

ar231

COLLABORATORS

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REVISION HISTORY

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1.2 Amiga Report Main Menu

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==                               Main Menu                               ==
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Editorial and Opinion	News and Features
Reviews	Reader Mail
FTP and Product Announcements	
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
//	
=====//=====	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

WOC in Cologne	Press Releases
AmiTCP HowTo	Humor Department

REVIEWS

CD-1401 Monitor	CyberStorm
Arcade Pool CD32	Super Stardust AGA

1.3 Editor

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## 1.5 European Editor

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== EUROPEAN EDITOR ==
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## 1.7 Copy Editor

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== COPY EDITOR ==
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Katie Nelson  
~~~~~  
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## 1.8 compt.sys.editor.desk

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

It's becoming downright infuriating.

The rest of the computer world marches on as Pentiums get (relatively) dirt cheap and Apple tries to convince the US market that there's a Mac your 3 year old kid can do a video presentation on that will get you a promotion at work. And the waiting continues for the Amiga buyout to be completed.

November 4th was another one of those "guidelines", this time for Commodore UK's MBO to sign their contract. If they did sign it, by the rules of the buyout, the proceedings will go to a public bid in a month, at which point any party that wants to can bid for the Amiga, and the last bid is the one for the most money.

However, CEI, unhappy with the way things were going, decided to go to the liquidators with a new proposal: They would sign a new contract, based on their own private bid, and take the Amiga immediately, asking that the public bid be eliminated.

This was the middle of last week. On November 4th, I was unable to reach either CEI or C= UK, and a call to the liquidator's office told me he wasn't in. Today (Monday), my budget only allowed me to try calling CEI, and neither Alex Amor nor Dave DiFelici were in.

In short, I don't know anything at this point. If something momentous happens, Amiga Report readers will be the first people I tell.

Just hold on...a bit longer...

Jason

## 1.9 The Amiga Community

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== The Amiga Community By Celso Martinho ==
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Hi there,

This is my second article to AR. It's 3 am and I'm bored so I decided to

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write it while I'm eating some peanuts.

If you're reading this crap is just because the AR editor had nothing better to put here and decided to waste some network bandwidth. :-))

Back to the main subject, Amiga!

Is the Amiga community falling apart ? Amiga users lost the faith in Amiga and don't believe anymore that it can yet be a well succeeded machine in the market ? I wouldn't blame them. At the time when I wrote the 1st article (this is was 2/3 months ago) the Amiga owners were to be known next week.

Surprisingly, to many, the answer to this 2 questions, to my point of view, is NO!

I can't believe that in the last 3 months, so many good software was developed to the Amiga. Mostly Public Domain/Shareware as commercial houses don't have a reason to waste money. Who is going to buy a Word Processor or a Image Processing program for the Amiga these days knowing that there is the possibility that the company will drop support ? Not me!

Aminet continues growing. Everyday I see software for free or for a minimal contribution fee that has the quality of some commercial products for other platforms. Amiga is really a winner here.

Some people say that the Amiga was becoming over-priced. Those tend to forget that it's not only hardware that costs money but also software so I ask: Can you get so much for so less in any other platform ?

I never thought that the Amiga was over-priced, even considering only the hardware. What I must say is that the Amiga is not for dummies or people that want a computer to turn on, write the document, print, turn off. The Amiga is a computer to be explored and for open minded people. Those know that they have Localbus, Autoconfig, Deluxe preemptive multitasking and much more. And they know that they paid much less for it than they would for other systems.

Some call Amiga users a community and I agree. There is this unexplainable commitment with the Amiga feeling that \*we\*, that know it well, can't find anywhere else. I remember the defunct Commodore advertising the Amiga in the early days saying "The limit is your imagination". So I thought, a machine w/o any limitations ? I'll buy one :-)). That was my first A500.

It will really depress me if the Amiga dies. I hope it doesn't but the future isn't very bright is it ? Don't get me wrong, I know it's only a machine, a bunch of electronic components put together in a box. But I guess that after all these years, the Amiga has gained the right to be personalized to some.

The saddest news I had in last weeks was the announcement from SAS that they will drop SAS/C developing and support in December. I don't think there is a reason to worry tho. Whoever buys the Amiga knows that there must exist a well supported commercial package for software developing. AmigaDOS was already being upgraded using SAS-C. If the Amiga survives, SAS/C does for sure.

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Good news. There is a another Unix clone for the Amiga coming and it multitasks with AmigaDOS. The Emplant PC is *\*almost\** a reality and for some messages I've seen from betatesters, it seems that it really works as expected.

The Networking software is one of areas in which the Amiga is becoming better and better every day and it's really a dream having your Amiga connected to the net with such a great OS running in the background.

[I'm out of peanuts]

Well, I don't have much more to say anyway...

As in the "Bon Jovi" song, the one in the CD-32 FMV demo CD, keep the faith (Hmmm.. ?) ! :-)

Celso Martinho / Portugal.

## 1.10 Reader Mail

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== Reader Mail ==
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From: Miles Goodhew <miles@brahe.anu.edu.au>  
Subject: GPFax review - comments.

Hello,

I was just reading your review of GPfax in AmigaReport #?, and thought I might give you some feedback. I couldn't find a general return address for AReport, so it seems that your address is the one.

Yes, Greg Perry's a doctor (philosophical type, not medical - No, I don't know what field it's in either). I've met him, and he's got a beard to prove doctoral status!

You were saying something along the lines of "goofy near-pastel colours", and "own custom screen with a custom GUI". If you ask me, better descriptions would be "nasty hack of a hardwired interface with a full-screen containing 8-or-so buttons which could all be replaced by menus" (but seriously, how often do you need to get "About" info - does it therefore need an easy-to-access button?).

I may sound like I hate this program, but it's really only the interface which is bad, functionally it's quite good. Indeed, compared to all the other fax programs I have (i.e. none), it excels in all areas. Another minor quibble is the fact that it DEMANDS!! that I enter a business name, even though I want to use GPfax for personal use only (lots of faxed from "Chickensexers, inc.", I suppose) - the manual's a bit calmer on this point.

Another thing is that A4 paper (as opposed to USLetter) is the standard in Australia, and Europe (and indeed most of the world outside North America, possibly excluding Japan, as far as I know), which is why it's the

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default for GPFax. A4's a more versatile form, as you can do "cute" things like cut an A4 page in half and get two pages of exactly half the size (surprise, surprise), yet still the same shape (A5). Similarly you can stick two together to get an A3 page (albeit a rather tacky one). - The wonders of A-size pages!

Thanks, a good review.

Miles.

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From: Robert\_Bjvrn@p44.f404.n204.z2.fidonet.cd.chalmers.se  
Subject: Some comments about AR

Hello Jason!

I've been reading Amiga Report since it started. I think it's an *\*excellent\** source of information. The only one I trust, as a matter of fact. And I loved the CEI conferences! I have some general comments/suggestions:

1. There seems to be some problems with the Installer script. Here's what I get when trying to install: "Sorry... an Error Has Occured! Interpreter: Executing non-function". I also have some problems viewing pictures (I can't view the pictures in all my AR's).

2. I like the new layout. There seems to be a tiny "bug", though: MultiView thinks that there is more text to read to the right of every article (the horizontal scrollbar has plenty of space left, to the right). But when I drag the scrollbar to the right I see just emptiness. This "bug" occurs on about every page, even the table-of-contents. This was not the case of the former Amiga Report layout.

3. I would love to see some articles about the new programming language, Amiga-E. It seems like a very exciting language. It apparently has most features of C, but seems much more easy to use and understand.

Finally, keep up the good work! I still can't understand how you people can make such a great mag for free...

Best regards,

/ \_ )      / \_ )  
/ \obert / \_ ) jvrn      EMail: RobertB@aug.s.se      FidoNet: 2:204/404.44

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From: DARKSEID <ckb426@ujvax.ulst.ac.uk>  
Subject: Suggest/Request for Amiga Report

Greetz from Darkseid

This might come as a shock but I'd like to suggest something to you and all the Amiga Report subscribers/readers/contributors. Many people out there in the 'real' world :) will be familiar with Pc's & Macs :( and so will very probably use Microsoft software in one form or another....:(

Now this aint so bad as it is quite good ;) on occasion, eg Word6 handy idiot typer corrector (I need it.....:) ). Now wouldn't it be nice to have Microsoft Products for our dearly (departed ;) ) beloved machine the Amiga, even if it was just AGA +

Now some of you will howl (and prob flame) how dare I suggest such a thing well, I dare because it makes sense, if we can get the big name software we can get more attention and sales ie the Amiga doesnt go the way of the of the atari falcon (he heh heheh ;) ). What I would request/suggest is all Amiga Report'ers would e-mail Bill Gates and pester him as to why he hasnt produced software for the Amiga (we've had windows for years...) and if he intends to, if he gets enough mail he'll pay attention..... :)

His E-mail tag is billg@microsoft.com, mail him, but do it nicely NO RUDE OR IMPLOITE FLAMES< WE WANT TO BE TAKEN SERIOUSLY.....

Also Would it be possible to get Him/Microsoft on the conference to answer questions or a discussion etc ?? How bout it JC ????

Ah well Id better sign out now, thangyoooovermuchh for readin

## 1.11 Press Releases

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== Press Releases ==
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From lamar.morgan@index.com  
Worldwide News Media Wake-Up Call w/Flowers

Today was the day to send a floral arrangement to your favorite news media person and request a news investigation of the Commodore situation. I have gotten positive feedback from ABC News, again. Apparently, they think the Commodore situation would be more suited to Prime Time Live than Turning Point.

If you sent flowers today and received positive feedback, please let me know by leaving an e-mail message. I really appreciate your taking the time, effort and money to make a positive impact on the news media for the sake of the Amiga platform.

- - - - -

Martyn Brown, one of Team17's directors, gave some details about Alien Breed 3D. A "Doom-esque" game, it will feature the most advanced engine on the Amiga. As they admit, this means it won't be the fastest, but it will feature "Multi-angle-walls, Light-Source[d], 18+ objects on screen, Optional full screen display, support for HD, Accelerated machines"... it is not yet completed.

- - - - -

Colin Proudfoot, co-Managing Director of Commodore UK, has declined Amiga Report's invitations to conferences. He suggested I contact him again in

two weeks.

CEI will be holding an online conference on IRC in the near future. It is slated for November 23, beginning at 4:30 Central US Daylight Savings time. More information will be available in the next issue of Amiga Report and on Usenet. All interested participants should meet in IRC channel #amiga, where they will be informed by Jason Compton, the moderator, which channel the conference will be held on.

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Intangible Assets Manufacturing will be releasing DiskSalv 3 as a commercial product in the near future. Suggested price is US\$40. A press release should be available for next issue.

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#### NOVA DESIGN, INC. ANNOUNCES IMAGEFX 2.0

RICHMOND, VA., November 4th, 1994. Nova Design, Inc. officially announced the release of ImageFX 2.0 which will begin shipping towards the end of this month. ImageFX is the complete Amiga image manipulation system that combines image processing with amazing special effects technology and professional painting tools that can simulate artistic styles.

ImageFX's suggested list price is \$349.95 US. Upgrades from any previous version of ImageFX are only \$124.95 US to registered owners. For upgrade orders you may call (804) 282-1157.

Nova Design, Inc., 1910 Byrd Avenue, Suite 214, Richmond, Virginia 23230, Customer Support/Information (804) 282-6528, Fax (804) 282-3768

ImageFX, PaintFX, AutoFX and CineMORPH are trademarks of Nova Design, Inc. All other products named are trademarked by their respective companies.

#### ImageFX 2.0 Feature List

##### New System Features

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##### Image Thumbnails

- Load and save images via interactive visual interface.
- Preview effects on thumbnails before applying them.

##### Multiple Buffers

- Work on an unlimited number of image buffers and brushes.

##### New Region Controls

- Add, subtract, or invert regions. Create painting stencils and masks.

##### Text Generator

- Create multiple lines of text with justifications and anti-aliasing. Preview fonts before using them.

##### Image Compositing

- New compositing methods including Fast Matte, HSV Matte,
-

Multiply, Divide, Minimum and Maximum.

#### AutoFX

New "cookbook" style batch processor with prewritten scripts to perform hundreds of batch operations and animated effects!

#### ImageFX Browser

Visual image cataloging system for maintaining libraries of pictures and animations.

#### Documentation

Completely rewritten manual with over 400 pages of tutorials and reference. Expanded online help system.

#### Hardware Support

~~~~~

##### Graphics Boards

Supports all Amiga modes, Retina Z2/Z3, Picasso II, Piccolo, Firecracker 24, IV-24, DCTV, HAM-E, Harlequin, and any EGS-comp. hardware such as the Spectrum, Talon, and Rainbow III.

##### Scanners

Expanded Epson 300/600/800 scanner controls and new support for the VLAB YC framegrabber.

##### Printers

Direct support for the Primera color printer in full color.

#### New Painting Features

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Improved soft edge modes and anti-aliasing.

Realtime painting tools that emulate traditional media such as Airbrushes, Charcoals, Chalk, Oil and Fingerpaints, Felt Tip Markers, Watercolors, and Crayons!

New Draw Modes like Smudge, Roughen, Disperse, Sharpen, and others.

Drawing Styles to allow rub through to other images, alpha channels, mandala creation, realistic brush stroke fading, and much more.

#### New Image Conversion Formats

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##### Amiga

Toaster Framestore  
DPS PAR loader  
Applied Magic Jstream

##### Macintosh

PICT, including vector and JPEG variations!  
Improved TIFF loader

##### MSDOS

PIC format for all resolutions and color depths  
GRASP/GL animation frame loading

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DL animation frame loading

Silicon Graphics  
SGI RGB  
Wavefront  
Softimage

Others

MPEG animation creation and frame extraction  
X-Windows  
Abekas A60 series  
Sun Raster  
C64 Koala  
FITS/PDS/Vicar (NASA) image frames

New Special Effects and Image Processing

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Realistic lightning bolt generator	Map images onto spheres
Pond ripples and waves	Swirl images
Advanced lens flares generator	Apply paper/canvas textures
Water/Glass distortion	Image warps and lens effects
3D perspective rotation	Expanded 2D rotation
PaintFX automatic painting generator	Star and supernova generator
Crystallization effects	Circular blurring effects
Standard or circular mosaic effects	Straw-like distortions
Random tiling effects	Median/Minimum/Max. filters
Sobel edge-detection	Ramping edge-detection
Controllable NTSC/PAL Video filters	Histogram Equalization tool

ImageFX 2.0 works with any model Amiga with at least two megabytes of Chip or Fast RAM and a minimum of five megabytes of available hard drive space and AmigaDOS 2.04 or higher.

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AS&S have just announced a 64bit Zorro III gfx board, the CyberVision64. It is based on the Vision864 graphics chip by S3 and allows for a maximum of 4MB DRAM. Running with a pixel clock of 135 Mhz, the maximum resolution is 1280x1024 256 colours at 72Hz. 24bit modes are available up to a resolution of 800x600. It has no pass through for the amiga video signal, but a feature connector for add-ons such as JPEG or MPEG boards.

The only software included so far is a workbench emulator.

The board will be introduced at this years WOC in Cologne and will be shipping by the end of this year for DM 649.- (\$ 406.-) (2MB Version).

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MacroSystem are now shipping their Retina boards with the new XIPaint 3.0 Software, which rivals TVPaint's flexibility. XIPaint is available for existing Retina users as an update (ca. \$ 40), users of the Picasso II board can get it for \$125.-. EGS and Amiga AGA versions are planned.

The VLAB Y/C and the Retinas are now shipped with the DigitalImage image processor.



## 1.12 From Across the Pond: WOC in Cologne

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== The Voice from Across the Pond By: Michael Wolf ==
== WOC in Cologne ==
=====
```

Phew, I just got back from the WOC in Cologne, I just installed and tested my new MultiFace III Board, and I am relaxing with a cup to tea now. Time to give you an overview of the show.

Well, the Amiga part of the show was only about one half of a hall, most of the important german companies where there, mostly selling their stuff. The other 3/4 of the was dominated by PC games, with the Amiga showing up every now an then.

The Amiga booths were extremely crowded, there was no way to fall on your face, as there were simply to many people standing around. CR Roms were sold like hot cakes, I also spotted a few people sneaking away with CD 32s.

So, let me give you a brief summary of the new and exciting things on the show:

The OpalVision Roaster chip/board is finally beeing sold, at a price that is much higher than expected (around DM 4000, \$2500) , but fair considering what you get for the money. Now with the Roaster and LightWave PAL, who needs a Toaster in Europe ?

The Digital Broadcaster 32 was beeing demoed, alongside a Warp Transputer System. The DBC32 seems to be fairly stable now, the image quality is excellent.

While the WARP System looks quite nice, I could not see it working as it had just crashed before I arrived. The specs are very impressive and that beast is fast. It basically allows you to load off cpu intensive tasks to Transputer boards using the Warp OS. You can add as many boards as you want to your system, increasing performance proportionally. The base board does around 50 Mips and installs in a Zorro slot. The other boards (Warp Twin 70 Mips, Warp Tripple 105 Mips) are then connected to the base board. System comparisons to an Amiga 4000/40 are quite impressive, a render that took around 1 hour on an A4000/40 took around 50 seconds on a 1000 Mips Warp system. A rendering engine for Aladdin 4D is available, others (Real3D, Lightwave) are to follow. Software especially written for the Warp boards is supposed to be beeing developed now.

Helfrich demoed the SD64 64 bit graphics board based on the EGS software, a tablet driver for Genius tablets (which looks promising, Genius tablets are very cheap), Scala MM 400, VideoCruncher and the Peggy MPEG board.

The SD64 is a ZorroII/ZorroIII autosensing gfx board with a max pixel clock of 110Mhz. It is compatible with the Piccolo, the only main difference is that it is faster, more expensive and allows for a max of 4MB Ram.

The tablet driver has some nice features, allowing you to put keyboard/mouse events or ARexx/Dos scripts on any part of the tablet. The final version will allow you to load your tablet template as an IFF file

and directly define the areas that cause actions to happen.

Scala MM400 has some new features such as direct VLAB/IV24/Framemaschin support, loads different file formats (TIFF, BMP, FLI/FLC, PhotoCD, GIF, PCX and Datatypes), has 5 types of antialiasing and allows you to run audio/video editing tools directly from Scala.

AS&S were of course demoing the Cyberstorm60/50, which will be available as soon as Motorola ships the 68060 in quantities. Lightwave rendering times are very impressive, the TextureExamples scene included with Lightwave takes 3:42 (minutes / seconds) to render on an A4000/40 25Mhz, 1:32 on a Cyberstorm 40 40 Mhz and 0:54 on a Cyberstorm 60 at 50 Mhz. AS&S also plans to release an 060 board running at 80Mhz as soon as the cpus become available. The Mips ratings are: A4000/40 15.447, Cyberstorm 40 24.896, Cyberstorm 60 82.190 (!). The 060 at 80Mhz is supposed to rate at around 130 Mips.

They also showed their new gfx board, the Cybervision64. It is a pure ZorroIII board based on a 64bit chip by S3. The pixelclock lies around 135 Mhz. The Workbench emulation seemed to be quite stable, it is rumoured to be by the same people who did the Picasso emulation. It also features planar to chunky conversion hardware (a kind of Akiko I guess, just the other way around), which ought to speed up the emulation. It is available with 2 and 4 MB and a pass through for the Amiga signal. A VRam version of the board is also planned (unconfirmed !)..

AS&S also showed their new range of A1200 turbo boards, which basically offer the same performance at a lower price.

Now to a goody I discovered at the booth of one of the smaller companies. It is simply called 32-bit Sequence Processor, and does just that at a list price of DM 499 (\$ 312). It allows you to composite 24 bit animations using alpha channels. It offers fades, layering, colour manipulation and other operators. It is not unlike ADPro, but especially made for animations. The rendering calculations are performed at a breathtaking pace due to optimized assembler code. The system is very easy to use and, for example, allows you to composite images using spline paths. This is the kind of program I would want to write (because I need it ;-). Excellent stuff here, let's wait and see if the guy finds a distributor in the US.

Gee, I've been writing for more than an hour now, time for a cigarette. Excuse me...

<puff> <puff> <puff>

Back again.

Well, again I went to the MacroSystems booth, wondering whether they would show a better demo of the VLab-Motion this time. Well, they did. The software is advancing and looks really nice now. The image quality is still not up to PAR (excuse the pun), but ought to be enough for industrial use. The software will not use the M-JPEG chips for JPEG coding/decoding, but MS promised to include highly optimized coding algorithms with the next software update which should cut down the coding time to around 2 seconds (on a WarpEngine40). A file system for the VLab-Motion is out of the question, said the programmer, because you just can't delete frames in the

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middle of a sequence. He will think about a file system that allows to write files once only though. The VLab-Motion Software now also fully supports the Toccata audio board during editing. MS also demoed XI-Paint, which features an OS3.x look on a 24 bit screen and offers some nice features (image layering for example).

This is line 116 !

What else is there to say ? I wasn't too inclined to stay on the expo much longer, it was just too crowded and those PC game players were getting on my nerves. Fred Fish was there, giving away autographs. I'd did ask him to confirm the rumours that he will be producing an audio CD entitled "Fish Styx" next, featuring him and other famous Amiga persons on vocals and instruments. All he said was: "No comment !". Knowing how show biz is, I assume he's got something up his sleeve. He said he quite enjoys Germany. He must be familiar with Cologne by now, as he seems to be here every autumn.

Oh, Imagemaster r/t was on sale, for as low as \$112 ! And I didn't buy it, damn.

Acorn was there as well btw, with a massive booth right in the middle of the Amiga area. These Acorn Riscs are nice machines, but if they want Amiga users to join them (in case something happens), they better get some decent 2D/3D animation software out. The next Risc OS will, for example, allow paralell processing. You can then basically stack Acorn PC units on top of each other (they have connectors on the top and bottom), and scale your system to the cpu power you need. Maybe D. Pleasance ought to have a chat with them if he wins the bid.

Anyhow, 'nuff said. I'm off to bed, I have to go to Bavaria to school for the next two weeks ( ... but I'm taking my Amiga with me ;-)

Good night !

## 1.13 AmiTCP 3.0b2 HowTo

== AmiTCP 3.0b2: A HowTo

By: Keith Christopher ==

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 dialled 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 Academic 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 multiple times from work leaves one dry at home with a single serial connection. 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 Internet Protocol. Basically TCP/IP style connection over standard serial lines. While a multitude 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, napsaterm(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 diskspace.

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 enviroment 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 iten #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 is a little more obscure than the previous line(s) we edited/added. This is the line:

```
AmitTCP: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.

```
AmitTCP: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
AmitTCP: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 AmitTCP, will need to check/tweak some other files. These can be found in AmitTCP: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 add 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 lets 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.)

## 1.14 Review: CD-1401 Monitor

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== Review:CD Solutions' CD1401 Monitor By:Mark De La Gardie ==

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PRODUCT NAME

CD-1401 14-inch color monitor

BRIEF DESCRIPTION

14-inch autosync color monitor

COMPANY INFORMATION

Name: CD Solutions  
Address: 2551 San Ramon Valley Blvd.,Ste.256  
San Ramon, California 94583

John A.Milich  
President, CD Solutions

Telephone: (510) 820-5400  
(510) 820-4115 (FAX)

LIST PRICE

Suggested retail price is \$549.00

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

This monitor is compatible with any Amiga/CD32 computer.  
As with other monitors,the A3000 uses it as is and the AGA  
computers require a 15 pin(female)to 23 pin(female)video  
adapter. The A2000 needs a flicker fixer/deinterlacer.

SOFTWARE

N/A

COPY PROTECTION

N/A

MACHINE USED FOR TESTING

A1200HD  
12Gauge 50/50 mhz accelerator  
8 megs 32bit Ram  
2 megs chip Ram  
40 meg IDE HD/200 meg ext.SCSI HD

INSTALLATION

Installing the 15 pin signal cable into the video port is a breeze.  
Just be sure you have the power supply turned off on the monitor and the  
computer. Failure to do so could result in damage to you and your  
equipment. Void warranties and read the owners manual for additional  
instructions.

REVIEW

I've found as of late that the Commodore 1960,1942 series monitors in

---

new condition are not to be found. My 1960's case was not very well constructed, but after using the CD-1401, I think I found the perfect replacement, or upgrade, for a 1084 or similar models.

I happen to live in the same city in which the CD Solutions's office is located, so I called and arranged an interview with Mr.Millich, the president of CD Solutions. When I walked into his office, the first thing I saw was a A1200HD connected to a CD-1401.

After about twenty minutes of talking to Mr.Millich, I came to the conclusion that he was very knowledgeable in the current events with the Amiga and that he knew the situation should be wrapping up shortly, as we all hope.

Mr.Millich talked about his company and its continued support for the Amiga platform. As we know, others have put things on hold until the dust settles. Mr.Millich has great faith that the Amiga will continue, and with support and proper marketing, he expects its user base to expand. I was suprised to also find out that his company uses A1200's to perform diagnostic and final acceptance tests on all of the monitors leaving his manufacturing facility in southern California. After we chatted for a bit, he agreed to let me use a CD-1404 to test, and write this Review.

Mr.Millich enlightened me on the proper handling of a monitor. During packing, unpacking and transportation, a monitor should never be allowed to have the screen face upwards. This would allow dust from the screen to fall down and come to rest on the monitor's other components and possibly cause damage to it. I learned something I never thought of before, this is also true with a television. Mr.Millich also works in sales and engineering.

The first thing I noticed was a very crisp screen display and the lack of slight jittering my 1960 gave me. The display on the CD1401 is solid, and less straining on my eyes, extending the time I can spend using my A1200. I also put the CD-1401 through all the screen modes my A1200 has and found that the ease of adjusting the borders and lack of black borders on most modes very appealing, as with my 1960,I have always had problems getting the adjustments made to my satisfaction. To be honest I could never get the productivity mode to center correctly and to be of any use to me with my 1960, with the CD-1401 I made the adjustments easily and used the productivity mode extensively during my tests of this monitor, also utilizing the A1200's mode promotion feature. The edge to edge display capability is a great feature. I ran demos,games and animations and all the productivity software I have and was impressed with the monitor's display of everything I used with it.

The monitor is basicly the same size as the 1960,and is simular in looks. Another appealing feature is that all the manual control knobs are located under the bottom of the front panel- nicely hidden,but easily accessable. The swivel base is easily moved and has more of a upward swing to adjust the screen display angle than the Commodore 1960. The power switch is a push type, located on the lower right front, with the power lamp built into it. It lacked the pop-open door the 1960 has, with the thin adjustment knobs hidden inside. It appears to be very well conctructed.

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#### DOCUMENTATION

17 page owners manual and warranty card is inclosed

#### LIKES

lack of black borders, edge to edge display, location of manual control knobs, ease of adjustments.

#### DISLIKES AND SUGGESTIONS

There is really nothing to dislike about this monitor though a few people I spoke with stated it would be nice to have composite-video input, and of course 17 and 20 inch models

#### COMPARISON TO OTHER SIMILAR PRODUCTS

As I stated in the above review, the CD-1401 is very similar in appearance to the Commodore 1960, but that's about all. The overall performance and the monitor specs. are better than the Commodore 1960 in almost all areas, considering they are priced comparitively, if you can even find a new 1960 these days.

#### BUGS

none found during my 10 day evaluation period

#### VENDOR SUPPORT

CD Solutions has a Phone and FAX lines and appear to very conerned about the Amiga platform. I never needed to call for assistance, but from earlier conversations I believe if assistance is needed, CD Solutions is only a Phone call away.

#### WARRANTY

There is a one year warranty.

#### CONCLUSIONS

During my 10 day evaluation period, I really enjoyed using the CD-1401, and hated to return it back to CD Solutions and Mr.Millich.

When the time comes for the need of a second monitor, or if my 1960 dies, the CD-1401 would be ideal, and I would recommend it as a monitor to look into as a replacement or upgrade, in this price range of monitors. One last point of interest, the CD-1401 is a multi-platform monitor, it can be used with IBM PC, Mac, and Nec9800 series computers according to CD Solutions.

#### COPYRIGHT NOTICE

This may be freely distributed in its original form.

## 1.15 Review: CyberStorm

== Review: CyberStorm

By: Michael Wolf ==

Here I am again, back with a review of the long awaited Cyberstorm and some news. The Cyberstorm I tested is one that I had ordered for a client of mine.

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Fastlane Z3. The I/O board features the SCSI host adapter, ethernet and a fast serial port.

Not available yet is the second level cache module, that should provide for a further burst in performance.

Also not yet available is the 68060/50 processor board, which will be released once 68060s become available in quantity.

likes/disklikes

Well, the board performs as expected, the RAM performance is excellent and the modularity of the whole system allows you to get just the components you need.

The Cyberstorm is quite cheap for what it does, the fact that you can use standard 32bit SIMMS makes the board even more cost effective.

The manual could be more detailed (I only got a preliminary version), and the cardboard sheet as an isolation separator is a bit cheap.

Also, due to the size of the complete board, you can't use it in an A3000 (It may fit in an A3000T...). Especially the RAM board takes a lot of space because it is mounted vertically.

Benchmarks

I performed the following benchmarks on the Cyberstorm40/40, on a standard A4000 Pal, with an 8MB 70ns SIMM on the Cyberstorm and 2 MB Fast on the A4000 Motherboard.

Bustest

This benchmark evaluates the memory performance.

Result:

BusSpeedTest 0.07 (mlslstv) Buffer: 16384 Bytes

```
=====
loop overhead: 3.4ns
register move: 24.4ns
memtype op cycle bandwidth (A 4000/30)
fast readw 48.5ns 41.3MByte/s 8.2MByte/s
fast readl 79.5ns 50.3MByte/s 12.1MByte/s
fast readm 81.8ns 48.9MByte/s 13.1MByte/s
fast writew 64.0ns 31.2MByte/s 8.2MByte/s
fast writel 128.1ns 31.2MByte/s 16.3MByte/s
fast writem 131.0ns 30.5MByte/s 17.8MByte/s
chip readw 904.8ns 2.2MByte/s 2.2MByte/s
chip readl 905.2ns 4.4MByte/s 4.4MByte/s
chip readm 905.4ns 4.4MByte/s 6.1MByte/s
chip writew 569.8ns 3.5MByte/s 3.5MByte/s
chip writel 570.0ns 7.0MByte/s 7.0MByte/s
chip writem 569.8ns 7.0MByte/s 7.0MByte/s
```

rom	readw	123.1ns	16.3MByte/s	7.6MByte/s
rom	readl	235.7ns	17.0MByte/s	10.9MByte/s
rom	readm	239.7ns	16.7MByte/s	11.7MByte/s

The breakdown of the Cyberstorm with readms from chip bugs me, anybody know why this happens ?

Sysinfo V3.23

-----

A much disputed benchmark, included for completeness.

Result:

SysInfo V3.23 by Nic Wilson

-----

```
CopyBack Mode..... ON
Instruction Cache..... ON
Instruction Burst..... ON
Data Cache..... ON
Data Burst..... ON
Central Processing Unit Type..... 68040
Memory Management Unit Type..... 68040 (IN USE)
Floating Point Unit Type..... 68040+68882
Vector Base Register (VBR) Address..... $0803BC14
Ramsey Chip Revision (A3000)..... N/A
Gary Chip Revision (A3000)..... N/A
DMA/Gfx Chip..... AGA ALICE - 2Meg
Display Mode..... NTSC:High Res Laced
Display Chip..... AGA LISA CHIP
VBlank Frequency in Hz..... 60
Power Supply Frequency in Hz..... 50
Horizontal Frequency in KHz..... 15.72
Card Slot Installed..... NO
Hardware Clock installed..... CLOCK FOUND
EClockFrequency in Hz..... 709379
```

#### SPEED COMPARISONS AGAINST KNOWN MODELS & PERIPHERALS

```
A500 512k or A600 with 1MB CHIP ONLY..... 55.08
B2000, A2000, A1000 or A500 with fast ram.... 41.68
A1200/14 68EC020 ICACHE 2MB CHIP ONLY..... 23.94
A2500/14 A2620 68020 card..... 14.17
A3000/25 68030 ICACHE IBURST DCACHE NODBURST. 6.29
A4000/25 68040 ICACHE DCACHE COPYBACK..... 1.59
CPU Million Instructions per Second..... 30.41
FPU Million Floating Operations per Second... 7.71
Speed of Chip Memory vs A600 Chip Memory..... 5.68
Dhrystones per second..... 29140
Nics Comment..... Numero Uno
CPU speed in MHz..... 43.50
```

AIBB

----

An AIBB loadable module is included with this issue of AR, either in this article as an UUcoded file, or separately.



I used AIBB 6.0 to generate this module, because I had no newer version around.

Price  
-----

Here are the list prices of the Cyberstorm and the modules, I assume an exchange rate of \$1 = DM 1.60.

Cyberstorm 040/40	DM 1,995.-	\$ 1,247.-
Cyberstorm 040/0 (no CPU)	DM 1,095.-	\$ 685.-
Cyberstorm 060/50	DM 2,895.-	\$ 1,810.-
(including the base board, RAM board and the CPU board)		
SCSI board	DM 395.-	\$ 247.-
I/O board (SCSI, Ethern., ser.)	DM 795.-	\$ 497.-

For more information contact:

Advanced Systems & Software  
Hamburger Landstrasse 412  
60433 Frankfurt am Main  
Germany

Fon: +49-69-54 88 130  
Fax: +49-69-54 81 845

## 1.16 Review: Arcade Pool

```
=====
== Review: Arcade Pool CD32 By: Jason Compton ==
=====
```

What doth make a CD32 game great?

There's obviously more than one answer to that question. Personally, while I find direct-from-disk shovelware offerings a bit offensive, it doesn't immediately ruin my enjoyment of the game. Storage-intensive games like Microcosm can certainly be enjoyable, but sometimes the best are regular games with just the right usage of CD advantages.

MicroProse has done a decent job with their CD32 offerings. So, now, does Team17 with Arcade Pool.

At its heart is a terrific playable pool simulation. But the real attraction, at least for a time, is the "Pubmosphere" CD tracks on disk...about 7 or so minutes of...well, pubs. The recording is terrific...it really sounds, at least to the rest of the world, like you've got a bunch of glasses clinking and people talking.

They clink and talk, or play pool, or blues, while the Arcade Pool is played. Certainly, it's not as good as being there, but it gives it the extra kick that rounds Arcade Pool out into a great game.

Of course I'll tell you how the game itself plays. The table itself is a

---

top-down affair with what at least look like oversized billiards. You take aim by pressing the red button on your destination and using the pad buttons to control power and "english". Aiming guides range from detailed outlines of the cue ball's trajectory to nothing. When you're satisfied, the blue button executes the shot. If you like, a mouse can perform all of the above, but it's not particularly necessary.

The game itself supports a wide range of pool rules, including customizable 8 ball with most of the major issues people fight about in 8-ball selectable by the players. Other games are 9-ball, US 8/15 ball, Survivor, and single-player options 9-Ball Challenge and Speed Pool. Trickshot will help you hone your skills.

You'll need them in case you actually are foolish enough to take on the computer. There are only two "difficulty" levels, Rookie and Pro, but I haven't noticed much of a difference. The computer players make incredible shots...repeatedly. Let's just say that if you're not in good shape early on, you may as well treat it as a learning experience.

Despite its PAL requirement, the game purports to be fully AGA compatible on all systems, even going to the length to tell you your system configuration. Quite nice of them, and another reason I like the game. (CD32 FastRAM just allows the computer player to figure out how to make incredible shots a bit quicker, I think.)

The game has a fairly gentle learning curve, but you'll be frustrated the first few games, and Team17 has decided to minimize cost by making all manuals online. It's a bit frustrating, too, because while within Arcade Pool you can look up the implementation of pool rules in the game, you must read the technical aspects (press this button to do this, etc.) from a preboot menu. Score one for budget, minus one for convenience.

But if you want a good sport simulation on the CD32 and are bored already with Brutal Sports Football (how could you be??) give Arcade Pool some serious thought.

"And if there's no jumbos, bring larges." -Quote from CD track "Pub #1".

## 1.17 Review: Super Stardust AGA

```
=====
== Review: Super Stardust AGA By: Jason Compton ==
=====
```

Did you think you had hit the height of Stardustdom? Enter Super Stardust. You'll be pleased.

Super Stardust AGA is a high quality, high class project. For those of you unfamiliar with the game, it is the 90's Asteroids. Wonderful high-detail rendered asteroids with beautiful backdrops, one big (TOO big for the job, if you ask me) ship flying around trying to blow them all up. In the meantime, enemy ships drop by and try to kill you in innovative ways, like dropping bombs, shooting fire at you, or cloaking and becoming invincible, flying around, then decloaking just long enough to shoot a rocket at you. If you're particularly lucky, the power-ups you get from the asteroids will

---

keep you alive, and the weapons you can steal from destroyed transports will keep you fighting. After 6 repetitions, a huge imposing ship with lovely graphics and nasty weapons tries to kill you. After that, you're dropped into a tunnel, where the asteroids zoom by you at high speeds in 3d while you shoot them and avoid mines.

Don't worry about the plot. It's silly. An evil professor kidnaps the same princess he kidnapped in Stardust and wants to destroy everybody else. But it does make for a good Star Warsian scrolling intro text, (whose quality outshines that of X-Wing's attempt...)

There's really not much else to say. The game is visually stunning. Were I a British reviewer, I might go so far as to say it's gobsmacking. But in any lingo, the game is incredibly beautiful to behold. As far as playability goes, it is a bit difficult to coordinate weapon changes, as it requires pausing the game with the spacebar, making the changes, and resuming...but dropping a hand from your controller to hit the spacebar is a lot to ask for. Things can happen so fast in the game...

Speaking of control systems: it IS worth pointing out that there is a CD32 version of this game available. Team17 only sent me the AGA version, but the manual covers both, and indicates that the CD32 control system for switching weapons is far superior. However, for some reason, it wasn't implemented on the AGA floppy version. Now, I understand that there's no real reason to play the floppy version on a CD32 with the CD32 pad, but as we move into the 3.1 age, CD32 controllers CAN be a reality for AGA machines. Strange shortsightedness. I mean, it wouldn't have hurt to allow for it...

The game isn't, of course, a direct rehash of Asteroids. The concept of depletable ship energy (drained by collisions) and a shield (limited usage, of course) come into play, and the old "hyperspace" escape is gone. The aforementioned graphics are a far cry from the black and white wireframe of long ago, and the sound is terrific...even from floppy, the musical tracks are mixed cleverly with the sound effects and strange voice which informs you of which power-up you've obtained, in case you were too busy watching the 6 small asteroids hurtling at you to notice. When the game is done, you're presented with a detailed summary of your gameplay, and an insulting one-line ranking. (Well, let's just say it's insulting below the pre-programmed high score.)

While it's PAL-only, it's at least nice enough to boot directly to it without any user intervention. If you like, the 5-disk extravaganza can be installed to hard drive. It requires a reboot of the system to play from HD, however, and we were unable to play from HD on our 4000/040. (it works just fine from floppy, however.) A password system exists, but it's a bit harsh...the passwords place you BEFORE tunnel sequences, meaning you have to survive them and complete the entire 6-screen world each time you replay.

Speed difference is undetectable between the CD32/Fastram and 4000/040.

My feelings about Super Stardust can be summed up as follows: Take a CD32 or 1200HD, put it in a stand-up console, wire up a sturdy arcade-style controller, and stick it in an arcade, coin box and all. It's really that good, and it's really that playable.

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## 1.18 Emulation Rambler

```
=====
== Emulation Rambler: CrossMAC/MaxDOS By: Jason Compton ==
=====
```

It feels good to ramble once more.

On my agenda lately have been the two Macintosh filesystems, MaxDOS 2.0 from Media4 Productions and CrossMAC from Consultron. In a way, it's a battle of new vs. old...Media4, while not strangers to software development or the Amiga, are making their first attempt at a commercial product. Consultron, on the other hand, is responsible for essentially defining MS-DOS filesystems for the Amiga...you know them well if you own CrossDOS or Workbench 2.1 and above.

The goal of both programs is the same: to provide as-transparent-as-possible access to Macintosh floppies, hard drives, and A-Max/Emplant hybrids for AmigaDOS. The requirements are a decent graphical interface to get to where you want (Macintosh devices mounted as AmigaDOS device), and, most importantly, functionality.

Let's cut right to the chase. Both MaxDOS and CrossMAC do the job. I have no major complaints about their primary operation.

There. Done. I can stop now, right?

Well, ok, I'll tell you what the differences are.

Mounting the Mac stuff:

CrossMAC and MaxDOS get your devices mounted in fairly similar ways. A graphical interface asks you to select a drive, then a partition. MaxDOS requires you to know a bit more than CrossMAC does about your system (the unit number of your SCSI hard drive, but it's a number between 0 and 6, so you can only be wrong so many times...) but they both get the job done. Another primary difference is that while MaxDOS will automatically generate a mountlist entry to your specification, CrossMAC will go so far as to automatically place the device in your user-startup.

Reading the data...or is it the resource?

Mac files are stored in two parts: a "data" fork and a "resource" fork. If you'd like the technical explanation, check out the program manuals. In short, one tells the Mac what the program's all about and the other tells it what to do with it. The system, in short, is responsible for the reason you can double-click on virtually anything on a Mac and get a program to pop up...or, the flip side of the coin, the reason it's so hard to do something with a file if it DOESN'T make a program pop up...

Anyway: Both programs need some way to represent this on the Amiga, so they show them as two separate files. MaxDOS calls the resource fork for the file "blah" as "blah" with a superscript 2 after it. (Yes, I know I can type alt-2 but I'd like to ensure that readers everywhere get the drift.) CrossMAC calls it blah.rs. Either way, you get the point. You'll primarily be interested in the data fork, but more about that

later.

Floppy, floppy, floppy...

It's interesting to note that MaxDOS needs Consultron's mfm.device to read high density floppies. (If you've got CrossDOS or Workbench 2.1 and above, you've got mfm.device. If not, you'll need to get it from Consultron.) MaxDOS can also handle all makes of Amax and Emplant floppies. CrossMAC, not to be outdone, also goes to the length of allowing the use of A-Max hardware (I/II or II+/IV) to read low density Mac floppies: either of the external drive type for A-Max I/II or the shared-drive type for II+/IV. Again, both do the job.

...But, I could care less about the resource fork!

Not surprising. MaxDOS allows you to filter out data or resource forks or just show both by commodity control. I was unable to find such a feature on CrossMAC.

How does this all look, anyway?

Both programs incarnate their disks as Workbench icons, which open into standard windows, and so it goes. CrossMAC will show all files, unless hidden (another trick of the Mac operating system which can be circumvented with these programs) as icons: either data icons, resource icons, or their own 2-color icons taken straight from the Mac if they're applications. This is where some of CrossMAC's extras come into play, but I'll get to those in a second. With MaxDOS 2.0, there will be no icons, so a "Show All" is prudent. However, with MaxDOS 2.1, arriving "any day now", the Mac icons will be displayed.

CrossMAC's extras: Not for the squeamish.

Consultron has included some goodies in their program that MaxDOS doesn't counter. Their usefulness...well, it'll vary on a case-by-case basis.

The first is VHex, a simple hexadecimal-code viewer which all Mac drive data files default to. (i.e., double-click on a Mac data file and you'll get VHex.) It's fairly primitive, nothing that DirWork doesn't do, but it is nice to have as a default tool.

The second is Res_Extractor. Remember what I said about resource forks? This will allow you to pull those bits of code that tell the Mac what to do out of the resource forks and look at them. It's neat, even if you don't understand it.

The next is Mac_File_Salv. Not having any corrupted Mac disks, I wasn't able to test it, but this program purports to try to save damaged files from damaged disks. Nice to know.

File_Type_Manager should be used only by astoundingly confident people. It will, essentially, allow you to tell what was previously a MS-Word document that it's now a font. Of course, it won't WORK, but you can do it. A huge database of possible filetypes comes with, and you can change them.

All of these are certainly nice to have, and don't hinder CrossMAC by any

---

means. But they're also not necessary, and can be done with more confidence on a true Mac.

So, what's the point, Jason?

The point is that both of these programs work. CrossMAC is the more polished of the two, but it's also got a \$20 higher pricetag. Functionally, they're indistinguishable. My feelings at the end are mixed. The products are quality, and I recommend that if you need one, you check prices and what functions you want and make your decision. But at suggested prices of \$150 for CrossMAC and \$130 for MaxDOS, you may also want to give some thought to just going whole-hog and buying an Emplant. It's considerably more expensive: about \$330 will get you the deluxe version, and then you need to dig up ROMs and System software, but you also get the Mac programs themselves, not just file portability.

The choice, as always, is up to you. These programs would make terrific Amiga pack-ins, and I hope both Consultron and Media4 pursue that possibility when this damned buyout is over with.

CrossMAC  
Consultron  
8959 Ridge Rd  
Plymouth, MI 48170  
USA  
313-459-7271

MaxDOS 2.0  
Media4  
2800 University Avenue Suite h1b-101  
West Des Moines, IA 50266  
USA  
515-225-7409

## 1.19 Citadel 68K

### TITLE:

Citadel 68K BBS program

### VERSION:

3.42.P30

### COMPANY:

Custom Services  
P. O. Box 254  
Moorestown, NJ 08055  
Support BBS: (609) 953-8159

### AUTHOR:

Tony Preston

### DESCRIPTION

Citadel is a full featured BBS program. It is FREEWARE, the source is available from the support BBS.

Citadel is room oriented. A room is a free format message conference. A room can have many attributes such as being anonymous, hidden, private, Networked, Directory attached.

Citadel supports networking with any other Citadel plus can import and export to other networks via some simple utilities.

---

Citadel supports full access to archives online. You can view the contents and even download individual files from an archive without grabbing the whole archive!

Citadel supports doors. Any STDIO program can be used as a door.

#### NEW FEATURES:

This version is a major update. Many bugs have been fixed and some special new features are now available. The messages and prompts used by the BBS are now SYSOP customizable. The 68000 version of the archive contains the new message files.

#### SPECIAL REQUIREMENTS:

A minimum of 512K and 2 floppies is required although 2 MBs of memory and a hard drive is much more practical for a BBS. Runs on any Amiga model with 1.3 or later OS although 2.04 ROM is recommended for best reliability. It also requires a phone line...:)

#### HOST NAME and DIRECTORY:

Any Aminet site such as  
ftp.wustl.edu under: /pub/aminet/comm/bbs/  
or  
ftp.funet.fi under: /pub/amiga/datacomm/

#### FILE NAMES

Cit-3.42P30-00.lha - 68000 version, plus support files  
Cit-3.42P30-30.lha - 68030/020 version, executables only

#### PRICE:

FREEWARE

#### DISTRIBUTABILITY:

You may not sell it or claim any copyright over it. Citadel 68K is copyrighted 1990-94 by Custom Services, All rights are reserved. You may distribute via any medium so long as no charge is made for the program, only the medium.

## 1.20 ImageStudio

#### TITLE

ImageStudio

#### VERSION

1.1.0

#### AUTHOR

Andy Dean and Graham Dean

---

Email : adean@eleceng.ucl.ac.uk

Post : 14 Fielding Avenue,  
Poynton,  
Stockport,  
Cheshire.  
SK12 1YX  
ENGLAND

#### DESCRIPTION

ImageStudio is an image processor written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. The program tries to cover the most commonly performed operations like colour reduction, scaling and dithering in an easy to use Workbench2 style interface. Most of the commonly used file formats can be loaded or saved. Image processing, by its very nature, requires large amounts of RAM - ImageStudio includes its own virtual memory manager to reduce the ammount of RAM required.

- * Virtual memory
- * Upto 100 levels of undo / redo
- * Loads / saves IFF-ILBM (palette based upto 256 colours, HAM6, HAM8, extra halfbright), GIF, BMP, PCX, JPEG, Targa, EPS, datatypes.
- * User definable convolution filters.
- * Adjust colour balance (brightness, contrast and gamma).
- * ASCII and AmigaGuide documentation.
- * Requires no third party libraries or utilities.

#### SPECIAL REQUIREMENTS

ImageStudio requires:

- * Workbench 2.04 or above.
- * Around 1MB of free memory.
- * Several MB of free hard disk space (for virtual memory).

#### HOST NAME

ftp.uni-paderborn.de or any Aminet site.

#### DIRECTORY

/pub/aminet/gfx/conv

#### FILE NAMES

ImageStudio.lha  
ImageStudio.readme

#### PRICE

10 UKpounds  
20 USdollars

#### DISTRIBUTABILITY

The unregistered version is freely distributable.  
The registered version is *NOT* freely distributable.

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The program is Copyright 1994 Andy Dean and Graham Dean

#### OTHER

To encourage users to register, the freely distributable version is limited to loading images of upto 250x250 pixels - all other functions are available.

## 1.21 GameSmith Development System

#### TITLE:

GameSmith Development System

Professional Game development is made easy with the GameSmith Development System from Oregon Research. Over three years in development, the GameSmith Development system gives you the low level power to create the masterpiece of your dreams. With GameSmith you can easily create anything from arcade shoot 'em ups to graphic role playing adventures, from fast scrollers to hair rasing strategy games. The only limit is you imagination.

The GameSmith system provides you with:

- Complete animation system with double buffering
- Prioritized object display
- Custom Object/Object & Object /Background Collision Detection & Response
- Automatic placement and Animation of Multi-Sequenced animated objects
- Chain Objects, animating one animates the whole chain!
- Automatic Virtual Space object handling
- Dynamic Animation Control
- Easy to use Joystick polling routines
- Very efficient ILBM picture loader
- Optional custom encryption to protect your artwork and sounds
- Fully AGA compatible
- Transparent double buffering
- Hardware level smooth scrolling on a per viewport basis
- Independently scroll playfields in dual playfield mode
- Parallax scrolling

Build up your animations graphically in the interactive character animator CITAS. Customize all aspects of the object including sequence, placement, speed, display method & priority, object collision detection parameters. Save everything out as a single object addressable by the system. The package has over 350 pages of documentation fully describing the system, utility functions, and over 130 library functions complete with a detailed tutorial and many examples.

GameSmith works on all Amiga systems and requires a C compiler or 680x0 Assembler to use, support for Pascal and HiSoft BASIC 2 is coming. GameSmith retails for \$129.95 and is available now.

For more information or a copy of detailed product literature contact:

Oregon Research  
16200 S.W. Pacific Hwy., Suite 162  
Tigard, OR 97224

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Ph: (503) 620-4919  
FAX: (503) 624-2940  
Internet: orres@teleport.com  
Genie: ORA  
CompuServe: 71333,2655

## 1.22 Analay

### TITLE

Analay

### VERSION

1.0

### AUTHOR

Marc Necker  
(Marc@buster.tynet.sub.org)

### DESCRIPTION

Analay is a new numerical analysis Program which provides all the standard functions such a program needs. The special feature of this program is the integrated DTP mode which allows you to lay out a page with full WYSIWYG! The program is divided into two independent parts running at the same time as separate tasks.

The Math-Mode contains all functions for plotting and analyzing function graphs. It's no problem to derive functions or to calculate the zeros or the area between functions to name only three of the many facilities. Moreover, the design of the graphs can be changed in many ways. You also can place text, points, etc. in the windows or hatch an area. Tables, lists and legends can be created as well.

The layout Mode contains a small but complete DTP Program with full WYSIWYG and Intellifont support! It allows you to lay out a page with function-graphs, tables, lists, legends, text blocks, etc. Moreover, it knows formulas which no program apart from TeX was able to display or print up to now! The page can be printed in highest printer resolution!

### DISTRIBUTABILITY

The Analay Archive without key file can be distributed freely as long as all files are kept together. You also may place it on PD-collections or CDs.

### REQUIREMENTS

Analay runs on every Amiga with AmigaOS 2.0 or higher and at least 1.5MByte RAM. It's better if you have got more RAM and a harddisk.

To use all of the program's features AmigaOS 3.0 or higher is required (e.g. color printout).

### RELEASE DATE

2nd November 1994

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## HOST NAME

Any Aminet server

i.e. wuarchive.wustl.edu (128.252.135.4)

## DIRECTORY

/pub/aminet/misc/math

## FILE NAME

Analay10.lha

## PRICE

Shareware fee of 20US-\$/30DM. See the documentation for further information. Some functions are disabled in the unregistered version, e.g. the print-function.

## 1.23 Termite

## TITLE:

Termite

Oregon Research is proud to announce TERMITE, a modern Telecommunications package for the Amiga. TERMITE is designed so even a novice telecommunicator will feel at home, yet it has all of the power and high end features to satisfy the most seasoned modem warrior. Designed from the ground up at Oregon Research to take full advantage of Amiga WB 2.0 and higher, TERMITE is 100% Amiga Style Guide compliant. Among Termites features are:

- Supports communication speeds from 300 to 115,200 BPS
- Flexible Phone Book with unique configurations for each number
- Support for Multiple Line BBSs
- Configurable review buffer with cut and paste editing
- Multi-tasking chat window to prepare text before sending it.
- Configurable Text Macros
- Font and Screen sensitive displays
- Configurable button bar
- Assign any program function/macro to the button bar. You can install your own images to the button bar by assign your any IFF brush to the button
- Fully AREXX programmable
- Automatic Call logging. Know where you were and how much you spent.
- AmigaGuide online help

TERMITE works on all Amiga systems with 1 Mb or more of memory and WorkBench 2.0 or higher. TERMITE retails for \$49.95 and is available now.

For more information or a copy of detailed product literature contact:

Oregon Research  
16200 S.W. Pacific Hwy., Suite 162  
Tigard, OR 97224  
Ph: (503) 620-4919  
FAX: (503) 624-2940

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Internet: orres@teleport.com  
Genie: ORA  
CompuServe: 71333,2655

## 1.24 AmiCheck v1.11

### TITLE

AmiCheck v1.11 - checkbook/account management software

### VERSION

1.11

The demo version is fully functional except there is a limitation of 30 transactions.

### COMPANY

Shareware, registered version available from the author:

Douglas M. Dyer  
5124 Observation Way  
Alexandria, VA 22312  
USA  
Attn: AmiCheck

Registration includes a free upgrade to v2.0, which will include check printing.

Questions/comments: [dyer@alx.sticomet.com](mailto:dyer@alx.sticomet.com)

### AUTHOR

Douglas M. Dyer

### DESCRIPTION

AmiCheck is an easy yet very powerful checkbook/Account package for OS2.x and 3.x systems. It has extensive automation capabilities and can be driven almost entirely by keyboard if desired. The interface is font-sensitive and on the workbench so graphics board compatibility is high.

Below list some of the more prominent features:

#### * Interface

User-configurable from XEN-style buttons to shading colors.  
Fully font-sensitive, including the checkbook register

#### * Interactive Graphical Analysis

#### * Filtering

Advanced filter set operations possible  
Range operations with In or Out attributes.

#### * Sorting

Up to six levels of sorting may be done

---

- * Budgeting
    - Categories may be created and assigned to transactions
  - * Report Generation
    - Configurable reports may be generated to a file or to the printer.
  - * Automation
    - The user may create "templates" of common transactions.
    - Scripts automate data entry by providing a list of templates
  - * Searching
    - Search by any combination of fields, including using wildcards
- ... etc.

#### SPECIAL REQUIREMENTS

AmigaOS 2.x or 3.x

#### HOST NAME

A full demo is available on AMINET.

One such site is wuarchive.wustl.edu (128.252.135.4).

#### DIRECTORY

/pub/aminet/biz/misc

#### FILE NAMES

amicheck1_11.lha                      162484 bytes

#### PRICE

The registered version is \$25.00 in the US exchange rate (EURO checks accepted). Add \$3.00 for outside US shipping and handling.

#### DISTRIBUTABILITY

The demo on aminet is freely distributable, the registered version is not.

amiCheck is Copyright (C) 1994 Douglas M. Dyer  
All Rights Reserved.

## 1.25 The Humor Department

```
=====
== The Humor Department ==
=====
```

The following is a compilation of the IRC Jcompton Scrubber Purchase conference held on 10-27-94 (CST). The content has been edited, removing non-conference material. The messages regarding the subject of the conferences remain intact and unedited except for format to make reading easier.

[ Some intitial argument about who rightfully gets the Scrubber ]

<jcompton> I was the first one to make the floor scrubber famous. Hence, I

get it.

* Wolverine wants jason to clean my toilet w/ the scrubber

<jcompton> Wolverine: I don't do the scrubbing, I just own the merchandise.

<Kosh> Do you rent?

<jcompton> Kosh: Well, initial floor scrubbing policy will focus on the markets we've done well in in the past. We'd be willing to license the floor scrubber policy to distributors in other countries, though.

<Kosh> What sort of hardware are we looking at? Basic model, or one with lots of extras?

<jcompton> Kosh: We can't forget the low-end mop market that's been the mainstay, but our high-end users would be disappointed if we discontinued our more expandable floor scrubbing models.

<Kosh> What about marketing? - I hope you plan to market it better than C= did...

<jcompton> Kosh: No question. Commodore was too proprietary with their floor scrubber. We're seriously considering a completely Open-Soap policy.

<Kosh> Do you see the Scrubber taking a lead over the competitors, and can you talk about any proposed advancements? And what do you plan on calling the new Scrubber company?

<jcompton> Kosh: We may not be able to beat the clone scrubber companies right away, but we're going to aggressively market not only in magazines but with competitive profit-sharing programs with janitorial supply distributors.

<jcompton> Kosh: Most of the improvements are contingent on developing a new OS for the GBR (Gobsmacking Battery Recharge) chipset we plan to implement for our next-generation scrubbers.

<jcompton> Kosh: The name isn't finalized yet, but we're considering Scrubber International or Scrubbing Technologies, Ltd.

<Kosh> Do you plan on limiting market to C='s strongest ones (IE, the UK) or do you plan immediate worldwide exposure?

<jcompton> Kosh: As I stated earlier, we feel we need to focus first on the markets we've done best in, but we certainly can't rule out any, either.

<Kosh> Won't other markets feel ignored, and what do you propose to do to ensure a future in the weaker markets before the "clones" take them for good?

<jcompton> Kosh: Marketing, marketing, marketing. We plan to show the public the areas where our scrubbers excel. We've got snapshots of 14,000 car dealership floors ready to go to print as soon as

---

the buyout is successful.

<Kosh> Are you able to tell the IRC readers out there anything about the if any), or are they silent partners?

<jcompton> kosh: They are silent partners. All I can tell you is that one of them is a major detergent manufacturer.

<Kosh> Where do you plan to have your factory and management based, and how soon can we expect the product line to start up again?

<jcompton> Kosh: Manufacturing agreements are tentatively set in Iowa and Hungary. We feel that the locations will be optimal for distributing our product. We hope to have new models available for Valentine's Day.

<jcompton> The ad guys have a tentative slogan for the new releases..."Take your honey for a spin and scrub." It's still rough, but workable.

<jcompton> We're also giving serious thought to painting Amy the Squirrel on both sides of the new models, but Schwartz hasn't returned our calls yet.

<Kosh> Is there anything you wish to say to the IRC readers out there before the interview is done?

<jcompton> Kosh: Sure. We're ready to do whatever it takes to ensure the future of the floor scrubber. It's been a bumpy ride, but with everyone's help, we can have a terrific future.

[Moderator interjection] It's the IRC/Jcompton conference on the Floor Scrubber Purchase... please type ? to ask a question

<c0w> Do you plan on sticking with the GGG series of motor construction, or not?

<jcompton> c0w: GGG is a technology that we feel, at this point, won't be enough to combat the competition's offerings. But if we can get it to market quickly and cheaply, it may have a future as the mid-end machine we've always lacked.

<Kosh> Well I thank you for the very informative interview. Are you able to stick around for some questions presented by some guests?

<c0w> j: yes, but if we get rid of GGG then will the alternative be downwardly compatible with the older detergents?

<jcompton> c0w: It's likely that floor scrubber users will need some major retooling of their scrubbing habits and patterns.

<harv> jason what the hell is it with you and floor scrubbers. you're getting compulsive about this. we may have to send you for professional help

<jcompton> harv: I'm establishing a legend. Or at least, trying very hard.

---

Actually, this whole thing wasn't my idea.

<c0w> j: what type of dome light will be used on the new models?

<jcompton> c0w: It's too early to think about that sort of thing. It'll be up to the design team.

<harv> jason be sure to see invasion of the body snatchers, early 80s re-make. excellent floorscrubber scene in it

<jcompton> harv: Hehehe...right now I'm just enjoying the brief glimpse Haynie gets of it in Deathbed Vigil.

<harv> hmm.. i gotta get that tape

<c0w> j: Yes, but this is very urgent!! Will it even BE a floor scrubber if it uses some new weird type of detergent?

<jcompton> c0w: We're not going to change the things that have made our floor scrubbers great in the past.

<c0w> j: Thank goodness!

<Kosh> The scrubber "clones" seem to work on the basis that "faster is better"... do you plan to adopt this philosophy, or continue the multi co-scrubber design?

<jcompton> Kosh: We can't rule out allowing users of other floor scrubbers to feel at home on ours, but at the same time, we have to keep up the sort of things that make us stand out.

<c0w> j: I feel that speed is overrated, if we use multiple brushes then we will get much higher performance than a very fast model that uses a single brush.

<jcompton> c0w: The brushes will continue to work in tandem. We're even working on making all of them animated.

<c0w> j: what about rtd (re-targetable detergent)?

<jcompton> c0w: RTD is one of our top priorities. We have to stop punishing users for using high-end detergents.

<Kosh> Are you offering a better support line for 3rd party developers and dealers?

<jcompton> Kosh: Of course. Accessories are what really make the machine.

<Kosh> And what about owners of older Scrubbers that want to upgrade?

<jcompton> Kosh: We'll have to keep a competitive upgrade plan in order to keep existing users happy.

## 1.26 AR Contest!

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== Amiga Report Contest! ==

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- THE PRIZE FOR NEXT MONTH -

CONTEST BEGINS: 9-13-94

CONTEST ENDS: 11-21-94

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 catagorizing 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.
-

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.

David Tiberio

dtiberio@libserv1.ic.sunysb.edu

## 1.27 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

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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! **
```

## 1.28 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:

```
MlTE&.#=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 |
```



```

== /--- \| \| || || \| || /--- \| ==
== /-----\ ==
== /-----\ ==
== Amiga Report International Online Magazine ==
== October 24, 1994 ~ Issue No. 2.30 ==
== Copyright 1994 SkyNet Publications ==
== All Rights Reserved ==
=====

```

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### 1.30 Editor's Choice

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=====
== 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) |                   |                             |                              |

|                           |      |         |         |  |
|---------------------------|------|---------|---------|--|
| converter and loads of    |      |         |         |  |
| artwork)                  |      |         |         |  |
|                           |      |         |         |  |
| Micro R+D CD-ROM Volume 2 | 2.26 | \$99.00 | \$59.95 |  |
| (Includes entire Nature's |      |         |         |  |
| Backdrop series)          |      |         |         |  |
|                           |      |         |         |  |
| GPFax Amiga Fax Software  | 2.30 | \$80.00 | \$60.00 |  |
| (Class 1 & 2)             |      |         |         |  |
|                           |      |         |         |  |

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.

## 1.31 Area52 Price Listing

AREA52 Price Listing for September/October 1994.

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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.

## 1.32 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!

## 1.33 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

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accounts are also available.

## 1.34 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)

## 1.35 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

## 1.36 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

## 1.37 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

## 1.38 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.

## 1.39 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.

## 1.40 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

## 1.41 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

## 1.42 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

## 1.43 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.

## 1.44 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

## 1.45 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 dayly 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.

## 1.46 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@tecnet1.jcte.jcs.mil  
 FidoNet: 1:3604/60.0  
 601-374-2697 Hayes Optina 28.8 V.FC  
 Biloxi, Mississippi

## 1.47 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

## 1.48 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

## 1.49 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 NWNNet-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

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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!!

## 1.50 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.

## 1.51 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

## 1.52 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



```

: : :\ /\ /\ : : :Amiga Report * CD-32 View * Frontier Consoles
 \ /\ /\
 \ /\ /\ /\
 \/\ /\ /\
 \/\ /\ /\

Online shareware registrations
Files daily from Aminet * ADS/SAN

=====
```

## 1.56 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.

## 1.57 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

## 1.58 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.

## 1.59 Freeland Mainframe

\* FREELAND MAINFRAME \*  
Official Amiga Report Distribution Site  
\* Running DLG Professional \*  
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

## 1.60 LAHO

\* LAHO BBS \*  
Official Amiga Report Distribution Site -- Finland  
\* Running MBBS \*  
Lenni Uitti, SysOp

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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.

## 1.61 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

## 1.62 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

## 1.63 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"

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## 1.64 Stingray Database BBS

```

* STINGRAY DATABASE *
Official Amiga Report Distribution Site -- Germany
* Running FastCall *
 Bernd Mienert, Sysop
E-Mail: sysop@sting-db.zer.sub.org.dbp.de
+49 208 496807 HST-Dual 24hrs - 7 days
 Muelheim/Ruhr, Germany

```

### 1.65 T.B.P. Video Slate

```

 /\_/\ * T.B.P. VIDEO SLATE *
 // // Official Amiga Report
 AR Coverdisk CoverDisk Distribution Site
 An Amiga dedicated BBS for All
 * Running Skyline 1.3.2 *
 Mark E Davidson, Sysop
 24 hrs - 7 days
 201-586-3623 USR 14.4 HST
 Rockaway, New Jersey

Full Skypix menus + normal and
ansi menu sets.
Download on the first call.
```

```
Hardware: Amiga 500 Tower custom at 14 MHz, 350 Meg maxtor,
 125 Meg SCSI Maxtor, 345 Meg IDE Maxtor, 2 Double Speed CD rom,
 9 meg RAM
```

## 1.66 Amiga Central

\* AMIGA CENTRAL! \*

Official Amiga Report Distribution Site

CNet Amiga Support Site

\* Running CNet Amiga BBS \*

Carl Tashian, Sysop

Internet mail: root@amicent.raider.net

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

24 hours - 7 days

Nashville, Tennessee

Hardware: Amiga 3000 Tower 68030+882@25MHz, 105 meg Quantum, 225 meg  
Seagate,  
Zoom 14.4k modem

### 1.67 Guru Meditation

\* GURU MEDITATION \*

Official Amiga Report Distribution Site -- Spain

\* Running Remote Access \*

Javier Frias, SysOp

+34-1-383-1317 V.32bis

24 hours - 7days

Spain

## 1.68 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   |

## 1.69 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

## 1.70 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

Munich, Germany

Areas for Amiga, PCs, Amiga Report,  
WAU Main Coordinator for Germany,  
Game Byte, Graphic Stuff, 3D-Exchange,  
3D-tools, 3D-objects, GUS, PAS, DOOM,  
Online CD, Online Games, USENET, INTERNET,  
FIDO ECHOS, Developer

## 1.71 Virtual Palace BBS

\* Virtual Palace BBS \*

\* Official Amiga Report Distribution Site \*  
\* Official Amiga Report Disk Distribution Site \*

916-343-7420

300-14400 Baud V.42bis  
AmiExpress 2.40 700 Mbytes

P.O. Box 5518  
Chico, California 95927

Tibor G. Balogh (Tibor), Sysop  
Sysop Email: tibor@ecst.csuchico.edu

Leland Whitlock (Leland), Co-Sysop

## 1.72 X-TReMe BBS

-\*\*\*/+ X-TReMe BBS +/\*\*\*-  
Pygor & The Doctor  
+31-167064414 (24h)  
Internet: u055231@vm.uci.kun.nl

```

_____._____._____.
/_._//_/_//_._// Bitnet: u055231 at HNYKUN11
./_//_._._//_._// Internet: u055231@vm1.uci.kun.nl
/_//_/_/_//_._//. BBS: +31-1670-64414 (24h)

._____._____._____.
./_//_._._//_._//._____.
/_//_/_/_//_._//._____.
/_//_/_/_//_._//._____.

```

## 1.73 Vision Thing BBS



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.

## 1.74 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

## 1.75 Dealer Directory

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

Arranged by Continent:

Asia

Europe

North America

(Dealers: To have your name added, please send Email!)

## 1.76 Dealers - Asia

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

## 1.77 Dealers - Europe

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== Dealers - Europe ==
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```

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  
 Sales: almathera@cix.compulink.co.uk Tech: jralph@cix.compulink.co.uk

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

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

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

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

Centro Mail  
 Spain

Tel: (91) 380 28 92

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

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

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@cvs.warwick.ac.uk

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

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

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

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

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

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

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

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

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

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

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.

## 1.78 Dealers - North America

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== Dealers - North America ==
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```

AmegaByte!  
5001 Garrett Ave.  
Beltsville, MD 20705  
INTERNET: amega@globe.net  
VOICE: (800) 834-7153 VOICE: (301) 937-1640  
FAX: (301) 937-1658  
A Computer Services Company

Amigability Computers  
P.O. Box 572

Plantsville, CT 06479  
VOICE: 203-276-8175  
Internet: amiga@phantm.UUCP      BIX: jbasile  
(E-mail to sub. to our mailing list)

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

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

Computer Link  
Your Amiga/PC connection.  
6573 middlebelt  
Garden City MI 48135  
Voice: 313-522-6005      Fax: 313-522-3119  
clink@m-net.arbornet.org

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

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

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

HIGHLAND GREY CONSULTING, INC.  
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  
Sales and Service; Same Phone #'s!  
Apple, Amiga, IBM/Clone and Macintosh Systems

HT Electronics  
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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

Keizer Tech  
3881 River Rd N  
Keizer, OR 97303  
USA  
Voice: 393-5472

Magic Page  
3043 Luther Street  
Winston-Salem, NC 27127  
910-785-3695 voice/fax  
Spiff@cup.portal.com

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

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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  
2945 W Peterson Suite 209  
Chicago, Illinois  
VOICE: 312-878-7800  
Software and Service in Chicago - Will ship.

Wonder Computers Inc.  
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Ottawa, Ontario, Canada K2B 8J7  
Voice: 613-596-2542 Fax: 613-596-9349  
BBS: 613-829-0909

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!"

## 1.79 Editorial and Opinion

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== Editorial and Opinion ==
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compt.sys.editor.desk Just a complaint.

The Amiga Community By Celso Martinho

## 1.80 News and Features

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== News and Features ==
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Press Releases Stuff people want you to know.

Voice from Across the Pond Mike Wolf brings the WOA Cologne report

AmiTCP 3.0b2: A HowTo An insight on running the TCP package

Amiga Report Contest

The Humor Department Just a couple of snicks

## 1.81 Reviews

| Reviews            |                                            |
|--------------------|--------------------------------------------|
| CD-1401 Monitor    | Yes, a 15khz monitor! You can have it too! |
| CyberStorm         | Wolf checks out a superfast accelerator    |
| Arcade Pool CD32   | Rack 'em up with friends.                  |
| Super Stardust AGA | Asteroids. Very, very pretty ones.         |

## 1.82 FTP and Product Announcements

| FTP and Product Announcements |                                           |
|-------------------------------|-------------------------------------------|
| Citadel 68K                   | A free BBS program.                       |
| ImageStudio                   | A graphics conversion program.            |
| GameSmith Development System  | A game dev system, like it says.          |
| Analay                        | Number crunching.                         |
| Termite                       | A commercial Amiga terminal.              |
| AmiCheck v1.11                | Balance your free magazine's tiny budget. |

The 10 most downloaded files from Aminet during the week until 30-Oct-94  
 | Updated weekly. Most popular file on top.

| File                | Dir        | Size | Description                                    |
|---------------------|------------|------|------------------------------------------------|
| ar230.lha           | docs/mags  | 94K  | +Amiga Report - 23 Oct 94 [Yay!]               |
| airwarrior.lha      | game/misc  | 1.1M | +V2.9c of the BEST flight sim available        |
| AmiTCP-demo-40.lha  | comm/tcp   | 738K | +TCP/IP protocol stack                         |
| GBlanker3.5pch.lha  | util/blank | 5K   | +Patch to Garshnelib.library                   |
| GBlanker3.5.020.lha | util/blank | 176K | +Modular screen blanker (020+)                 |
| ImageStudio.lha     | gfx/conv   | 395K | +Image processing/conversion program<br>v1.1.0 |
| drmario.lha         | game/jump  | 96K  | +Classic old game                              |
| Art-Pro.lha         | gfx/conv   | 76K  | +ART-Pro , a powerful gfx-converter            |
| megatron.lha        | game/misc  | 73K  | +Classic old game                              |
| bab5ships.lha       | gfx/3dobj  | 210K | +Imagine models (look alike) from<br>Babylon   |

## 1.83 About AMIGA REPORT



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== About AMIGA REPORT ==

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AR Staff                      The Editors and writers

Copyright Information      The legal stuff

## 1.84 The Staff

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== The Staff ==

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## 1.85 Where to Get AR

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== Where to Get AR ==

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The AR Mailing List

Aminet

World Wide Web

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Distribution Sites

Commercial Services

## 1.86 Distribution Sites

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== Where to find Amiga Report ==
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FidoNet Systems

Non-FidoNet Systems

## 1.87 FidoNet Distribution Sites

FidoNet Systems

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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 AMIGANET            | .....Omaha, Nebraska             |
| NOVA                      | .....Cleveland, Tennessee        |
| PIIONEER'S BBS            | .....Edmonds, Washington         |
| CIUA BBS                  | .....Portugal                    |
| AMIGA JUNCTION 9          | .....United Kingdom              |
| BITSTREAM BBS             | .....Nelson, New Zealand         |
| REALM OF TWILIGHT         | .....Ontario, Canada             |
| METNET TRIANGLE           | .....Kingston Upon Hull, England |
| AMIGA-NIGHT-SYSTEM        | .....Helsinki, Finland           |
| RAMSES THE AMIGA FLYING   | .....France                      |
| GATEWAY BBS               | .....Biloxi, Mississippi         |
| EMERALD KEEP BBS          | .....Illinois                    |
| AMIGA BBS                 | .....Estado de Mexico, Mexico    |
| THE STYGIAN ABYSS         | .....Chicago, Illinois           |
| AMIGA DO PC BSS           | .....Campinas, Brazil            |
| COMM-LINK BBS             | .....Port Coquitlam, BC, Canada  |
| PHANTOM'S LAIR            | .....Glendale Heights, Illinois  |
| Tierra-Miga BBS           | .....SanDeigo, Ca                |
| MOONLIGHT SONATA DLG      | .....Finland                     |
| CONTINENTAL DRIFT         | .....Sydney, Australia           |
| Amiga Online Bs H'stede   | .....The Netherlands             |
| Kobayashi Alternative BBS | .....Maine                       |

## 1.88 Non-FidoNet Distribution Sites

Non-FidoNet Systems

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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

## 1.89 Commercial Products

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== Commercial Products ==
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Editor's Choice	Jason's picks
Area52 Price Listing	Tiberio wants to sell you stuff.
Commercial Online Services	Sign-Up Information

## 1.90 Commercial Online Services

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== Commercial Online Services ==
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Delphi	Getting better all the time!
Portal	A great place for Amiga users