

**ar211**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ar211		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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Dealer Directory	Amiga Dealer Addresses and Numbers
Commercial Online Services	Sign-Up Information
FTP Announcements	New Files Available for FTP
AR Distribution Sites	Where to get AMIGA REPORT

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// | | //
%%%%%%%%//%%%%| Amiga Report International Online Magazine |%%%%%%%%//%%%%
%%  \\\ | Issue No. 2.11 March 25, 1994 |  \\\  %%
%%%%%%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%%%%%%
| |

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The Editor's Desk	Amiga News	Dealer Directory
Distribution BBS's	Product Announcements	Emulation Rambler

### SPECIAL FEATURES

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Commodore? Brrrr! .....Michel Vissers
Power PC .....RobMan
The AA+ Chipset .....Darren Stevens
Amiga Picture Viewers .....Osma Ahvenlampi
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                DELPHI    PORTAL    FIDO    INTERNET                %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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## 1.3 The Editor's Desk

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Editor's Desk                                     By Robert Niles %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

It's spring!! Well maybe someone should tell the weather that, eh?

It looks like there's some changes going on. Six employees from NewTek have left and have started a venture of their own. Look for some info about that in Amiga News. I'm interested in seeing what that brings. Even Kiki went with them.

Everyone's getting anxious to see the AAA computers. Talk about the AAA is coming from every corner of the Amiga community. All I can say is that I hope that we'll be able to see it. But like with everything, it will be totally dependant on CBM's marketing ...or as CBM employees say, "Commodore has marketing?"

I haven't seen any advertisements for the CD32 in the U.S. Has anyone else out there?

Last week I had an article called "Amiga Blues". Due to problems we were not able to give him proper credit...well, he contacted me (thanks!) and Brad Hansen (100024.3556@CompuServe.COM) is the author.

Thanks to all of you who have been submitting articles or tid-bits of news.

Speaking of which, I hear that CBM's 1-800 line has been disconnected.  
Anyone hear why?

OK, it's time for me to grab the fishing pole, and for you to enjoy  
Amiga Report.

Enjoy!

## 1.4 Delphi

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%      Delphi Internet Services -- Your Connection to the World!      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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Amiga Report International Online Magazine is available every week 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

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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 AMIGAREPORT and press RETURN.

DELPHI's best plan is the 20/20 plan. It gives you 20 hours each month  
for the low price of only \$19.95! Additional hours are only \$1.50 each!  
This covers 1200, 2400 and even 9600 connections!

For more information, and details on other plans, 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.

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!

## 1.5 AR Staff

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               The Amiga Report Staff                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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Editor  
=====

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=====

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## 1.6 Amiga Report Mailing List

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               Amiga Report Maillist List, the WWW, and Aminet                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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AR Mailing List

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No Official Amiga Report Distribution Site in your local calling area? Are



you tired of waiting for your local BBS or online service to get Amiga Report each week? If so, have we got a deal for you!

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to [rniles@hebron.connected.com](mailto:rniles@hebron.connected.com). 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.

Many thanks to PORTAL Communications for setting this service up for us!

P.S.: Please be sure to include your Email address in the text of your request message, it makes adding it to the list much easier. Thanks!

\*\* 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!

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World Wide Web

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AR can also be read with Mosaic (in either AmigaGuide or html form).  
 Reading AmigaReport with Mosaic removes the necessity to download it.

Simply tell Mosaic to open the following URL:

<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/AR/MainPage.html>

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

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

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Aminet

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

## 1.7 Amiga News

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%% Amiga News                                                         %%
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New SupraFAXModem(tm) 288 Offers V.Fast Speeds for Under \$400

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ALBANY, OR, FEBRUARY 1994 - The SupraFAXModem 288 raises the standard on performance with data speeds of 28,800 bps while maintaining Supra's commitment to value-oriented pricing. Scheduled to ship in March, the external model will carry a selling price of \$399 while the internal SupraFAXModem(tm) 288i will debut at just \$349.

"These products represent a huge leap forward in technology," said Kenny Richards, Manager for PC products at Supra. "Not only can users benefit from speed that's twice as fast as the current V.32bis standard, they also get the benefits of an outstanding feature set at an unbelievable price."

Based on the Rockwell(tm) V.FC (V.Fast Class) chipset, Supra's new modems utilize the core technology that is expected to be defined by the ITU-TSS in the V.34 (V.Fast) standard later this year. When the V.34 standard is finalized, it will be incorporated into the full line of SupraFAXModem 288 products. In the interim, V.FC appears to be the clear leader as a standard for 28,800 bps data communication. Wide-spread acceptance of the V.FC standard will ensure compatibility with modems from more than 60 other vendors, including Hayes, Microcom, and US Robotics.

By contrast, the V.32terbo standard, which is accepted by a smaller number of modem manufacturers, can go no faster than 19,200 bps. And despite the fact that these modems are half as fast as Supra's 288 products, they do not offer a competitive price advantage.

#### True Top-Of-The-Line Technology

Both Supra's internal and external modems offer technology that goes beyond the basics of V.FC technology. By utilizing flash ROM, both of these V.Fast Class products add a new level of flexibility to modem communications. Future enhancements can be made without any hardware adjustments - just download the new code information into the ROM.

Plus, the SupraFAXModem 288i utilizes SupraSmart(tm) UART technology buffering to reduce the risk of data loss during high speed transmission. This includes 16550 UART emulation which, combined with V.42bis compression, enables data speeds of up to 115,200 bps. The product also includes a Windows driver with RHSI (Rockwell High-Speed Interface) which increases the throughput capabilities.

The SupraFAXModem 288 external, packs this performance into Supra's highly-praised tiny desktop modem with a revolutionary alphanumeric status display which makes it a breeze to track all modem activity. It also includes a hardware handshaking cable that enables up to 115,200 bps communication on computers equipped with a 16550 UART.

Both modems also include custom Supra features such as Silent Answer(tm) which allows both voice and fax communication on a single phone line. If it detects fax "CNG" tones, the modem routes the call to fax software. Otherwise, the modem sits silently on the phone line while the call is answered by the user or by an answering machine. Another feature, Caller ID, lets users identify incoming calls before answering.

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### Full-Featured Functionality

Both modems support industry standard protocols including the full range of Bell, MNP, and ITU-TSS (formerly CCITT) standards. Among the supported features are MNP10 for improved performance on cellular connections. Both modems support the highest-available fax speed of 14,400 bps. They also support Class 1 and 2 fax commands and are compatible with Group 3 fax machines.

The modems also feature a five-year warranty, Hayes compatibility, extended AT commands and result codes, compatibility with most popular telecommunications software, autoanswer/autodial, a modular phone jack, and non-volatile memory that stores two user configurations and four phone numbers.

Both the desktop faxmodem and internal card include all software, cables and instructions the user needs for getting started with high-speed data and fax communication. The bundle includes FaxTalk(r) for Windows for flawless fax transmission, Compuserve Information Manager(tm) for Windows, and COMit(tm) for DOS and Windows - a data communication program designed specifically for high-speed communication.

For Macintosh owners, Supra offers the SupraFAXModem 288 Mac package for desktop users and the SupraFAXModem 288PB an internal modem for PowerBook models 100-180c. Both packages include all the software, cables and instructions the user needs for getting started with high-speed data and fax communication. The bundle includes MicroPhone(tm) LT, Compuserve Information Manager(tm), and the CCL scripts required for Apple Remote Access(tm). Packages also include FAXcilitate(tm), fax software that brings a new level of flexibility and ease-of-use to Macintosh faxing.

### About Supra Corporation

Supra Corporation, based in Albany, Oregon, has been providing personal computer users with high-quality, low-cost peripherals since 1985.

Since the original SupraModem(r) 2400 was introduced in 1987, SupraModems have been popular among consumers for excellent value in a reliable modem, and have been recommended by a variety of sources, from respected PC MAgazine and MacUser columnist John C. Dvorak to the Boston Computer Society.

Supra Corporation  
7101 Supra Drive SW  
Albany, OR 97321  
Amiga Technical Support Line: 503-967-2493  
Fax: 503-967-2401

[ ED's Note : Alex Johnson, of Supra's Amiga Technical Services advises ]

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[ that they should start shipping the SupraFAXModem 288 at the end of ]  
[ this month or the beginning of the next month (April). He also stated ]  
[ that there will probably be a sysop's purchase program with even ]  
[ better prices. The sysop's purchase price should be set within the ]  
[ next week or so. ]

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#### NEWTEK, INC ANNOUNCES SCREAMERNET RENDERING SOFTWARE FOR LIGHTWAVE 3D PROFESSIONALS

Las Vegas, March 20, 1994 - NewTek, Inc., the company that brought professional video and animation production to the masses with the Video Toaster introduces ScreamerNet for LightWave 3D users.

ScreamerNet is the evolution of the Screamer rendering hardware announced last August. "As we pursued development of the Screamer hardware it became evident that high speed processors were quickly becoming commodity items," said NewTek President Tim Jenison. "Rather than NewTek trying to keep up with the hardware wars we decided to release software that will allow LightWave users to select the rendering machine of their choice."

ScreamerNet is a rendering software package that allows LightWave 3D users to take advantage of the rendering power offered by workstations from a variety of vendors. The software is Windows NT compatible and will support hardware that utilizes Intel, MIPS, and DEC Alpha processor chips. ScreamerNet's suggested retail price is \$1995 and will support up to eight machines.

LightWave 3D has become the animation package of choice for most of the cutting edge action shows in Hollywood," stated Jenison. "Television programs such as seaQuest DSV, Star Trek: The Next Generation, Babylon 5 and RoboCop are using the Video Toaster and LightWave 3D to push the envelope of visual effects. With the introduction of ScreamerNet they will have access to the rendering power they need to completely redefine the standards for effects in television and film production."

"As the makers of revolutionary products like Video Toaster and the new Video Toaster Flyer, NewTek means high technology at an unbelievably low price point," said NewTek's Marketing Director Donetta Colboch. "While ScreamerNet represents a dramatic breakthrough in 3D rendering price/performance, it's designed and priced for the professional animation facility."

NewTek will be showcasing the ScreamerNet software at the National Association of Broadcasters Convention, March 21-24 in Booth #11050.

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#### NEWTEK STUNS NAB WITH THE INTRODUCTION OF THE VIDEO TOASTER FLYER TAPELESS EDITING SYSTEM

Las Vegas, March 20, 1994 - NewTek, Inc., the pioneers of the desktop video industry, announce the Video Toaster Flyer, the first D2 quality tapeless editing system. With the Flyer priced at \$3995, NewTek once again shatters the price/performance standards for broadcast quality video production just as they did with the release of the Video Toaster in 1990.

"When we originally conceived the idea for the Video Toaster it was to provide all the tools necessary to create broadcast quality television at a price almost anyone could afford." said Tim Jenison, NewTek President. "With the introduction of the Video Toaster Flyer we have made the tools even more accessible, reducing the cost of production by an order of magnitude."

The Video Toaster Flyer is the result of more than seven years of intense research and development. The Video Toaster Flyer offers D2 quality video and CD quality audio editing in a tapeless, non-linear environment. The Video Toaster Flyer tapeless editor allows the user to dial in the video quality, up to lossless D2 quality. All video data is stored on computer hard drives that allow the user to access particular segments instantaneously without having to shuttle from one point to another as in traditional tape editing. The system employs an easy to use, drag and drop storyboard interface.

The breakthrough technology in the Video Toaster Flyer is NewTek's revolutionary new VTASC compression algorithm. VTASC sets a new standard for hard disk based video compression by combining D2, broadcast quality video with unprecedented compression ratios. NewTek is currently in discussion with a number of vendors looking to license VTASC and Video Toaster Flyer technology.

The Video Toaster Flyer continues NewTek's tradition of providing easy to use, broadcast quality video production tools, at unbelievably low prices.. The complete Video Toaster Flyer system provides the ability to incorporate all of the tools from the Video Toaster; digital video effects, paint graphics, titles and animations directly into productions edited from one simple interface. For Toaster LightWave 3D users, the tapeless editor will allow the blending of moving video easily and seamlessly into animated video productions.

NewTek will be demonstrating the Video Toaster Flyer at the National Association of Broadcasters Convention, March 21-24 in Booth #11050.

[ ED'S NOTE: AR would like to give thanks to Harv Laser of ]  
[ Portal's Amiga Zone for the last two announcements. ]

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EX-NEWTEK EMPLOYEES ANNOUNCE "PLAY"

San Francisco, CA - Former NewTek senior staff members who left the Kansas company earlier this year have ended industry speculation by unveiling their new venture, 'PLAY'. "Launching the Video Toaster and with it the desktop video industry over the last seven years was a fantastic adventure,"

commented PLAY President Paul Montgomery, "Along the way we discovered some very compelling opportunities that went beyond one technology or even one platform. PLAY was formed to take advantage of those opportunities." The company, which consists primarily of Californians who relocated to Kansas to build NewTek, is based in San Francisco.

"In the mid-eighties NewTek Vice-President and visionary Paul Montgomery assembled a very unique team from around the world." said Tom Egan, senior editor for Channel 4000, the leading desktop video news service. "With their accomplishments in building this industry at NewTek, they're my pick for the 'desktop video Dream Team'. I'm expecting a lot from this group." PLAY features Emmy-award winning members of the Video Toaster R & D team, including NewTek's former Head of Software Development, Steve Hartford, video hardware and software guru, Ken Turcotte, and Toaster hardware design engineer, Brad Carvey. Other PLAY founders include NewTek's former Director of Marketing, Mark Randall, plus Product Development Manager and Hollywood technology pioneer, Daniel Kaye. Rounding out the PLAY executive team is a face known to millions, Kiki Stockhammer, the video industry's well-known celebrity spokesperson.

PLAY will announce it's first strategic relationship at a special event on Sunday, March 20th at 7:00 P.M. in the Julius Room of Caesars Palace, Las Vegas. "We feel the 'information superhighway' and desktop video are desinted to collide sooner than anyone thinks" said Montgomery, "PLAY and our new partner Private Channels are perfectly positioned to provide the technology, content and distribution needed to realize the dream of 'video-on-demand'."

## 1.8 Commodore? Brrrrr!

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Commodore? Brrr!                                     by Michel Vissers %%
%%                                                         v932631@si.hhs.nl %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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\*\*\*\* Commodore ???? Brrrrrr !!!!! \*\*\*\*

I'm a fanatic Amiga user for about 4 years now. To me there is no other computer half as good as the Amiga. BUT there is something I really don't like about it. Commodore ! Why ??? Read on and wheep B^(

In all magazines you can find articles about how good C= is, but every time I read such an article I start to shiver. I have some really bad memories of C= and Amiga. It all started when I bought my first one.

ACT 1:

After a lot of visits to a local computershop I finally decided to sell my trusty C64 (The only thing C= really did right !) and buy an Amiga. I got a great deal and took my A500 home. I got some software to start from a friend (yes illegal, but it is nice to have some software to start with) and started playing. Untill... I coded a lot on the C64 so I was determend to continue on the Amiga and got Seka. Very nice except when the ESC key and some others don't work. Back to the shop.

Fortunately for me they knew that sending the computer to C= would take ages to be fixed, so they gave me a new Amiga.

#### ACT 2:

After some coding (yes, not programming B^)) and stuff I decided to try out music aswell. So offcourse Noisetracker (and later Protracker) was the logical start. (Here it comes again) Untill... After some time my screen started acting weird. It became smaller for a few seconds and then returned to normal. At first I thought some virus got my Amiga but as it kept coming back later, even after a viruschecker had wiped out every bit of ugly routines on my disks, I knew it was a hardware problem. So, still in my warrenty period, I went back to the shop and got a replacement monitor. And I was happy again...

#### ACT 3:

BAFFF !!! Hey, where's my AsmOne screen ???? My Amiga lay there... dead. My powersupply decided to quit on me. And offcourse I was furious, because it happened just after my warrenty period ended. B^( But I went to the shop ( it was called The Shop, funny isn't it ? ) and asked them what to do. As my warrenty ended (1 month) I had to buy a new supply and they recommended that I should buy one from them so I could get their warrenty-service... But their supplies where a lot more expensive than the usual but not better. Luckily there was a big computerfair where I could buy a heavyduty supply for less than the one I could buy in the shop. So that story has a good end, but what I don't get is how a supply could possibly die with just an A500 with 0.5 chip, 0.5 fast and an external drive (Cumana, which is very good).

#### ACT 4:

Well, not much to say. Just read ACT 2 again. My monitor does the strangest things when turned on. After a minute orso it startes its showbizz again for a couple of minutes and then returns to normal. You know, I'm still using the same monitor now, but as I haven't got the money to buy a decent multisync I'll just have to bear it (for the rest of my life ????).

#### ACT 5:

Finally some good things happen. Everything I bought worked ! A 2MB memory kit for 1.0 chip and 1.5 fast, an IDE HD-controller, Digiview and lots of software. And you know what ??? They all were things NOT made by C=.

#### ACT 6:

Finally the moment has come. A1200 is available and for a great price too (cheaper than the A500 !). So offcourse I buy one. I really love it. Especially from a coders view as demos are much more interesting on an A1200. I hook it up and started doing my stuff. But after a while I started to miss my HD, so I decided to build it in my A1200. Together with a friend of mine, we bothbuild in our 3.5 inch HD's in our beloved A1200's and it worked perfect. Untill now I've never had any problems concerning the HD or powershortness. Because the A1200 is small and pretty light it's easy to take it along to friends and so I

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do. This however doesn't count for monitors but as it's possible to connect an Amiga to composite aswell it's no problem...I though. My composite signal was trashed ! Were's the sync ??? Bummer 1 !!! In the summerholiday I went to Sweden to a member of our group. Well, he still has a TV but the A1200 has a TV-mod so... Well, you can probably guess it. It's busted too. B^( But as I had opened my A1200 my warrenty is gone, foestie, pleite !!!

Fortunately their is no ACT 7 now, but as soon as I buy something new which has the C= sign on it, ACT 7 will follow...[sigh] After something happened I always called C= first. Who knows they might happen to know something to fix my problems but they always tried to get rid of me. I like to enter C= Holland in the competition for worst service ever !

Aaaahhhh, finally got that of my chest...

Michel/Oradion  
v932631@si.hhs.nl

## 1.9 Power PC

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Power PC - Should we be jealous?                                by RobMan %%
%%                                                                 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Well, on March 14th we got our hands on the Apple PowerMac 8100, the top of the new range of Apple PowerPCs, with 16Meg of Ram, 500 meg hard disk, CD player and the SoftWindows software that "runs PC apps at the speed of a 486/25". I was eager to play, to say the least. It looks good (a Quadra 800 style case with a caddyless CD drive) and cost us a rather vast 4000 UK pounds (this is NOT the retail price - we're developers) and definitely runs the kind of Mac software we need it to run.

Now, I'm an Amiga-guy like you people, and I am eagerly awaiting something new from C= so I can finally move into the big league in terms of power (my '020 based A500+/CD32 are hardly muscle machines!!). So with all of this new hardware cropping up, some of us may be tempted to defect to these new PowerPCs, or Pentiums or whatever, rather than waiting for the fabled A5000. This is why I wrote this - to say that right now, as of this moment in time, I am NOT impressed enough with the PowerPC to say bye-bye Amiga people.

In fact, I don't think I'll ever be impressed enough to leave the Ami. Even my humble A500+ can handle animations better than this PowerPC! In speed tests, there were several areas where even a Quadra 610 would give this thing a run for its' money. Sure there's plenty of native PPC software 'just around the corner' (yeah, right) but its performance as a Mac is, well, like a Mac -slllloooooowww.

The other, H-U-G-E, crunch comes when trying to run PC software. It doesn't run 386 or 486 code. No siree, it's the worlds fastest 286!! Sure, it runs windows quickly. Excel too. Doom? TFX? (the ONLY reason to even go near a PC) I need only quote from the machine itself - "Needs 386 or above to run". Aaaaaaaaagggggggggghhhhhhhh. Dust off that old 386 and play



Doom nice and slow (or on a screen 2 inches by 2 inches :-). I have it on good authority that (one day) it will run 386/486 code. I also have it on good authority that one day all machines will run as beautifully as the Amiga did in 1987!

Oh dear. Perhaps now is not the best time to purchase PowerPC, Amiga people. Let's hope C= go for the PA Risc chip, or at least a PPC chip running AmigaDos.

Keep it Amiga. At least WE know the truth. Tell your friends. Maybe oneday I'll even get an Amiga into this company (I could always stick an Apple sticker on it!!) - then the rest can experience power!!

## 1.10 The AA+ Chipset

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The AA+ Chipset                                     by Darren Stevens %%
%%                                                    Daz@mail.on-line.co.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Hi there!

After all those predictions and rumors in AR recently I thought I'd put my ideas into the pot...

Being from England I will be staying with low-end Amigas for a long time to come. At current prices an A4000/030 would cost me more than I take home each month (a lot more for a good one!) So while I find discussions of what the AAA will be like interesting, I'd like to know more about the AA+ as thats what I will be getting next..

Well thats the problem isn't it? Theres LOTS of info about the AAA floating about, and thats not really surprising is it? Over here in the UK at least, the Amiga (well the A1200) is doing well, so I think we get forgotten about while C= trys to reassure US Amigans. So info about the AA+ is very scarce at the moment.

I'm sure it hasn't been abandoned - Dave Haynie mentioned both the high and low end groups share staff, so whats happening?

A long dig through my old magazines has given me enough info to come up with some informed guesses. (Most of which will probably be wrong!)

Firstly what is the AA+?  
=====

Lew has said that this is an improved version of the AA, with improvements that couldn't be fitted into the AA. Basically as I see it only the Video, sprites and palette have been improved so far. AA+ will give a better blitter (Horay!), copper, proper High density floppies, a FIFO buffered serial port, and 24 bit graphics although I suspect only in normal PAL/NTSC modes. Sound may be improved.

---

I expect the AA+ to have at least double the AA's bus bandwidth, ie ~57Mb/s (thats the same as for the low-end AAA described in AR201 Hmmmmmm....)

I would also expect an increase in chip ram, which leads to a problem. The A1200's memory map is only 24 bits (16M) currently this is 2 meg chip and 9 Meg Fast. Increasing chip ram to 4 or 8 Meg will not leave much space for fast ram.

There are three solutions to this:-

- 1) use a Full 020 with its full 32 bit addressing (and MMU)
- 2) Get motorola to design a new EC020 with more address lines(!)
- 3) use an EC030 16Mhz...

I know which I'd prefer!!!!

video modes:

```

640 x 256/200 NI 24 bit 50/60 Hz  (Pal/NTSC)
640 x 512/400 NI 16 bit 50/60 Hz  (DBLPal/DBLNTSC)
1280 x 512/400 NI 256 Colours 50/60 Hz (DBLPal/DBLNTSC Super Hi-res)
800 x 600 NI 256 colours 72 Hz (DBLSuper72??)
(with interlaced of course)

```

and possibly (depending on which info you believe!)

```

1280 x 1024 NI 16 Colours 50 Hz

```

...Plus of course Productivity etc,

AA+ is also going to cost less as it will only be 2 chips not 3. I think it is possible that C= will Replace all current machines this Autumn.

Why? - 2 reasons

- Cost: AA+ should be cheaper.
- AA was only a sort of stop-gap until AAA/AA+ were ready.

I think I should explain what I mean by 'replace'.

Current A1200 upgraded to A1200+ with AA+ and OS3.1

CD32 also given AA+

A4000/040 Given AAA

for A4000/030 - could go either way! AAA/AA+ your guess is as good as mine!

Cases will stay as with current models, meaning production can carry on without having to re-tool all production lines, and it may be possible for current users to upgrade motherboards in their machines, saving them some cost.

One thing I hope Lew will fix is the bus rate of the AA+. From the available evidence it seems the AA runs at the same speed as the ECS. The graphical improvements are from fetching MORE not more often. However the processor in the A1200 is now twice as fast. Result:- each Custom chip set Odd cycle (remember Odd cycle is DMA only) overlays 1 odd AND 1 even from the '020. Hence the processor runs very slowly in chip ram. (I dont know

this for certain by the way, but it seems logical)

One other possibility, one that I think would make a \*LOT\* of sense is for the functions of the two different low-end gate-array chips to be incorporated into one chip. I mean the 1200's super Gary and the CD32's Akiko. Result of this is a A1200 you can plug a CD drive into, or a CD32 which turns into a computer - both very cheaply! But this is a sensible idea and we all know that C= don't always act sensibly do they? (Are you reading Lew? Dave??)

What is the upshot of these ideas of mine?

If Lew hasn't forgotten to improve the sound under AA+ the A1200+ will be a multimedia machine to be reckoned with. And at probably the same price as the current 1200 execlent value.

The new CD32 should give both Atari and 3DO sleepless nights... the CD32 - the least powerfull of the 3 machines is Dominating the CD market place over here. The AA+ will put it up there with the others spec wise, and it will still be miles ahead with software support.

Happy computing all!

Darren

Sources (for those of you interested)

Amiga Shopper 21 - Jan '93 news (pg 11)  
 AUI April 1993 - Orlando Devcon (pg 22 - 26)  
 AUI May/June 1993 - Lew Eggebrecht interview (pg 20 - 23)  
 AR201, AR206  
 and lots of other article/files I can't remember right now.

## 1.11 Emulation Rambler

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Emulation Rambler                                     By Jason Compton %%
%% Trying to keep on top of everything.                   (jcompton@tcity.com) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

In the wake of Apple's PowerPC announcement (wow, they're FINALLY releasing them?) I just thought I'd remind everyone of a few things pointed out about the entire PowerPC line, in a recent MacWorld magazine...

"...you won't be able to install a PowerPC Mac's version of System 7 onto a non-Apple PowerPC computer."

And they say PowerPC is a cross-platform OS setup?

"...any 680x0 application that requires an FPU will not run on a Power-PC; you'll have to get a PowerPC-specific software upgrade or

use a slow software FPU emulator."

"Other PowerPC-based computers won't run Mac software."

I'll take a fast bridgeboard, an Emplant, and a 4000 any day.

Now, off to the races...

A-Max IV setup...and you thought Emplant was fun.

-----

My A-Max IV is up and running now. I took the ROMs out of a friend's A-Max II (thanks Stacie!), plugged them in, and went to work. On booting up the software, I got an Error 7 preventing the System from loading itself up. "Great!" I'm thinking. Just when I get Emplant figured out, A-Max is going to bring its own barrels of joy. So I went ahead and tried playing with the various configurations, but got the same error. Fine, fine, I'll re-install the system software. THAT worked, and now A-Max IV and Emplant live happily together. Much to my surprise, neither company programmed in a clause that melts the slot with the competitor's board.

Running A-Max IV

-----

Someone made a comment on CSAE that A-Max IV has a more "professional-looking" front-end than Emplant. I'm not sure I see more "professionalism" shine through in the configuration screen. A-Max IV brings up a Workbench window with 8 option categories, significantly less than Emplant's 12. The A-Max control panel is, in general, more powerful, but I'll get into it in depth next week.

First impressions...after all, they only get one chance.

-----

So far, I like it. In terms of its "Mac-ness", the A-Max and Emplant are to this point indistinguishable. It's the difference in setting up the Mac that makes the difference. The most obvious thing is that 4 color mode doesn't exist on A-Max, it's 2 or 16 for me and nothing inbetween. That's not a colossal loss, but I could see where 4 color mode would be missed. Other than that, neither board loses in the face of the other right away.

Emplant Updates:

-----

I've got a couple of VERY interesting programs sitting on my Mac partition right now. One is a C-64 emulator, the other is (from what I'm told) a very good image manipulation program. Unfortunately, I'm having difficulty finding something that will appease the "This file requires BinHex 4.0" requirement at the top of the files, so they're sitting as large chunks of text at the moment. (I'm making a lot of excuses, aren't I?) Maybe I'll talk about Emplant 4.1 a bit.

---

#### Emplant 4.1

-----

Well, for one thing, Jim removed the screen fade from the emulation main menu. That was rather nice, I never realized how much TIME it took. The sound routines have been modified slightly, in case a Mac program decides to bang on the Mac hardware in a very nasty fashion. Serial WORKS, however I'm having a hard time getting my modem to like the new handshaking, and no devices other than plain old serial.device seem to work with the emulation. Any others come up with an error from the emulation menu. Parallel support still works. My Emplant serial ports still don't, but a lot of that blame goes to me for not actively pursuing UU about it.

#### Full Emplant Mailing List?

-----

Remember that Emplant new-software-release mailing list at [emplant-request@clinton.com](mailto:emplant-request@clinton.com)? Talk is going on of making it a full-blown mailing list (although the guy who organized the whole thing hasn't commented yet) and interest seems to be running high of forming a general-information Emplant mailing list, basically for the people who are tired of the C.S.A.Emulation material. If anyone is interested in forming one, let me know, and I'll put the word out here.

#### Another program that just doesn't work well...

-----

For reasons I can't figure out, Despair, a PD game, does not work with the Emplant. I've tried just about every situation I can: nothing in the Amiga background, 2, 4, and 16 color modes, nothing running in the Mac background...all for nothing. Despair, a Populous spinoff in which people run around on a Donkey-Kongish world waiting for you to kill them in interesting ways, bus errors as soon as I try to kill someone, unless I wait and do nothing, in which case it bus errors shortly anyway. The game is recent enough that I don't feel confident that it is System 7.1 causing the problem, but it may well be, since a Mac associate says that bus errors tend to mean System incompatibility. The only Mac error messages I've ever seen on Emplant have been bus errors, and I KNOW it's not all incompatibility. Word's old crash problem often involved bus errors. This only makes two programs that work below satisfactory levels.

#### Apple2000: Kevin Kralian's masterpiece

-----

Ok, ok, so emulators don't look like masterpieces to everyone. To me, however, Kevin Kralian's Apple2000 emulator is about as close to complete as software emulators get. The Apple II+ emulation provides a multitasking Apple II+ with 64k, all video modes, keyboard (good thing, too), joystick, and sound support. The disk drive is emulated using DDD compression files which the emulator automatically recognizes and dissolves. Saves can be made in the form of memory snapshots or full

---

disk storage, although most of it is at yet unimplemented in my version. Kralian included about 40 programs for the purposes of my emulation.

So how does it taste?

-----

Pretty good. I hadn't played Karateka in a LONG time, and I have to admit that it plays pretty authentically on my 030/25 Amiga while letting the rest of the system run as well. I remember playing Apple Karateka on an Apple many, many years ago, and this looked just the same. The disk access is incredibly faster than a real drive would be (I would hope, it's loading off the Amiga hard drive), and the screen updating is concrete. I hadn't played Choplifter in an even LONGER time. It was there in all its splendor, too. (Of course, I'm more inclined to the 64 version of these programs, but that's a matter of history.) ProDOS and AppleDOS 3.3 are both supported. Multiple disk software works, because the emulation allows you to "insert" a disk without booting off of it. Karateka plays acceptably fast while Terminus downloads at 1620 cps. It looks, for all the world, like an Apple II, the first real computer I ever used. I don't know how he could come much closer to authenticity without replacing the "A" keys with apples. (incidentally, he provides for resetting the Apple from the keyboard, too) The joystick support either lets you use a two-button joystick or allows the right alt key for the second button. It's not the greatest solution, but it works. He even includes a "calibration" method using the keyboard if the joystick behaves strangely.

Ok, so what good is it? How am I supposed to get the Apple software

-----

to the emulator, anyway?

-----

Well, Kralian gives detailed instructions for obtaining an Apple II ROM image, in the event you

A. Own an Apple II or set of Apple II ROMs you can use with the program.

B. Figure Apple has better things to do than track down illicit Apple II ROMs

It involves the Apple's built-in monitor mode. Nothing too hard, he tells you exactly what to do. This is the tricky part: you need a modem. You've gotta somehow send those ROMs to the Amiga. From this point, obtaining software works in one of two ways...

A. Obtain the memory image or DDD file from somewhere and put it directly on the Amiga hard drive.

B. DDD compress it on the Apple side and send it over.

He's obviously done a lot of it, because I've got a nice sampling of games and a few utilities (Music Maker is a riot) on my emulator. Works fine for him.

WHY would I want to do such a thing?

-----

If you're reading my column, you probably have SOME measure of interest in emulation. That's the first, and most vital, step. Just to run the thing, say:

"Wow, neat, an Apple II whose screen I can yank up and down", show it to a friend who'd care and put it aside would be enough for some people. I, personally, find it VERY neat and that's why I sit here week after week rambling on and on about emulators. Historical value is a consideration, as well as the mere act of saving space not needing an Apple II+ lying around. If those things don't interest you, you probably won't be too interested in ANY emulator.

Ok, I'm interested. Where do I get it?

-----

Good question. Apple2000 hasn't been released anywhere yet. It may be shareware, it may appear on magazine cover disks, it may go straight into PD. It may do none of the above. Kralian hasn't decided yet. He has nailed out AGA support and is now working on better DDD and AppleDOS support, as well as solving a bug I've located that nobody else can duplicate. As always with these things, I'll let you know when I find out.

That's it for this week. Until next time (one or two weeks), just remember: "multiplatform" is more than having a fast processor. Keep the emulators warm.

## 1.12 UseNet Review - Amiga picture viewers

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% UseNet Review - SURVEY: Amiga picture viewers      by Osma Ahvenlampi %%
%%                                                    oahvenla@vinkku.hut.fi %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

SURVEY: Amiga picture viewers, version 2

PRODUCT NAMES, AUTHOR INFORMATION, AVAILABILITY

```

AIVE 1.0      by Laurent Vivier
ALook 3.1     by Trevor Andrews
Bview 1.06    by Joeri Alberty
FastJPEG 1.10 by Christoph Feck
FastView 2.01 by "KRUEMELMONSTER2000"
GIF.datatype 39.3 by "Steve the G"
GIF_view 4.4  by Lorenzo Musto
HAMGIF 2.5    by Steven Bennett
ILBM.datatype 40.2 by Commodore-Amiga, Inc.
JPEG.datatype 39.1 by Steve Goddard

```

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Mostra 2.0      by Sebastiano Vigna  
MUGiff 1.4      by Mark Rose  
PPShow 4.0      by Nico Francois  
ShowGIF 1.01    by Christophe Passuello \*  
ViewJpeg 1.0    beta by <unknown>  
Viewtek 1.05    by Thomas Krehbiel  
VirtGIF 1.0    by Patrick Maloney  
VJPEG 0.01      by David Blevins  
ZGif 0.4        by Michael Zucchi  
ZGIF.datatype 39.7 by Michael Zucchi

\* ShowGIF is the CLI counterpart of FastGIF, a better known, GUI driven GIF viewer. ShowGIF is distributed with FastGIF.

All of the software in this review, with the exception of ILBM.datatype (a part of the AmigaDOS from version 3.0 upwards) is available on Aminet, the world wide network of ftp sites for Amiga software. For further information on Aminet, ftp to ftp.wustl.edu, directory /pub/aminet, and read the README file available there.

#### BRIEF DESCRIPTION

After getting a considerable amount of response from the quick and dirty picture viewer test I made a while ago, I decided a more thorough test would be in order. For this, a friend of mine was nice enough to loan me an A1200 so that I could include AGA specific software also. Thanks, Pekka!

[MODERATOR'S NOTE: The original test was posted in c.s.a.reviews on 23 February 1994, and is found in our ftp archives in the file software/graphics/PictureViewerSurvey. - Dan]

Only public domain, shareware, freeware and similar software is included, simply because I do not have access to enough commercial software, nor the time to learn to use it well enough to get a fair view of the capabilities. I felt that to avoid biasing, it would be better to restrict the test to freely available software.

#### SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

For more detailed information about the specific requirements of any of the programs, see their documentation.

##### HARDWARE

Some of the programs require the AGA chipset found on Amiga models A1200, A4000 and later. A few of the programs require a 68020 CPU or better.

##### SOFTWARE

Some of the programs require AmigaDOS version 2.0 or later, or, most notably in the case of the Datatypes, even AmigaDOS version 3.0 or later.

---



## MACHINE USED FOR TESTING

Amiga A1200  
 Microbotics 1230XA, 50MHz 68030 board  
 2MB Chip RAM, 4MB Fast RAM  
 130MB hard drive  
 Kickstart version 39.106, Workbench version 40.23

## BACKGROUND

The hardest part was deciding what to test. For reasons described above, I left all commercial software out of the test. None would have actually fit into the description of a "picture viewer" anyway, being complicated and feature-laden image conversion and manipulation software.

Next, I decided, partly for the same reasons, to leave out all programs specifically made for image conversion and manipulation. So you won't find ADPro, ImageFX, ImageMaster, HamLabPlus, NETPBM, or any other similar programs here. Sorry.

What was left after this was the relatively simple programs meant for displaying pictures in various formats. Note that most, if not all, of these programs sacrifice quality for speed, unlike the dedicated converter programs.

This time, AGA modes were used where applicable, and if the program supported them. No extra ECS-specific tests were made. If a program had two versions, an AGA specific and an ECS specific, the AGA specific one was used.

Most programs in the review have a command line interface only, with perhaps the capability to read the options from icon tooltypes also. All tests were made using the command line interface, except in the case of ViewJpeg, which had a GUI interface only (and a horrible file requester, something that was quite common in the AmigaDOS 1.3 days).

Originally, I intended to test AIVE 1.0 also. During the testing, it produced lots of alerts and even crashes, and thus I had to leave it out. From what I did find out, it was exceptionally slow and supported a subset of IFF ILBM only, so I don't think dropping it from the review changed the results too much.

## TABLE OF FEATURES

Program	IFF	IFF24	PCHG	GIF	JPEG	Mode	DT	Multi	Slide	FReq	AGA
Alook	O	-	O	-	-	-	O	O	O	-	-
Bview	O	-	-	-	-	-	-	-	O	O	-
FastJPEG	-	-	-	O	O	-	O	O	O	*	-
FastView	O	-	-	-	-	-	O	-	O	-	-
GIF.dt	-	-	-	O	-	NA	NA	NA	NA	O	-
GIF_view	-	-	-	O	-	-	-	-	-	-	-
HAMGIF	-	-	-	O	-	-	O	O	-	-	-
ILBM.dt	O	-	-	-	-	NA	NA	NA	NA	NA	O

JPEG.dt	-	-	-	-	0	NA	NA	NA	NA	NA	X
Mostra	0	-	0	-	-	0	-	0	0	0	0
MUGiff	0	-	-	-	-	-	-	0	-	0	-
PPShow	0	0	0	0	0	0	0	0	0	0	0
ShowGIF	-	-	-	0	-	-	-	0	0	-	0
ViewJpeg	-	-	-	-	0	-	-	-	-	0	-
Viewtek	0	0	0	0	0	0	0	0	0	0	0
VirtGIF	-	-	-	0	-	-	-	-	-	-	-
VJPEG	-	-	-	-	0	-	-	-	-	-	-
ZGif	-	-	-	0	-	-	-	0	-	-	*
ZGIF.dt	-	-	-	0	-	NA	NA	NA	NA	NA	X

#### Key:

- 0 The program has this feature.
- The program does NOT have this feature.
- \* A separate version of the program has this feature.
- X AGA is required to run this program.
- NA Not applicable. In particular, datatypes do not have a user interface of their own, but require a viewer that supports datatypes (such as MultiView) as a front-end.

#### Explanation of the columns:

- IFF, IFF24, GIF and JPEG are picture formats. PCHG is an extension of the IFF ILBM format with a multipalette chunk mostly usable for HAM pictures.
- DT means the program can use Datatypes to display pictures.
- Mode means support for manual screenmode selection from the Display Database.
- Multi means capability of showing multiple files on one invocation.
- Slide means basic slideshow support, such as looping through the pictures, showing a picture for a specified time, and hidden decompression while showing another picture.
- FReq means the pictures can be selected from a file requester.
- AGA means the program supports AGA modes.

#### PICTURES USED IN TESTING

Two pictures were used in the testing. For a color picture, I decided to use a 597x796x24 scan of a Boris Vallejo painting, available on ftp.funet.fi as /pub/pics/art/BorisVallejo/bv9.jpg. This picture was downscaled and converted with the NETPBM image conversion package to all the formats used in the test, with the exception of the HAM6 version, which was converted with HamLabPlus as a PCHG HAM (using 12 color registers in the slicing). For black and white, I used a 600x787x1 clip art collage GIF which I also converted to IFF.

#### Pic# Description

- 1 597x796x24 color JPEG
- 2 597x796x8 grayscale JPEG
- 3 298x796x6 lores/laced sliced (12) PCHG HAM6
- 4 597x796x8 hires/laced HAM8
- 5 299x398x4 16 color IFF
- 6 299x398x8 256 color IFF

```

7   600x768x1 B/W IFF
8   299x398x4 16 color GIF
9   299x398x8 256 color GIF
10  600x768x1 B/W GIF
11  299x398x24 IFF24

```

## SPEED OF THE PROGRAMS

The timing of the programs was done using the Spy System 3 system performance monitor package, and the CPUtime command. This program runs the program given to it as a command line argument, and after the program has finished, reports the real time and CPU time taken by the program. In the following table I have listed the real time. While on first thought, CPU time might have been more truthful, it would have not included the time used to access the disk. Some of the programs use asynchronous file I/O, decompressing at the same time as reading from the disk, while others first read a bit, then decompress, read a bit more, etc. Given the same decompression routine, a program using asynchronous I/O can be significantly faster, although the CPU time taken would be the same. This is why real time is listed. See the end of this article for the listing of both real and CPU time.

The times are in seconds, and include all initializations and cleaning up the program made before and after displaying the picture. If the program wasn't capable of exiting immediately after displaying the picture, the number includes the time it took me to press the mouse button, ESCAPE, ENTER, or whatever the program required to exit. Datatypes were timed using Viewtek with the DT option.

It should be kept in mind that the times below are the results of one iteration only. That is, I tested the programs once. There might be random errors that repeated testing could have eliminated. This is especially true with the viewers that could not exit automatically, where my own reaction time might account for most of the time. The CPU time could be nearer to the truth in these cases.

Program	1	2	3	4	5	6	7	8	9	10	11
ALook	-	-	3.2	-	1.8	-	1.6	-	-	-	-
Bview	-	-	-	7.4	2.7	-	2.6	-	-	-	-
FastJPEG	14.3	6.9	-	-	-	-	-	-	-	-	-
FastView	-	-	-	-	7.9	-	3.6	-	-	-	-
GIF.dt	-	-	-	-	-	-	-	3.1	4.7	4.5	-
GIF_view	-	-	-	-	-	-	-	14.3	17.9	19.1	-
HAMGIF	-	-	-	-	-	-	-	7.4	6.9	4.7	-
ILBM.dt	-	-	-	6.1	1.9	2.7	1.9	-	-	-	-
Mostra	-	-	2.7	5.8	1.4	2.2	1.2	-	-	-	-
MUGiff	-	-	-	-	5.0	-	2.4	-	-	-	-
PPShow	18.9	9.5	2.9	5.3	1.6	2.3	1.8	2.4	3.3	3.3	4.6
ShowGIF	-	-	-	-	-	-	-	5.9	4.1	3.3	-
ViewJpeg	57.9	24.1	-	-	-	-	-	-	-	-	-
Viewtek	40.4	10.6	3.6	7.6	1.9	3.0	1.9	3.3	4.6	5.6	19.8
VirtGIF	-	-	-	-	-	-	-	21.6	25.1	63.6	-
VJPEG	123.6	*	-	-	-	-	-	-	-	-	-
ZGIF	-	-	-	-	-	-	-	4.7	2.3	X	-
ZGIF.dt	-	-	-	-	-	-	-	2.2	2.7	2.6	-

\* VJPEG crashed on a grayscale JPEG.  
X For some unknown reason, ZGif showed only a blank screen  
on the large black and white GIF.

JPEG.datatype crashed for some unknown reason on every try. Others have reported it working, but I was not able to get it work.

#### NOTES ON QUALITY

My experience has been that on an ECS Amiga, FastJPEG produces by far the best result from a JPEG picture. In HAM8 mode on an AGA machine, the dithering is not that critical, and thus the difference in quality between FastJPEG and other JPEG viewers is less. FastJPEG also has a "dirty" option, which turns off dithering and speed up the displaying considerably. With this option, the resulting picture is very close to Viewtek quality.

PPShow has a problem when rendering 24-bit to HAM. While this is only a marginal problem on HAM8, it shows up extremely clearly on ECS machines and HAM6 mode. The result is hard to describe, but diagonal and vertical lines of high contrast are messy.

Some of the viewers convert 256 color GIFs to HAM6. This is a two-sided matter. While this is the only practical way of displaying the pictures in color on ECS machines, HAM6 resolution is not that good.

#### MISCELLANEOUS NOTES

I've collected here some notes that I felt might be of some use to the readers.

Viewtek can show 256 color IFFs even on ECS Amigas. It will render them in HAM6 mode, and the result is identical to a 256 color GIF. In addition, it shows HAM8 pictures on ECS machines, but seems to simply strip two bitplanes out, and not do any rendering to HAM6. The result is quite weird looking.

Gif\_view, HAMGIF, VirtGIF and Viewtek show 256 color GIFs in HAM6 on ECS machines. Other GIF-capable viewers show them in 16 grayscales.

Viewtek and PPShow can also play ANIMs.

#### MICRO REVIEW

In my opinion, the overall quality of a display viewer can be judged from three roughly equal parts: flexibility, speed, and display quality. What follows is a quick assessment of the viewers in this test in the comp.sys.amiga.reviews micro-review format.

ALook	Trevor Andrews	**
Bview	Joeri Alberty	**
FastJPEG	Christoph Feck	****
FastView	"KRUEMELMONSTER 2000"	*

```

GIF.datatype | "Steve the G" | **+
GIF_view | Lorenzo Musto | *
HAMGIF | Steven Bennett | **
ILBM.datatype | Commodore-Amiga, Inc. | ***
Mostra | Sebastiano Vigna | ***
MUGiff | Mark Rose | *
PPShow | Nico Francois | ****+
ShowGIF | Christophe Passuello | **+
ViewJpeg | <unknown> | *
Viewtek | Thomas Krehbiel | ****
VirtGIF | Patrick Maloney | *
VJPEG | David Blevins | *
ZGif | Michael Zucchi | **+
ZGIF.datatype | Michael Zucchi | ****

```

## CONCLUSIONS

PPShow was great all around. You will probably want a fast viewer that can display a lot of things with good to reasonable quality, and PPShow fits the description. The JPEG and IFF24 display quality leave room for improvement, but both are fast. In case you're willing to use several viewers, I would recommend using FastJPEG for JPEGs. It is a bit faster than PPShow, and a lot better quality. If you happen to be a speed freak, or use a slow machine, you might want to consider using the ZGIF.datatype with PPShow for GIF pictures.

Viewtek used to be the best all-around viewer available, and it still is quite nice. It has a lot of options, but suffers from number of bugs and chronic slowness. Personally, I'm surprised it is thought to be a fast viewer.

## SPECIAL NEWSFLASH FOR AMIGADOS 3.x USERS

At the last moment, I decided to try Tron's PCX datatype (TPD.lha on Aminet) on a 256-color conversion of the JPEG used in the above tests. It is significantly faster than the other PCX Datatype (PCX.lha on Aminet) I've seen. The times to display the picture were 8.6 seconds (TPD) and 12.4 seconds (PCX).

## LOG OF THE TESTS

The results of each test are given, with the picture number (see the PICTURES USED IN TESTING section, above) preceding each result.

### ALook

```

3: Real 00:00:03.202, PCPU 00:00:01.163, TCPU 00:00:01.163
5: Real 00:00:01.755, PCPU 00:00:00.824, TCPU 00:00:00.824
7: Real 00:00:01.594, PCPU 00:00:00.733, TCPU 00:00:00.733

```

### Bview

```

4: Real 00:00:07.367, PCPU 00:00:02.377, TCPU 00:00:02.377
5: Real 00:00:02.735, PCPU 00:00:00.784, TCPU 00:00:00.784
7: Real 00:00:02.623, PCPU 00:00:00.722, TCPU 00:00:00.722

```

---

## FastView

5: Real 00:00:07.910, PCPU 00:00:05.321, TCPU 00:00:05.321  
7: Real 00:00:03.561, PCPU 00:00:02.449, TCPU 00:00:02.449

## FastJPEG

1: Real 00:00:14.273, PCPU 00:00:12.610, TCPU 00:00:12.610  
2: Real 00:00:06.888, PCPU 00:00:05.765, TCPU 00:00:05.765

## Gif\_view

8: Real 00:00:14.342, PCPU 00:00:03.799, TCPU 00:00:03.799  
9: Real 00:00:17.904, PCPU 00:00:07.829, TCPU 00:00:07.829  
10: Real 00:00:19.124, PCPU 00:00:10.081, TCPU 00:00:10.081

## HAMGIF

8: Real 00:00:07.408, PCPU 00:00:06.327, TCPU 00:00:06.327  
9: Real 00:00:06.868, PCPU 00:00:05.783, TCPU 00:00:05.783  
10: Real 00:00:04.742, PCPU 00:00:03.918, TCPU 00:00:03.918

## Mostra

3: Real 00:00:02.672, PCPU 00:00:00.738, TCPU 00:00:00.738  
4: Real 00:00:05.813, PCPU 00:00:01.317, TCPU 00:00:01.317  
5: Real 00:00:01.424, PCPU 00:00:00.378, TCPU 00:00:00.378  
6: Real 00:00:02.238, PCPU 00:00:00.565, TCPU 00:00:00.565  
7: Real 00:00:01.163, PCPU 00:00:00.294, TCPU 00:00:00.294

## MUGiff

5: Real 00:00:05.040, PCPU 00:00:00.466, TCPU 00:00:00.466  
7: Real 00:00:02.426, PCPU 00:00:00.414, TCPU 00:00:00.414

## PPShow

1: Real 00:00:18.753, PCPU 00:00:16.895, TCPU 00:00:16.895  
2: Real 00:00:09.490, PCPU 00:00:07.960, TCPU 00:00:07.960  
3: Real 00:00:02.906, PCPU 00:00:00.885, TCPU 00:00:00.885  
4: Real 00:00:05.348, PCPU 00:00:01.399, TCPU 00:00:01.399  
5: Real 00:00:01.600, PCPU 00:00:00.519, TCPU 00:00:00.519  
6: Real 00:00:02.298, PCPU 00:00:00.719, TCPU 00:00:00.719  
7: Real 00:00:01.803, PCPU 00:00:00.503, TCPU 00:00:00.503  
8: Real 00:00:02.364, PCPU 00:00:01.091, TCPU 00:00:01.091  
9: Real 00:00:03.251, PCPU 00:00:01.774, TCPU 00:00:01.774  
10: Real 00:00:03.265, PCPU 00:00:01.985, TCPU 00:00:01.985  
11: Real 00:00:04.451, PCPU 00:00:01.873, TCPU 00:00:01.873

## ShowGIF

8: Real 00:00:05.875, PCPU 00:00:00.631, TCPU 00:00:00.631  
9: Real 00:00:04.128, PCPU 00:00:00.730, TCPU 00:00:00.730  
10: Real 00:00:03.250, PCPU 00:00:00.831, TCPU 00:00:00.831

## VirtGIF

8: Real 00:00:21.579, PCPU 00:00:15.867, TCPU 00:00:15.867  
9: Real 00:00:25.079, PCPU 00:00:18.480, TCPU 00:00:18.480  
10: Real 00:01:03.563, PCPU 00:00:53.264, TCPU 00:00:53.264

## VJPEG

1: Real 00:02:03.594, PCPU 00:01:47.554, TCPU 00:01:47.554  
2: VJPEG crashed on a grayscale JPEG

## Viewtek

```
1: Real 00:00:40.351, PCPU 00:00:37.964, TCPU 00:00:37.964
2: Real 00:00:10.576, PCPU 00:00:08.796, TCPU 00:00:08.796
3: Real 00:00:03.619, PCPU 00:00:01.126, TCPU 00:00:01.126
4: Real 00:00:07.555, PCPU 00:00:01.864, TCPU 00:00:01.864
5: Real 00:00:01.924, PCPU 00:00:00.564, TCPU 00:00:00.564
6: Real 00:00:02.957, PCPU 00:00:00.870, TCPU 00:00:00.870
7: Real 00:00:01.892, PCPU 00:00:00.554, TCPU 00:00:00.554
8: Real 00:00:03.300, PCPU 00:00:01.867, TCPU 00:00:01.867
9: Real 00:00:04.556, PCPU 00:00:02.858, TCPU 00:00:02.858
10: Real 00:00:05.630, PCPU 00:00:04.184, TCPU 00:00:04.184
11: Real 00:00:19.838, PCPU 00:00:15.922, TCPU 00:00:15.922
```

#### ZGif

```
8: Real 00:00:04.725, PCPU 00:00:00.620, TCPU 00:00:00.620
9: Real 00:00:02.326, PCPU 00:00:00.880, TCPU 00:00:00.880
10: for some reason, ZGif only showed a blank screen on this GIF
```

#### ViewJpeg

```
1: Real 00:00:57.889, PCPU 00:00:48.617, TCPU 00:00:48.617
2: Real 00:00:24.114, PCPU 00:00:16.502, TCPU 00:00:16.502
```

JPEG.datatype crashed the test machine. The problem could not be found.

#### GIF.datatype

```
8: Real 00:00:03.071, PCPU 00:00:01.867, TCPU 00:00:01.867
9: Real 00:00:04.690, PCPU 00:00:03.074, TCPU 00:00:03.074
10: Real 00:00:04.521, PCPU 00:00:03.185, TCPU 00:00:03.185
```

#### ZGIF.datatype

```
8: Real 00:00:02.157, PCPU 00:00:00.866, TCPU 00:00:00.866
9: Real 00:00:02.721, PCPU 00:00:01.295, TCPU 00:00:01.295
10: Real 00:00:02.591, PCPU 00:00:01.292, TCPU 00:00:01.292
```

#### ILBM.datatype

```
4: Real 00:00:06.051, PCPU 00:00:01.720, TCPU 00:00:02.211
5: Real 00:00:01.946, PCPU 00:00:00.563, TCPU 00:00:00.627
6: Real 00:00:02.657, PCPU 00:00:00.837, TCPU 00:00:00.963
7: Real 00:00:01.945, PCPU 00:00:00.552, TCPU 00:00:00.608
```

----

256 color 608x796 PCX picture:

#### PCX.datatype

```
Real 00:00:12.403, PCPU 00:00:08.577, TCPU 00:00:08.577
```

#### TPD.datatype

```
Real 00:00:08.603, PCPU 00:00:05.658, TCPU 00:00:05.658
```

#### DISCLAIMER

The author of this article cannot be held liable for any damage or loss that might result from this article. In case of doubt, interpret any information contained herein as lies and bad jokes.

#### COPYRIGHT INFORMATION

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Osmo Ahvenlampi. Distribution through any channels permitted.

## 1.13 Portal

```

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

```

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information  
-----

The Portal Online System is the home of acclaimed Amiga Zone, which was formerly on the People/Link System. Plink went out of business in May, 1991 and The Amiga Zone's staff moved to Portal the next day. The Zone has just celebrated its second anniversary on Portal. The Amiga press raves about The Amiga Zone, when compared to its competition.

If you live in the San Jose, CA area, then you can dial Portal directly. If you live elsewhere, you can reach Portal through any SprintNet (formerly Telenet) indial anywhere in the USA. If you have an account on another Internet-connected system, you can connect to Portal using the UNIX Telnet programs, from anywhere in the industrialized world. Delphi and BIX users can now Telnet into Portal for a flat \$19.95 a month, with \*unlimited\* use.

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

Over 1.5 GIGabytes of Amiga-specific files

The \*entire\* Fred Fish collection of freely distributable software, online.

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, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.

35 "regular" Amiga libraries with thousands of 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. Famous Amiga folks aren't the exception on Portal, they're the norm.

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, HyperAmi,



Director and Landscapes are fed right into the Zone message bases.  
Read months worth of postings. They don't scroll off, ever!  
No need to clutter your mailbox with them.

FREE unlimited Internet Email. Your Portal account gets you a mailbox that's connected to the world. Send letters of any length to computer users in the entire industrialized world. No limits.  
No extra charges. No kidding!

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, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.

The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra)  
An entire general interest newspaper and computer news magazine.

Portal features an exciting package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. Free to all Portal customers with your account. Internet Services is a menu driven version of the same kinds of utilities you can also use from your Portal UNIX shell account.

All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.

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)

And 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.

How does all that sound? Probably too good to be true. Well, it IS true.

Portal Signup or for more information:

408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time  
408-725-0561 (modem 3/12/2400) 24 hours every day  
408-973-8091 (modem 9600/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in in the USA,  
or telnet to "portal.com" from anywhere.

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

Total Total Total Total

			Fee	Cost 1 hr.	Cost 5 hrs.	Cost 10 hrs.	Cost 30 hrs.
	Startup Fee	Monthly Fee	Per Hour	Per month	per month	per month	per month
	\$	\$	\$	\$	\$	\$	\$
Portal	19.95	19.95					
2400/9600/14.4Kbps, *direct 24 hrs			0.00	19.95	19.95	19.95	19.95
2400/9600bps nonprime Sprint			2.50	22.95	32.45	44.95	94.95
2400/9600bps prime Sprint +%			5.50-10	29.95	69.95	119.95	varies
2400/9600bps non prime # PCPursuit			1.00	20.95	24.95	29.95	49.95

\* plus cost of phone call if out of Portal's local dialing area  
 Direct rates also apply to connections made to Portal using the  
 UNIX "telnet" program from an account you may already  
 have on an Internet-connected system.  
 % 9600 bps Sprintnet in over 300 cities areas  
 + \$10 rate prevails at smaller US Cities  
 # PCPursuit is a service of US Sprint. Portal is a PCPursuit  
 "Direct Access Facility" thus connection to Portal with a PCP account  
 is simply a matter of entering C PORTAL,PCP-ID,PCP-PASSWORD at the  
 SprintNet login prompt instead of C PORTAL.

#### Note:

Portal Direct 9600/14400 bps service is available for both USR HST  
 modems, and any V32/V32.bis modems. There are dozens of direct-dial  
 high speed lines into Portal. No busy signals!

SprintNet 9600bps service is V.32 modem protocol only.  
 Again, Portal does NOT surcharge high speed modem users!

Portal subscribers who already have an account on an Internet-capable  
 system elsewhere, can use that system's "telnet" program  
 to connect to Portal for \$0.00 an hour. That's right ZERO. From anywhere  
 in the world. If you're in this category, be sure to ask the Portal  
 reps, when you signup, how to login to Portal from your existing  
 Internet account.

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!]

That number again: 408-973-9111.

Portal Communications accepts MasterCard, Visa, or you can pre-pay any  
 amount by personal check or money order. The Portal Online System is  
 a trademark of Portal Communications.

## 1.14 Dealer Directory

%%  
%% Dealer Directory %%  
%%

Almathera Systems Ltd  
Challenge House  
618 Mitcham Rd  
Croydon, Surrey  
CR9 3AU England  
VOICE: (UK) 081 683 6418  
Internet: (Sales) almathera@cix.compulink.co.uk  
(Technical) jralph@cix.compulink.co.uk

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

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

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

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

Brian Fowler Computers Ltd  
11 North St  
Exeter  
Devon  
EX4 3QS  
United Kingdom  
Voice: (0392) 499 755

Fax: (0392) 423 480  
Internet: brian\_fowler@cix.compulink.co.uk

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

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

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

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

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

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

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

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

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

Mr. Hardware Computers  
P.O. Box 148  
59 Storey Ave.  
Central Islip, NY 11722  
VOICE: 516-234-8110  
FAX: 516-234-8110  
A.M.U.G. BBS: 516-234-6046

MusicMart: Media Sound & Vision  
71 Wellington Road  
London, Ontario, Canada  
VOICE: 519-434-4162  
FAX: 519-663-8074  
BBS: 519-457-2986  
FIDO: 1:221/125  
AmigaNet: 40:550/1  
MaxNet: 90:204/1  
iNET: koops@gaul.csd.uwo.ca

PSI Animations  
17924 SW Pilkington Road  
Lake Oswego, OR 97035  
VOICE: 503-624-8185  
Internet: PSIANIM@agora.rain.com

Software Plus Chicago  
3100 W Peterson Avenue

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Chicago, Illinois  
VOICE: 312-338-6100

Wonder Computers Inc.  
1315 Richmond Rd.  
Ottawa, Ontario, Canada K2B 8J7  
Voice: 613-596-2542  
Fax: 613-596-9349  
BBS: 613-829-0909

CYNOSTIC  
Office 01,  
Little Heath Industrial Estate,  
Old Church Road,  
Coventry.  
CV6 7NB  
UNITED KINGDOM  
Tel: +44 (0)203 681687  
Fax: +44 (0)203 638508  
David Cassidy email: bsupa@csv.warwick.ac.uk

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

PROTONIC INC.  
Amiga RuleZ!  
4-3-11 Shinbashi  
Yanagi Bldg 4F  
Minato-ku, Tokyo 105  
Japan

Tel: +81 (0)3 5402-7425  
Fax: +81 (0)3 5402-7427

and of course the BEST Amiga BBS in Japan  
BBS: Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
Email: nighty@gmatter.twics.com

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

Magic Page

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

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

## 1.15 BombPac CD32

### TITLE

BombPac CD32

### VERSION

2.0

### AUTHOR

Oliver Wagner

Internet: o.wagner@aworld.aworld.de

### DESCRIPTION

BombPac is a game loosely based on the old PacMan characters, with some 'bombastic' value added. It features over 100 levels and a standalone level editor.

### SPECIAL REQUIREMENTS

BombPac for the CD32 requires an AGA Amiga (A1200, A4000, CD32) with at least OS 3.0. A game controller or joystick is recommended, but not required. Due to sprite usage, it only runs on 15 khz PAL displays, promotion is not possible.

### HOST NAME

Available on Aminet FTP sites. Try 'wuarchive.wustl.edu'.

### DIRECTORY

/pub/aminet/games/misc

### FILE NAMES

bombpac\_cd32.lha

### PRICE

Shareware, \$10

### DISTRIBUTABILITY

BombPac (C) 1993-1994 Oliver Wagner, All Rights Reserved.

---

This archive is freely distributable.

#### OTHER

Also on AmiNet is a patch archive which makes BombPac CD32 run without the CD32 specific "lowlevel.library".

## 1.16 ParPrefs v1.0

#### TITLE

ParPrefs

#### VERSION

1.0

#### AUTHOR

Benoit Mortier

Email: benoit.mortier@augfl.be

Phone/Fax: +32 2 672 32 68

#### DESCRIPTION

This software was written to overcome a problem encountered by users of a multiparallel board (eg. a board that add more than one parallel port to your amiga.)

It allows you to chose the device of your choice to wich the amiga will send data in place of the original parallel port.

#### SPECIAL REQUIREMENTS

AmigaDos Release 2.04 (V37+) or higher

#### HOST NAME

ftp.luth.se [Aminet]

#### DIRECTORY

pub/aminet/

#### FILE NAMES

ParPrefs.lha

#### PRICE

Shareware fee \$10

---



## DISTRIBUTABILITY

Shareware, Copyright (c) 1994 Benoit Mortier

## Greetings

Benoit Mortier

... We learn from history that we do not learn anything from history.

## 1.17 FMsynth v3.5

## TITLE

FMsynth

## VERSION

Version 3.5

## AUTHOR

Christian Stiens (stiens@math.uni-muenster.de)

## DESCRIPTION

With 'FMsynth' you can generate sounds with one of the best not sample based synthesis method, the FM-synthesis. It has six operators, four waveforms per operator, a pitch EG, a freely editable algorithm and a realtime LFO. You can save the sounds in 8SVX or raw format. The sounds can be played on the Amiga keyboard or on a keyboard which is connected to the Amiga via MIDI. In this case, the sound responds to key velocity and pitch bend wheel. Included are 260 sounds. Also included is the program 'FMconvert' which converts DX7 voice banks to the FMsynth voice format.

## NEW FEATURES

- Some minor bug fixes
- Uses the preferences busy pointer
- Tooltype DISPLAY for choosing the display modus

## SPECIAL REQUIREMENTS

none

## HOST NAME

Aminet, e.g. wuarchive.wustl.edu or ftp.uni-kl.de

## DIRECTORY

/pub/aminet/mus/misc

---

## FILE NAME

fmsynth35.lha

## PRICE

FMSynth is Shareware. The key file is available for \$20 or 30 DM. Without the key file the Save functions are disabled.

## DISTRIBUTABILITY

The archive is freely distributable in its original and unmodified form.

FMSynth is (c) 1992-1994 by Christian Stiens.

## 1.18 PhoneBill v2.4

## TITLE

Phonebill

## VERSION

2.4

## AUTHOR

Raymond Penners

Internet: raymond@stack.urc.tue.nl

Fido: 2:283/410.15

AmigaNet: 39:157/101.15

NLA: 14:105/2.15

## DESCRIPTION

'Phonebill' is, simply said, a logfile analyser. What it basically does is scan the logfile(s) generated by a terminal program or a mailer, extract all information about calls you have made by using your modem, and store this in its own (short) format. Features:

- \* Requires Kickstart 2.04 or higher.
  - \* Supports new 3.0 features (new look menus, ...).
  - \* Nice gadtools compliant GUI.
  - \* User-definable callrates, supporting rate exceptions for certain days and dates. Handles fees and time-units with up to 4 decimals (e.g. \$1.2344 dollars per 30.5678 seconds) for extra accuracy.
  - \* Supports logfiles generated by:
    - \* AmigaUUCP Timelog
    - \* AutoPilot
-

- \* JrComm
  - \* MagiCall
  - \* MicroDot
  - \* MultiFax professional
  - \* NComm
  - \* Terminus
  - \* TKR-BTX
  - \* TrapDoor
  - \* TrapFax
  - \* Term (Term action-log and Term call-log)
- \* Automatical logfile truncating.
- \* Generates miscellaneous reports: statistics, total costs, etc.
- \* Context-sensitive online help.

#### NEW FEATURES

- \* Added TKR-BTX support.
- \* Added AutoPilot support.
- \* Fixed a problem with the MicroDot logfile: A call ending with "NETCALL abgebrochen" was not recognized as a valid call, and therefore skipped.
- \* Any trailing spaces entered at the end of the from/to-date strings are ignored now.
- \* The 'LogScan' signature from the term logfile did not have the appropriate dateformat. Therefore, it could happen that the signature wasn't recognized during some months, which might have resulted in 'fake' (duplicate) new calls.
- \* Generating report now is approx twice as fast due to the use of asynchronous I/O.
- \* More commandline arguments are supported.
- \* Added a "Save"-button in the "Settings not saved" requester.
- \* Added 'dupe'-detection: duplicate calls are automatically removed. So now there is no harm done when a logfile is accidentally scanned twice. I recommend that you re-save your binary logfile by pressing 'Save' in the maintenance panel, so that dupes from previous versions are removed (if there were any).

#### SPECIAL REQUIREMENTS

Workbench 2.04 or higher.

#### HOST NAME

ftp.wustl.edu (128.252.135.4)

---

## DIRECTORY

/pub/aminet/comm/term

## FILE NAME

pbill24.lha (95049 bytes)

## PRICE

Shareware fee of \$8 US.

## DISTRIBUTABILITY

The archive and its contents are freely distributable.  
See documentation for details.

The package is (C) 1993-1994 Raymond Penners

## 1.19 BTNtape v3.0

## TITLE

BTNtape - AmigaDOS handler for SCSI tape drives

## VERSION

3.0, March 14, 1994

## AUTHOR

Bob Rethemeyer (drBob@cup.portal.com)

## DESCRIPTION

BTNtape is the "Better Than Nothing" AmigaDOS handler to access your SCSI tape drive from application programs. It can be used with Amiga TAR to do disk backup and restore and exchange data with Un\*x boxes. This is version 3.0, an update to version 2.1. Includes C source code.

## NEW FEATURES

Some of the features added since version 2.1:

File number tracking, could be used to make a tape directory.  
Optional safety modes: read-only and append-only.  
Limited error recovery allows continuing after media errors.  
Options to rewind and/or eject tape when the file closes.

## BUG FIXES

Fixed bad decoding of board# and LUN from 3-digit unit number.  
Write at end of file writes only the necessary number of blocks.  
Read at end of file returns all the data.

---

More than 256 files per tape.  
Fixed incompatibility with Steve Koren's Job Manager (JM).  
See the changes.doc file for a complete list of fixes and enhancements.

#### SPECIAL REQUIREMENTS

SCSI tape drive (sequential or direct-access).  
SCSI host adapter which provides SCSI-direct API.

#### HOST NAME

Aminet - (wuarchive.wustl.edu) and its mirror sites.

#### DIRECTORY

/pub/aminet/disk/bakup

#### FILE NAMES

BTNtape30.lha  
BTNtape30.readme

#### PRICE

BTNtape is FREeware.

#### DISTRIBUTABILITY

The BTNtape v3.0 package is freely distributable provided the entire package is kept together and unmodified. The source code is copyrighted by Robert Rethemeyer. See the readme.first file for disclaimer and further details.

## 1.20 AmiFlick v2.01

#### TITLE

AmiFlick

#### VERSION

v2.01

#### AUTHOR

Garrick Meeker  
email: gmeeker@soda.berkeley.edu

#### DESCRIPTION

FLI files are animation files popular on IBM's. They are typically 320x200 in 256 colors. FLC's are FLI's in higher resolutions. (640x480 are the most common.) AmiFlick plays FLI and FLC animations on all Amigas. It fully supports AGA and can also write frames as IFF pictures or op5 or 7 ANIM files.

#### NEW FEATURES

AmiFlick can now write ANIM files. Files can be written in grey scale or

---

HAM, not just 256 color. Playback is significantly faster. A version for 68030 machines is now included.

#### SPECIAL REQUIREMENTS

None. (Runs under all OS versions since 1.2.)

#### HOST NAME

AmiNet (ftp.wustl.edu is one AmiNet site)

#### DIRECTORY

/pub/aminet/gfx/show/

#### FILE NAMES

AmiFlick\_v2.01.lha (Binary and doc)

#### PRICE

Free!!!

#### DISTRIBUTABILITY

Freely distributable

Garrick Meeker

gmeecker@soda.berkeley.edu

## 1.21 BinProlog v2.20

#### TITLE

BinProlog

#### VERSION

2.20

#### AUTHOR

Dr. Paul Tarau, Dept. of Computer Science  
Universite de Moncton, Moncton N.B., Canada E1A-3E9  
E-MAIL: tarau@info.umoncton.ca

Recompiled for Amiga: Doug Whitehead doug@cos.com

#### SHORT

A fast, reliable, small Prolog compiler. It uses standard C&M syntax.

#### DESCRIPTION

A standard implementation of Prolog, now ported to the Amiga. Prolog is a non-procedural language commonly used for Artificial Intelligence. Many Prolog programs look like inductive proofs. It is non-procedural in that one tends to specify what to look for, and Prolog will search and backtrack as necessary to try to accomplish it.

---

Prolog is useful for parsers, knowledge representation, blind and heuristic search, theorem proving, and other apps requiring search. And, of course, there are zealots that use it for everything.

It is, to my knowledge, the fastest Prolog on the Amiga. For those in the know, it compiles to a sort of WAM-lite, and then emulates that language in compiled C.

The distribution's manual does not teach Prolog. If you want that, buy a book, there are many.

The WAM emulator has recently been compiled for the Amiga. You need two files, the standard BinProlog 2.20 release, and the appropriate Amiga binary.

It should be able to run on any Amiga, regardless of CPU or memory available. However, you may not be able to execute interesting programs on systems with less than 1 Meg.

ru.68020.amiga requires a 68020 + 68881, or 68030 or above. It clocks in at 34.9 klips (thousand logical inferences/second) on an Amiga 3000 25mhz (i.e. a 68030).

ru.68000.amiga clocks in at 32.7 klips on an Amiga 3000. It has not been tested it on a 68000 Amiga, but it should be fine.

#### HOST NAME

clement.info.umoncton.ca (139.103.16.2)

#### ARCHIVES

/pub/BinProlog/BinProlog.2.20.tar.Z  
/pub/BinProlog/BinProlog/UNCOMPRESSED/NewPorts.2.20/Amiga/ru.68020.amiga  
/pub/BinProlog/BinProlog/UNCOMPRESSED/NewPorts.2.20/Amiga/ru.68000.amiga

#### DISTRIBUTABILITY

Copied from the distribution:

Permission to use and modify this software is granted free of charges for research and other non-profit purposes, provided this copyright notice is added to the resulting version.

Because the program is licensed free of charge, there is no warranty for the program, to the extent permitted by applicable law. Except when otherwise stated in writing the copyright holders and/or other parties provide the program "AS IS" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary servicing, repair or correction.

Licensing for commercial purposes to individuals and organisations, licensing of the source code of the engine, ports to other architectures

---

and extended versions of the programming environment are available, but need a separate agreement.

## 1.22 Virus Scanner v1.04

### TITLE

Virus Scanner

### VERSION

Currently 1.04, but it's in constant developmnet, about one update a month.

### COMPANY

The program is supported and distributed by:

Safe Hex International  
Snaphanevej 10  
4720 Praestoe  
Denmark  
Phone +45-55992512

### AUTHOR

Gabriele Greco  
Internet: gabry@grifone.skylink.aare.net.ch  
Fidonet : 2:331/106.7@fidonet.org

### DESCRIPTION

Virus Scanner is a viruskiller commodity for OS 2.0+, it's a modular program (it uses SHI bootblock.library, removelink.library and unpack.library). This means that you can update the program by simply updating the libraries. It's localized in different languages (actually English, Italian, Danish and German, but soon French) and it has some completely new features for amiga antivirus. For instance you can build a list of files you want to be checked at every disk access, and if one of these files is modified you will be notified by a requester. The newest feature of VS is the ability to compile an ASCII file that will contain the data of new viruses which will read by VS before the scan of HD or disks. New virus data will be spread via E-Mail. VS will automatically recognise them and append to the list. It can also check crunched files (more than 100 crunchers, lha and dms), and has a complete arexx port to make easy to use it also in a BBS.

### NEW FEATURES

This is an update of version 1.03 that will improve some functions (Check files, Check vectors), has a corrected and more complete documentation and some little bugs fixed.

### SPECIAL REQUIREMENTS

---



Virus Scanner requires Kickstart 2.0+  
If 2.1 or 3.0 is detected it can be localized and on  
Kick 3.0 it will use some gadtools improvements.

#### FILE NAMES

vscan104.lha 132832 bytes

#### PRICE

Virus Scanner is "SafeWare": If VS will save your datas  
from a virus infection send \$10 to the author.

#### DISTRIBUTABILITY

Virus Scanner is freely distributable through FTP sites,  
BBS, PD collections or coverdisks.

## 1.23 StatRam v3.0

#### TITLE

StatRam - recoverable ram disk

#### VERSION

3.0

#### AUTHORS

Nicola Salmoria <MC6489@mclink.it>  
Richard Waspe <waspy@cix.compulink.co.uk>

Originally based on VD0: by Perry S. Kivolowitz.

#### DESCRIPTION

StatRam is a recoverable ram drive. It works on any Amiga using V2.04 or greater of the OS. It handles any filesystem (either Amiga or foreign, like e.g. CrossDOS(tm)), has ten units and may be layed out like a floppy disk for quick diskcopies. It is dynamic, that is it allocates and frees memory as files are copied and deleted, and is probably the most recoverable ram drive available. Even the worst system crash will not erase it, as long as the portion of memory where it resides is not corrupted.

#### SPECIAL REQUIREMENTS

OS release 2.04 or newer

#### HOST NAME

Any Aminet site, for example

---

ftp.luth.se 130.240.18.2

DIRECTORY

/pub/aminet/disk/misc

FILE NAME

statram3.lha

PRICE

Free

DISTRIBUTABILITY

Freeware, freely distributable as long as the archive remains intact and only a nominal fee is charged for its distribution.

## 1.24 PGPSendmail v2.0

TITLE

PGPSendmail

VERSION

2.0

AUTHOR

Peter Simons <simons@peti.GUN.de>

DESCRIPTION

PGPSendmail is a small tool, to encrypt your outgoing e-mail automatically, using PGP. Despite the name, PGPSendmail does *\*not\** handle any transport stuff, but requires the original sendmail.

PGPSendmail scans through the outgoing mail and checks whether a public key is available for the receipient(s). Multiple receipients via 'To:' or 'Cc:' are supported. If a key is available, a requester will pop up, asking you if you'd like to encrypt the mail. When you choose the "encrypt" gadget, the message-body will be encrypted and the result will be sent to sendmail to handle the routing and transport.

Since PGPSendmail is only a front-end, it can be used in any kind of setup. It doesn't matter whether you use AmiTCP, UUCP or whatever to deliver your mail, PGPSendmail can be customized for your requirements.

The encrypted message will look like this:

---

Automatically encrypted message-body follows:

-----BEGIN PGP MESSAGE-----

Version: 2.3a

owHrZAhlYmXUqV9ctnnP/pPtVcsSGRm3aDEx7G1+9enVmcr3Ff5GfN6fdKde2Zau  
X3kjdonMydeTi4zuvlDZH/sia1O/ZYKDsAGXt+K+01VOyvx9h3Yc2hUkoFXGor4m  
uoSlJLW4hAEIPFIRFXIT83QUUvLz1EsUKvNLFTISy1IVivNzU0syMvPSFZJSS0pS  
ixRK8oFKdBRKMhLzQOzkosTkbLAqXq7k/JTUYNsFK11NTV4uAA==

=y7/l

-----END PGP MESSAGE-----

## SPECIAL REQUIREMENTS

You need PGP 2.2 or later.

## HOST NAME

Any Aminet host, i.e. ftp.uni-kl.de (131.246.9.95).

## DIRECTORY

/pub/aminet/util/crypt/

## FILE NAMES

PGPSendmail2\_0.lha  
PGPSendmail2\_0.readme

## DISTRIBUTABILITY

GNU General Public License

--

Peter Simons, Certified Amiga Developer \*\*\* PGP key available \*\*\*  
ACCEPTING: MIME enhanced mail, BMS requests and ListSERV commands

## 1.25 In Closing

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%
%%               - - - - -
%%              / \  | \  / | | //  \  / \
%%             /  \  | \  / | | | (<  _  /  \
%%            /--- \ | \ / | | | \_ | | /--- \
%%           /_____\|_____\|_____\|_____\
%%
%%              Amiga Report International Online Magazine
%%              March 25, 1994 ~ Issue No. 2.11
%%              Copyright 1994 SkyNet Publications
%%              All Rights Reserved
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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[illegible]

## 1.26 Columns and Features

From the Editor's Desk	Saying it like it is!
Amiga News	News and Announcements
Commodore? Brrr!	Problems with the Amiga
Power PC	Should we be jealous?
The AA+ Chipset	What is it?
Emulation Rambler	Trying to keep on top of everything
UseNet Review	Amiga Picture Viewers

## 1.27 About Amiga Report

For Starters	Where to get AMIGA REPORT
AR Staff	The Editors, and Contributors
In Closing	Copyright Information

## 1.28 Commercial Online Services

Delphi	Getting better all the time!
Portal	A great place for Amiga users...
InterNet	Subscribe to the AR Mailing List
BIX	For Serious Programmers and Developers

## 1.29 Files Available for FTP

BombPac CD32	PacMan style game
ParPrefs v1.0	Preference program FUW multiparallel boards
FMsynth v3.5	FM synthesis
PhoneBill v2.4	Equates phonebill w/ various programs
BTNtape v3.0	AmigaDOS handler for SCSI tape drives
AmiFlick v2.01	Plays FLI animation files
BinProlog v2.20	Fast, reliable Prolog compiler
Virus Scanner v1.04	Virus killer commodity
StatRAM v3.0	Recoverable RAM disk
PGPSendmail v2.0	Tool to encrypt outgoing mail

~~~~~  
 The most downloaded files from wustl.edu during the week until 21-Mar-94

| File              | Dir        | Size Description                                |
|-------------------|------------|-------------------------------------------------|
| -----             | ---        | ----                                            |
| ar209.lha         | text/mags  | 104K+Amiga Report #2.09 - 3/11/94               |
| octane.lha        | game/shoot | 686K+Overhead battle car game. 1meg or more.    |
| rot2.lha          | demo/euro  | 164K+A wonderful Doom-type Demo                 |
| newser221.lha     | comm/misc  | 28K+new serial device 2.21                      |
| scorch177.lha     | game/shoot | 488K+Scorched Tanks 1.77 bug fixes; Artillery-t |
| MgWBDockIcons.lha | util/wb    | 38K+MagicWB dock icons (8 colours)              |
| dbb118.lha        | util/misc  | 141K+GUI Digital Logic Circuit Simulator (WB2.x |
| Filer3_11.lha     | util/dir   | 218K+Directory Utility for OS 2.04+             |
| DragonSongMPG.lha | gfx/anim   | 89K+MPG Lightwave Dragon anim 90 frames *AHD*   |
| jtemwb1.lha       | util/wb    | 89K+More nice MagicWb icons.                    |

~~~~~

## 1.30 NOVA

\* NOVA BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Starnet BBS \*  
 Wayne Stonecipher, Sysop  
 FidoNet 1:362/508  
 An Amiga Software Distribution Site (ADS)  
 615-472-9748 USR DS 16.8 24hrs - 7 days  
 Cleveland, Tennessee

## 1.31 In The MeanTime

\* IN THE MEANTIME BBS \*  
 Official Amiga Report Distribution Site  
 \* Running AXShell \*  
 Robert Niles, Sysop  
 rniles@imtired.itm.com  
 509-966-3828 Supra V.32bis 24hrs - 7 days  
 Yakima, Washington

\*\*\*\*\* Notice \*\*\*\*\*

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus we will no longer be accepting File REQuests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted.

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.

## 1.32 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.

## 1.33 Biosmatica

\* BIOSMATICA BBS \*  
Official Amiga Report Distribution Site -- Portugal  
\* Running Excelsior/Trapdoor/UUCP \*  
Celso Martinho, Sysop  
FidoNet 2:361/9  
+351-34-382320 V.32bis 24hrs - 7 days

## 1.34 Amiga Junction 9

---

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

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

Internet: user\_name@junct9.royle.org

### 1.35 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

### 1.36 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

### 1.37 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.

### 1.38 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

### 1.39 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

### 1.40 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.

## 1.41 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

## 1.42 Talk City

\* TALK CITY \*  
Official Amiga Report Distribution Site  
708-372-0190 - 2400bps  
708-372-0268 - V32 14.4K  
708-372-0283 USR DS 14.4K  
Fido Net 1:115/372,0 Phantom Net 11:2115/2.0 Clink Net 911:6080/4.0  
UUCP tcity.com

Over 3 Gig of Files Online | More and More things everyday.

With Three IBM CD-ROMs online, 10 lines, support for all platforms, and a REALLY dedicated sysop (The Mayor).

## 1.43 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

## 1.44 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 Cooridinator-11:2115/0.0--11:2115/1.0  
FaithNet Central States Cooridinator-700:6000/0.0--700:6000/1.0  
AMINet Chicagoland HUB-559:2/5.0  
Chicago, Illinois  
  
Over 4 GIGS of files I Over 3700 MODS I Over 120 On-Line Games  
Tons of digitized sounds I Over 15,000 GIFS  
Supporting: Amiga I IBM I Macintosh I C=64/128  
SIR SAMMY-SysOp Enter.....If you dare!!

## 1.45 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 avaiable.

## 1.46 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

## 1.47 Phantom's Lair

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

## 1.48 Tierra-Miga BBS

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

## 1.49 Freeland Mainframe

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

## 1.50 LAHO

\* LAHO BBS \*  
Official Amiga Report Distribution Site -- Finland  
\* Running MBBS \*  
Lenni Uitti, SysOp  
Tero Manninen, SysOp (PC-areas)  
Juha Makinen, SysOp (Amiga-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.32 MNP  
Seinajoki, Finland

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

We have over 7000 files online (both for the Amiga and PC) + 650MB stuff on the Aminet CD-ROM disk.

Every user has an access to download filelist (LAHOFIL.ZIP), list of Finnish 24-hour BBS's (BBSLIST.ZIP or BBSLIST.LHA) and every issue of the Amiga Report Magazine (AR101.LHA-AR1???.LHA) even on their first call.

The system has been running since 1989 and is sponsored by the local telephone company, Vaasan Ladnin Puhelin Oy.

## 1.51 Falling BBS

\* FALLING BBS \*  
Official Amiga Report Distribution Site -- Norway  
\* Running ABBS \*  
Christopher Naas, Sysop  
+47 69 256117 V.32bis 24hrs - 7 days  
EMail: naasc@cnaas.adsp.sub.org

## 1.52 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

## 1.53 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"
```

## 1.54 Stingray Database BBS

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

## 1.55 T.B.P. Video Slate

```
* T.B.P. VIDEO SLATE *
Official Amiga Report 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.  
Instant Access to all. Download on the first call.

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

## 1.56 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

## 1.57 Continental Drift

\* CONTINENTAL DRIFT BBS \*  
Official Amiga Report Distribution Site  
\* Running DLG Pro software \*  
Murray Chaffer & Andre Lackmann, Sysops  
+612 949-4256  
24 hours - 7 days  
Sydney, Australia

## 1.58 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

## 1.59 Moonlight Sonata DLG

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

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

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

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

Keyboards: Erno Tuomainen

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

## 1.60 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.platinum.werries.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.platinum.werries.de

## 1.61 RedEye BBS

REDEYE BBS

\* Running EXCELSIOR/UUCP/AFAX \*

"Official Amiga Report Distribution Site Germany/Europe"

Sysop: Thorsten Meyer

Internet: sysop@redeye.greenie.muc.de  
Line 1: +49-89-5460535 (V.32b, Zyxel EG +)  
Line 2: +49-89-5460071 (USR Courier V32b terbo)  
24hrs - 7 days  
Munich, Germany

Areas for Amiga, PCs, Lotus Notes Group,  
Amiga Report, Game Byte, Graphic Stuff,  
3D-Exchange, 3D-tools, 3D-objects,  
McAfee, GUS, PAS, DOOM, WINDOWS-NT, OS/2  
Online CD, Online Games, USENET, INTERNET,  
FIDO ECHOS, Developer

## 1.62 Where to find Amiga Report

%%  
%% Where to find Amiga Report %%  
%%

Click on the button of the BBS nearest you for information on that system.

FidoNet Systems  
-----

FREQ the filename "AR.LHA" for the most current issue of Amiga Report!

OMAHA AMIGANET	.....Omaha, Nebraska
NOVA	.....Cleveland, Tennessee
PIONEER'S BBS	.....Edmonds, Washington
BIOSMATICA	.....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
TALK CITY	.....Waukegan, 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	.....Findland
	Non-FidoNet Systems
	-----
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
CONTINENTAL DRIFT	.....Sydney, Australia
GURU MEDITATION	.....Spain
DOOM OF DARKNESS	.....Bremen, Germany
REDEYE BBS	.....Munich, Germany