

ar230

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	<i>TITLE :</i> ar230		
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WRITTEN BY		March 29, 2025	

REVISION HISTORY

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About AMIGA REPORT	Dealer Directory
Contact Information and Copyrights	Amiga Dealer Addresses and Numbers
Where to Get AR	Commercial Products
Mailing List & Distribution Sites	Online Services, Dealers, Ordering
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Amiga Report International Online Magazine	
Issue No. 2.30	October 24, 1994
"THE Online Source for Amiga Information!"	
c.s.a.editor.desk	Amiga News
Distribution BBS's	Product Announcements
Emulation Rambler	AR Contest!
	AR Wants You!
	Dealer Directory
	Reader Mail
	AR Reader Survey

## SPECIAL FEATURES

## REVIEWS

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

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

Another week, another conference...

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

Now, to once again answer an accusation.

Commodore UK's management has, REPEATEDLY, been invited to conferences. They have been given my home number with a 24-hour invitation to call. Sharon McGuffie, a specialist at C= UK, has bothered Pleasance and Proudfoot on my account more than once with my invitation to online conferences. So far, they have not given her an answer to the invitations. Either yes or no. The minute they say yes, I'll scramble to get them airtime. I'm sure Portal, BIX, and Delphi will be ready to go as well. I'll say it again: I'm not trying to keep news from people. On the contrary, I'm trying to get as much as possible. When I find something out (the Chinese financial backing of the MBO), people accuse me of favoring CEI...presumably they think I'm making it up. I'm not. I got it verified through as many sources as possible: it's not possible at present to verify it with Commodore UK because of reasons I just explained.

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

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

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

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

That being said...enjoy the magazine.

1.9 Reader Mail

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

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

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

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

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

Here are some loose thoughts about ESCOM:

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

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

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

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

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

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

Dave Haynie:

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

My thoughts:

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

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

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

1.10 Press Releases

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== Press Releases                                     ==
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COMPANY NAME:    Black Tie Software

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

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

PRODUCT/PRICE:   Michaels Math Quiz $30

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

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

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

SYSTEM REQUIREMENTS:

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

AREXX COMPATIBLE: Yes

COMPANY NAME: Black Tie Software

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

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

PRODUCT/PRICE: ProWrite Tools \$25

DESCRIPTION:

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

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

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

SYSTEM REQUIREMENTS:

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

AREXX COMPATIBLE: Yes

PRODUCT: Structured Clipart

DESCRIPTION:

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

The images have the following features.

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

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

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

SYSTEM REQUIREMENTS:

See requirements for desktop publishing package used.

AREXX COMPATIBLE:

N/A

AVAILABILITY:

Estimated 4th Quarter 1994

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

IPISA'94

Incontro dei Programmatori Italiani per lo Sviluppo Amiga Fourth Edition

Saturday, November 19 1994

Milano, Italy

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

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

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

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

About past IPISA conferences

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

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

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

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

About this year's conference

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

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

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

The tentative schedule is:

9:00 AM - 10:00 AM	Registration
10:00 AM - 10:30 AM	Presentation and foreword
10:30 AM - 12:30 PM	Conference talks (part 1)
12:30 PM - 02:00 PM	Meal / Lunch break (see note)
02:00 PM - 02:30 PM	Amiga, CD 32 and MPEG Video DEMO
02:30 PM - 05:00 PM	Conference talks (part 2)
05:00 PM - 06:00 PM	Open Mike - Free questions and answers
06:00 PM - 06:30 PM	Closing talk

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

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

Wouter van Oortmerssen
Amiga E v3 (English)

Mirko Lalli
Amiga Expert Team and Uniware

Paolo Canali
Advanced issues about Amiga hardware

Giuseppe Ligorio
16 channel sound and blitter math operations

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

Gerardo Iula
AnimCommander: a fast anim player

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

Fausto Passariello
Multivariate statistic library

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

The IPISA Proceedings will feature additional papers from

Giovanni Gentile
Waiting for the Power Macintosh ;-)

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

Andy Finkel
Amiga surviving in a PC World (English)

Urban Mueller
Aminet reached 10,000 files (English)

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

The IPISA'94 committee has also planned a 100-person pizza party to be held

in an award winning pizzeria in Milan the same day at 9:30PM; reservations will be collected from the public in the morning.

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

The fees are:

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

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

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

Fees can be paid at the entrance.

For additional informations please contact:

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

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

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

For a good English speaker, you can call:

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Via California 22
I-20144 Milano MI

Phone: +39-2-4814850 (home, 9:00 PM - 11:00 PM)
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For a native German and good English and Italian speaker, you can call:

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INTERNET: spisser@dsi.unimi.it

Sincerely yours,

IPISA'94 Chair
Sergio Ruocco

1.11 CEI Conference on Delphi

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

.jcompton> Ok. First off, Alex, you can take this opportunity to give any sort of introductory info on yourself or CEI. Secondly, I think everyone (and I mean EVERYONE) would appreciate some sort of brief overview of the bidding process to come.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

AMIGA_ALEX> Oh no not Jason Again :)

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

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

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

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

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

RUSTYW> In past statements from the UK group, they are (where) hoping to get something going in time for Xmas, Since this will not happen do you think this will the blow to out of the bidding? (I hope)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

AMIGA_ALEX> Same time frame (late Feb).

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

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

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

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

TREYE> 2 more quick questions:

- 1) The Amiga is a perfect machine for professional Laser Shows. Do you see this as a target for the machine?
- 2) What happens to those people who have owned stock in Amiga???

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

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

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

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

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

AMIGA_ALEX> \$

BRIANKOK> heheh

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

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

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

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

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

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

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

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

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

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

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

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

Amiga free

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

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

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

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

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

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

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

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

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

AMIGA_ALEX> They include the US Army, NOAA, Walt Disney World, foreign governments, Medical Reaseach, the information markets. Many of you know that CEI has been distributing the Amiga line in Latin America. We established 20 major distributors while Commodore pulled out of those lucrative markets. Additionally, we are working with a PR and an advertising firm for some very creative adverts in this market.

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

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

AMIGA_ALEX> How 'bout BYTE?

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

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

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

.Mark> And Jason has the final question

AMIGA_ALEX> OH NO!

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

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

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

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

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

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

KEHLAND> Thanks

.Jeff> Thanks ... Take Care

INZANE> good luck

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

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

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

.Ardell> Good Luck Alex!

.Wizardess> Probably best to do it through Jason.

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

1.12 Wake-Up With Flowers

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== Wake-Up With Flowers	By: Lamar Morgan ==
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Worldwide News Media Wake-up Call w/Flowers

Through Amiga World and Amiga Report I have encouraged Amigans throughout

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

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

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

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

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

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

Ms. Molly Williams
Bloomberg Business News
Bloomberg Business Park
Route 518
Skillman, NJ 08558

Mr. Tim Rice
New York Times
229 West 43rd Street
New York, NY 10036

Ms. Laura Waffenschmidt
Future Watch
CNN
One CNN Center
Atlanta, GA 30348

Ms. Carla Wohl
The Crusaders
Buena Vista Television
500 S. Buena Vista Street
Burbank, CA 91521

Ms. Phyllis McGrady
Producer
ABC News
157 Columbus Avenue
New York, NY 10023

Mr. Neil Shapiro
Producer
NBC News
30 Rockefeller Center
New York, NY 10112

Mr. Paul Carroll
 Wall Street Journal
 200 Liberty Street
 World Financial Center
 New York, NY 10281

Mr. Jim Carlton
 Wall Street Journal
 201 California Street
 Suite 1350
 San Francisco, CA 94111

Ms. Sandy Sugawara
 Washington Post
 1150 15th Street, NW
 Washington, DC 20071

Ms. Connie Chung
 CBS News
 51 West 52nd Street
 New York, NY 10019

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

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

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

1.13 AmiNet Hits 10,000!

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

THE HISTORY

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

Yes, there were some notable events. There was a first go at integrating the boing archive into Aminet (thanks once again to the many, many volunteers who helped). Also, the manufacturer of the Aminet CD ROM's has

```

-----
235 396 609 389 431 287 333 419 502      642 709 814 660 588 568 648

```

Subdir size in megabytes: (total: 1713 M)

Growth factor since the 5000 files posting:

```

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

```

Number of files at some mirrors:

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

THE FUTURE

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

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

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

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

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

CREDITS

There are countless people who keep Aminet going. I'd like to thank them

all, but especially:

The uploaders	for writing freely distributable software and taking the pain write readmes and to upload them
Matthias Scheler	who helps a lot with the daily administration and moderation at wuarchive
The volunteers	who helped with integrating the boing software collection into Aminet
The mirror adms	for maintaining that large number of mirrors which made the success of Aminet possible
Fred Fish	for helping combine his software collection with Aminet
Martin Schulze	for his great job with beta testing the Aminet CD and for forwarding diskette contributions to Aminet
Stefan Ossowski	for producing the Aminet CD at a very low price
Chris Myers	for maintaining wuarchive.wustl.edu
Karl Frederick	for maintaining the Aminet mailing lists

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

1.14 AmiTCP 3.0b2 HowTo

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== AmiTCP 3.0b2: A HowTo                      By: Keith Christopher ==
=====
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Ok so you're back in school and you dialup the Academic computing center. You are riding down the information super highway sitting behind the cockpit of an amiga, It's unfortunate that you have this masterful multitasking machine and you are limited to one serial connection. Oh the things you could do if you could open more than one win- dow and while that ftp to the local aminet site that travels obviously through a 56K line somewhere has you reading the jolt cola can in your hand was happening you could be surfing along the internet dropping by all your favorite road side stops. My kingdom for a A2065 card and a network connection. A little more time goes by and you are reading the 5 empty cans on your desk as you download the latest bounty you've ftp'd from the aminet archive. You know there's something BIG going on in #amiga on the irc server, yet you have to wait; after all you only have one modem, one serial port, and no network connection. Sound familiar ? No?! Maybe you are in your basement and you have di- aled into the local on-ramp to the information super highway, same situation. There you are flipping screens between Adpro and Deluxe paint, you've already drawn your name several hundred times, there has to be more. Where's that #?S(\$*# on-ramp brochure. Hmm, lets see. . . . Meanwhile back at school you have decided that you will now be up all night pumped with caffiene and need to solve this problem, where did I put the Aca-

demic Computing notes and announcement bulletin ? Like an Archeologist you begin to explore the depths of the piles of disks and cables, then you spy it! Blowing the dust off reveals a big wad of gum stuck in the middle covering some bold face type, lets just carefully scrape it off. . . The only thing missing in this brochure is a bikini clad girl sitting behind a terminal. . . you open the brochure breaking the little white edge seal, oh there she is, what's this next to her ? You begin to read. . . As the gum comes off you begin sweating as you try not to damage the hidden informatin below. Worse yet, it's not even your gum. Your eyes light up as you see the message below. .. Your mouth slowly motions out the word. . . SLIP. . . That's it slip! You dance around a little happy with your new found information, then when the glow of discovery wears off you stop and begin thinking. . . Now what.

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

While several programs exist that simulate a SLIP or network connection, they do not talk IP. One of the most popular being Dnet by Matt Dillion of DICE fame. Dnet brought some tools to the Amiga that were under development on other platforms, and I still think it has one of the nicest irc clients available. (hint hint Matt, write one for AmiTCP !) The second being AUW. This program is much easier to install than Dnet but doesn't have the expanse of the tools as available for dnet. It does however, work well. By far AmiTCP is becoming one of the fastest and most popular packages available on the Aminet. Before I begin in the setup and configuration of AmiTCP, I will first need to explain a few terms I will be using. These are necessary to help you as the first timer, or the person stuck and not sure what to check an idea of how things work and how they relate to your setup.

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

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

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

a very critical part of talking on the internet, if the tables are incorrect the computers may lose the ability to talk to anyother machine off of their local network.

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

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

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

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

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

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

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

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

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

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

Default selection (intermediate [if you were an expert you wouldn't need this article would you ?]) Install for real and you decide if you

want to log it all. select the directory you want to install AmiTCP in. Selecting the default directory will save you lots of copying time and this is the main reason I suggest you unarchive it in its final home on your harddisk.

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

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

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

Installer will prompt you for a gateway machine IP address, <enter #7 if available, if not simply slick proceed.> Enter search Domain <enter item #2 click proceed, when prompted again click proceed> Enter the IP address of the Domain Name Server (DNS) <enter #8 then click proceed.> If another name servers IP address is provided by your internet provider you will be prompted to enter the information. if not simply click proceed again. Do you want AmiTCP to be started at system startup? Unless you have a FULL time SLIP connect I suggest you select NO, selecting YES here without a full time SLIP connection will cause AmiTCP to grab the serial.device and effectively disable it for other system uses. In a machine that has only one serial port, this can be an awful thing. Do you want the installer to make the desired changes to you s:user-startup ? select YES, this save alot of time editing the file and adding the aliases and a path to your user-startup. Do you want the inetd to be started at AmiTCP startup? Select YES. This program contains vital information for AmiTCP to access system re- sources. The system will tell you you are done and to reboot your machine.

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

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

Where angels fear to tread . . .

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

```

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

```

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

The first being the following line:

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

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

The devices are listed in the interfaces file as:

```

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

```

So we will change the line :

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

To read:

```
AmiTCP:bin/ifconfig slip0
```

and add a line that says:

```
AmiTCP:bin/ifconfig lo0
```

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

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

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

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

```
AmiTCP:bin/ifconfig slip0 128.220.67.50 128.220.67.180 netmask 255.255.0.0
```

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

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

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

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

The router's IP address is listed in your list of 11 prerequisites under item #9. The line beginning with a ";" is the comment line, this is not read by the system. The line "reads" pretty straight forward: call the `route` program and let me default route (unless otherwise specified) be 128.220.67.0. i.e. send my packets that go out of my local domain to this device so it may forward them to the recipient machine. The rest of the file can be left alone it is fine as it is. Double check your entries and save your file.

Back on high ground.

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

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

IP address	HOSTNAME	alias
128.220.67.13	dns.net.com	dns

This says to the system the IP address is assigned to the hostname and

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

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

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

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

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

Now that everything has been checked out and is set let's make a connection.

All setup and nowhere to go.

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

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

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

- 4) Once SLIP has been started on the host (either auto or manual), select release serial device from the menu or Iconify or quit the program while still online. The latter being a much sloppier way of freeing the

serial.device. The serial.device MUST be freed to start AmiTCP! If you are using Terminus for instance issuing AT&D0 before dialing will allow the modem to stay online after the terminal program is exited. (I added this to my startup init string.)

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

You should see something like the following:

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

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

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

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

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

1.15 Scrubference

AMIGA REPORT EXCLUSIVE SPECIAL!

The Long-Awaited Floor Scrubber Conference!

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

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

.Mark> The floor is now open to all

.jcompton> <scrub>

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

RUSTYW> Will this scurbber multitask?

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

RUSTYW> Jay and can several scrubber be networked?

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

.Del> And can the network be scrubbed?

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

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

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

.Jeff> Self-cleaning Drives?

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

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

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

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

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

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

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

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

RUSTYW> A buffer scrubber!!

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

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

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

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

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

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

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

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

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

JVANHOUTEN> bye all going to the FTP

RUSTYW> me too only I have to FTP some sleep

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

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

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

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

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

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

.Del> Or a scrubber...

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

1.16 Fish Styx

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

Fred, but this is just TOO exciting to keep secret!!)

Presenting...

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

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

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

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

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

"What's The Frequency, Irving?"

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

"Can You Feel The Load Tonight?"

A beautiful, sensitive ballad about network slowdown on IRC. From the soundtrack of the little-known Disney movie, THE LINELINK KING.

"Free Ware"

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

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

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

"Born To Run"

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

"For Those About To Hack, We Salute You"

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

"Ooooh, I Heard It From the Grapevine"

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

"Eleanor Mehdi"

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

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

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

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

Dan

1.17 Mc4000

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FOR IMMEDIATE RELEASE

COMMODORE INTERNATIONAL PURCHASED
BY MCDONALD'S CORPORATION

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

"We've had our eyes on Commodore for a long time," said Robert Burger,

official spokesperson for McDonald's. "For years, we've been thinking of expanding our operations into the computer market, and now we're ready to start cooking."

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

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

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

Dan

```

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

```

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This article may be freely distributed as long as it is distributed in its entirety. It may not be included in any publication without the written permission of the author. So nyaaah.

1.18 Review: Cybersphere

== Review: Cybersphere

By: Jason Compton ==

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

Most people have played some sort of Breakout game. If that doesn't ring

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

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

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

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

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

1.19 Review: GPFax

== Review: GPFax

By: Jason Compton ==

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

That said, it's time to worry about what it's supposed to do, and that's fax. And fax it does. Available now as a combined Group 1 and Group 2 package on the same disk (about time), GPFax is going to work with basically any faxmodem worth using. GPFax will send plain ASCII text (and

allows for formatting to things like bold and italic), IFFs, and files printed from virtually any Amiga word processor (I find it works very well with Final Copy/Writer) using a "printer" driver that automatically traps prints and places them into a special fax directory on your HD. The GPFax software can run on its own custom screen with a custom GUI (a takeoff on the Amiga's Intuition: marginally faster but does not allow for window layering) or on the Workbench. Take your pick. Faxes themselves can be viewed in basically any screen resolution you have available (the more resolution you have at your disposal, the better.) Serial drivers are selectable and may be shared, ARexx support is present...it's got what you need.

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

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

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

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

1.20 Review: Guardian

```
=====
== Review: Guardian                                     By: Jason Compton ==
=====
```

Give us a good CD32 game, so the call goes.

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

Give us Guardian. It's really that good.

For those who haven't played the demo yet, Guardian is a 3D remote-camera perspective game which finds its roots in the old game of Defender. The

upshot: Blow up all of the bad guys before they blow up your buildings.

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

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

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

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

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

(Acid Software)

1.21 Review: Workbench 3.1

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

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

PUBLISHER: Commodore-Amiga Inc.

Distributed and manufactured by Village Tronic Marketing GmbH,
Germany

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

PURCHASED FROM: Expert Services

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

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

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

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

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

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

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

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

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

The software uses the Commodore Installer program which makes things

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

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

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

The following sections contain a description of what objects are contained within each drawer of the new WB 3.1 -- they do not list every object in each drawer, just things that have been changed or added with the new WB release. All unlisted objects are assumed to be the same from WB 2.x to WB 3.1.

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

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

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

TOOLS: The Tools drawer contains one new commodity program, a mouse blanker. The mouse blanker is very simple, just double click its icon to

enable it. Whenever you type at the keyboard the pointer will disappear. To make the pointer reappear just move the mouse. I would have liked to see a better mouse blanker that would allow a user-defined time limit before blanking the mouse.

SYSTEM: Nothing new here.

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

* The DataTypes included with WB 3.1 are:

8SVX - IFF sound files

AmigaGuide - Amiga help files

FTXT - IFF text files

ANIM - ANIM-format animation files

CDXL - CDXL-format animation files

ILBM - Bitmap picture files

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

DblNTSC

High Res Laced - 640 x 800 4 colors

High Res No Flicker - 640 x 400 4 colors

Low Res Laced - 640 x 800 16 colors

Low Res No Flicker - 640 x 400 16 colors

DblPAL

High Res Laced - 640 x 1024 4 colors

High Res No Flicker - 640 x 512 4 colors

Low Res Laced - 640 x 1024 16 colors

Low Res No Flicker - 640 x 512 16 colors

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

* The new CD-ROM DOSDriver (CD0) allows you to access a connected CD-ROM drive by using the device name CD0:. This is quite a nice feature of WB 3.1, now any connected CD-ROM drive shows up as just another Workbench icon

like any other device -- no other software is necessary for basic CD-ROM access.

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

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

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

The set of color blocks are located at the upper left corner of the editor. You can click on any one of the colors to set its new value.

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

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

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

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

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

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

Background

Text

Important Text

Bright Edges

Dark Edges

Active Window Title Bar

Active Window Titles

Menu Background

Menu Text

At the bottom of the palette screen is a mock representation of a Workbench title bar, a pulldown menu, active and inactive windows, and various buttons and requesters. This allows you to get a visual idea of how any changes you make will appear, instead of having to use your changes and exit the palette editor numerous times. There are also several predefined palettes available from the pulldown menu

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

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

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

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

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

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

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

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

Choosing Display Options - You can emulate the Original Chip Set (OCS) on earlier Amigas by selecting the OCS button. This will allow you to use older programs that will not run correctly under the Enhanced Chip Set (ECS). Also, you can boot up in PAL or NTSC modes. You must have at least the ECS chipset to use these options. Users of Degradar will find these modes quite useful in getting older and PAL-based programs to work.

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

Board Number - The number of the expansion board

Manufacturer - The number of the maker of the board

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

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

* There are a few new AmigaDOS commands:

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

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

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

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

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

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

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

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

SUMMARY: I really love the new Workbench. It is a nice improvement over WB 2.1 and it is definitely worth investing in. I didn't notice too much software incompatibility, on an ECS machine with WB 3.1 you can expect about the same software compatibility as you have been accustomed to under WB 2.x. The addition of the new 3-D look, added hard drive speed with the new FFS, MultiView, graphics board support, eight new screen modes, CD-ROM support, new Preferences editors, Directory Caching, Early Startup Menus, and the added AmigaDOS commands make Workbench 3.1 a real winner. With the current uncertainty of the future for the Amiga it can't hurt to help support the platform and you would at least have the latest incarnation of the Workbench. Buy it -- you won't regret it!

1.22 Review: Network CD and CD32 SerNet Cable

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

Network CD
CD32 Sernet cable (null-serial cable)

BRIEF DESCRIPTIONS

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

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

AUTHOR/COMPANY INFORMATION

Name:Weird Science

I purchased both products from:

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

LIST PRICE

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

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

A CD32 is required.

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

Another Amiga to complete the link.

SOFTWARE

None.

COPY PROTECTION

None.

MACHINES USED FOR TESTING

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

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

GE S-VHS TV/Monitor.

INSTALLATION

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

CABLE REVIEW

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

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

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

In conclusion, for the price of \$30, this is a good deal for someone who would like to download a few small AGA Euro demos from another Amiga to watch on their TVs (note to AGA demo makers: make these things run on NTSC CD32s), or perhaps use their CD32 to view some nice HAM-8s. This is a good solution to for doing so.

NETWORK CD REVIEW

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

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

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

The only networking I have done has been with Envoy using slip.device and plip.device. I would have much rather seen them use an Envoy setup and these drivers. It would have allowed for a much cleaner and more reliable connection with full disk icons and full network compatibility. Using old junker programs like Parnet and sernet just don't cut it any more.

Actually it never did for me; Parnet has never been a viable choice in my opinion for networking. Sernet seems to be another hack that just doesn't cut it. This is only my judgement and whoever decides to use whichever is no concern of mine. :)

DOCUMENTATION

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

LIKES

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

DISLIKES AND SUGGESTIONS

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

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

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

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

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

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

COMPARISON TO OTHER SIMILAR PRODUCTS

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

BUGS

There are a few minor bugs, but nothing of concern. They used a separate Workbench backdrop setting program instead of the standard WBPattern program. This can cause conflicts with some programs including WBPattern and Font preferences, and the backdrop program itself can crash the machine if you try to take away the picture.

VENDOR SUPPORT

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

WARRANTY

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

CONCLUSIONS

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

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

BBS party. These will allow several users to jump online my BBS locally for cheap... yet another cool use of the CD32. :)

1.23 Review: The Deathbed Vigil

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

The Deathbed Vigil and other tales of digital angst is Dave Haynie's documentary of the last days of Commodore US and International as they knew it. It consists of a 20 minute tour of the nearly bare West Chester, PA plant and the people that remained in it days before the liquidation began (oh so long ago). It progresses to the "Last Layoff Party" at a nearby bar, where scores of Commodorians had hung out for years. It progresses to the Deathbed Vigil Party at Randell Jesup's house, where loads of stories pour out about the good and bad old days. It culminates in the ultimate act of condemnation: the spraypainting upon the Commodore speedbumps of the people they blamed for the collapse of the once-mighty computer company.

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

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

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

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

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

1.24 Review: Connect Your Amiga!

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

The book does its job. By no means dry, Dale initiates those who aren't in the know as to what it's all about, and at the same time tells those in the know (either previously or as a result of his overview) how it can be done. He covers faxing and EtherNet all the way up to Wide Area Networks, with such products as AmiLink inbetween. There's even a few generous references to Amiga Report, although it's mainly because he printed a ton of BBS and online service information from us.

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

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

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

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

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

1.25 AR Contest!

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

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

The Amiga Report contest is still going on, and it is not too late to enter. This ongoing monthly contest allows Amiga Report readers a chance to win software by either solving a puzzle or by entering a random drawing.

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

The second prize choice is the FutureShock audio CDROM, which was produced using Amiga computers by SideWinder. There are some Sidewinder music modules on Aminet that you may want to look at for a sample of the audio CD (\$12.95).

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

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

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

Previously we have offered the ARexx Reference Disk by Merrill Callaway, which was awarded to a previous winner. Contact Whitestone for more information (505) 268-0678. More prizes will be announced as they become available.

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

- THE MONTHLY DRAWING -

To enter the random drawing, select a number from 1 to 262,144 and send it to me at one of my addresses listed below, either by the postal service or email through the Internet. Also, you may enter by solving the following puzzle. The winner of this puzzle will be decided within the same time frame as the random prize, to allow the contest information to filter through the networks, and to allow your letters and postcards to come in.

- THE PUZZLE -

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

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

- TO ENTER -

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

Amiga Report Contest
c/o David Tiberio
6 Lodge Lane
East Setauket, NY 11733

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

In your letter or email, please provide the following:

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

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

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

- RULES AND REGULATIONS -

1. In the evnt that the editor's power supply fries, the contest for that month will have its deadline postponed to a later date, to be announced. Any contest entries for the random drawing will be added to the next month's drawing, to be held once per month near the beginning of the month.
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2. All prizes are donated. I cannot be held responsible for any damage caused by a prize. For example, if you leave your prize on the stairs and your grandmother slips on it, I will not pay her medical bills.
3. We are not doing this for any profit, and cannot be held responsible if we go out of business or are otherwise financially unable to give you anything! We are actively looking for submissions from other software authors.
4. Good things come to those who read the rules and regulations! Here is a tip to help you win: every problem is a trick problem, or gives you clues that are not part of the problem itself. Read the whole entire contest entry looking for clues. And read my other articles for more clues. I give some very obvious clues :).
5. If for any circumstance you are awarded a prize but do not receive it, contact me at (516) 476-1615. I will promptly attend to any mistakes that have been made.
6. These rules are subject to change at any time without warning!
7. The company that publishes Art Department skipped the key information.

- THE DISCLAIMER -

DISCLAIMER: This contest is being provided as a service to the Amiga community and all persons involved in running this contest cannot be held liable for anything that costs you money or lifetime pain and anguish. Rules are subject to change. All entries must be received by whenever TBA. Any entries beyond this date will be entered into the next contest, if any.

- THE CHANCE YOU WILL WIN -

Odds of winning are approximately 1:50 for the random drawing and 1:5 for the correct answer to the puzzle, based upon current entries.

SPECIAL THANKS to SideWinder for donating the Future Shock albums for inclusion in our contest, along with Merrill Callaway for his ARexx Reference Disk! SubVersion is donated by Point of View, and graphicRECALL is published by FOCUS GbR.

dtiberio@libserv1.ic.sunysb.edu

1.26 AmigaELM

TITLE

AmigaElm

VERSION

4 (4.159)

AUTHOR

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

DESCRIPTION

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

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

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

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

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

NEW FEATURES

Changes since version 3: (summary)

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

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

Very intelligent get-char-handling when started in terminal mode (Elm now accepts break signal when in terminal mode); thanks to Ralph

Babel. Also supports file notification when in terminal mode. [...]

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

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

(see file "History.Txt" for details)

SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher)

And for normal usage: a properly installed UUCP package. But can be configured to run without a UUCP package for processing ready-made mail-folders (eg, from your work or university).

HOST NAME

FTP/Internet: AmiNet and mirrors

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

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

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

DIRECTORY

pub/aminet/comm/mail

FILE NAMES

AmigaElm-v4.lha (binary and documentation)

DISTRIBUTABILITY

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

1.27 AmigaBase v2.00

TITLE

AmigaBase V2.00

VERSION

2.00, update to Version 1.31

COMPANY

None working for.

AUTHOR

Steffen Gutmann
Wiesentalstr. 30
73312 Geislingen/Eybach
GERMANY

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

DESCRIPTION

AmigaBase is a powerful programmable database with its own graphical user interface.

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

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

For more information see the ReadMe file in the archive.

NEW FEATURES since Version 1.31:

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

SPECIAL REQUIREMENTS

1 MByte RAM, more recommended.

HOSTNAME

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

DIRECTORY

/pub/aminet/biz/dbase

FILE NAMES

AmigaBase200.readme
AmigaBase200.lha

PRICE

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

DISTRIBUTABILITY

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

1.28 CompuScope 220 Driver

TITLE

CompuScope 220 Driver

VERSION

1.0

COMPANY

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

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

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

AUTHOR

Ty Sarna

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

DESCRIPTION

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

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

A demo disk is available. The demo disk contains gage_null.device, a demonstration and test version of the driver that doesn't require a CS220 or even an ISA/Zorro bus bridge. It simulates the operation of the gage_cs220.device and provides the same interface, and allows development of software for gage_cs220.device when hardware is not available. Since gage_cs220.device is a binddrivers-style device, and since gage_null.device is based on much of the same code, the gage_null.device is also a binddrivers style device and must be bound to an autoconfiguring board on your system. However, gage_null.device doesn't actually access the board it is bound to, so it is safe to bind the driver to any unbound board on your system. A ram expansion board is a good candidate.

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

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

SPECIAL REQUIREMENTS

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

A CompuScope 220 ISA Digital Oscilloscope board (naturally).

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

HOST NAME

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

DIRECTORY

/pub/aminet/biz/demo

FILE NAMES

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

PRICE

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

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

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

DISTRIBUTABILITY

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

This is commercial software.

OTHER

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

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

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

1.29 The Designer

TITLE

The Designer

VERSION

1.50

AUTHOR

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

DESCRIPTION

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

+You can create windows using all of the GadTools Gadgets,

- Boolean Gadgets and BOOPSI Objects. Images can be included in some of these Gadgets or just drawn on the window.
- +Creation of Menus is supported with every GadTools menu option available including using images in your menus. All menus are V39 NewLook by default.
 - +You can import IFF Images for use in windows, menus or just to be placed in your source code.
 - +Editing screens is easy and allows the use of custom palettes and you can redefine the pens.
 - +Create IDCMP handlers for windows and menus, just fill in the gaps.
 - +Create shell programs that will compile and run for most projects.
 - +Create Open Library and Open DiskFonts functions.
 - +Just about every tag that it is possible to support up to V40 of the OS is supported in everything.
 - +Full locale support with creation of .ct and .cd files automatically done.
 - +10 demonstration programs showing most features of The Designer, each one implemented in Asm, C and HSPascal.
 - +Extensive documentation in the form of AmigaGuide on-line help.
 - +Ability to import GadToolsBox files.
 - +Extensive customisation of code possible.
 - +Developer information on Producers supplied.
 - +Registered users can upgrade using the latest demo.

NEW FEATURES

Changes since V1.42

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

SPECIAL REQUIREMENTS

AmigaDOS 2.04 or higher
Some functions need higher.

HOST NAME

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

DIRECTORY

dev/gui

FILE NAMES

DesignerV1_50.lha (603703 bytes)

PRICE

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

version.

DISTRIBUTABILITY

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

1.30 EazyBBS

TITLE

EazyBBS (Mailbox)

VERSION

2.17

AUTHOR

Andreas M. Kirchwitz

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

DESCRIPTION

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

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

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

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

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

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

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

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

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

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

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

EazyBBS is comfortable but has no full-blown GUI. If the Workbench is your home and you even don't know how to spell the word "Shell" then EazyBBS is maybe not for you. But if you can handle a shell and if you like sophisticated software -- then you'll like EazyBBS ;)

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

NEW FEATURES

Changes since version 2.15 (summary):

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

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

SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher).

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

HOST NAME

FTP/Internet: AmiNet and mirrors

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

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

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

DIRECTORY

/pub/aminet/comm/bbs

FILE NAMES

EazyBBS-2.17.lha (binary and documentation)

DISTRIBUTABILITY

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

1.31 GFFT

TITLE

GFFT

VERSION

1.12

AUTHOR

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

DESCRIPTION

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

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

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

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

read as a user manual.

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

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

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

HOST NAME

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

DIRECTORY

/pub/aminet/misc/sci/

FILE NAMES

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

SPECIAL REQUIREMENTS

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

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

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

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

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

AmigaLibDisk (also GoldFish and FrozenFish CD-ROMs)

AmigaLibDisk 701 (Gnuplot 3.2)

PRICE

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

Donations are encouraged to help support future development.

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

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

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

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

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

DISTRIBUTABILITY

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

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

OTHER

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

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

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

At this time, GFFT is only available for Amiga.

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

The GFFT Network Distribution may be included with other freeware and commercial products under the terms of the GNU General Public License. There is no stated limit as to what may be charged for transferring a

copy of GFFT either by itself or in combination with other works, products, or services.

1.32 Gothic Tag v1.04

TITLE

Gothic Tag v1.04

AUTHOR

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

DESCRIPTION

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

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

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

NEW FEATURES

First release.

HARD- AND SOFTWARE-REQUIREMENTS

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

DOWNLOAD

Any Aminet site, e.g.

USA
ftp.wustl.edu 128.252.135.4 pub/aminet/

DIRECTORY

comm/fido

FILE NAMES

GothTag.lha
GothTag.readme

FURTHER SOURCES

FIDO:

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

PRICE

Gothware. Send me something black and gothic.

DISTRIBUTABILITY

Freely distributable but copyrighted.

1.33 Goth Test v1.0

TITLE

Goth Test v1.0

AUTHOR

James W Savage

Internet: bryce@gothic.demon.co.uk

Fidonet: 2:2501/307.13 @ Centronics BBS

DESCRIPTION

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

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

NEW FEATURES

First release.

HARD- AND SOFTWARE-REQUIREMENTS

Workbench 2.0 or better.

DOWNLOAD

Any Aminet site, e.g.

USA

ftp.wustl.edu 128.252.135.4 pub/aminet/

DIRECTORY

game/gag

FILE NAMES

GothTest.lha
GothTest.readme

FURTHER SOURCES

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

PRICE

Gothware. Send me something black and gothic.

DISTRIBUTABILITY

Freely distributable but copyrighted.

1.34 IBG Browser

TITLE

IBG Browser (browser)

VERSION

1.0

AUTHOR

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

E-Mail: MC7414@mclink.it

DESCRIPTION

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

IBG Browser is easy to use and it can:

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

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

- full gray scale
- standard false colors
- spectrum colors

SPECIAL REQUIREMENTS

AmigaOS 3.0 (or higher)

HOST NAME

FTP/Internet: AmiNet and mirrors

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

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

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

DIRECTORY

pub/aminet/gfx/show

FILE NAMES

37910 IBG_Browser.lha (binary and documentation)

PRICE

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

DISTRIBUTABILITY

Freely distributable, Copyright by the individual authors.

OTHER

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

1.35 OVAUG Online

TITLE

OVAUG Online

VERSION

N/A

AUTHOR

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

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

DESCRIPTION

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

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

NEW FEATURES

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

SPECIAL REQUIREMENTS

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

URL

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

PRICE

Just a little bit of your precious time.

DISTRIBUTABILITY

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

1.36 SCRIPT:

TITLE

SCRIPT:

VERSION

1.1

AUTHOR

Richard Rogers
rrogers@cs.washington.edu

DESCRIPTION

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

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

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

FEATURES

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

SPECIAL REQUIREMENTS

- AmigaDOS 1.2 or later

HOST

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

DIRECTORY

/pub/aminet/util/cli

FILE NAME

script.lha 5329 bytes

DISTRIBUTION

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

1.37 Yak v1.60

TITLE

Yak -- multi-purpose commodity

VERSION

1.60

AUTHORS

Gael Marziou and Philippe Bastiani.

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

DESCRIPTION

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

FEATURES

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

NEW FEATURES

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

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

SPECIAL REQUIREMENTS

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

HOST NAME

Software has been uploaded to the Aminet Site:

ftp.cdrom.com pub/aminet/new

and will be readily available on other Aminet sites.

DIRECTORY

/pub/aminet/util/cdity

FILE NAME

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

PRICE

There is no charge for use of this software.

DISTRIBUTABILITY

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

OTHER

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

1.38 Amiga Report Mailing List

```
=====
==                               Amiga Report Mailing List                               ==
=====
```

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to jcompton@bbs.xnet.com and in the body of the message ask nicely and briefly to be added to the list.

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

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

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

1.39 p5b-1-1

UUEncoding/Decoding

~~~~~

(thanks to Bob Tomasevich for the quick tutorial)

What is uuencoding and uudecoding?

-----

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

Why would I want to do this?

-----

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

What is the normal procedure?

-----

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

What does a uuencoded file look like?

-----

The start always has:

```
begin 644 <encoded file's name>
```

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

```
begin 644 happy-happy-joy-joy.txt
```

The encoded file begins right after:

```
M1TE&.#=A@`'+@`9<````$`*QB15=2.+&/@R(Y)XM8.=J]H+*%7BL6#8]F6EP_]
M*$#=E5"L?L-Z8A-: #60@$ ,9P27-4-YB#;4HY)U!L9KZNE\O"O["#;8]82SDF>
M&[%J4FI',. &:E`48#="4@SE41M61<R`@%R$\ ,9:..?&!Z=NWM_\V';H-D1TI`=
```

.. more lines like the above ..

```
M>(`)N(`-^(`1.($5>($9N($=^($A.(E>((IN((M^((Q.(,U>(:,YN(,]^(-!+
&V"\``@`[&
``
```

```
end                                <-- the end of the encoded file
```

```
size 151341                       <-- size of the original file
```

So, how would I do this on the Amiga?

-----

There are many uuencode/decode variants out there, but most usually have

kept the old UNIX command line, which can be confusing to novices, or, require you to remove all mail headers and other, non-uuencoded text.

Luckily, Asher Feldman took the time to write UUxt.

What is UUxT?

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

Tell me more.

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

CLI Version:

-----  
Running UUxT without any options gives the following:

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

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

Some example command lines:

1. Normal encoding - UUxt a filename.uue filename-to-archive
2. Normal decoding - UUxt x filename.uue
3. LhA archiving and encoding -

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

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

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

Workbench (GUI) Version:

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

```
|+| UUxT-GUI Frontend v1.0 (c)1993 Asher Feldman |
+-----+
| |InFile| |OutFile| |
| +-----+ +-----+ |
| (1) (2) (3) (4) |
| | | | |
```

```

| Operation |@| Decode | Lha Name | |
| +-----+ +-----+ |
| (5) (6) |
| |
| | START | |
| +-----+ |
| (7) |
+-----+

```

- (1) Clicking on this brings up a requester to select the file you want to perform the operation shown in gadget (5).
- (2) You can manually type here the filename of the file affected by the operation indicated in gadget (5).
- (3) Used only for encoding, brings up a requester to select where the encoded file should go. Selecting an existing file will cause the existing file to be replaced by the encoded file. You can also use this requester to create directories.
- (4) You can manually type the filename of the file to be the encoded file.
- (5) The operation to perform on file shown in (2). The operations are the four provided by UUxT (uuencode/uudecode/LhAEncode/LhADecode).
- (6) The name of the archive created with the LhAEncode option. Ignored when any other operation is selected.
- (7) Does the encode/decode/LhAEncode/LhADecode and pops up a requester indicating if the operation was successful or not.

I need this! Where can I get it?

-----  
 If you use the Internet from a local BBS, you may find it there. If not you can FTP it from wuarchive.wustl.edu, in the directory

pub/aminet/arc/UUxT.lha

It should also be on the Aminet mirrors.

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

Internet

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

## 1.40 Copyright Information

```

=====
==
==      _  _  _  _  _  _
==     / \  | \  / | | // \  / \
==    /  \  | \  / | | | (< _ /  \
==   /--- \ | \ / | | | \_|| /--- \
==  /_____ \
== /_____ \
==
== Amiga Report International Online Magazine
== October 24, 1994 ~ Issue No. 2.30
==
=====

```

```

==                Copyright 1994 SkyNet Publications                ==
==                All Rights Reserved                                ==
=====

```

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## 1.41 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 at the lowest price I'm authorized.

All prices are in \$US.

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

| Backdrop series) | | |

---

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

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

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

---

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

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

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

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

## 1.42 Area52 Price Listing

AREA52 Price Listing for September/October 1994.

~~~~~

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

17" AOC SVGA monitor, digital controls, .28mm 1280x1024 NI	\$625
14" SVGA monitors, many brands, .28mm, 1024x768 NI	260
Warp Engine 68040 for A4000, 0mhz, SCSI2	750
Cyberstorm 68040 for A4000, 0mhz	750
Personal Animation Recorder	1499
Conner 540 megabyte IDE hard drive, PAR compatible	299
Conner 810 megabyte IDE hard drive	499
Conner 1.0 gigabyte IDE hard drive, PAR compatible	625
Micropolis 2210A 1.0 gigabyte hard drive, IDE, PAR compatible	699
Micropolis 2217A 1.7 gigabyte hard drive, IDE, PAR compatible	950
Micropolis 2210 1.0 gigabyte hard drive, SCSI2	699
Micropolis 2217 1.7 gigabyte hard drive, SCSI2	950
Micropolis 2217AV 1.7 gigabyte hard drive, SCSI2	999
Fujitsu 530 megabyte SCSI hard drive	350

Fujitsu 1.0 gigabyte SCSI hard drive	625
Samsung 251 megabyte IDE hard drive	199
Samsung 426 megabyte IDE hard drive	250
Barracuda 2.1 gigabyte SCSI2 hard drive	1350
Barracuda 4.2 gigabyte SCSI2 hard drive	2599
Seagate 42 megabyte 2.5" IDE hard drive for A1200, A600	150
Seagate 210 megabyte 2.5" IDE hard drive for A1200, A600	299
Seagate 340 megabyte 2.5" IDE hard drive for A1200, A600	425
Seagate 524 megabyte 2.5" IDE hard drive for A1200, A600	625
External drive bays	1 drive bay \$99. 2: \$150, 4: \$250, 8: \$475

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

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

1.43 Delphi

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

Amiga Report International Online Magazine and the Amiga Report Coverdisk are available in the Amiga SIG on DELPHI. Amiga Report readers are invited to join DELPHI and become a part of the friendly community of Amiga enthusiasts there.

SIGNING UP WITH DELPHI ~~~~~

Using a personal computer and modem, members worldwide access
DELPHI services via a local phone call

JOIN -- DELPHI -----

Via modem, dial up DELPHI at 1-800-695-4002
then...
When connected, press RETURN once or twice
and..
At Username: type JOINDELPHI and press RETURN,
At Password: type AMIGAUSER and press RETURN.

For more information, call
DELPHI Member Services at 1-800-695-4005

SPECIAL FEATURES -----

* Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and

- more! (Internet option is \$3/month extra)
- * SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.
 - * An active Amiga SIG hosting conferences, Usenet, Latest wares, and FTP Gopher coming soon
 - * Large file databases!
 - * SIGs for hobbies, video games, graphics, and more!
 - * Business and world news, stock reports, etc.
 - * Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.44 Portal

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

The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information

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

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

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

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

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

- * 2.5 GIGabytes of Amiga-specific file space - we have so much Amiga Stuff online, we've lost count!
- * The *entire* Fred Fish collection of freely distributable software, online. ALL 1000 disks!
- * Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
- * Twenty Amiga vendor areas with participants like AmigaWorld, Elastic Reality (ASDG), Soft-Logik, Apex Publishing, and others.
- * 38 "regular" Amiga libraries with over 10,000 files. Hot new stuff arrives daily.
- * No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
- * Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. We

have given away thousands of bucks worth of Amiga prizes - more than any other online service.

- * Vast Message bases where you can ask questions about *anything* Amiga related and get quick replies from the experts.
- * Amiga Internet mailing lists for Imagine, DCTV, LightWave, EGS, Picasso, OpalVision & others feed right into the Zone message bases. Read months worth of postings. No need to clutter your mailbox with them.
- * FREE unlimited Internet Email with 5 meg of free storage.
- * A FREE UNIX Shell account with another 5 meg of free storage.
- * Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
- * Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, UNIX, Science Fiction, Disney, and dozens more. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever. You never worry "Ooops... Am I paying for this area?" again!
- * The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
- * Portal was THE FIRST online service to offer a full package of Internet features: IRC, FTP, TELNET, 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 in the USA,
or telnet to "portal.com" from anywhere.

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

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

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

1.45 Aminet

Aminet
~~~~~

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

## 1.46 World Wide Web

World Wide Web  
~~~~~

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

Simply tell Mosaic to open the following URL:
<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/News/AR/index.html>

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

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

1.47 Omaha Amiganet

* OMAHA AMIGANET *
Official Amiga Report Distribution Site
* Running DLG Professional *
Andy Wasserman, Sysop
24 hrs - 7 days
FidoNet: 1:285/11
AmigaNet: 40:200/10
Line 1: 402-333-5110 V.32bis
Line 2: 402-691-0104 USR DS
Omaha, Nebraska

1.48 NOVA

* NOVA BBS *
Official Amiga Report Distribution Site
Support BBS of The Chattanooga Amiga Users Group
* Running MEBBSNet BBS *
Wayne Stonecipher, Sysop
AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0
FidoNet 1:362/508.0
An Amiga Software Distribution Site (ADS)
615-472-9748 USR DS 16.8 24hrs - 7 days

Cleveland, Tennessee

All AR back issues are kept online.
 All new users receive access to the AR on the first call.
 Any AR issue may be file requested with proper name.
 To obtain the current issue you may FReq
 Proper name, AR.LHA or simply AR

1.49 PIONEERS BBS

* PIONEERS BBS *
 ** A PREMIER GENEALOGY BBS **
 ** WEST COAST - Amiga Virus Busters Support BBS **
 ** CD32 REVIEW Support BBS **
 AND NOW
 Official Amiga Report Distribution Site
 * Running EXCELSIOR! BBS *
 Michael & Marthe Arends, Sysops
 FidoNet: 1:343/54.0
 206-775-7983 Supra 14.4k v32.bis 24hrs - 7 days
 EDMONDS, Washington

New users can call and get ANY copy of Amiga Report. Just call using the Name "Long Distance" and the password "Longdistance" (without the quotes of course). Users using this account will have full access to ALL past and present issues of AMIGA REPORT starting with the premier issue. The latest issue of Amiga Report can be Freq'ed (FileREQusted) from here as "AR.LHA", Freq's are valid at ANY time.

1.50 CIUA BBS

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

1.51 Amiga Junction 9

* AMIGA JUNCTION 9 *
 Official Amiga Report Distribution Site -- United Kingdom
 * Running DLG Professional *
 Stephen Anderson, Sysop
 Sysop Email: sysadmin@junct9.demon.co.uk

Line 1 +44 (0)372 271000 14400 V.32bis/HST FidoNet 2:440/20

Line 2 +44 (0)372 278000 14400 V.32bis only FidoNet 2:440/21
Line 3 +44 (0)372 279000 2400 V.42bis/MNP

Voice: +44 (0)956 348405 (24hrs) Direct Sysop Voice Line

Internet: user_name@junct9.royle.org

Special Interest Areas: - Bjork / Sugarcubes Fan Club
- Research of Lucid Dreaming

1.52 BitStream BBS

* BITSTREAM BBS *
The BBS of the Nelson (NZ) Amiga Users Group
Official Amiga Report Distribution Site
* Running Xenolink 1.0 Z.3 *
Glen Roberts, Sysop
FidoNet 3:771/850
+64 3 5485321 Supra V.32bis 24hrs - 7 days
Nelson, New Zealand

1.53 Realm of Twilight

* REALM OF TWILIGHT BBS *
Official Amiga Report Distribution Site -- Canada
* Running Excelsior! BBS *
Thorsten Schiller, Sysop
Usenet: realm.tdkcs.waterloo.on.ca
UUCP: ...!uunet.ca!tdkcs!realm
FIDO: 1:221/302
Fish: 33:33/8
24hrs - 7 days
519-748-9365 (2400 baud)
519-748-9026 (v.32bis)
Ontario, Canada

Hardware: Amiga 3000, 105 Meg Quantum, 213 Meg Maxtor, 5 megs RAM

1.54 Metnet Triangle

METNET TRIANGLE SYSTEM
Official Amiga Report Distribution Site
UK Support for Mebbsnet
* Running Mebbsnet and Starnet 1.02a *
Jon Witty, Sysop
FIDO: 2:252/129.0
24 hrs - 7 days

Line 1: 44-482-473871 16.8 DS HST
Lines 2-7: 44-482-442251 2400 (6 lines)
Line 8: 44-482-491744 2400
Line 9: 44-482-449028 2400
Voice helpline 44-482-491752 (anytime)

Fully animated menus + normal menu sets.
500 megs HD - Usual software/messages
Most doors online - Many Sigs - AMIGA AND PC SUPPORT
Very active userbase and busy conference
Precious days and MUD online. AMUL support site.

1.55 Amiga-Night-System

* AMIGA-NIGHT-SYSTEM *
Official Amiga Report Distribution Site - Finland
* Running DLG Professional *
Janne Saarme, Sysop
24 hrs - 7 days
InterNet: luumu@fenix.fipnet.fi
FidoNet: 2:220/550.0
+358-0-675840 V.32bis
Helsinki, Finland

1.56 Ramses Amiga Flying

* RAMSES THE AMIGA FLYING *
Official Amiga Report Distribution Site -- France
* Running DLG Professional *
Eric Delord, Sysop
Philippe Brand, Co-Sysop
Stephane Legrand, Co-Sysop
Internet: user.name@ramses.gna.org
Fidonet: 2:320/104
+33-1-60037015 USR DS 16.8
+33-1-60037713 V.32bis
+33-1-60037716 1200-2400

Ramses The Amiga Flying BBS is an Amiga-dedicated BBS running DLG-Pro on a Amiga 3000, 16MB RAM, 2GB Disk space, 3 lines.

We keep a daily Aminet site mirroring, NetBSD-Amiga complete mirror site from ftp.eunet.ch (main site), Amiga Report, GNU Amiga, Ramses is the SAN/ADS/Amiganet French coordinator.

1.57 Gateway BBS

* THE GATEWAY BBS *
 Official Amiga Report Distribution Site
 * Running Excelsior! BBS *
 Stace Cunningham, Sysop
 Dan Butler, CoSysop
 24 hrs - 7 days
 InterNet: stace@tecnnet1.jcte.jcs.mil
 FidoNet: 1:3604/60.0
 601-374-2697 Hayes Optina 28.8 V.FC
 Biloxi, Mississippi

1.58 EMERALD KEEP BBS

* Emerald Keep BBS *
 Official Amiga Report Distribution Site
 * Running DLG Professional *
 Michael mac Nessa, Sysop
 24 hrs - 7 days
 FidoNet: 1:2250/2
 AmigaNet: 40:206/1
 618-394-0065 USR 16.8k DS
 Fairview Heights, IL

1.59 Amiga BBS

* Amiga BBS *
 Official Amiga Report Distribution Site
 * Running Excelsior! BBS *
 Alejandro Kurczyn, Sysop
 FidoNet 4:975/7
 First Amiga BBS in Mexico
 (5) 887-3080 9600 V32,MNP
 Estado de Mexico, Mexico

1.60 The Stygian Abyss

* THE STYGIAN ABYSS BBS *
 312-384-0616 14.4 USR Courier HST
 312-384-6250 14.4 Supra V.32 bis (FREQ line)
 312-384-0716 2400 USR Courier

 FIDONet-1:115/384.0 CLink-911:6200/2.0 NWNet-206:310/0.0--206:310/1.0
 PhantomNet Central States Coordinator-11:2115/0.0--11:2115/1.0
 FaithNet Central States Coordinator-700:6000/0.0--700:6000/1.0
 AMINet Chicagoland HUB-559:2/5.0
 Chicago, Illinois

Over 4 GIGS of files I Over 3700 MODS I Over 120 On-Line Games

Tons of digitized sounds I Over 15,000 GIFS
Supporting: Amiga I IBM I Macintosh I C=64/128
SIR SAMMY-SysOp Enter.....If you dare!!

1.61 Amiga Do PC BBS

* AMIGA DO PC BBS *
Official Amiga Report Distribution Site - Brazil
* Running Excelsior! v 1.18 *

+55-192-33-2260
Weekdays: 19-07 (-3 GMT)
Weekends: 24 hours
Fidonet: 4:801/44
RBT: 12:1212/1
Virinet: 70:101/17

Internet: fimoraes@dcc.unicamp.br
Francisco Moraes, sysop
Campinas, SP

Freq AREPORT for the newest issue available.

1.62 Comm-Link BBS

* COMM-LINK BBS *
Official Amiga Report Distribution Site
* Running Excelsior Pro *
604-945-6192 USR DS 16.8
24 hrs - 7 days
Fido: 1:153/210.0
AmigaNet 40:800/9100.0
InterSports: 102:540/305.0
PussNet: 169:1000/305.0
InterNet: steve_hooper@comm.tfbbs.wimsey.com
Steve Hooper, Sysop
Port Coquitlam, B.C. Canada

1.63 Phantom's Lair

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

1.64 Tierra-Miga BBS

```

Tierra-Miga  BBS
  Software: CNet
  Gib Gilbertson
    24 hours - 7 days
FidoNet:      1:202/638.0
AmigaNet:     40:406/3.0
Internet:     torment.cts.com
Line #1:      619.292.0754 V32.bis
City:         San Diego, CA.

```

1.65 Moonlight Sonata DLG

```

M O O N L I G H T   S O N A T A   D L G

* Amiga Report Official Distribution Site *
  * DAS ModPlayer Support *

      2 Nodes *FREE PUBLIC* Amiga BBS
MIDI-tunes, MIDI-utils, Modules, Amiga-files
      Messages, Door-games, MUD...
      Also patches for several synths!
      (About 100MB of ProTracker Modules!)

Node #1 - +358-18-161763 - ZyXEL V32b 19200
Node #2 - +358-18-161862 - HST DS V32 14400
      Fidonet: 2:221/112.0

      Keyboards: Erno Tuomainen

      Amiga3000 25MHz - 1.3Gigs HD
      BBS Software: Dialog Pro BB/OS

```

1.66 Continental Drift

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

```
\          / CONTINENTAL DRIFT BBS  
 \        / (+61) 2 949 4256  
  \      / Murray Chaffer * Andre Lackmann * Dale Cohen  
   \    /  
    \  / Amiga * IBM * Macintosh  
     \| : : :  
  :\   | : : :800Mb+ Online - USENET News - Internet Mail  
   \|  | : : Local Mail - FIDOnet Mail - Shareware Regos  
  :\   | : :Online Games - Aminet, FISH, Euro CD-ROMs  
   \|  | : :  
  :\   |/: : :Amiga Report * CD-32 View * Frontier Consoles  
   \|  | * Computer underground Digest *  
    \  /
```

```
**Online shareware registrations**
```


\ / \ / Files daily from Aminet * ADS/SAN

=====

1.67 Amiga Online Bs Heemstede

Amiga Online Bs Heemstede

* Headquarters of Online Products *

Official Amiga Report Distribution Site -- The Netherlands

* Running Xenolink 1.90 *

Your SysOp is Michiel Willems

24 hours a day - 7 days a week

Fidonet : 2:280/464.0
 DAN Host HQ : 55:100/1.0
 Amynet Host : 39:151/1.0
 NLA : 14:102/203.0
 BOSnet Hub : 99:999/2.0
 e-mail SysOp : michiel@aobh.xs4all.nl

Line 1 +31-23-282002 14400 v32bis Supra
 Line 2 +31-23-470739 14400 v32bis Supra

Heemstede, The Netherlands, Europe, The Earth

Very nice menu's
 660 Megs HD online - ALOT of software
 ALOT of messages - VERY fast BBS program
 Point support - Lot's of doors online
 Just freq AR of AR.LHA for the latest issue available

The system is running on an Amiga 2000 with a HARMS-Prof-3000 030
 turboboard at 29Mhz and a copro at 50Mhz, 7MB RAM, 660 Meg HD space
 and soon 1 Gigabyte HD space.

Every issue from Amiga Report Magazine online as far as the first issue.

1.68 The Kobayashi Alternative BBS

T H E K O B A Y A S H I A L T E R N A T I V E B B S

Supporting the Central Maine since 1985!

7 In-Dial lines (All 14.4 Compatable)
 Support for IBM/Windows, Amiga, MAC and CNet BBS Support
 On-Line Games (over 100)
 Internet Newsgroups and Usenet Mail

```
FidoNet Echo Areas   FidoNet: 1:326/404.0
(207)/784-2130 \    TKA
(207)/946-5665  \    Local
(207)/353-7224  /    Access
(207)/377-3214  /    Lines
```

1.69 In The MeanTime

*** System down temporarily -- Don't call except for FAX ***

```
      * IN THE MEANTIME BBS *
Official Amiga Report Distribution Site
      * Running AXShell *
      Robert Niles, Sysop
      rniles@imtired.itm.com
509-248-5645  Supra V.32bis  24hrs - 7 days
      Yakima, Washington
```

***** Notice *****

Those who call for the latest edition of Amiga Report, and who do not wish to establish an account, at the first login: prompt type "bbs", at the second login: prompt type "guest".

Once in type "ARMAG" (without the quotes) at any prompt.

1.70 Freeland Mainframe

```
      * FREELAND MAINFRAME *
Offical Amiga Report Distribution Site
      * Running DLG Progeessional *
      John Freeland, SysOp
206-438-1670  Supra 2400zi
206-438-2273  Telebit WorldBlazer(v.32bis)
206-456-6013  Supra v.32bis
              24hrs - 7 days
      Internet - freemf.eskimo.com
              Olympia, Washington
```

1.71 LAHO

```
      * LAHO BBS *
Official Amiga Report Distribution Site -- Finland
      * Running MBBS *
      Lenni Uitti, SysOp
Juha Mkinen, SysOp (Amiga-areas)
Tero Manninen, SysOp (PC-areas)
      +358-64-414 1516, V.32bis/HST
      +358-64-414 0400, V.32bis/HST
```

+358-64-414 6800, V.32/HST
+358-64-423 1300, V.32bis
Seinjoki, Finland

Our host machine is a 386/33 with 20MB of memory, 1GB harddisk and a CD-ROM drive running in a Novell network. The BBS software is a Norwegian origin MBBS running in a DesqView windows.

We have now (26th March 1994) over 10000 files online (mostly for the Commodore Amiga line of the personal computers.)

Every user has an access to download filelist (LAHOFIL.ZIP), list of the Finnish 24-hour BBS's (BBSLIST.ZIP or BBSLIST.LHA) and every issue of the Amiga Report Magazine (AR101.LHA-AR???.LHA) even on their first call.

1.72 Falling BBS

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

1.73 Command Line BBS

* COMMAND LINE BBS *
Official Amiga Report Distribution Site -- Canada
Canada's Amiga Graphics & Animation Source
* Running AmiExpress BBS *
Nick Poliwko, Sysop
416-533-8321 V.32 24hrs - 7 days
Toronto, Canada

1.74 Leguans Byte Channel

* LEGUANS BYTE CHANNEL *
Official Amiga Report Distribution Site -- Germany
* Running EazyBBS V2.11 *
Andreas Geist, Sysop
Usenet: andreas@lbcmbx.in-berlin.de
24 hrs - 7 days
Line 1: 49-30-8110060 USR DS 16.8
Line 2: 49-30-8122442 USR DS 16.8

Login as User: "amiga", Passwd: "report"

* GURU MEDITATION *

Official Amiga Report Distribution Site -- Spain

* Running Remote Access *

Javier Frias, SysOp
+34-1-383-1317 V.32bis
24 hours - 7days
Spain

1.79 LINKSystem LINK-CH1

LINKSystem LINK-CH1
Official Amiga Report Distribution Site - Switzerland
in local newsgroup link-ch1.ml.amiga-report

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

+41 61 3215643	V32bis/Zyx16800
+41 61 3832007	ISDN X75/V110
+41 61 3832008	ISDN X75/V110

1.80 Doom of Darkness

* Doom of Darkness *

* Home of AmBoS *

Official Amiga Report Distribution Site -- Germany

Marc Doerre (Marc_Doerre), Sysop (BBS-Owner/AmBoS-Support)
Bernd Petersen (TGM), Sysop (Amiga-Software-Support)
Gerhard Luehning (Klaro), Co-Sysop (Aminet-Support)
Kai Szymanski (Kai), Co-Sysop (AR-Support/AmBoS-Support)

Usenet: user_name@doom.ping.de

Line 1	+49 (0)4223 8355 19200	V.42bis/Zyx
Line 2	+49 (0)4223 3256 16800	V.42bis/Zyx
Line 3	+49 (0)4223 3313 16800	V.42bis/Zyx

Sysop Email: marc_doerre@doom.ping.de
AR-Infoservice : kai@doom.ping.de

1.81 RedEye BBS

REDEYE BBS

* Running EXCELSIOR/UUCP/AFAX *

"Official Amiga Report Distribution Site Germany/Europe"

Sysop: Thorsten Meyer

Internet: sysop@redeye.muc.de

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

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

1.85 Amiga Professional BBS

```

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

1.86 Dealer Directory

```

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

```

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

```

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

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

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

Atlantis Kobetek Inc.
1496 Lower Water St.
Halifax, NS, Canada, B3J 1R9
Phone: (902)-422-6556
Fax: (902)-423-9339
BBS: (902)-492-1544
Internet: aperusse@fox.nstn.ns.ca

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

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

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

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

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

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

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

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

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

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

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

MusicMart: Media Sound & Vision
71 Wellington Road
London, Ontario, Canada
VOICE: 519-434-4162

FAX: 519-663-8074
BBS: 519-645-2144
FIDO: 1:2401/200
AmigaNet: 40:550/1
MaxNet: 90:204/1
InterNet: koops@gaul.csd.uwo.ca

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

Software Plus Chicago
3100 W Peterson Avenue
Chicago, Illinois
VOICE: 312-338-6100

Zipperware
626 S. Washington
Seattle, WA 98104
VOICE: 206-223-1107
FAX: 206-223-9395
E-Mail: Jon.Funfar@p0.f203.n138.z1.fidonet.org
"Seattle's Last (great) Amiga Store!"
Wonder Computers Inc.
1315 Richmond Rd.
Ottawa, Ontario, Canada K2B 8J7
Voice: 613-596-2542
Fax: 613-596-9349
BBS: 613-829-0909

CYNOSTIC
Office 01,
Little Heath Industrial Estate,
Old Church Road,
Coventry.
CV6 7NB
UNITED KINGDOM
Tel: +44 (0)203 681687
Fax: +44 (0)203 638508
David Cassidy email: bsupa@csv.warwick.ac.uk

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

Grey Matter Ltd.
Amiga RuleZ!
1-22-3, Minami Magome
HillTop House 2F suite 201
Ota-ku, Tokyo 143
Japan

Tel:+81 (0)3 5709-5549
Fax:+81 (0)3 5709-1907
and of course the BEST Amiga BBS in Japan
BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H)
Email: nighty@gmatter.japan-online.or.jp

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

Magic Page
3043 Luther Street
Winston-Salem, NC 27127
910-785-3695 voice/fax
Spiff@cup.portal.com

Keizer Tech
3881 River Rd N
Keizer, OR 97303
USA
Voice: 393-5472

Computer Link
Your Amiga/PC connection.
6573 middlebelt
Garden City MI 48135
USA
313-522-6005 Voice
313-522-3119 Fax
clink@m-net.arbornet.org

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

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Customer Service Centre Head Office
4704E - 49 Ave. R.R. 1
Camrose, Alberta Ohaton, Alberta
Canada Canada
T4V-3K9 T0B-3P0

VOICE: (403) 679-2242
FAX: (403) 672-0303
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1.87 Editorial and Opinion

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

compt.sys.editor.desk
```

1.88 News and Features

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

    Press Releases          Stuff people want you to know.

CEI Conference on Delphi    Yet another AR conference

    Wake-Up With Flowers    News Media Wake-Up Call

    AmiNet Hits 10,000!     Celebratory information

    The Humor Department    Just a couple of snicks
```

1.89 FTP and Product Announcements

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

    AmigaElm                The popular mail reader

    AmigaBase v2.00          Powerful, programmable database

CompuScope 220 Driver       Drive ISA oscilloscopes!

    The Designer             GUI creator

    EazyBBS                  A multi-user UUCP capable BBS

    GFFT                     Audio spectrum analysis

    Gothic Tag v1.04         Automatic taglines

    Goth Test v1.0           How Gothic Are You?

    IBG Browser              A browser for the NASA CD-ROMs
```

OVAUG Online Ooooh...competition. :)

SCRIPT: A Unix "script" clone

Yak v1.60 The multi-purpose commodity

| The 10 most downloaded files from Aminet during the week until 23-Oct-94
| Updated weekly. Most popular file on top.

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

1.90 The Humor Department

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

Scrubference Long awaited C= floor scrubber discussion

Fish Styx The latest from BLAZEMONGER

Mc4000 Also the latest from BLAZEMONGER...

1.91 Reviews

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=====
==                               Reviews                               ==
=====
```

Cybersphere A standout Arkanoid clone

GPFax Faxing Amiga style

Guardian A wonderful CD32 offering

Workbench 3.1 Speaks for itself.

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

The Deathbed Vigil The film that captures the end of C=
Connect Your Amiga! The book that Dale Larson signs

1.92 About AMIGA REPORT

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

AR Staff The Editors and writers
Copyright Information The legal stuff

1.93 The Staff

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

Editor: Jason Compton
Assistant Editor: Robert Niles
European Editor: Michael Wolf
Contributing Editor: David Tiberio
Copy Editor: Katie Nelson

Contributing Writers:

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    mustang@port9.boise.id.pub-ip.psi.net

    \_Keith Christopher\_

    keithc@library.welch.jhu.edu

## 1.94 Where to Get AR

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

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The AR Mailing List

Aminet

World Wide Web

Distribution Sites

Commercial Services

## 1.95 Distribution Sites

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

FidoNet Systems

Non-FidoNet Systems

## 1.96 FidoNet Distribution Sites

FidoNet Systems

~~~~~

Click on the button of the BBS nearest you for information on that system.

FREQ the filename "AR.LHA" for the most current issue of Amiga Report!

OMAHA AMIGANETOmaha, Nebraska
NOVACleveland, Tennessee
PIONEER'S BBSEdmonds, Washington
CIUA BBSPortugal
AMIGA JUNCTION 9United Kingdom
BITSTREAM BBSNelson, New Zealand
REALM OF TWILIGHTOntario, Canada
METNET TRIANGLEKingston Upon Hull, England
AMIGA-NIGHT-SYSTEMHelsinki, Finland
RAMSES THE AMIGA FLYINGFrance
GATEWAY BBSBiloxi, Mississippi
EMERALD KEEP BBSIllinois
AMIGA BBSEstado de Mexico, Mexico
THE STYGIAN ABYSSChicago, Illinois
AMIGA DO PC BSSCampinas, Brazil
COMM-LINK BBSPort Coquitlam, BC, Canada
PHANTOM'S LAIRGlendale Heights, Illinois
Tierra-Miga BBSSanDeigo, Ca
MOONLIGHT SONATA DLGFinland
CONTINENTAL DRIFTSydney, Australia
Amiga Online Bs H'stedeThe Netherlands
Kobayashi Alternative BBSMaine

1.97 Non-FidoNet Distribution Sites

Non-FidoNet Systems

~~~~~

Click on the button of the BBS nearest you for information on that system.

|                        |                             |
|------------------------|-----------------------------|
| IN THE MEANTIME        | .....Yakima, Washington     |
| FREELAND MAINFRAME     | .....Olympia, Washington    |
| LAHO                   | .....Seinajoki, Finland     |
| FALLING                | .....Norway                 |
| COMMAND LINE           | .....Toronto, Canada        |
| LEGUANS BYTE CHANNEL   | .....Germany                |
| STINGRAY DATABASE      | .....Muelheim/Ruhr, Germany |
| T.B.P. VIDEO SLATE     | .....Rockaway, New Jersey   |
| AMIGA CENTRAL          | .....Nashville, Tennessee   |
| GURU MEDITATION        | .....Spain                  |
| LINKSystem LINK-CH1    | .....Basel, Switzerland     |
| DOOM OF DARKNESS       | .....Bremen, Germany        |
| REDEYE BBS             | .....Munich, Germany        |
| Virtual Palace BBS     | .....Chico, Ca              |
| X-TReMe BBS            | .....Holland/Belgium        |
| Vision Thing BBS       | .....Germany                |
| Amiga Professional BBS | .....Italy                  |

## 1.98 Commercial Products

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

Editor's Choice      Jason's picks

Area52 Price Listing      Tiberio wants to sell you stuff.

Commercial Online Services      Sign-Up Information

## 1.99 Commercial Online Services

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

Delphi      Getting better all the time!

Portal      A great place for Amiga users...