no filtering.

!M1,P,B,3,3 Cooked polled mode, binary, medium filtering.

!M1,P,B,7,7 Cooked polled mode, binary, full filtering.

!M2,P,B,3,3 Euler polled mode, binary, medium filtering.

Emulation modes

Mouse mode

!M3,P,A,0,0 Mouse mode, polled, ASCII, no filtering. This is for debugging only.

!M3,C,A,0,0 Mouse mode, continuous, ASCII, no filtering. Transmits only when the mouse moves. For debugging only.

!M3,C,B,3,3 Mouse mode, continuous (whenever the mouse moves), binary, medium filtering. For true mouse emulation, this command must be sent at 1200 bps to put the Tracker into 1200 bps mode.

Sample Code

```

/* test.c: Simple program that prints data to the screen. */
/* Uses src\simple\vstrack1.lib. See the devkit disk for more info. */
/* Created 2/17/95 */
/* John Schultz */
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
#include <math.h>
#include "vstrack1.h"
void main(int argc, char ** argv) {

```

```

TrackerData td;
TrackerStatus ts;
ts = initTracker(&td, TP_COM1, 9600, timerSecs(2));
printf("%s.\n", trackerInfo(ts));
if (ts != TS_OK) {
    closeTracker(&td);
    exit(0);
} // if
ts = sendTrackerCMD(&td, "!M1,P,B\r", timerSecs(2));
if (ts != TS_OK) {
    printf("%s.\n", trackerInfo(ts));
    closeTracker(&td);
    exit(0);
} // if
requestTrackerData(&td);
while (1) {
    float y,p,r;
    if (kbhit() && getch() == 'q') break;
    ts = readTracker(&td, timerSecs(1));
    if (ts != TS_OK) {
        printf("\n%s.\n", trackerInfo(ts));
        resetTracker(&td, timerTSecs(1));
    } // if
    requestTrackerData(&td);
    y = TOFLOAT(td.euler.y);
    p = TOFLOAT(td.euler.x);
    r = TOFLOAT(td.euler.z);
    printf("x %6ld y %6ld z %6ld y %6.2f p %6.2f r %6.2f\n",
        td.magnetic.x, td.magnetic.y, td.magnetic.z, y, p, r);
} // while
closeTracker(&td);
} // main
/* test.c */
(end of quote)

```

The details about tracker programming are an excerpt of the i-glasses! Developers Kit. This kit consists of a PC version of the glasses, docs, and a CD with examples and costs \$1000. There will be also a version of the kit with the developer material only for ca. \$50 (Also the PC version of the kit comes with a CD with 10 games.) You can purchase this kit directly from Virtual-io in Seattle (address next time). You also can get such material from their ftp site: <ftp.vio.com>, look into outgoing/docs and especially the file webdev.doc there.

To give you an idea what the glasses products are aside from the Amiga: There is a VCR version which is made for a WalkMan-like VCR and is just the glasses connected to this VCR. The second product is the "PC" version. It's much more expensive, because it also contains a VGA-to-composite conversion box, and the Head Tracker. The Amiga version of this product is not yet defined precisely. This is because it depends on which Amiga you use, for the A1200 you need only the glasses and the Head Tracker without that conversion box of the PC version. For the A4000, you would need some Composite modulator or similar, perhaps we have to produce again something like the A520, this is not yet clear, sorry. But anyway, for the Amiga, the kit will probably contain the glasses and the Head Tracker, which connects directly to the serial Amiga interface. So you don't need that VGA-to-composite conversion so that the Amiga version should become significantly cheaper than the PC version and end up somewhere in the middle between the Video and the PC version (rough guess currently, no

guarantee).

Best Regards, Dr. Peter Kittel //
 Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
 Now re-employed at Amiga Technologies GmbH in Bensheim, Germany
 Currently only rarely reachable via email and news, sorry.

1.12 IRC Conference: Giles Bourdin

IRC CONFERENCE: GILES BOURDIN

[This first conference was held without notice on IRC EFNet. Not all questions were answered, but this represents the transcript in reasonably clean form. Thanks to Robert Reiswig and Niteflite for providing logs.]

gbo | let me tell a few things here AT exists now for three months when we set up the thing, we set one top priority: bringing Amigas back to the market ASAP this ment : no enhancements to current models. we had to be quick because there is a big demand for current models. we know that we HAVE to enhance the technology otherwise we are dead in less than one year but there are very important strategic decisions to be made and these decisions have to be taken carefully because they will set the direction of RD for the coming years. these processes of decision just can't be made public until they are completed we want our company to be profitable in three months of existence, ESCOM has spent tremendous amounts of money to set up operations, and production many times the initial investment of the buyout.

RobR | When AT was formed there was some info about a HomePage.... is the Up yet? Something would be better then nothing... i think this would be a good way to inform us all...

gbo | yes, we are making our homepage

RobR | What is the time frame ?

gbo | actually, the servers are running already

gbo | we have following domains :

gbo | Amiga-tech.de

gbo | amiga.de

gbo | and Amiga.com soon

gbo | there will also be an ftp server accesible for the press, developers and users

gbo | the homepage will be updated dayly

NiteFlite | what can you comment on the US disrtibution? Whats the delay in naming someone.

Jkay | ok .. looks like a "no comment" .. Frotz?

Frotz | I understand your startup problems, but don't you think that "hype" is important to this machine? The current lack of information is equal to death in most consumer's eyes... after 3 months the "we're new at this" thing isnt working, you have had time to hire experienced people...

[Bourdin announced here that the North American distributor was Service Management Group, SMG, contracted until the end of 1995.]

gbo | ps: the distribution contract is not exclusive

gbo | these were not problems.

gbo | but difficult tasks to achieve.

gbo | when I joined the company, we were 3-4 people

gbo | it was not easy to do what we did but we did it.

gbo | now, new people come every day and things are really becoming a lot easier

gbo | but we are still a small team

gbo | and the IFA fair in Berlin for instance took lots of time and resources.

gbo | that's why we have been silent for almost three weeks

gbo | at least i have been silent because I was realoly busy.

Phalanx | When can we see OS upgrades and will it be more vigorous than when C=3D went from 1.3 to 2.0 (length of time), also will the OS be ported to a more common hardware platform?

Babbage | ok a couple of things.....

Babbage | a) why does the price of the amigas when they come back out unchanged seem so high? with no excuses of production runs etc. especiall the 4000/60, there way higher than they should be, especially competing against lower price higher spec pcs '. and you say there are so many people wanting amigas, you should easily recoupe any costs selling them at more competitive prices

gbo | these prices are to be seen as introductory prices

Babbage | b) do you see yourself aiming newly specced amiga hardware at todays specced similar machines, or way ahead to try and win back more people

Babbage | re b) i know many people who wont give things a second look at those prices :(

gbo | the a4000T is actually a new product, since it hasn't been released by Commodore on the mass market.

gbo | there have only been 200 pieces manufactured

gbo | starting up a production like this is very expensive.

Babbage | c) will you be talking to non developer users as well, eg. demo / pd game writers when designing new hardware as well for ideas

gbo | we didn't take over any production facilities from Commodore there are first professional users such as companies who need Towers like SCALA for instance, who bought a big bunch of them. and also TV channels for their production needs. The problem with production costs is extreme for DRAMS. without ESCOM and their connections, nothing would have been = possible at all.

gbo | we know that the price is high but that's life, we are starting with 20000 units of A4000T and the bill of material is high

gbo | b) we want to RISC and enhance the custom hardware

Babbage | re b) do you want to meet other platforms or beat other platforms though

gbo | c) we are listening to everyones suggestions

Tau | one important question: what is the word for developers?

Tau | when can we expect a working developer support program?

gbo | tau: we are going to support developers of course

gbo | ADSP is being currently build up

gbo | we are talking to SAS for having a supported C system

gbo | we also are talking to a german company that has finished development of an object oriented C++ system on the Amiga

Babbage | gbo: know if escom are gunna setup their own software in-house?

Babbage | that would help!

Tau | I believe I'm talking for all remaining Amiga shareware developers when I say that the future still remains very unclear to us. In fact, for many people the present is unclear

gbo | tau: we are all amiga fans here, we really do all our best to succed in bringing it back to the market

Tau | I for one hope to see developer support information on your www server RSN

Babbage | gbo: be cool to see a place set up where all www, ftp, irc, etc.etc. is all run on an amiga :)

NiteFlite | gbo: One would hope so given the money Escom put in, also since the Amiga is a passion you should expect this irateness from us. :>

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[This second conference was an extension of sorts, two days later, of the first.]

Tau | gbo, could you start by giving us a quick overview of the near future plans of Amiga Technologies? When will we actually see machines on sale, and where will we see them?

gbo | please be aware that

gbo | i am a PR guy, not an engineer

gbo | actually today was a historical day for us

gbo | the first 1200 board came out of the line

gbo | it has been tested and was good.

gbo | so we can now go into mass production.

gbo | the A4000T should be delayed a few more days that means that the machines should hit the shelves on schedule. now that production runs, we can concentrate one other things

gbo | like what we want to do for next year.

gbo | next thing to arrive will be the 060 board for the a4000T

gbo | then we want to enhance the A1200

gbo | give it more memory expansion onboard,

gbo | make the motherboard less power consuming

gbo | adding an easy CD ROM expansion with MPEG

gbo | These are the plans for the near future, this means early 1996 for us.

Lohengrin | One of the things that made the Amiga less than popular was that you couldn't go into mainstream software shops and purchase Amiga titles readily. Does Amiga Technologies have any plans to encourage large software chains and/or independent software retailers to carry Amiga compatible titles again?

gbo | Of course we are. We are also talking to software editors [Note-I presume he means "publishers" -Jason] to make them write that software we want to see in these shops (jonathan Anderson is doing a good job regarding this in the UK)

jalovick | I have 3 or so questions

jalovick | has AT contacted Australian distributors,

jalovick | what of the old range will you continue to support

jalovick | and do you think you'll move away from the 680x0 CPU soon ?

gbo | We are looking for a distributor in Australia but haven't chosen one yet. we will have to move away from the 680XX processor range for sure

NiteFlite | What are or will be the eventual USA marketing plans or promotions? If so, will you coordinate them, or Ed Goff (ie/ the US office)? Any dealer support? GA

gbo | In the united states, we are looking for a partner more than for a distributor. We have some negotiations going on at the moment that seem to be very promising. Currently, we have signed a non-exclusive agreement with a distributor called SMG. this contract is valid until the end of the year. marketing and promotion will be made by our partner in the states, in accordance with us of course

narwhal | Will the CD32 be reintroduced or an upgraded version? Or at least will the MPEG card ever be available? I have three sx-1 CD32's here

gbo | The CD32 should not be reintroduced this year

gbo | We want to do something new next year on the CD32 base. For the MPEG card for the actual CD 32. I think that we aren't going to produce it anymore. But we are looking at the market and if it is worth it, we have no problem if a third party company wants to produce it under licence. This could actually be a good solution

NorthWay | when can we hope for ADSP to restart? are you going to do the chips in CMOS for lowpower? and was the DSP project sold to a 3rd party?

gbo | adsp will restart

gbo | yes, we want the chips to consume less power. This is actually one of the development goals for the near future

gbo | Sorry, don't know about the DSP project.

Idea-MW | Are there any plans for an internet package for the Amiga? There is potential but alot of internet software currently available seems to be under-supported or not entirely user-freindly, at least when compared to PC applications.

Tau | mattc informs me that the DSP project was completed but never produced

gbo | Yes, we are working on an internet package indeed.

gbo | I think this will be a very sucessful bundle for the A1200 and for the A4000T.

Tau | is it based on AS225 or AmiTCP?

gbo | For the A1200, we want something that can run with disks and the standard 2MB of RAM. And the package has to be very easy to use, sort of plug and play. regarding online services, we actually have a lot of plans but these i can't talk about

Tau | gbo, will this internet package be based on AS225 or AmiTCP?

gbo | It depends on more than one factor.

gbo | the advantage of AS225 is that it' ours

gbo | the advantage of Amitcp is that it's better

Tau | many of us TCP/IP software developers might disagree on the latter ;)

gbo | i haven't said witch one we will use, so what is there to disagree with ?

Frotz2 | gbo: you expressed a preference for which one is better, one that many developers wouldnt agree with.

gbo | amitcp is more advanced

Tau | (there are several TCO/IP oriented developers here, and to my knowledge all of us prefer AS225 (or Interworks' I-Net 225))

Tau | okay, two would prefer AmiTCP ;)

The_Kid | Are we going to see A1200 with 2 megs chip and 2 megs fast out of the box? And will the A1200 be more or less in price now tha t your ppl are making them?

gbo | The current A1200 slod will have 2 meg chip ram and an optional 170 MB harddrive loaded with the bundle sW

gbo | the price i can tell is 699 DM without HD and 999 DM with 170 MB

gbo | the prices of course will depend on different countries, VAT, etc...

Timmer | My question is regarding OS development... have any plans been made yet in this area, and WHEN will deve lopers be given any clue as to the directions the OS will take? Also, who is in charge of OS development that developers can contact? [and I prefer AS225 over AmiTCP :)]

gbo | The OS has to be improved in many points

gbo | actually you know them as well as we do

gbo | there has been some work done on this by the AOS replacement project team.

gbo | please don't ask me about details but i know about ressource tracking, vMem, and memory protection to be urgent things to improve/implement

gbo | the docs for developers will be made available on our ftp and www servers. this is being made currently. there will be email addresses for ADSP support. we are still building up this developer support structure and we want it to be efficient and easily accessible.

Tau | can you give a time estimate when these will be available?

Tau | gbo, as you can see, people have more questions than you have time to answer. Maybe there is something wrong with Amiga Technologies PR? ;)

gbo | tau: servers are running

gbo | domains are reserved and used

Tau | gbo, I tried to access said servers on Monday with no luck.

gbo | email addresses have to be made and publicly announced

gbo | the developer docs have to be put in a directory

gbo | i think this should be running in two weeks.

gbo | (actually it is already but not accessible yet)

caldi | Also OS related, we have a BOOPSI toolkit called ClassAct which addresses a number GUI/API issues, who would be the contact to discuss inclusion of such work in the the OS? And, will developer support be public or private and \$\$\$ as it was with CATS?

gbo | i said at the beginning of this conf that i was no developer nor engineer but i will try to answer the question gbo | i think this support should be \$, not \$\$\$

ramscan | what about developer support on BIX, whats happening to that? and will 3.1 RKMs be made available?

gbo | BIX is also a theme of discussion among our support guys although i'm not into that discussion, i know that it is one of their concerns and that they will adress it for sure

Frotz2 | gbo: the lack of information now is far worse than even during the liquidation, to be honest. the lack of public notice is VERY bad for you guys. We don't even have contact info for the US distributor.

gbo | i know. We are very busy with fairs currently and the PR section is just built up now. not easy to get the adresses and databases for the press worldwide. because we dont only want to be present in amiga magazines.

gbo | but don't tell me that there is less info than during the liquidation, it's simply not true.

Tau | this is the feeling here on the field

Frotz2 | gbo: there was FAR more media coverage of the amiga in any single month of the liquidation than you folks have managed in 3 months. it's a fact.

gbo | we are going to be present at the world of Amiga in Colone, 10-12 november 1995. maybe because journalists prefer to report about catastrophies

Frotz2 | gbo: i'm sure it has nothing to do with inactivity on your part.

gbo | and BTW i was the one providing info about Commodore on the net for one year

[He certainly didn't have an exclusive market on that...-Jason]

Jerusalem | As a long time member of a user's group, I'd like to know how your support is set up for User's groups, and How will Canadian dealers aquire the new hardware, Thanks

Cyberwlf | gbo: What sort of media coverage (if any) is planned for Aust

ralia? (or even Australasian region)
 gbo | we will support user groups and fairs and events and
 everything possible according to our human ressources. of course
 we know how valuable user groups are for us. this can be by
 sending some machines, POS material or attendi ng etc. but please
 be aware that we still are a small company.
 gbo | we now have 32 people in Bensheim
 gbo | 5 in London
 gbo | 3 in the USA (sorry i had to count)
 gbo | and 3 month is NOTHING when you build up a company
 gbo | and the will be the Amiga homepage THE OFFICIAL ONE this
 month

1.13 IFA Fair Report

IFA FAIR REPORT

Sergio Ruocco

ruocco@tac.sm.dsi.unimi.it

[Taken from comp.sys.amiga.misc, in response to a third-hand account of the show]

When I was there (Saturday 2 and Sunday 3 Sept.) I was able to find the AMIGA TECHNOLOGIES booth simply asking to IFA personnel at the Info kiosks for "AMIGA": tha girl said "Oh, yes, it's hall nr. xx" without browsing the huge index)

When I arrived to the right place (browsing the entire fair) I saw a large booth located in a angle of the showroom, very well laid out, in elegant black with giant labels: AMIGA (with the small red square), Commodore (in a different font), I-Glasses and ESCOM.

On the boot there was a big screen displaing real time AMIGA 4000 24 bit animations and SCALA presentations. On display there were a number of A1200 and A4000T, three CD32 with FMV cards, ESCOM and Commodore PCs, and the Virtual I-glasses connected both to the Amiga and to the PC.

Representatives at the stand were numerous (maybe 20) and from all the companies: AMIGA TECHNOLOGIES, VIRTUAL PRODUCTS, ESCOM/COMMODORE and also from external companies, like SCALA and Macrosystem, which were showing their presentation program and the DRACO (Amiga clone without custom Amiga chips, AMIGA OS 3.1 MC68060 @ 66 Mhz, 48 Mb ram, Retina & VLAB MOTION).

I personally met and had a long talk with Mr. Gilles Bourdin and Mr. Hohmann, both from AMIGA TECHNOLOGIES, with three people from SCALA, the guys of MACROSYSTEM and Electronic Design. All of them were very excited of the feedback they got from the people attending the fair. In particular, Mr. Bourdin was continuously asked "When the AMIGA will be available ?" by Video professionals from german and international TV stations.

The booth was always filled with people looking at the computers, and trying the i-glasses (very exciting experience, indeed !).

Sergio Ruocco - ruocco@ghost.sm.dsi.unimi.it

Via Di Vittorio, 4

I-20019 Settimo Milanese Milano Phone: 0039-2-3283896

1.14 IFA Fair Report

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IFA FAIR REPORT

Jason Kr
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J.KRUEGER@JPBERLIN.BerliNet.de

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[Again taken from comp.sys.amiga.misc. The below is the quoted question that prompted this report. -Jason]

JS-> Did Amiga Technologies present the Amiga on IFA fair in Berlin?

JS-> Are there any reports available?

Yes, they did! But they shared their presentation area with commodore pcs, that's why their actual stand was relatively small. They presented, I guess, 6 Amigas, 4x 1200 and 2x 4000. I didn't see any Towers! But on the 4000 Desktop Computer I recognized a "4000T" Sign. On the A 1200 they presented the workbench (I think it was a 4 colour one). Very awfully! On one 4000 the showed a Dino-Animation, on the other high grade Amiga I think they presented Scala. Beside the Amigas, there were dozens of Commodore Pentium PCs! And, yes, there were prospects about the Amiga Clone DraCo. Very disappointing, hum?

The only positive features were the nice A1200 and A4000T prospects.

/ / _____ Greetings... Jason
/ / / _____

_____/ Name: Jason Krueger, J.Krueger@JPBerlin.BerliNet.de

==== _/ ===== Fon: +49-30-861-62-35

LOGOUT FASCISM! Destinaton: Berlin-Wilmersdorf, Germany

1.15 Review: AirMail 1.2

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REVIEW: AIRMAIL 1.2

By: Addison Laurent

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Product Reviewed:

AirMail 1.2 (registered)

Danny Y. Wong

131 64 Ave N.W.

Calgary, Alberta

T2K 0L9 CANADA

Listed Price:

\$25 USD (\$35 CDN or equiv) to register

\$10 USD (\$14 CDN or equiv) additional for 1 year of product upgrades

Demonstration version available on AmiNet and finer BBSes with auto UUencode/decode, user groups, spooled mail, and timed mailbox checking disabled.

Listed System Requirements:

AmiTCP 4.x

WorkBench 2.1 or higher

Review:

AirMail is a utility program to receive mail for use with a SLIP/PPP (Serial Line Internet Protocol/Point to Point) account on an Internet Service Provider, where the connection is dynamic, and the user may not be connected at any given time. (The POP3 standard). It also has the ability to interface with a SMTP (Simple Mail Transport Protocol) mailer on a system to send mail.

It also allows for off-line message reading and creating. Installation of AirMail is very simple. Running the supplied REXX script installs the 2 libraries it needs, and creates a subdirectory in ENVARC: for variables. The script does not check to see if these libraries are already in place (translator.library and socket.library), so if you had newer version of either of these, it would be overwritten by the install. When run, the program prompts the user to configure the program. The program must be configured with the name of the mail host, user name, desired editor, and in and out box paths. While the documentation describes AirMail as being "a stand alone program that does not required [sic] any additional programs" there is no built-in editor, so one must be configured if the user wants to compose or edit mail. The example given is for the C= editor, ed, but I tested with memacs and the demo version of GoldEd also.

A very nice feature is the browsing ability to find the programs needed. Next to the boxes to configure paths, editors, etc., there is a select button which pops up an ASL requestor, allowing the precise path and file name to be found.

A small window pops up, with 5 icons. These icons have no text descriptions on them, and I had some trouble remembering what several did. I felt much more comfortable pulling down from the menu to do exactly what I wanted, rather than trying to remember which box was the in and out box. I suppose one could get used to this interface, and remember which icon does what, but it seems that a one-word description in the icon would be a very simple thing to add, and one that would make use much simpler.

The leftmost pops up a requestor to send mail. The To: and From: addresses must be filled in before the editor can be invoked, but there is no message or error if you try to edit the mail first, just nothing happens. I would prefer to be told why something didn't work, and what fields must be filled in to continue rather than having to guess.

The next button over is the address book. Addresses can be added here, for groups and for individuals, allowing point and click sending and forwarding.

The next two icons are the In and Out boxes. Mail queues up in the out Box until it is sent. This allows off-line message composition, and then transmission at one time.

The last icon gets AirMail to check the POP3 mailbox on the host for new mail.

Documentation of AirMail consists of an AmigaGuide document, which documents adequately in most areas the use and function of AirMail. It falls short in some areas, notably the "Attach" ability in the send mail. In the AirMail/docs/ directory, there were several DPaint picture files. These seem to be illustrations for the Preference Setup part of the document, but both AmigaGuide and Multiview refused to follow these links. AmigaGuide gave an error or "display: Unknown command" and Multiview just did nothing.

Documented are program-specific needs, such as the program UUxT for uudecoding and uuencoding.

Use of AirMail shows some areas that need improvement. In and Out Boxes cannot be open at the same time. While in the boxes, even though a item is highlighted, the gadgets to perform actions are usually grayed out - the item must still be clicked on, then the gadgets become accessible.

The password for the POP3 system must be entered in the setup - there is no option to require the password at the time of the actual reading of the mail on the server. This allows anyone to access that mailbox if the system is left unattended. The option to enter password only at the time of access would be a great addition for security.

When my modem hung up once while checking mail, I could not get AirMail to exit, forcing a reboot (could not stopnet and re-dial) The "cancel" button did nothing.

When exiting many areas in AirMail, for instance, after exiting the external editor, the screen will jump from the WorkBench screen where I was running AirMail to another screen. (In this case, the Final Writer screen).

Also, keyboard use inside fields was erratic. To send mail, one must enter the To: field, if the cursor is in a text gadget, the tab key allows movement among the fields (as is very nice). But if enter is entered, the cursor disappears, requiring mouse use to regain the cursor. But, in some fields, if enter is not pressed, the field value is not accepted. This highlights a functionality problem inside AirMail - often to accomplish a function, you must use a combination of keyboard and mouse, moving back and forth.

A more serious problem I found was the "attach" field. I could find no documentation for this, and no matter what I tried to attach, (binary file, text document, saved AirMail mail) each time, the program would display the error, "Cannot open file" and remain hung - connected to the mail server, and "Cancel" not cancelling. The only recourse I found was to kill the process with PriMan. The file with the mail was also locked open, and undeletable until after a reboot.

To forward a mail, the user or group must be defined in the Address Book. There is no provision to enter the address(s) manually.

Conclusion:

AirMail has promise, but what it shows now is not enough. Other products exist now, that work better than AirMail, without the idiosyncrasies and problems, doing much the same job. These programs, however, are either too limited, or have so much capability that their setup is difficult, leaving room for a nice program that will send and receive mail.

The current version has many features that make it very interesting, but the problems in using the program, both in minor irritants to larger problems, detract vastly from the value of AirMail.

Since AirMail is in need of further improvements, and there is an additional fee for product upgrades, (although the key file registration scheme may allow for upgrade distribution through AmiNet and usual channels), I feel that it would be a purchase hard to justify at this stage in its development.

But it is a small, reasonably major bug free piece of software, with some good ideas that I would greatly welcome if developed a little further (particularly MIME attaching and encoding).

If your needs are only a small mail reader for a dynamic account, and you rarely send mail, (and are not enough of a UNIX person to do it manually), it will do the job.

1.16 Review: Imagemaster R/t

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REVIEW: IMAGEMASTER R/T
By: William Near
=====
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SOFTWARE: Imagemaster R/t v1.60 (FPU)
MANUFACTURER: Black Belt Systems
DESCRIPTION: 24bit graphics manipulation program
SYSTEM TESTED ON: Amiga 2000 (Rev 4.4), ECS chip set, G-Force '030
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accelerator @ 50 MHz., 2 MB CHIP + 8 MB FAST memory,
Quantum LPS270S hard drive with Trumpcard Professional
controller, Picasso II RTG (2 MB) graphics board,
Workbench 3.1

A FLEETING GLIMPSE: Let me start by saying that I was excited about receiving Imagemaster R/t for review in Amiga Report magazine, but the excitement soon turned into disappointment after installing the program on my hard drive.

After the installation was complete I proceeded to run the Imagemaster program. The first try at doing so resulted in a hard crash of my entire computer. I promptly renamed my WBStartup drawer and user-startup script thinking that some "renegade" program was causing the conflict with Imagemaster. Sorry, wrong answer! Imagemaster continued to crash like a 747 encountering wind sheer. The only things running on my machine at that time were Workbench 3.1 and ARexx -- Imagemaster didn't care, it was bound and determined to trash the entire system eight out of ten attempts to get it up and running.

After fiddling with a few other things and unsuccessfully trying to launch the program, I called Black Belt System's tech support number. The nice man there made a few suggestions, but none of them made much difference. I found out another interesting fact along the way. Imagemaster only supports two graphics boards! The FireCracker 24 and OpalVision are the only two boards supported, neither of which I feel are mainstream or current boards. No Picasso II, Spectrum, or Retina board support. Correct me if I'm wrong, but what good is a 24bit image manipulation program if it only has support for AGA, ECS, and two obscure graphics boards?

I tried using Cybergraphics software with my Picasso and Imagemaster -- no difference. If I switched the Imagemaster software to one of the NTSC 16 color screenmodes then it would run for a few minutes before crashing. I actually was able to play with the program for a few minutes in 16 color modes, but what's the use? That's like downloading a 2 megabyte file on a 28.8k modem at 2400 baud. You aren't getting the full benefit of the product if you are saddled with limitations which are imposed on you by the manufacturer or for some other reason.

SUMMARY: Imagemaster R/t just might be the best 24bit image manipulation program on the Amiga at its cost -- you couldn't prove it by this reviewer, though. Maybe it's some conflict with my hardware or a conflict with Workbench 3.1. I don't know. I tried every reasonable method of getting this program to run for any length of time, but it just wasn't going to cooperate.

On a positive note, I liked the on-line manual and help facilities, but a companion printed manual would have been a nice touch. Also, support for other mainstream graphics boards is a necessity for a program of this type.

I honestly cannot recommend buying this product; on the other hand, I cannot recommend not buying it. It may run flawlessly on your individual setup or it may turn you red with anger. Frankly, I just gave up after the fiftieth crash.

1.17 Review: Photogenics 1.25

REVIEW: PHOTOGENICS 1.25

John Paden

dangermo@falcon.cc.ukans.edu

Product

Photogenics 1.25

Author

Almathera

Southerton House

Boundary Business Court

92-94 Church Road

Mitcham. Surrey. CR4 3TD. England

Bought from Safe Harbor for \$129 + shipping

Overview

Photogenics is the best 24 bit image manipulator for the Amiga. It takes a completely new approach to how effects are applied, that gives it more power than Adobe Photoshop 3.0, Image FX 2.1, or Opal Paint 2.3. However because of the lack of an arexx port Photogenics can not hope to snare very many of the video/toaster users. There has been talk of them including an arexx port(I sent them a letter and am waiting for a response).

Machine used for testing

A3000

68030@16mhz

2 Meg Chip RAM

8 Meg Fast RAM

Cybervision 64 w/ 4 Meg RAM(2 don't work)

SCSI v. 8A

50 Meg Quantum

100 Meg Seagate

Old version of Buster/DMAC (1992)

High Density Floppy Drive

1960 Monitor (64khz setting-80 mhz)

Requirements

Hardware

030@16mhz is quite nice

GVP 040@40mhz is real time

4 Meg RAM will do well and 8 Meg RAM is perfect

[As with most applications, more is always better. -Jason]

Software

OS 3.0 or later

Copy Protection

Hard drive installable(Serial Number Required)

Can use floppy, but I would not recommend

Review

I'm going to start out basically by listing off all the paint modes, brushes, and features. Then I'll go over interface and special features.

Paint Modes

Add Noise

Noise Types-5

Noise Amount-Percentage

AlterHue

Based on chosen color

Antique

Balance

Red Change

Green Change

Blue Change

Bas Relief

Amount-1 to 10

Simple 3X3

Cross 3X3, 5X5
Small Gaussian 3X3
Large Gaussian 5X5
Star 5X5
Heavy 3X3, 5X5
Anti-Alias (to dark background)
Anti-Alias (to light back ground)

Bright Map

Brightness
Brightness Change- -250 to +250

Cloner
Offset

Colourise
(Colour is the chosen colour)
Black >> Colour >> White
Colour >> White
Colour >> Black
White >> Colour >> Black
White >> Colour
Black >> Colour

Contrast
Contrast Change- -255 to +255

Cross Hatch
X and Y Crosshatch- -100 to +100 each

Defocus
Amount- 2 to 30

Deinterlace
Keep Odd/Even numbered lines

Displace Map
X and Y Factor- 1 to 250 each

Dither

Emboss
Light Source-8
Grey/Colour Background
Grey/Colour Edges

False Colour
Maps the colors to an 256 color IFF palette
X or Y axis

Gamma
Gamma Correction- -256 to +256

Gradient Tint
Position(Top 0, Bottom 100)
Smoothness(percent)
Normal, Top to Bottom, Bottom to Top, Left to Right
Right to Left, Rectangle, Inverse Rectangle

Grey Scale
Video Weighted, Simple Average, Brightest, Darkest
Median, Red Filter, Green Filter, Blue Filter, Cyan
Filter, Magenta Filter, Yellow Filter

High Lights

HueMap

Jitter
Max X and Y jitter- 0 to 50 each

Limit
Current Colour is Minimum/Maximum

Line Art
Colour, Greyscale, Inverse Colour, Inverse Grey Scale

Low Lights
Masking Paint
Matrix
 A 3X3 matrix, Load and Save
Maximum
Median
Minimum
Mirage
 Position (Top 0, Bottom 100)
 Smoothness(Percentage)
 Difference, And, Or, Xor, Add, Subtract
Monochrome
Motion Blur
 Length of Motion Blur- 2 to 50
 Angle(degrees)
Negative
 Normal Inverse (RGB Space)
 Invert Luma (HLS Space)
 Invert Brightness (HSB Space)
 Invert Saturation & Brightness (HSB Space)
Paint
Pixelise
 Block X and Y size- 1 to 64
Posterise
 Colour Levels- 1 to 8
Randomise
 Max Displacement- 1 to 100
Refract
 Distance- 1 to 250
 X and Y offset- -500 to +500 each
Rub Emboss
 Light Source-8
Rub Mix
 Difference, And, Or, Xor, Add, Subtract
Rub Texture
Rub Through
 X and Y offset- -500 to +500 each
Rub Tint
Saturation
 Saturation change- -256 to +256
Sharpen
 Intensity- 1 to 9
Shift Hue
 Hue change (degrees)-0 to 359
Shift RGB
 RGB >> GBR, BRG, RBG, GRB, BGR
Solarize
 Normal and Inverse
Split
 X and Y Split- -100 to +100 each
Stellate
 Size- 0 to 15
 Bricks X and Y size- 1 to 250
Tile Brick
 Bricks X and Y size- 1 to 250
 Normal, Lowlights, Mid Tones, High Lights
Brushes

Each brush has three settings:

Size-1 to 256

Pressure-Percentage

Transparency-Percentage

Air Brush

Ball Pen

Calligraphy

Chalk Pastel

Cloth

Crayon

Felt Tip Pen

Marker Pen

Pencil

Sponge

Water Colour

Drawing Tools

Colour-Clicking on it opens the palette window

Dotted line

Free Hand

Straight line

Fill Free Hand

Three Point Curve

Fill-Tolerance/Smoothness setting

Square-Fill/Line

Rectangle-Fill/Line

Circle-Fill/Line

Ellipse-Fill/Line

Magnify-Choose a point on the image and then as you move
the mouse pointer the area which you will be
magnifying to is shown. This can be used to
demagnify and magnify(VERY NICE)

Demagnify completely

Cut/Carve

Pick Colour

Smear

Warper-Twist(=B1360 Degrees), Warp-=B1256

Paint Mode

Paint Mode Options

Brush

Brush Options

Apply Full Screen

Remove Paint layer

Loaders

Amiga Screen

Back Drop

Framestore File

Framestore Grab

IFFDeep

Impulse

Noise-effect

Pattern-effect

Plasma-effect

ProGrab24RT

QuadAnim

Ripples-effect

Streaks-effect

Targa

Text-effect
Savers
AmigaScreen
CyberGraphics-Video Card
EGS-Video Card
Framestore Display
Framestore File
Harlequin
IFF-24
IFFDeep
OpalVision-Video Card
Picasso-II-Video Card
PrefsPrinter
Retina-Video Card
Sculpt
ShowHam6-ECS/OCS
ShowHam8-AGA
StudioII-Print
Targe
Display Modes
Fast Ham 8-AGA
256 Colour-AGA, Cybergraphics
16 Colour-Any
256 Greyscale-AGA, Cybergraphics
16 Greyscale-Any
Cybergraphics-Cybergraphics
Features
Printing in 12 bit using WB prefs or 24 bit using Studio II
Clone
Undo/Redo 1 Level + Paint layer
Resize
 Smoothness on/off
Resize Tiled
Crop Image
 X Offset, Y Offset, Width, Height
 Mouse and Keyboard interface
Rotate
 0-359 degrees
Shear
 X Shear Value
 Y Shear Value
Clear To
 Black, White, Soft White, Choose
Select Similar
 To chosen colour/Pick Colour- This is a fill with no
 boundaries(meaning all the "yellows"(whatever colour) on the image
 would be filled in). It has tolerance and smoothness settings.
 Simple/Gaussian
Channels
 Red/Green/Blue with a test option
 Paint Layer(VERY NICE)
Auto Adjust Levels
Compose with Secondary Channel
 Allows you to resize secondary image however you would like. Has X
 and Y offsets. Mouse and Keyboard interface. Blend in and out
 option allows the right mouse button to bring more of the back
 image in and the left mouse button brings the fore ground image to

the front. You can use any of the paint tools or brushes. You can use any of the paint modes to combine the images. Brightness Key and Transparent black enable you to blend in better as well as use the alpha channel for complex combines.(VERY NICE!!!)

Interface

The interface in Photogenics is wonderfully intuitive. The manual is exceptional in that it covers everything and gives many tutorials as you go along. Photogenics uses a powerful drag and drop interface between the image, secondary image, and alpha channel(which uses the fingernails of every picture open-you can hide or show any picture to make sure your work space doesn't get cluttered.

[The Photogenics 1.2 manual was a SIGNIFICANT improvement over previous versions. -Jason]

Photogenics took a completely different approach to the way the paint layer is added. You can use of ANY of the drawing tools and ANY of the brushes. The interface is extremely easy to use, like Deluxe Paint only the images are in windows, making working with several images easier. Each effect has a transparency setting and brushes have a size and pressure setting when being applied. What the key factor to Photogenics power is that you end up with a paint layer with varying transparency which you can change on the fly until you decide its the way you want it to be. You can also move the paint layer to the alpha channel to make it so that you can apply lots of effects with in a boundary or use fix and paint layer to apply different effects to the same whole area. The paint layer therefore allows an unlimited amount of undos. In Photoshop you can undo to the last paint layer, but the problem is once an effect is down it can only use the undo so you have to undo and reapply the effect each time you screw up.

Photoshop is VERY limited on how you can apply many of its effects and none of them have the same flexibility that Photogenics offers. Since any brush or drawing tool can be used to apply effects and using the alpha channel is as simple as one menu option. Using the left mouse button applies the effect and the right mouse button unapplies the effect.

EXAMPLE:

You want to solarize the sky on a picture of stonehenge. You start by using the menu option select similar on the bottom clouds. Then use the rectangle to fill in the upper region since there is nothing but clouds in the upper part. Then you take the air brush and trim the edges where the solarization filter does not blend in well with the ground and stone henge. This whole process in simple, can be done in a minute and produces an awesome effect.

The secondary channel and compose are quite possibly the second most powerful feature in Photogenics, because any compose can use any brush, paint mode, drawing tool, and several powerful compose options. This tool is quite possibly my favorite, but it wouldn't be possible with out the above feature of a modifiable paint layer.

The last thing is the warper tool added in 1.2. This tool allows you to select in ellipse on the the screen and set two points to warp to. You can also set the amount of warping and the amount of twist you would like. One problem is that it does not anti alias after this effect and sometimes if something is stretched out enough you need to apply a simple 3X3 blur or antialias. None the less a very powerful feature when used in the right situations.

Comarison to other products:

Here is a list of the programs I've seen.

Brilliance 2.0

Deluxe Paint 4.5(latest 5-only in reviews)

Personal Paint 6.1(latest 6.3-only in reviews)

Macro Paint

These programs don't compare to photogenics. It is far superior in many things, but these offer animation and quick effects. Photogenics blows them away when it comes to 24 bit image manipulation and professional painting.

Image FX 2.0 (latest 2.1-only advertisement)

Adpro 2.5

The interface in all of these is barbaric compared to Photogenics. Photogenics has far superior painting ability. Their major advantage is an Arexx port.. which is something Photogenics REALLY needs. Beyond this I would never use the other programs.

Opal Paint 2.3

Great Paint program with some nice effects only it requires a specific graphics card. The program is a little faster, but it's not really a photo manipulation program and lacks many of the features Photogenics has in painting. However it does have several cool effects which make it a very viable tool in painting still.

Photoshop 3.0 w/ KPT2 Plug ins

The only direct competitor and a very good one. Photoshop is much harder to use and the features aren't quite as nice some times but the options are more complete. Photogenics is definitely a better paint program... and in fact Photoshop sucks as a paint program, but that isn't its purpose. I would have to say that I like Photogenics easy to use interface and I like the fact that the really powerful features are far more accessible. See below for ratings. Another thing is speed and the prohibitive price tag that doesn't even include any of the extensive plug ins.

Suggestions:

- (1) Arexx Port
- (2) The ability to warp an image to the paint layer (if possible) or a rectangle or circle.
- (3) Fix bugs (may be cybergraphics)
- (4) Use the right mouse button with the fill effect. So it would undo every part of the paint layer like that color.
- (5) Multiple paint layers with a composite window.

1.18 Review: Cybervision 64

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REVIEW: CYBERVISION 64

John Paden

dangermo@falcon.cc.ukans.edu

=====

PRODUCT NAME

CyberVision64 64 bit graphic card

BRIEF DESCRIPTION

64 bit graphics card using the Trio64 graphics chip set which uses a graphics processor, a 64 bit wide blitter, and a special 24 bit D/A converter. It also has a Planer to Chunky chip (Roxxler). I will go over installation, bugs, compatibility, and speed.

AUTHOR/COMPANY INFORMATION

Name: phase5 Digital Products
 Address: Homburger Landstrasse 412
 60433 Frankfurt/Main
 GERMANY
 Telephone: +49- (0) 69-5488130
 FAX: +49- (0) 69-5481845

I bought this from Select Solutions of Campaign-Urbana Ohio. It appears as though they have moved... I've tried calling them...Softwood didn't get back to me(they are USA distributors for Phase 5).

LIST PRICE

I paid \$600 for the 4 Meg version.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

An 040 would definitely be nice... this would allow the computer to keep up with the graphics board. A nice monitor is very important because of bandwidth and resolution. 4 Megs of RAM suddenly doesn't seem quite as endless when you deal with normal applications. I've found that the 8 megs I got have come in very handy. Photogenics(my most used program) and a virtual screen(what I use when programming) tend to zap the fast memory as well(nearly 3 megs in 24 bit color in photogenics just to run).

SOFTWARE

2.04 or above. I recommend OS 3.1(cause its better) and also because you get to use all the features, like 256 colors in Workbench.

COPY PROTECTION

None whatsoever.

MACHINE USED FOR TESTING

Amiga 3000/16, 8 MB Fast RAM onboard, 2 MB Chip RAM.

1 internal 1660K floppy.

SCSI rev 8 chip

Quantum 50 MB hard drive SCSI

Seagate 100 MB hard drive SCSI

Acer 14"

Developers AmigaDOS 3.1, Kickstart 40.68 and WB 40.42.

Cybervision 64 with 4 MB RAM

INSTALLATION

The installation was simple and very straight forward. The manuals really are bad except perhaps in the installation part which they do a good job. Using the CVMODE preferences(screen settings) I found that it was much better (at least for me at the time) to just use the defaults that are given when you select a khz. They have a test screen if you want to try to optimize the screen settings. The other thing is that the card is full length and you'll probably have to take the card holder on the front end if you have an Amiga 3000, this is not a problem since it is plastic and snaps out easily.

EXPANDABILITY

The CYBERVISION64 has an expansion bus through which additional cards such as JPEG or MPEG cards can directly access the fast video memory. Note these aren't available at the time... 2GO is what they are working on currently. Includes a DSP and some other features for rendering pictures faster. I'm afraid this will be limited to programs that specifically use it though.

REVIEW

Once I had it installed I started changing preferences and such in my applications to use the cybervision when I wanted. A note: The cybervision screens reside in cybervision memory and all other Amiga screens in computer memory so when you drag down screens you can only see screens in your memory section, however flipping screens works fast and doesn't make a clicking noise or anything annoying like that.

One thing I really like was loading up a large 256 color gif or iff and then scrolling around in it on the 256 color screens... it was like an animation because of the updating!

More information in the bug section about how programs work.

LIKES

Speed, speed, speed, and compatibility... I will probably get one of their expansion modules depending on what it does (MPEG and JPEG sound nice).

DISLIKES AND SUGGESTIONS

The documentation is pretty lean, but it suffices because everything is really easy.

These may be due to my 15-31khz monitor - Also they have only to do with cybervision screen modes except for one. One, when scrolling around in a large virtual screen it some times jumps back (like when you click on the right mouse button) when you move it into a certain position. This is no problem if all you're doing is moving the mouse around, but if you are using the LAmiga-Left Mouse Button drag(or whatever you have it set to) or you've grabbed the menu bar it will.

Sometimes I will lose a screen and it will go completely grey(happens to NTSC screens-this does not happen when I use the 1960 monitor, but does when I use the ACER(small bandwidth). It will flicker occasionally when I'm moving the screen up and down.

Some demos and games don't like to run from a cybervision screen(like CyberSphere or Lemon), actually I have found that almost no games work if you run them from a cybervision screen. When painting in hicolor, truecolor screens the pointer has a shadow about 80 pixels beneath it. You can not show two hicolor or true color screen in front/back of each other, although you can still flip through them easily.

Notes:

Wordworth - Works great only that they use a crappy palette. This is only a concern for text effects when your doing shading from the first to last letter or first to last shadow (which looks quite nice). You can I think load an image which forces the palette map to change (At least it seems that way as loading several images looks nice).

ProCalc 2.0, Final Writer 3, PageStream 3.0, Multiview, Prowrite, Term, Twist 2, and just about any other program that I run works perfect work Personal Paint 6.1 crashes anytime I try to change the mode to ANYTHING else. 6.3 I suppose fixes all this and even allows you to paint in Cybervision mode. I figured out what you have to do. Personal Paint has a RTG setting when changing screen modes... makes sure this is set to "Yes" and not "No" or "Auto".

Amiga Vision Pro is NTSC or PAL only. Although NewMode will allow you to work in more colors there isn't any point and you can't preview anything since it doesn't understand cybergraphics.

Scala MM300 is NTSC or PAL only. Newmode will promote this to, but is rather buggy when you do.

Photogenics Lite 1.2 sometimes crashes, but I use it whenever I can cause I like painting in 24 bit a lot more than having to save the image all the time when I use Photogenics 1.0.

Photogenics 1.25 crashes only when I run in cybergraphics mode. Hicolor and Truecolor screens tend to have a problem with freeing used memory (This could still be photogenics fault, maybe cybergraphics mode implemented wrong. This is hard to tell since its the only program that runs completely in cybergraphics).

OpalPaint doesn't work anymore... oh yea we took the board out, but I will soon be sticking it back in to test the pass through capabilities of the Cybervision 64.

Brilliance does not allow you to use cybervision screens since it does some hard ware hacking to the chip ram

Deluxe Paint does not animate and you have to manually refresh the brush, solid fill, and anything else that is more than one pixel wide.

Adpro will not show more than 256 color screens(from the screen mode

requester), but you can see in 24 bit I'm pretty sure using the saver. WBScreen can run in 24 bit, but intuition does not use more than 256 colors so special programs like CyberWindow (which is fast, supports lots of formats as well as datatypes, and allows windows to be opened on the WBScreen) must be used to exploit the 24 bit display.

I use these: QMouse, ToolsDeamon, ToolsPref, CycleToMenu, PowerSnap, and Click to Front. Power Snap is the only one I've had problems with and ONLY when I run a hicolor to truecolor screen mode(256 colors is fine). I use Iconify as well and it works fine to.

VENDOR SUPPORT

I want to call them and ask them about any known bugs and stuff like that and speed tests, but they live too many time zones away and I always seem to not be home when I could call (I'm afraid I work and play too much). Select Solutions were really nice (but they didn't make the board though). [Note-phase5 allegedly has e-mail set up @phase5.de, but no replies have come back. -Jason]

WARRANTY

phase5 gives a warranty of 12 months against manufacturing defects.

CONCLUSIONS

I love this board compared to the ECS chip set... which of course I can still use.

Installation 5 out of 5

Documentation 4 out of 5

Photogenics-Lite Demo 4 out of 5 (few crashing problems)

Speed 5(6 if I could) out of 5

Compatiblity 4.5 out of 5 (the most compatible I've encountered, but still a few general bugs they can fix that don't have to do with other applications)

This review is (c) by John Paden and freely distributable.

You can reach me at:

dangermo@falcon.cc.ukans.edu

John Paden

2901 Stratford Road

Lawrence, Kansas 66049

1.19 Review: Aminet CD 7

=====

REVIEW: AMINET CD 7

By:

Jason Compton

=====

Finally!

I was starting to feel like Aminet CD reviews were turning into exercises in repetition.

Don't get me wrong, I've been enjoying them. But the pattern for evaluating them was one largely of "lather, rinse, repeat." Luckily, Urban's come up with a few things that are worth special note. But first, the overview of the CD.

Aminet 7 represents the change from quarterly to bimonthly publication of CDs, meaning 8 is due any day now. The familiar-like-an-old-friend AmigaGuide interface is on the job, breaking down Aminet's structure into a searchable index, either by text string, age, popularity, or physical

location on the network.

The theme for this edition is the inclusion of 10,000 images from Aminet, largely clipart with some 24-bit JPEGs. Eh. I'm in online journalism for a reason, you know, and one of those is so I don't have to worry about clipart. But, I know it's rather useful to a lot of people, so I endure. It is indexed by subject matter and can be accessed by name or through a thumbnail system.

The games and demos on the CD are once again in their own separate, easy-access areas (when do online magazines get that treatment?), this time categorized so far as to point out whether or not they're fully compatible (ready-to-run from CD) on an A4000/040. Mods get similar treatment (although all, of course, are compatible.)

Aminet 7 also does something no Aminet CD has done before (at least, not intentionally)-include commercial software. Personal Paint 2.1 and PPrint Deluxe have been licensed and placed on the CD, presumably as a promotional measure (for PPaint, that is certainly the case, as the 6.3 demo is included to inspire the user.)

The ability to customize your use of Aminet CDs now extends beyond the simple preferences in place to select a dearchiver and picture viewer. Custom index lists, for use with the AmigaGuide interface, can now be created and saved to your system drive. In addition, "clones", or virtual references to software stored on the CD, can be used as real system items, including WBStartup items. The catch, of course, is that the CD has to be in place whenever these programs are to be accessed, since they really live there. A strange concept, but if disk space is at a premium, it is worth investigating. My personal theory is that it is a bit of "catch up" with the CD-Write filesystem-a way to offer some useful "virtual filesystem" features without a full-blown package.

Aminet 7. It's the newest software from Aminet since the last time around, with an improved interface and a whole ton of clip art. Rinse.

Oh yeah, and it finally credits the Amiga as a trademark of Escom AG on the label.

DM 25, or roughly US\$18, give or take depending on your mood.

Stefan Ossowski's Schatztruhe

D-45131 Essen

Germany

1.20 Review: Makin' Music CD-ROM

=====

REVIEW: MAKIN' MUSIC CD-ROM

By:

Jason Compton

=====

CD Exchange showed up last year, tossed a general-interest CD32-aimed compilation on the market, and then went quiet.

Now they're back, with an audio "fest" designed to, well, to sell lots of copies, but to provide a comprehensive, one-stop resource for Amiga audio hobbyists and professionals.

To that end, they've brought together utilities by the dozen, including sound and .mod players, rippers, and converters, along with commercial demos, including Octa-MED V6. In addition, a healthy collection of MODs, MEDs, and MIDI files is included, as well as a number of free trackers with

which to compose or edit them.

The item of the CD that the most attention is drawn to is the AKAI sample library, an IFF and WAV collection of a large collection of (originally 16-bit) sound bites. The quality is quite impressive, as the sampling rate is rather high-not quite the sort of material you'll find in the average MOD, at least not without having been reduced through any one of the many sampling software packages included on the disc.

There is no interface as such to the CD, but there is an AmigaGuide index, with some descriptions, for all files contained. Most work will by necessity be done with some sort of directory utility, and to that end, DirWork 1.62 is included on the CD. In fact, a complete suite of all necessary tools (including MUI, XIcon, and DMS) are available for automatic installation, as some programs require their services.

The concept of an "Audio Amiga CD" is not a new one, but unlike the "mod collection" CDs I have encountered, Makin' Music has a decidedly professional slant to it-more concerned with high-quality orchestral strings than cartoon character samplings from TV.

It's not hard to take a decent theme and implement a compilation badly, and it's particularly easy to make a mediocre music collection. Many aging bands do it all the time. But the blend of enjoyable, pre-composed music, genuinely useful musical tools (the mere inclusion of AmiSOX and other format-conversion programs is a significant boost to its usefulness) and "springboard" samples turns Makin Music into a successful product. Convenience is part of the game, and the CD puts just about everything within close reach.

(Note-Makin Music is not autobooting. In addition, non-Amiga versions do exist, offering the AKAI library and a different set of utilities.)

CD Exchange

Hi-Tech House

125 Kingswood, Norwich

NR8 6UW

United Kingdom

Phone: +44 1603 261060

1.21 Review: World Info '95 CD-ROM

=====

REVIEW: WORLD INFO '95 CD-ROM

By:

Jason Compton

=====

Danny Amor, compiler of the FreshFonts and da capo CD-ROMs, returns with the help of a couple of friends to create World-Info '95, an HTML-only creation intended as a cross between an almanac and an atlas, with a bit of travel guide thrown in.

The interface is easy enough to explain-quite simply, it will look like whatever graphical web browser you throw at it. For the purposes of this review, I used AMosaic 1.4 (not having upgraded to the 2.0 beta as of yet.) While World-Info '95 is being marketed for "any" computer platform with graphical web browsing capabilities, the "feel" is that it was aimed at the Amiga, if for no other reason than it lacks a text-based search utility, which at the time the CD was being compiled was not available on the Web browser of the day, AMosaic 1.3.

What you do get is a way to search through the facts Danny and friends have compiled for you. You can start all the way at the most general way to delineate the world (landmasses and oceans), then break it down to continents (interestingly enough, they perceive North and South America as one continent for some purposes), and so forth, right down to latitude and longitude of major world cities. Along the way, you can pick up such national data as the usual almanac entries of population, inflation, birth/death rate, literacy rate, and the like, as well as major pollution concerns and human rights violations. Full-color flags are included, and several countries have a portfolio of several pictures available for viewing.

Translation of common phrases between popular world languages (although not the top ten by usage) is included. I'll be well prepared in Armenia. :) All of the data is included on the CD-ROM in both English and German, which in short means that basically half of the 538 megs on the CD are used for informational purposes, since the German and English data is reproduced, with pictures, in separate directories. It is worth noting that the human rights data seems to be in English exclusively—apparently too huge of a task for translation.

World-Info is a useful resource, but not something that offers an earth-shakingly significant quantity of information. While the international telephone prefix directory is in some ways useful, and certainly is not unwelcome, it is a good capsule of the CD as a whole—interesting, but not stunning. Data does not delve as deeply as it could, particularly when it comes to individual cities, reduced to coordinates and population. Pictures, while nice to view and readily organized in a thumbnail system, should have descriptions by those thumbnails. After all, the idea of a preview is to entice the viewer to dig into the full picture, and telling them what the sight will be in full glorious 256 colors (your capabilities may vary) is a serious help. The data that has been compiled is certainly worth having access to, particularly in the realm of human rights. (Fascinatingly enough, there is a "no entry" for the US—I presume that is because the reports seem to have originated here.)

In fact, that is one of the major negatives to the CD. Much of the information has been compiled, but not written, by Amor and the D'Addeo sisters. As such, there is an inconsistency in writing style. I am also troubled by the total lack (on the copyright page) of recognition for the various sources that were used to complete the CD.

The team should be applauded for using HTML to create an open resource for many computer users. There is an axiom used to describe many large CD-ROM projects, and it does apply here—"there is something for everyone." Few resources like this exist for the Amiga. But don't rely on it alone to plan your winter holiday.

Published by—

Stefan Ossowski's Schatztruhe
Veronikastrasse 33
45131 Essen - Germany

1.22 Aminet Charts: 10-Sept-95

| The most downloaded files from Aminet during the week until 10-Sep-95
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
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VChk716.lha      util/virus 135K  0+Version 7.16 of Virus_Checker. Amiga
ar316.lha        docs/mags  81K   0+Amiga Report 3.16, September 5, 1995
TIFFDT.lha       util/dtype 37K   0+V40.3 to read TIFF files. Includes 2
Easylink.lha     comm/misc  100K  1+Connect Amiga/PC via Parallel Port
SystemPrefs301.lha util/wb    68K   0+Preferences for CPU (up to 68060) an
win95.jpg        pix/illu   54K   1+The Joke Of Microsoft
mn_ansitest.lha  comm/mebbs 3K    11+ANSI Test Door for MEBBSNet
8n1.lha          comm/misc  27K   1+Replaces serial.device. V37.12
AmigaElm-v8.lha  comm/mail 209K  0+Mail-Reader (UUCP/Internet), v8 (8.2
NewMode_V37.lha  util/cdity 63K   0+Screen promoting utility
cp5.lha          comm/tcp   109K  0+Advanced GUI frontends for Amitcp &
HF2.lha          game/2play 327K  1+The best ninja-game ever. Disk 2/3
HF1.lha          game/2play 412K  1+The best ninja-game ever. Disk 1/3
HF3.lha          game/2play 414K  1+The best ninja-game ever. Disk 3/3
NewsedArfir.lha  comm/tcp   85K   0+Gui Interface For Archie + Powerful
gcc270-base.lha  dev/gcc    1.5M  1+Gcc v2.7.0 - Base part - C/C++/ObjC
AirMail1_2.lha   comm/mail  118K  0+AirMail 1.2 GUI internet mailer
gcc270-readme.lha dev/gcc    119K  1+Gcc v2.7.0 - README part - C/C++/Obj
| The highest rated programs during the week until 10-Sep-95
| 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
|-----
ALynx.lha       comm/net      277K  7+Textbased WWW browser (AmiTCP/MLink)
mlink132.lha    comm/net      123K  19+Direct internet access without SLIP
FForces10a.lha  game/misc    215K  0+Multiplayer tactical fantasy battle
ShapeShift3_1.lha misc/emu     207K  4+Macintosh II emulator, V3.1
DevilsMine.mpg  pix/anim     491K  22+A roller coaster through a mine - CO
Lamp.mpg        pix/anim     653K  16+A living lamp looks around - COOL!
MagicBGs5.lha   pix/mwb      244K  1+New breathtaking patterns for MagicW
Executive.lha   util/misc    429K  0+Task manager and scheduler (V1.00)
lzx120.lha      util/arc     139K  14+The Ultimate Archiver V1.20 Fixes/+S
DPacMan17.lha   game/misc    277K  6+PacMan clone with lots of extra feat
PDBase12.lha    biz/dbase    93K   10+Public Domain DataBase V1.2 (Needs M
fruitkitchen.lha demo/aga     566K  3+A new demo of the asm95 in helsinki
control1.dms    demo/aga     817K  0+Control (Winning Demo From GASP '95)
control2.dms    demo/aga     552K  0+Control (Winning Demo From GASP '95)
DPacMan17.lha   game/misc    277K  6+PacMan clone with lots of extra feat
DPacManAGA.lha  game/misc    371K  14+PacMan clone with lots of extra feat
FlGP-Ed.lha     game/misc    312K  0+Formula One Grand Prix / WC Editor V
DGalaga25.lha   game/shoot   454K  29+Deluxe Galaga v2.5
MLED111.lha     mus/edit     548K  4+New musiceditor, realtime synthesis
Remind1.52.lha  util/cdity   55K   0+Never forget an important event agai
snoopdos30.lha  util/moni   128K  51+System monitor, many new features ad
VCBrn122.lha    util/virus   8K    4+Version 1.22 of Virus_Checker brainf
VChk716.lha     util/virus  135K  0+Version 7.16 of Virus_Checker. Amiga
AlgoMusic1_3.lha mus/misc     71K   16+Creates and plays great algorithmic
ToolManager21b.lha util/boot   490K  121+ToolManager 2.1 (Binaries and Docume
GetMailSRC.lha   comm/tcp     49K   7+AmiTCP POP Client, receives E-Mail.
OpusFTP.lha     comm/tcp     94K   3+An FTP Module for Directory Opus 5.1
mftpl_27.lha    comm/tcp     57K   2+Mftp 1.27, very nice ftp client (MUI
ReOrg3_1.lha    disk/optim  326K  105+Disk optimizer with DC-FFS support

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1.23 Aminet Charts: 18 Sep 95

| The most downloaded files from Aminet during the week until 18-Sep-95
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
VChk717.lha	util/virus	138K	0+	Version 7.17 of Virus_Checker. Amiga
FTPMount.lha	comm/tcp	107K	0+	Mounts FTP sites as part of a filesy
HyperDrive.lha	game/misc	324K	0+	FAST tunnel race - hideously addicti
Iconian2_94.lha	gfx/edit	263K	0+	OS3.0 icon editor, NewIcon support.
telser130.lha	comm/tcp	191K	0+	Serial telnet(d) device for AmiTCP/A
mn_ansitest.lha	comm/mebbs	3K	12+	ANSI Test Door for MEBBSNet
ar316.lha	docs/mags	81K	1+	Amiga Report 3.16, September 5, 1995
MouseBounce.lha	game/gag	5K	333+	Screen hack that is also a game.
amiconnect.lha	comm/tcp	207K	1+	A Configuration Program For AmiTCP W
cp5.lha	comm/tcp	110K	0+	Advanced GUI frontends for Amitcp &
FTPPreview.lha	game/demo	481K	0+	Helicopter Arcade Game Playable-Prev
AmiTCP-demo-40.lha	comm/tcp	738K	46+	TCP/IP protocol stack
ABackup500.lha	disk/bakup	259K	0+	ABackup 5.00
fuck091beta.lha	util/wb	4K	0+	Cure your Amiga Inferiority Complex!
Chimera216alph.lha	gfx/x11	119K	1+	Graphical WWW browser for AmiWin
IconDeluxe1_11.lha	gfx/edit	76K	0+	Full-featured icon editor (V1.11)
ClassAction.lha	util/wb	96K	0+	Handle ALL file formats (V2.75)
ParachuteJoust.lha	game/misc	148K	0+	2 nutters skydive and fight for 1 ch
BusyPointer10.lha	util/misc	24K	0+	Still/animated busy pointers on WB2/
alfa.gif	pix/trace	227K	122+	Alfa - fantastic raytrace done with

| The highest rated programs during the week until 18-Sep-95
 | 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
ALynx.lha	comm/net	277K	8+	Textbased WWW browser (AmiTCP/MLink)
mmlink132.lha	comm/net	123K	20+	Direct internet access without SLIP
gcc270-base.lha	dev/gcc	1.5M	2+	Gcc v2.7.0 - Base part - C/C++/ObjC
gcc270-c020.lha	dev/gcc	708K	2+	Gcc v2.7.0 - 68020 C part - C/C++/Ob
gcc270-cp020.lha	dev/gcc	1.7M	2+	Gcc v2.7.0 - 68020 C++ part - C/C++/
gcc270-doc.lha	dev/gcc	1.1M	2+	Gcc v2.7.0 - Doc part - C/C++/ObjC C
gcc270-inclib.lha	dev/gcc	918K	2+	Gcc v2.7.0 - Headers and Libs part -
gcc270-objc020.lha	dev/gcc	617K	2+	Gcc v2.7.0 - 68020 Objc part - C/C++
ixemul4103-bin.lha	dev/gcc	1.6M	2+	IXemul.library 41.3
gravforce.lha	game/2play	197K	64+	2 Player Thrust with Guns!
ShapeShift3_1.lha	misc/emu	207K	5+	Macintosh II emulator, V3.1
DevilsMine.mpg	pix/anim	491K	23+	A roller coaster through a mine - CO
Lamp.mpg	pix/anim	653K	17+	A living lamp looks around - COOL!
MagicBGs5.lha	pix/mwb	244K	2+	New breathtaking patterns for MagicW
NewMode_V37.lha	util/cdity	63K	1+	Screen promoting utility
DGalaga25.lha	game/shoot	454K	30+	Deluxe Galaga v2.5
Executive.lha	util/misc	429K	1+	Task manager and scheduler (V1.00)
lzx120.lha	util/arc	139K	15+	The Ultimate Archiver V1.20 Fixes/+S
PDBase12.lha	biz/dbase	93K	11+	Public Domain DataBase V1.2 (Needs M
fruitkitchen.lha	demo/aga	566K	4+	A new demo of the asm95 in helsinki
vty-amal.lha	demo/aga	672K	1+	Amazed (from "South Sealand 2" demo

vty-ama2.lha	demo/aga	801K	1+Amazed (from "South Sealand 2" demo
vty-ama3.lha	demo/aga	620K	1+Amazed (from "South Sealand 2" demo
control1.dms	demo/aga	817K	1+Control (Winning Demo From GASP `95)
control2.dms	demo/aga	552K	1+Control (Winning Demo From GASP `95)
Engines.lha	game/2play	370K	4+GravForce game for 2-4 players. AGA
DPacMan17.lha	game/misc	277K	7+PacMan clone with lots of extra feat
F1GP-Ed.lha	game/misc	312K	1+Formula One Grand Prix / WC Editor V

1.24 Amiga Report Mailing List

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

UUENCODED

form each week as soon as the issue is released. To be put on the list, send Email to listserv@itesmvfl.rzs.itesm.mx.

Your subject header will be ignored. In the body of the message, enter subscribe areport <your real name>

subscribe areport A. R. Reader

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! **

*** The following is only for Australian readers! ***

To circumvent the new pay-per-megabyte system for Australian Internet communication, Paul Reece has been kind enough to set up an AUSTRALIAN-ONLY mailing list, to save his fellow countrymen some money.

You can join the list by sending mail to: majordomo@info.tas.gov.au

with the single line (in body of message):

subscribe ar

Amiga Report will then be bounced to you.

1.25 uuencode

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=====
==                               UUDecoding Amiga Report                               ==
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If you receive Amiga Report from the direct mailing list, it will arrive in UUEncoded format. This format allows programs and archive files to be sent through mail by converting the binary into combinations of ASCII characters. In the message, it will basically look like a lot of trash surrounded by begin <filename> and end, followed by the size of the file. To UUDecode Amiga Report, you first need to get a UUDecoding program, such as UUxT by Asher Feldman. This program is available on Aminet in

pub/aminet/arc/

Then you must download the message that it is contained in. Don't worry about message headers, the UUDecoding program will ignore them. There is a GUI interface for UUxT, which should be explained in the docs. However, the quickest method for UUDecoding the magazine is to type

```
uuxt x ar.uu
```

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

Jason Compton

1.26 Aminet

Aminet

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To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to docs/mags. All the back issues are located there as well.

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

## 1.27 World Wide Web

World Wide Web

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

Simply tell Mosaic to open one of the following URLs:

<http://www.omnipresence.com/Amiga/News/AR/>

<http://sun1000.ci.pwr.wroc.pl/AMIGA/AR/>

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

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

<http://ramiga.cts.com/~AR>

<http://www.susx.ac.uk/Users/kccil>

<http://www.sci.muni.cz/ar/>

<http://metro.turnpike.net/P/panther/main.html>

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

<http://www.pwr.wroc.pl/AMIGA/AR/>

Amiga information can also be accessed at this URL:

<http://www.prairienet.org/community/clubs/cucug/amiga.html>

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

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

1.28 Copyright Information

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==      /
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==      Amiga Report International Online Magazine
==      September 23, 1995          Issue No. 3.17
==      Copyright 1995 FS Publications
==      All Rights Reserved
==
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1.29 Amiga Report Writing Guidelines

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

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

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.

1.30 Editor's Choice

=====
 == Editor's Choice ==
 =====

These are selected products, reviewed by myself, that I've liked. So, I've landed them and decided to sell them.
 All prices are in \$US.

 Chris Hames' PC-Task 3.1 IBM emulator is available for the rather low price of US\$110.

PC-T 3.1 offers 286-level compatibility, video displays up to SVGA with support for many popular graphic card systems including CyberGraphics, and a built-in BIOS.

Orders will be drop-shipped from Wonder Computers, North American representatives for Quasar Distribution products.

Credit card or money order/postal cheque accepted to

Jason Compton

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

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

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

Jason Compton
 , shipments made by the artist.

Product	Issue Reviewed	Approximate Retail Price	Amiga Report Reader Price
Swiftly 3-button mouse	2.28	\$39.95	\$22.75
GPFax Amiga Fax Software (Class 1 and 2)	2.30	\$100.00	\$60.00
Micro R+D CD-ROM Volume 1 (Includes early Transition graphics converter and loads of artwork)	2.25	\$69.00	\$30.00
Micro R+D CD-ROM Volume 2 (Includes entire Nature's Backdrop series)	2.26	\$99.95	\$46.75

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

Mail all orders to

Jason Compton

. Orders will be processed by Amiga Report and drop-shipped from Micro R+D.

In the US, add \$5/\$10/\$20 for UPS shipping, ground/blue/red label, respectively. Overseas: It is recommended that you consider \$20 to be the minimum cost for shipping. If you plan to order more than one item, E-mail for shipping cost.

 Sidewinder's Future Shock II CD is now available through Amiga Report. Featuring 15 Amiga-generated tunes totalling 71 minutes, Eric Gieseke's work is captured on an Amiga-independent media. Available for US\$12.00. Please add \$5 for shipping. Make check or money order payable to
 Jason Compton
 . Orders will be
 drop-shipped from Sidewinder Productions.
 For overseas orders, please contact through E-Mail before ordering.

1.31 Portal

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

 The Portal Information Network's Amiga Zone
 The AFFORDABLE alternative for online Amiga information

Portal is the home of acclaimed Amiga Zone, a full-service online SIG (Special Interest Group) for Amiga owners and users. We promise, and WE DELIVER ongoing & aggressive Amiga support!
 You can dial into Portal to access the Amiga Zone in many ways: direct dial to our San Jose, CA high-speed modems (you pay for the phone call if it's not local), or through any SprintNet or CompuServe indial anywhere (with a small hourly fee) or via the World-wide Internet "telnet" program to portal.com (no hourly fee).
 Even Delphi and BIX users can Telnet into Portal for a flat \$19.95 a month, with *unlimited* use.
 Portal is NOT just another shell service! Its Online system is fully menu-driven with on-screen commands and help, and you can easily customize it for your favorite terminal program and screen size.
 Some of Portal/Amiga Zone's amazing features include:

- * 2.5 GIGabytes of Amiga-specific file space - we have so much Amiga Stuff online, we've lost count!
- * The *entire* Fred Fish collection of freely distributable software, online. ALL 1000 disks!
- * Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
- * Amiga vendor areas with participants like AmigaWorld, Elastic Reality (ASDG), Soft-Logik, Apex Publishing, and others.
- * 40 "regular" Amiga libraries with over 10,000 files. Hot new stuff arrives daily.
- * No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
- * Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. We have given away thousands of bucks worth of Amiga prizes - more than any other online service.
- * Message bases where you can ask questions about *anything* Amiga related and get quick replies from the experts.

- * Amiga Internet mailing lists for Imagine, AMosaic, LightWave, EGS, OpalVision & others feed right into the Zone message bases. Read months worth of postings. No need to clutter your mailbox with them.
- * FREE unlimited Internet Email with 5 meg of free storage.
- * A FREE UNIX Shell account with another 5 meg of free storage. You can run Amiga Mosaic through your shell and explore the vast World Wide Web!
- * Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
- * Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, UNIX, Science Fiction, Disney, and dozens more. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever. You never worry "Ooops... Am I paying for this area?" again!
- * Portal was THE FIRST online service to offer a full package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. And you get FREE unlimited usage of all of them.
- * Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- * Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

To join Portal or for more information call:

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

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

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

1-408-725-0560 (modem 96/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in, or "portal" at any

CI\$ network dialin, or telnet to "portal.com" from anywhere,

and then enter "online" and then "info"

Call and join today. Tell the friendly Portal Customer Service representative, "The Amiga Zone and Amiga Report sent me!"

[Editor's Note: Be sure to tell them that you are an Amiga user, so they can notify the AmigaZone sysops to send their Welcome Letter and other information!]

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

1.32 Distribution BBSes - Australia

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

--NEW ZEALAND--
* BITSTREAM BBS *
FidoNET 3:771/850.0  AmigaNET 41:644/850.0
+64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class
--VICTORIA--
* North West Amiga BBS *
EMail: mozza@nwamiga.apana.org.au  Fido: 3:633/265.0

```

BBS Phone/Fax: +61 3 9337 3428

1.33 Distribution BBSes - Europe

```
===== --NEW ZEALAND==
* BITSTREAM BBS *
FidoNET 3:771/850.0 AmigaNET 41:644/850.0
+64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class
--VICTORIA--
* North West Amiga BBS *
EMail: mozza@nwamiga.apana.org.au Fido: 3:633/265.0
BBS Phone/Fax: +61 3 9337 3428
```

1.34 Distribution BBSes - Europe

```
=====
== Distribution BBSes - Europe ==
=====
--FINLAND--
* LAHO BBS *
+358-64-414 1516, V.32bis/HST +358-64-414 0400, V.32bis/HST
+358-64-414 6800, V.32/HST +358-64-423 1300, V.32bis
* KINDERGARTEN *
Email: matthias.bartosik@hut.fi
+358-0-881 32 36, v.34/HST
--FRANCE--
* DYNAMIX BBS *
Email: erlsoft@mcom.mcom.fr
+33.1.48.89.96.66 Minitel (vv23) to Modem (v32bis/Videotex)
* RAMSES THE AMIGA FLYING *
Internet: user.name@ramses.fdn.org Fidonet: 2/320/104-105-106
+33-1-45845623 V.34 +33-1-53791200 V.32bis
--GERMANY--
* DOOM OF DARKNESS *
Email: marc_doerre@doom.ping.de
+49 (0)4223 8355 19200 V.42bis/Zyx
AR-Infoservice, contact Kai Szymanski kai@doom.gun.de
* IMAGINE BBS *
Email: Sysop@imagine.commo.mcnet.de
B+49-69-4304948 Yoriko 28.8ET V.Fast Class
Login: GAST (Download from area "Amiga-Report")
* LEGUANS BYTE CHANNEL *
Usenet: andreas@lbcmbx.in-berlin.de
49-30-8110060 49-30-8122442 USR DS 16.8
Login as User: "amiga", Passwd: "report"
* REDEYE BBS *
Internet: sysop@redeye.muc.de
+49-89-5460535 (V.32b, Zyxel EG + / USR V.34)
* STINGRAY DATABASE *
Email: sysop@sting-db.zer.sub.org.dbp.de
+49 208 496807 HST-Dual
* VISION THING BBS *
```

Infect East German HQ, Keks ASCII Design World HQ
 ++49(0)345 663914 19200
 System Password: Amiga
 --GREECE--
 * HELLAS ON LINE *

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

email: konem@prometheus.hol.gr 39:250/1@Amiganet
 ++ 301 412-3502 (ZyXEL 16.8K) 22.00-10.00
 --IRELAND--
 * CUGI BBS *

Fidonet: 2:263/155
 +353 1 837 0204 V32bis
 * HIGHWAY TO HELL BBS *

Fidonet 2:263/154 Internet: iblack@edit.ie
 Online from 22:00 - 08:00 GMT +353-1-847 5217
 --ITALY--

* AMIGA PROFESSIONAL BBS *

Amy Professional Club, Italian Amos Club
 +(39)-49-604488
 * FRANZ BBS *

EMsil: mc3510@mclink.it
 +39/6/6627667 24hrs
 * SPEED OF LIFE *

FidoNet 2:335/533 AmigaNet 39:102/12
 The AMIGA Alchemists' BBS +39-931-833773
 --NETHERLANDS--D

* AMIGA ONLINE BS HEEMSTEDE *

Fidonet: 2:280/464.0, 2:280/412.0 Internet: michiel@aobh.xs4all.nl
 +31-23-282002 +31-23-470739 14400 Supra
 * THE HELL BBS *

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

* TRACE BBS GRONINGEN *

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

Internet: u055231@vm.uci.kun.nl
 +31-167064414 (24h)
 --NORWAY--

* FALLING BBS *

E-Mail: christon@powertech.no
 +47 69 256117 28.8k
 --POLAND--

* SILVER DREAM!'S BBS *

SysOp: Silver Dream
 +48 91 540431 (24h)
 --PORTUGAL--

* CIUA BBS *

FidoNet 2:361/9 Internet: denise.ci.ua.pt
 +351-34-382080/382081 (V32bis soon V34)
 --RUSSIA--

* NEW ORDER BBS *

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

```

      * GURU MEDITATION *
      Running Remote Access
      +34-1-383-1317 V.32bis
      * MAZAGON - BBS - SYSTEMS *
E-mail: jgomez@maze.mazanet.es   FTP: ftp-mail@ftp.mazanet.es
      +34 59 536267 - Supra 28.8
      Login: a-report
      --SWEDEN--
      * CICERON *
      E-mail: peman@solace.mh.se
      +46 612 22011
      --SWITZERLAND--
      * LINKSYSTEM LINK-CH1 *
      contact: rleemann@link-ch1.aworld.de
+41 61 3215643 V32bis/Zyx16800   +41 61 3832007 ISDN X75/V110
      Local newsgroup link-ch1.ml.amiga-report
      --UNITED KINGDOM--
      * AMIGA JUNCTION 9 *
      Internet: sysadmin@junct9.demon.co.uk   FidoNet: 2:440/20
      +44 (0)372 271000 14400 V.32bis/HST
      * CREATIONS BBS *
E-Mail: mat@darkside.demon.co.uk   2:254/524@Fidonet   39:139/5@Amiganet
      +44-0181-665-9887 Hayes Optima 288 2400 - V.FC
      * METNET CCS *
      Email: metnet@demon.co.uk   FidoNet: 2:2502/129.0   2:2502/130.0
      10 Lines: +44-1482-442251   14k4 +44-1482-444910 16k8
      * OCTAMED USER BBS *
      EMail: rbfsoft@cix.compulink.co.uk   Support board for OctaMED Users
      +44 (01703) 703446
      * SCRATCH BBS *
      EMail: kccil@solxl.susx.ac.uk   Official Super Skidmarks site
      +44-1273-389267   24 hrs   14.4k

```

1.35 Distribution BBSes - North America

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

      --ARIZONA--
      * MESSENGER OF THE GODS BBS *
      mercury@primenet.com
      602-326-1095
      --BRITISH COLUMBIA--
      * COMM-LINK BBS *
      InterNet: steve_hooper@comm.tfbbs.wimsey.com
      Fido: 1:153/210.0   AmigaNet 40:800/9100.0   604-945-6192 USR DS 16.8
      --CALIFORNIA--
      * TIERRA-MIGA BBS *
      FidoNet: 1:202/638.0   AmigaNet: 40:406/3.0   Internet: torment.cts.com
      619.292.0754 V32.bis
      * VIRTUAL PALACE BBS *
      Sysop Email: tibor@ecst.csuchico.edu
      916-343-7420
      * AMIGA AND IBM ONLY BBS *
      (619)428-4887

```

vonmolk@crash.cts.com
 AmigaNET address: 40:406/7.0
 --FLORIDA--
 * LAST! AMIGA BBS *
 (305) 456-0126
 USR 21600 HST D/S
 --ILLINOIS--
 * EMERALD KEEP BBS *
 FidoNet: 1:2250/2 AmigaNet: 40:206/1
 618-394-0065 USR 16.8k DS
 * PHANTOM'S LAIR *
 FidoNet: 1:115/469.0 Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0
 708-469-9510 708-469-9520
 * STARSHIP CUCUG *
 Email: khisel@prairienet.org
 (217)356-8056
 * THE STYGIAN ABYSS BBS *
 FIDONet-1:115/384.0
 312-384-0616 USR Courier HST 312-384-6250 Supra V.32 bis (FREQ line)
 --LOUISIANA--
 * The Catacomb *
 E-mail: Geoff148@delphi.com
 504-882-6576 Supra v.fc 28.8k
 --MAINE--
 * THE KOBAYASHI ALTERNATIVE BBS *
 Usenet and FidoNet Echo Areas FidoNet: 1:326/404.0
 (207)/784-2130 (207)/946-5665
 ftp.tka.com for all back issues of AR
 --MEXICO--
 * AMIGA BBS *
 FidoNet 4:975/7
 (5) 887-3080 9600 V32,MNP
 * AMIGA SERVER BBS *
 Now with 17 CDs available
 Number: 5158736
 --MISSISSIPPI--
 * THE GATEWAY BBS *
 InterNet: stace@tecnnet1.jcte.jcs.mil FidoNet: 1:3604/60.0
 601-374-2697 Hayes Optina 28.8 V.FC
 --MICHIGAN--
 * DC Productions *
 Email: dcpro!chetw@heifetz.msen.com
 616-373-0287
 V.Everything
 --MONTREAL--
 * GfxBase BBS*
 E-mail: ai257@freenet.hsc.colorado.edu Fidonet: 1:167/192
 514-769-0565 14.4
 --NEVADA--
 * PUP-TEK BBS *
 EMail: darkwolf@accessnv.com
 702-553-2403
 --NEW JERSEY--
 * T.B.P. VIDEO SLATE *
 Full Skypix menus + normal and ansi menu sets.
 201-586-3623 USR 14.4 HST
 * DLTACOM Amiga BBS *

```

(201) 398-8559
Fidonet: 1:2606/216.0
Internet: dltacom.camphq.fidonet.org (email only)
--NEW YORK--
* THE BELFRY(!) *
stiggy@dorsai.dorsai.org
718.793.4796      718.793.4905
--ONTARIO--
* COMMAND LINE BBS *
Canada's Amiga Graphics & Animation Source
416-533-8321 V.32
* REALM OF TWILIGHT BBS *
Usenet: realm.tdkcs.waterloo.on.ca      FIDO: 1:221/302      Fish: 33:33/8
519-748-9365 (2400 baud)      519-748-9026 (v.32bis)
--TENNESSEE--
* AMIGA CENTRAL! *
Internet mail: root@amicent.raider.net
615-383-9679 1200-14.4Kbps V.32bis
* NOVA BBS *
AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0      FidoNet 1:362/508.0
615-472-9748 USR DS 16.8
--VIRGINIA--
* NETWORK XXIII DATA SYSTEM *
EMail: gottfrie@acca.nmsu.edu
804-266-1763 v.42bis
Login: anon      Password: nopass
--WASHINGTON--
* FREELAND MAINFRAME *
Internet - freemf.wa.com
(360)412-0228 five lines - USR v.32bis
New users have immediate access to Amiga Report Downloads
* PIONEERS BBS *
FidoNet: 1:343/54.0
206-775-7983 24 hrs. Supra 28.8k v34
Login: Long Distance      Password: longdistance
Or File Request the MAGIC NAME: AR.lha

```

1.36 Distribution BBSes - South America

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

```

1.37 Dealers - Asia

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

```


--JAPAN--
 Grey Matter Ltd.
 1-22-3, Minami Magome
 HillTop House 2F suite 201
 Ota-ku, Tokyo 143
 Tel: +81 (0)3 5709-5549 Fax: +81 (0)3 5709-1907
 BBS: +81 (0)3 5709-1907 Email: nighty@gmatter.japan-online.or.jp

1.38 Dealers - Europe

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

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

--DENMARK--
Fribert Consult
C. T. Barfoeds Vej 2, 3. tv
DK-2000 FRB / Danmark
Phone: +45 31 87 98 64 Fax: +45 31 98 09 36
EMail: fribert@datashopper.dk Fido: 2:235/317.0
(mail order only!)

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

--GERMANY--
AMItch Systems GmbH
Ludwigstrasse 4
D-95028 Hof/Saale
VOICE: +49 9281 142812 FAX: +49 9281 142712
EMail: bsd@blacky.netz.sub.de
dcp, desing+commercial partner GmbH
Alfredstr. 1
D-22087 Hamburg
Tel.: + 49 40 251176 Fax: +49 40 2518567
EMail: info@dcp.de WWW: http://www.dcp.de
Hartmann & Riedel GdbR
Hertzstr. 33
D-76287 Rheinstetten
EMail: rh@fs.schiele-ct.de Fido: 2:2476/405.12
Voice: +49 (7242) 2021 Fax: +49 (7242) 5909
Please call first before visiting us, otherwise we may be closed.
Hirsch & Wolf OHG
Mittelstra_e 33
D-56564 Neuwied
Voice: +49 (2631) 8399-0 Fax: +49 (2631) 8399-31
Pro Video Elektronik
Ro
  
```

markt 38

D-63739 Aschaffenburg
 Tel: (49) 6021 15713 Fax: (49) 6021 15713
 --SPAIN--
 Amiga Center
 Argull

s, 127

08016 Barcelona
 Tel: (93) 276 38 06 Fax: (93) 276 30 80
 Amiga Center Alicante

rancisco, 85

48003 Bilbao (Vizcaya)
 Tel: (94) 444 98 84 Fax: (94) 444 98 84
 Donosti Frame
 Avda. de Madrid, 15
 20011 San Sebasti

n (Guipuzcoa)

Tel: (943) 42 07 45 Fax: (943) 42 45 88
 GaliFrame
 Galer

as Pr

ncipe, 22

Vigo (Pontevedra)
 Tel: (986) 22 89 94 Fax: (986) 22 89 94
 Invision
 San Isidro, 12-18
 28850 Torrej

n de Ardoz (Madrid)

Tel: (91) 676 20 56/59 Fax: (91) 656 10 04
 Invision
 Salamanca, 53
 46005 Valencia

Tel: (96) 395 02 43/44 Fax: (96) 395 02 44
 Norsoft
 Bedoya, 4-6
 32003 Orense

Tel: (988) 24 90 46 Fax: (988) 23 42 07
 PiXeLSOFT
 Felipe II, 3bis
 34004 Palencia

Tel: (979) 71 27 00 Fax: (979) 71 28 28
 Tu Amiga
 Plaza Pedro IV, 3
 08120 La Llagosta (Barcelona)

Tel: (93) 560 76 12 Fax: (93) 560 76 12
 vb soft
 Provenza, 436
 08025 Barcelona

Tel: (93) 456 15 45 Fax: (93) 456 15 45
 --NORWAY--

DataKompaniet ANS
 Trondheim Innovation Centre
 Prof. Brochs gt. 6
 N-7030 Trondheim

Tel: +47 7354 0373 Fax: +47 7394 3861

Email: datakompaniet@interlink.no

--UNITED KINGDOM--

Almathera Systems Ltd
 Southerton House / Boundary Business Court
 92-94 Church Road
 Mitcham, Surrey / CR4 3TD
 VOICE: (UK) 081 687 0040 FAX: (UK) 081 687 0490
 Sales: almathera@cix.compulink.co.uk Tech: jralph@cix.compulink.co.uk
 Brian Fowler Computers Ltd
 11 North St / Exeter
 Devon / EX4 3QS
 Voice: (0392) 499 755 Fax: (0392) 423 480
 Internet: brian_fowler@cix.compulink.co.uk
 Visage Computers
 27 Watnall Road
 Hucknall / Nottingham
 Tel: +44 (0)115 9642828 Tel/Fax: +44 (0)115 9642898
 EMail: visage@innotts.co.uk

1.39 Dealers - North America

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==                               Dealers - North America                               ==
=====

--CANADA--
  Animax Multimedia, Inc.
  196 Joseph Zatzman Drive
  Dartmouth, NS / B3B 1N4
  Ph: (902)468-AMAX Fax: (902)468-4341
  EMail: animax@ra.isisnet.com
  Atlantis Kobetek Inc.
  1496 Lower Water St.
  Halifax, NS / B3J 1R9
  Phone: (902)-422-6556 Fax: (902)-423-9339
  E-mail: atkobetek@ra.isisnet.com
  Computerology Direct
  Powell River, BC
  V8A-4Z3
  Call 24 hrs. orders/inquiries: 604/483-3679
  Amiga users ask for HEAD SALES REP for quicker response!
  Comspec Communications Inc
  74 Wingold Ave
  Toronto, Ontario, Canada M6B 1P5
  Computer Centre: (416) 785-8348 Sales: (416) 785-3553 Fax: 416-785-3668
  Internet: bryanf@comcorp.comspec.com, bryanf@accesspt.north.net
  ElectroMike Inc.
  1375 Boul. Charest Ouest
  Quebec, Quebec, Canada G1N2E7
  Tel: (418) 681-4138, (800) 463-1501 Fax: (418) 681-5880
  GfxBase Electronique, Inc
  1727 Shevchenko
  Montreal, Quebec
  Voice: 514-367-2575 Fax: 514-367-5265
  BBS: 514-769-0565
  National Amiga
  Oakville, Ontario
  Fax: 905-845-3295 EMail: gscott@interlog.com

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World Wide Web: <http://www.interlog.com/~gscott/NationalAmiga.html>

Oby's Amigo Computing Shop
 765 Barrydowne Rd
 Sudbury, Ontario, Canada P3A-3TG
 VOICE/FAX: (705) 524-5826
 All Amiga Computer Store Since 1990
 Software Supermart
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 Edmonton, Alberta, Canada T5H-2T1
 Voice: (403) 425-0691 Fax: (403) 426-1701
 EMail: ssmart@planet.eon.net
 Wonder Computers Inc.
 1315 Richmond Rd.
 Ottawa, Ontario, Canada K2B 8J7
 Voice: 613-596-2542 Fax: 613-596-9349
 BBS: 613-829-0909
 --=UNITED STATES==
 A&D Computer
 211 South St.
 Milford, NH 03055-3743
 Voice/Fax: 603-672-4700 BBS: 603-673-2788
 Internet: amiga@mv.mv.com
 AmegaByte!
 5001 Garrett Ave.
 Beltsville, MD 20705
 VOICE: (800) 834-7153 VOICE: (301) 937-1640
 FAX: (301) 937-1658 INTERNET: amega@globe.net
 Amigability Computers
 P.O. Box 572
 Plantsville, CT 06479
 VOICE: 203-276-8175
 Internet: caldi@pcnet.com
 Amiga-Crossing
 176 Gray Road, Unit 5
 Cumberland, ME 04021
 VOICE: (800) 498-3959 (Maine only) VOICE: (207) 829-3959
 FAX: (207) 829-3522 Internet: ewhite42@portland.caps.maine.edu
 Amiga Video Solutions
 1568 Randolph Avenue
 St. Paul, MN 55105
 Voice: 612-698-1175 Fax: 612-224-3823
 BBS: 612-698-1918 Net: wohno001@maroon.tc.umn.edu
 Applied Multimedia Inc.
 89 Northhill St.
 Stamford, CT 06907
 VOICE: (203) 348-0108
 Apogee Technologies
 1851 University Parkway
 Sarasota, FL 34243
 VOICE: 813-355-6121
 Portal: Apogee Internet: Apogee@cup.portal.com
 Armadillo Brothers
 753 East 3300 South
 Salt Lake City, Utah
 VOICE: 801-484-2791 Internet: B.GRAY@genie.geis.com
 Computer Advantage
 7370 Hickman Road

Des Moines, IA 50322
 Voice/Fax: 515-252-6167
 Internet: Number1@netins.net
 Computer Concepts
 18001 Bothell-Everett Hwy, Suite "0"
 Bothell, WA 98012
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 Computer Link
 6573 middlebelt
 Garden City MI 48135
 Voice: 313-522-6005 Fax: 313-522-3119
 clink@m-net.arbornet.org
 Computers International, Inc.
 5415 Hixson Pike
 Chattanooga, TN 37343
 VOICE: 615-843-0630
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 North Pole, Alaska 99705
 Vox: (907) 451-3285 BBS1 : (907) 488-2547 BBS2 & Fax: (907) 488-2647
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 Kalamazoo, MI 49001
 (616) 373-1985 (800) 9DC-PROD
 Email: dcpro!chetw@heifetz.msen.com
 Digital Arts
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 Bloomington, IN 47404
 VOICE: (812) 330-0124 FAX: (812) 330-0126
 BIX: msears
 Digital Castle
 4046 Hubbell Ave. Suite 155
 Des Moines, IA 50317-4434
 Voice: (515) 266-5098
 EMail: Sheep@netins.net
 HT Electronics
 275 North Mathilda Avenue
 Sunnyvale, CA 94086
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 4046 Hubbell Ave. Suite 155
 Des Moines, IA 50317-4434
 Voice: (515) 266-5098
 EMail: Sheel@netins.net
 HT Electronics
 275 North Mathilda Avenue
 Sunnyvale, CA 94086
 VOICE: 408-737-0900 FAX: 408-245-3109
 Portal: HT Electr kipp@rasputin.umd.edu
 Magic Page
 3043 Luther Street
 Winston-Salem, NC 27127
 Voice/Fax: 910-785-3695 E-mail: Spiff@cup.portal.com
 Contact: Patrick Smith
 MicroSearch

9000 US 59 South, Suite 330
Houston, Texas
VOICE: 713-988-2818 FAX: 713-995-4994
Mr. Hardware Computers
P.O. Box 148 / 59 Storey Ave.
Central Islip, NY 11722
VOICE: 516-234-8110 FAX: 516-234-8110
A.M.U.G. BBS: 516-234-6046
OverByte Industries, Inc.
661 Blanding Blvd. Suite 391
Orange Park, FL 32073-5048
Voice: 904-858-3348 E-mail: overbyte@jax.gttw.com
URL: <http://www.jkcg.com/Webmaster/Overbyte/index.html>

PSI Animations
17924 SW Pilkington Road
Lake Oswego, OR 97035
VOICE: 503-624-8185
Internet: PSIANIM@agora.rain.com
Raymond Commodore Amiga
898 Raymond Avenue
St. Paul, MN 55114-1521
VOICE: 612.642.9890 FAX: 612.642.9891

Slipped Disk
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Madison Heights, Michigan 48071
Voice: (810) 546-3475
BBS: (810) 399-1292 Fido: 1:120/321.0
Software Plus Chicago
2945 W Peterson Suite 209
Chicago, Illinois
VOICE: 312-878-7800
System Eyes Computer Store
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Merrimack, NH 03054-4642
Voice: (603) 4244-1188 Fax: (603) 424-3939
EMail: j_sauter@systemeye.ultranet.com

Zipperware
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Seattle, WA 98104
VOICE: 206-223-1107 FAX: 206-223-9395
E-Mail: jon@nwlink.com

1.40 Editorial and Opinion

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==                               Editorial and Opinion                               ==
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compt.sys.editor.desk      In defense of myself...
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Articles

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1.41 News & Press Releases

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==                               News & Press Releases                               ==
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    IPISA '95                     The Italian Amiga conference
    NA Amiga Dist.                The situation as it stands
    Soft-Logik's 10th             The company celebrates a decade
    Native Net                    A Native American BBS network
    Distant Suns                  Poor sales transfers publication

                                Wonder Expands
                                WCI increases the scope of its operations

                                Wonder signs Compton
                                AR's editor gets a job

                                AMG Gets Web Pages
                                The publishers of VTU on the WWW
    ShadowStart 1.3              Selective startup utility
    DoIcon 1.6                   Icon information manipulator
    HTML-Heaven 1.2              The HTML authoring suite
    Chris's Button Strip         HTML toolkit for Final Writer
    Amiga CDROM Guide            A comprehensive CD-ROM catalog
    Termite 1.10                 The terminal program upgrade
    Twist 2 Demo                 Relational database demo
    ShapeShifter 3.2             The shareware Mac emulator

                                Magic-Backgrounds
                                A collection of MWB patterns
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News from Amiga Tech UK
A talk with Sajjad Majid

Interview with Bourdin
A talk with Gilles Bourdin

Amiga Tech in Italy
Report from Italian distribution conference

I-Glasses
The specs on Escom's big push

IRC Conference: Bourdin
Two IRC conferences with the man

IFA Fair Report
An angle on Amiga Tech at IFA

IFA Fair Report
Another angle on the same

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POP3/SMTP netmail reader

Imagemaster R/t 1.60
Near TRIES to review the image package

Photogenics 1.25
A look at the updated version

Cybervision 64
The new graphics card revealed

Aminet CD 7
The CD that avoids monotony

Makin' Music CD-ROM
A complete audio collection

World Info '95 CD-ROM
An ambitious HTML creation

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Aminet Charts
Aminet Charts for 10-Sep-95

Aminet Charts
Aminet Charts for 18-Sep-95

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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

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The legal stuff

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 Aminet

 World Wide Web

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== Where to find Amiga Report ==
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 Arranged by Continent:

 Australia

 Europe

 North America

 South America

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

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

1.49 Dealer Directory

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==                               Dealer Directory                               ==
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Arranged by Continent:

Asia

Europe

North America

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