

ar217

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WRITTEN BY		March 28, 2025	

REVISION HISTORY

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International Online Magazine

"Your Weekly Source for Amiga Information."

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All Rights Reserved

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[illegible]

1.2 Amiga Report Main Menu

Columns and Features
About AMIGA REPORT

News, Reviews, and More!
Staff, Copyright information

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

```

// | | //
%%%%%%%%%%//%%%%%%%%| Amiga Report International Online Magazine |%%%%%%%%%%//%%%%%%%%
%%  \// | Issue No. 2.17 May 27, 1994 | \//  %%
%%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%%
| |

```

The Editor's Desk	Amiga News	Dealer Directory
Distribution BBS's	AR Contest!	Emulation Rambler

SPECIAL FEATURES

```

compt.sys.amiga .....Jason Compton
Programming HASH Tables .....David Tiberio
Fury of the Furries .....Steve Cutting
Music Modules .....David Tiberio
SubVersion .....Robert Niles
CIX .....Lewis Tyrrell
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                DELPHI    PORTAL    FIDO    INTERNET    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

1.3 The Editor's Desk

```

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

```

AR Logo

As of 4:50pm Eastern Time...nobody has made an announcement in that they were taking over what we formerly new of C=.

Darn.

For the good news though, it looks like things are moving forward as far as the idea of Samsung taking over Commodore. Inventory of stock is being made, and other signs seem favourable.

I really don't want to get into rumor mongering though, so I'll keep the supposed details to myself for right now. Sorry :)

I'm still having problems with the computer...mostly becuae that "time" thing is short, but as you see, it's not preventing me from gettin AR out.

I want to thank David Tiberio for the "AR Logo" above....looks superb!!

I also wanted to thank the people that creat the "Think! Amiga"

newsletter for sending me one! The newsletter is fantastic! The newsletter is a production of the Sittingbourne Computer Club in England. You can contact them by calling +44 81 952 7719 (EIS BBS) and send a message to either Andy Everingham or Peter Barrow.

Until next week, take care, and enjoy!

1.4 Delphi

```

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

```

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

=====

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.

DELPHI - It's getting better all the time!

CONTRIBUTING EDITOR

David Tiberio
 Internet: dtiberio@libserv1.ic.sunysb.edu

1.9 Amiga Report Mailing List

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

AR Mailing List

~~~~~

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. 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!

~~~~~

World Wide Web

~~~~~

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

Simply tell Mosaic to open the following URL:

<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/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

Mosaic for X, Macintosh(tm) and Microsoft Windows(tm) can be found on 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 docs/mags. All the back issues are located there as well. (ftp.cdrom.com or ftp.wustl.edu are two sites)

## 1.10 Amiga News

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% Amiga News %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Announcement from NewTek  
~~~~~

NewTek Inc.
May 5, 1994

Dear Friend of the Toaster,

I'm sure you're aware of Commodore's recent announcement of their liquidation, as it is obviously an issue of concern to everyone connected with the Video Toaster. Rumors have been rampant for weeks about what would happen, but getting the facts has been a little more difficult.

We want you to know that we weren't caught by surprise. Events over the past nine months made it very clear that something would have to change and that Commodore's liquidation was a possibility. It didn't take a mind reader to see Commodore's troubles.

Liquidation certainly wasn't the only possibility, however. Even as late as last week we were aware that other options were being pursued. While no one could know exactly what would happen, or when, we did know that something would happen and made plans for that eventually. For reasons that we hope you will understand, we cannot talk about all of these things at the moment. What we can say unequivocally is that we are committed to the Video Toaster and our customers. We are taking the following steps in support of this goal:

- 1) Development on the Flyer is on schedule for shipment of demo units to dealers in July and shipment to end users early fall. Of course, the Flyer provides capabilities highly sought after by the existing Toaster user base.
- 2) We are monitoring product availability in the channel and will provide you with all the information we can gather. At this point, it appears that there are Amiga 4000's available worldwide to meet demand for the next several months.
- 3) We will continue to market the Video Toaster and Video Toaster Flyer as always.
- 4) We are investigating an Amiga refurbishment program.
- 5) We are continuing our ongoing Toaster development program.

We realize that there are still a number of questions left unanswered, but know that as answers become available, we will pass the information on to you. A great deal of exciting development continues in Topeka and I believe that you will be happy with the news coming from here as the year progresses.

Sincerely,

Tim Jenison
President

=====

PORTER JOINS SCALA AS VP OF ENGINEERING

~~~~~

WASHINGTON, D.C., MAY 16, 1994 - Jeffery S. Porter, former director of advanced technology for Commodore International Limited, has joined Scala, Inc., the leader in computer-based television information systems, as vice president of engineering. In this position, Porter will head all world-wide research and development activities with offices in Exton, PA, and Oslo, Norway.

Scala's founder and President Jon Bohmer said, "Jeff has been the key development person for the Amiga since 1986, and brings to Scala a proven track record of product management and technical leadership. His presence at Scala will help us sustain our increasingly rapid growth."

Porter, employed by Commodore in various capacities since 1984, has been employed by Bell Laboratories, AT&T Consumer Products and the Eastman Kodak Company. He holds a Masters of Science degree in Electrical Engineering from the University of Illinois and a Bachelor of Science degree in Electrical Engineering from Purdue University.

He is co-author of a book entitled "MultiMedia Systems: The Convergence of Computers, Communications and Consumer Products" published by the ACM. "I've been a fan of Scala from the beginning," said Porter. "Scala's ease of authoring and low-cost playback make it a natural for interactive television. The next step is to support a cross platform architecture for Scala that includes PC compatibles and set top boxes. Scala's technology is years ahead of Mac and PC solutions, due to the "TV-centric" heritage of the Amiga. It's compact and efficient and can be embedded in other systems such as the General Instrument satellite television receivers being developed for PRIMESTAR (R)."

Scala, founded in 1987 in Norway and incorporated in the U.S. in 1992, develops and markets computer-based television information solutions. Available in ten languages, Scala's multimedia tools are used by 45,000 users in more than 40 countries.

#### Notes:

Scala is a registered trademark of Scala, Inc.  
PRIMESTAR is a registered trademark of PRIMESTAR PARTNERS LP.

#### Contacts:

|                  |                   |
|------------------|-------------------|
| Richard Houstoun | Linda Barker      |
| Scala, Inc.      | L.R. Barker & Co. |
| (703) 713-0900   | (303) 628-5442    |

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#### Soft-Logik Continues Support of the Amiga

~~~~~

11131F South Towne Square, St. Louis, MO 63123 USA

phone: 1-800-829-8608 (314-894-8608, fax: 314-894-3280)

Soft-Logik Publishing sells desktop publishing and graphic applications for Amiga computers. Our current product lineup includes PageStream 2.2, a full-featured desktop publishing program; Art Expression 1.0, a drawing program; and, TypeSmith 2.0, a font editing and conversion program.

Soft-Logik plans to release PageStream 3.0 in the near future. Commodore's bankruptcy will not have an effect on our Amiga development. We will continue to develop PageStream, and while we hope in the future that it will be available for other platforms, we are too busy with our Amiga products to consider that now. Remember that just because Commodore is out of business does not mean that your Amiga will stop working. We hope to release more Amiga products in the future.

Michael Loader
Product Development
Soft-Logik Publishing

email:

76004.1676@compuserve.com

For technical support, email tech@slpc.com

For press information, contact Ellen Kazmaier at 314-894-8608.

=====

NEW SAS/C PRICING

~~~~~

Dear Amiga Developers,

Concerning the recent announcements by Commodore, I wanted to let you know that SAS Institute, Inc. intends to continue selling and providing technical support for the SAS/C Development System with C++ as long as there is a viable market. However, due to the uncertainty of the market, the Institute's management has decided to suspend new development on the Amiga-specific parts of the product. This policy will remain in effect until changes in the market warrant reconsideration.

Development will continue on those portions of the product that are used on other platforms, including the code generator, the global and peephole optimizers, the C++ translator, and the debugger. If we see a viable Amiga market in the future, we will be in a good position to produce a new release for it with a minimum of lost time.

Also in response to the Commodore announcements and many user suggestions, SAS Institute Inc. announces the following new prices for the SAS/C Development System with C++, effective immediately:

Version 6.50.....\$199.00

---

Upgrade from Version 6.....59.00  
Upgrade from Version 5.....99.50  
Upgrade from Version 4.....99.50  
Academic discount.....99.50  
Manx trade-in offer.....99.50

These prices are in US dollars and do not include shipping charges. Customers outside the US, please contact your local SAS Institute office or your nearest Amiga distributor for prices in your area. We do not plan to send a mailing to registered users, so please take the initiative to contact SAS Institute if you would like to take advantage of the new upgrade price.

If you have comments or suggestions about our development policy, please send email to "ts4sasca@unx.sas.com" or write to

Amiga C Marketing  
SAS Institute Inc.  
SAS Campus Drive  
Cary, NC 27513

Please do NOT send email to me, Jim Cooper, Steve Krueger, Khristi Tomlinson, Diane Gomez, or Gerlinde Schuster with suggestions for future development plans or product offerings. We will just ask you to go through one of the above channels.

On a personal note, I'd like to add that I plan on keeping my Amiga and supporting the Amiga community in any way possible. I've been an Amiga developer since March of 1986, and I'd hate to see it go. Look for a new release of parnet soon 8^)

Doug Walker  
Manager, Amiga Product Development  
SAS Institute Inc.

=====

#### MacroSystem GmbH of Germany Announcement

~~~~~

Jorg Sprave, president of MacroSystem GmbH, located in Witten, Germany, is pleased to announce the appointment of NoahJi's as the exclusive distributor of MacroSystem product in the United States.

Technical support, repair, and service will be handled by NoahJi's. Software updates for the V-Lab and the Retina will also be made available at a modest charge for current owners of these products.

NoahJi's is the Amiga board division of Micro Reps, Inc. a 10-year-old distribution company. Eric Kloor, president of NoahJi's, is excited to begin distribution of the remarkable line of product manufactured by MacroSystem GmbH.

The Retina Z3, with updated hardware features and astonishingly fast software, will soon be impressing the US market. In the current issue of The Amiga Magazine, Germany's largest, 10 different graphics boards were reviewed. The Z2 Retina was called "nearly legendary, " and in price/performance comparisons towered above the others. The only more

impressive board in the tests was the new Retina Z3. Both products received glowing and strong recommendations.

The Toccata 16 bit I/O board, which has been available in Germany for over 6 months, will now be available for the US market. The V-Lab Y/C 24 bit realtime video digitizer will also join the product mix of NoahJi's. An astounding new product that is currently in production and will be available here in July is the VLab Motion Card. This card is a Zorro II motion JPEG board for non-linear video editing and playback. The VLab Motion product contains a digitizer plus a video output device with YUV 4:2:2 square pixel quality and embedded hardware scaling and a genlock with chroma keying for real-time blue box effects as well as the compression/decompression JPEG chipset which runs at 29.5 Mhz peak frequency. The board has composite and Y/C inputs and outputs, and also features an expansion socket for add-ons like piggy packed YUV or RGB component transcoders, and an interface for outputting over NewTek's Video Toaster. The V-Lab Motion board does not require a time based corrector and can be combined with existing hard drives and controllers. VLab Motion also comes with MovieShop, a complete editing software package that features a hierarchical editor, B/W or color reference stamps, and a time line editor. Perfect interfacing with the Retina and the Toccata allow simultaneous recording and playback of audio and video.

For more information contact:

NoahJi's 3591 Nyland Lafayette, CO 80026

Phone: (303)499-1975 Fax: (303)499-1979

1.11 compt.sys.amiga

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% compt.sys.amiga                                     by Jason Compton %%
%% Where do we go from here?                          jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Brilliant. I write some editorials about how it seems like the worst has passed for Commodore, and here we are, seat-edging, waiting to see who, if anyone, will buy the sinking ship of C=. Never ask me for stock tips.

This leaves an awfully big void waiting under the feet of Amiga users. Well, it COULD be worse. I have seen a good amount of developers and companies come out and strongly support the Amiga. The only lukewarm response I've seen was from GVP, whose message can be summed up as such:

"Well, it's a damn shame Commodore's going down. Lucky for us, we've started doing PC hardware. So, sure, we'll sell off our inventories, build some Spectrums if we need overtime and maybe release a couple new things if they were two days away from the first run, but don't wait up for us to save the Amiga."

Actually, my sum-up was longer, I think, but more descriptive.

Unfortunately, I can't blame them too much. That's not to say that I'd do the same in their position, because I'd like to think that I wouldn't. Luckily, all of the other press releases have been positive and hopeful, which is what I'd like to remain.

The rumors abound way too much. I have made a couple of phone calls and haven't learned anything useful about who or what may own Commodore or various pieces of Amiga hardware. I'd love to wake up tomorrow morning with Commodore and the Amiga looking into the future, but right now I'm content to know that it isn't over yet.

CEI just commissioned the CEI A1962 monitor: a successor to the 1960, this time built by Electrohome. At least all those 1200s, if we ever see them again, will have something to output to.

MacroSystem has a new US distributor (strangely, MacroSystem US doesn't distribute MacroSystem hardware anymore). The company name is NoahJi's, and we'll be running reviews of the Toccata 16 (imminent, once I figure out what to do with the thing), the Retina Z-III, and possibly the V-Lab and upcoming V-Lab Motion boards.

I'm still waiting for my Paravision SX-1, due tomorrow in the mail.

My review of the Vortex 486SLC2 should begin as soon as I can get it to work.

Sound good for now? At least you know I've been working hard, even if I have nothing to show for it now.

Until next time, don't walk the plank.

1.12 Programming HASH Tables

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Programming HASH Tables                                     by David Tiberio %%
%%                                                           dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

One of the most important data structures used in programming is the HASH table. This system has many advantages; it is fast, the data is easy to organize, and it is easy to program. One of the drawbacks is that it is not as dynamic as some data structures, although it can be combined with other data structures to make it more dynamic. Another drawback is that it may be hard to find a good hashing function that applies equally well to all of your data.

A hash table is an array of fixed size. Each location of the array can hold one piece of data or many pieces of data, including other hash tables or linked lists. An example of a hash table is the telephone system. In this example, I will be using the American telephone system.

Each region has its own three digit number. For example, Long Island uses the 516 area code. Queens (one part of New York City) uses the 718 area code. Manhattan, also a part of New York City, uses 212. Other parts of

New York City use different area codes.

Next there are local calling exchanges. East Setauket uses numerous exchanges, such as 476 and 473. Stony Brook University uses 632 and 444, although other exchanges are used for the Stony Brook area. Last of all, each house can have its own 4 digit code. For example, my house has 4 lines coming into it. One is 5156, another 6351, another 3516, and another 1615. Now, we take these three groups of numbers and put them together to get a hashed phone number. To reach my house, you could call 516-476-6351, 516-473-5156, 516-476-3516, etc. Note that none of these numbers ring my personal phone BTW :). Some of these numbers used to be here but were disconnected (such as my old BBS number). Now, anyone in North America would dial one of these numbers, which would be hashed through the system. First to Long Island, then to East Setauket, then to my house.

Here is another example. You have 10 people, and you want to store them in an array with 5 spaces. Here are the people:

David Pleasance
Irving Gould
Jay Miner
Jim Drew
John DiLullo
Lewis Eggebrecht
Marc Barrett
Mehdi Ali
RJ Michaels
Rob Niles

Here is how the information is stored:

```
1
2  RJ
3  Jay, Jim, Rob
4  John, Marc
5  David, Lewis, Mehdi
6  Irving
```

What about each person places them in the given array location? The HASH function in this case is very simple. The length of the first name was used, placing RJ all by himself in the 2 letter location with Irving in the 6 letter bucket (a bucket is a term used to refer to an array location). Now, in the cases where more than one person is in a bucket, a link is made between each name starting at the first name placed in the bucket. For example, to find Mehdi, you would look in bucket 5 since Mehdi is 5 letters long. First you find David, then you check to the next name on the list to find Lewis, and then the next name you find is Mehdi. After Mehdi, you would place a NULL pointer, as with the last element of each bucket. The 1st bucket merely contains a NULL pointer.

There is more than just one way to make a HASH function. Here are some to

try:

AMIGA: Add the ASCII characters for each letter together, then do a MOD (MOD is a remainder function) on the size of the array. In C, this might look like:

```
bucket = ('A' + 'M' + 'I' + 'G' + 'A') % array_size;
```

RULES: Let's try something different with this word (which I chose as an example for no particular reason). Instead of adding the ASCII values, we could try using RAW keycodes. The RAW keycodes are determined by the location of the keys on the keyboard, as opposed to alphabetically. For example, a DVORAK keyboard would have different RAW keycodes than a QWERTY keyboard. The % (MOD function) is used to ensure that if the total is greater than the size of the array, then it will start again from the beginning of the array until it fits.

```
bucket = (19 + 22 + 40 + 18 + 33) % array_size;
```

There are some key issues to remember. First, the hash function should tell the difference between the position of letters. For example, the above sample with AMIGA would have the same bucket as AGIMA or MAGIA, since they contain the same ASCII values. The total HASH value should not exceed the size of the array (hence the MOD function is used). You may place more than one item in a bucket only if you link them with a link list or use a second hash function to divide the bucket into a second array. Or, if there is a collision (an item is already in the bucket), you can check the next bucket in the array until you find a free one. If you use the second method, the size of the array must be equal to or greater than the total number of data items you are working with.

- USENET REFERENCES -

Please see comp.sys.amiga.programmer for more information about using HASH tables or linked lists.

As Edward Cayce might say, that is all for the present...

dtiberio@libserv1.ic.sunysb.edu

1.13 UseNet Review - Fury of the Furries

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Fury of the Furries CD32 version                                by Steve Cutting %%
%%                                                                steve_cutting@guru.apana.org.au %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

PRODUCT NAME

Fury of the Furries, CD32 version

BRIEF DESCRIPTION

A single-player platform game with puzzles.

AUTHOR/COMPANY INFORMATION

Name: Mindscape International
Address: Priority House, Charles Avenue
Burgess Hill, West Sussex RH15 9PQ
England

Telephone: +44 (0) 444 239 600
Fax: +44 (0) 444 248 996

LIST PRICE

I don't know the list price, but I paid 69.99 Australian dollars for it. In the UK, you can get it for 19.99 pounds from mail order companies.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

CD32 (PAL)
Television or monitor
Control pad (or Amiga joystick)

SOFTWARE

None

COPY PROTECTION

None that's noticeable to the user.

REVIEW

The manual tells the story of a race of small furball creatures called Tinies. Tinies look like tennis balls with eyes, and according to the manual, they have a horrid sense of humour. The Tiny King has apparently been taken prisoner and been imprisoned in his own castle by a Tiny with a particularly wicked sense of humour. Yes, this is where you come in. :-)

When the game boots, you're shown a glitchy animated sequence portraying all this, accompanied by some decent CD audio. Once you're at the title screen, you can start a new game or restart one of four saved games.

The object of the game is simple: take control of a Tiny and find

your way to the exit of each level. Your Tiny can walk, run, and jump three different heights. As if that isn't enough, your Tiny is also able to transform into any of 4 colours, each one having a special ability:

- Red - eats through walls
- Yellow - shoots fireballs to kill nasties
- Green - swings and climbs on rope
- Blue - dives underwater

Green is my favourite. It's great fun swinging the little critter back and forth on the rope, then letting go and watching him fly across the screen and do a couple of somersaults before landing on the ground!

Not all of the abilities are available all the time. On some levels, you may only have one ability, and on others, you might get all 4. To make it harder, there are force-field type things which enable or disable an ability when you pass through them.

You view the action from the standard platform perspective (side on), and the levels scroll in all directions. The game takes place over 8 areas, with each area having 10 levels based on the same theme. The levels are full of all sorts of obstacles designed to reduce your Tiny to an ex-furball before reaching the exit. There's trees, water, spikes and loads more, and of course the usual array of NASTIES. You must make use of the various abilities of your Tiny to negotiate these obstacles.

As you progress into the game, the puzzle element starts rearing its head. As well as avoiding (or shooting) all the nasties, you also have to start solving problems in order to reach the exit. These puzzles range from simple things, like finding and using keys, to more complex ones, like moving blocks and finding secret entrances. The puzzles rely on the correct choice of abilities in most cases, and also require some pretty nifty joystick skills on some of the later levels.

Every 5 levels, your position is saved in Non-Volatile RAM.

DOCUMENTATION

The booklet in the CD sleeve has instructions in English, French, Dutch, Italian and Spanish. It covers everything you need to know (not a lot, really) and has some nice black and white drawings.

LIKES

Great fun. It's playable, cute, and best of all: totally silly! There's something distinctly warped about a 10-pixel high ball of fluff letting fly with a Streetfighter-style fireball. :-)

The game-saving feature means you can restart where you left off instead of playing through all the levels again. This adds a lot to the longevity of any game in my opinion; if I can restart where I left off, I'll keep coming back until I finish it (or go insane).

The difficulty curve is just about right. There's plenty of easy levels before the brain mangling begins.

The CD tracks on the intro and title screens are really good. In-game music is only Amiga based, but the tunes are great.

Although he's very small and not very colourful, your Tiny is nicely animated and moves well.

DISLIKES AND SUGGESTIONS

The in-game graphics are pretty dull; they'd look perfectly at home in a 512K A500 game 5 years ago. It doesn't look like any more than about 16 colours, definitely not 32bit CDROM stuff. Static title and between-level screens are more colourful though.

The game doesn't use the full PAL screen. If you force it into NTSC using the boot-menu, it runs too fast.

COMPARISON TO OTHER SIMILAR PRODUCTS

If you liked The Lost Vikings, you'll like this.

BUGS

I've found a couple of graphic glitches here and there, but they don't affect gameplay at all.

VENDOR SUPPORT

An address and phone/fax number are provided for support. I haven't needed to contact them as yet.

WARRANTY

Unknown.

CONCLUSIONS

If you're looking to be blown off your seat with stunning visuals and audio, don't buy this game, because there aren't any. But do buy it if you want a game to *PLAY*, because it's got more playability and lastability than a lot of other stuff around. An enjoyable blend of platforms, puzzles and general silliness.

My rating : 80%

1.14 Music Modules

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Music Modules                                     by David Tiberio %%
%%                                                    dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Next time your IBM PC friends or Macintosh friends play SoundTracker music modules on their machines, remind them that it all started with the Amiga. Of course all platforms have made an attempt at music production, but the Amiga is the birth platform of music modules in the same way that the Mac is the birth of QuickTime videos. The technology has been used elsewhere, but the Amiga popularized it... and they have been riding in our wake.

I remember when I first heard a music module... it was back in 1991, more than a year after I got my first Amiga 500. The first music module I ever downloaded was called "Beat dis Paula". Today, the piano effects still sound decent. But it has gone a long way. After I learned what music modules were all about, I remembered the "drum" software on the C64. After showing it to a good friend of mine, he came across the Michael Jackson tune "Smooth Instrument", which was the highest quality mod we had ever heard. But it has come a long way.

Looking through my hard drive, I have about 100 mods that I have saved over the years, after having gone through at least a thousand or more. The ones that I have saved tend to be fairly well known, such as those produced by u4ia or SideWinder. While I am currently seeking out new mods, there are some that I do not know very well by name, so I will only list the ones that I have had for a while.

1989	
Beyond Music	
Bomb Jazz	- tint of jazz, very good
Boom	
Das Boot	- submarines and spys
Guitar Slinger	- sounds just like the radio, "new age"
Native Dance	- this won a music mod contest
Nightmare	- crude and distorted, but good
No Limit	- dance music
Open Sesame	- great dance tune
Power Of American Natives	- can get long and tiring, but very good
Space Debris	- one of my oldest favorites
Street Jungle	- another of my oldest favorites
Tribal Dance	- good dance music
What Is Love	- just like the radio
XTermin8	- dance music

I also took the time to download most of the Sidewinder modules on Aminet. One thing I must say; this guy knows how to mix modules! His samples are of the highest quality, and contain a variety of effects. I would suggest that you download certain modules first, such as the following:

HouseBeatles	- "Beatles" classic
RainyDecember	- jazzy piano love song
RainySeptember	- jazz
Spanish-Armada	- Spanish RAVE

Of course, you also need a program to play most music modules. Some music modules have the player built into them, and are referred to as "self-playing" modules. Since you will mostly come across data modules, I would suggest the following players:

DeliTracker	- one of the most flexible players
EdPlayer 2.1	- small, compact player for MOD and MED
JukeBox	- controls CD ROM drives with audio CD's
ModuleMaster	- nice interface displays

- AMINET REFERENCES -

For some reason I could not locate all of the above mentioned modules on Aminet, so here are some of the ones which were previously in the mod charts. Note that these may be moved to a new directory, since the chart/directory is constantly changing!

beyond.lha	mods/chart	300K Beyond Music	Apr No. 5
boom.lha	mods/chart	200K Boom! And she cums	Feb No. 8
gslinger.lha	mods/chart	275K Guitar Slinger	Apr No. 2
opensesa.lha	mods/chart	314K Open Sesame	Feb New D
power_of.lha	mods/chart	437K Power of American Natives	Feb No. 9
tribalda.lha	mods/chart	646K Tribal Dance	Apr No. 3
whatislo.lha	mods/chart	618K What is love	Apr No. 4
HouseBeatles.lha	mods/sidew	73K+MOD/SideWinder... Beatles Classic!	
RainyDecember.lha	mods/sidew	185K+SideWinder - Jazz/Piano Love Song	
RainySeptember.lha	mods/sidew	181K+SideWinder - JAZZ/POP/SYNTH/SAX	
Spanish-Armada.lha	mods/sidew	214K+MOD SideWinder/InfoCorner.Spanish RAVE	
DeliTracker2_01.lha	mus/play	502K+very powerful music player. needs OS2.0	
EdPlyr21.lha	mus/play	215K+A cool player for MODs and MEDs	
jukebox.lha	mus/play	179K+CDROM audio disc player	

As Edward Cayce might say, that is all for the present...

David Tiberio - dtiberio@libserv1.ic.sunysb.edu

1.15 SubVersion v1.0

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% SubVersion v1.0                                     by Robert Niles %%
%%                                                    rniles@hebron.connected.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Along comes a game in which simplicity creates hours of enjoyment. The game being SubVersion v1.0. in which you are in command of the submarine called the Nautilus, armed with nuclear torpedos and short range anti-ship missiles. (Picture of opening screen)

When you begin, you find yourself in an 18 by 22 kilometer area in the Euclidean Strait facing anywhere from 10-40 destroyers and 4 opposing submarines. Supporting you are supply ships which will refuel you as

well as rearm you.

Your mission:

Destroy all enemy ships.

Simple.

Oh yeah!? Starting the game you see a "game board" in which your location and location of some of the ships that have already been detected. You move around the "board" horizontally, vertically, or diagonally.

On the side of the "game board" is the main control panel. Here you will find everything you need to play the game.

Torpedos, HMS array system, Missiles, Status, Crew, Resupply, Depth, Power, Engine, and Auxiliary controls. Which are accessible with the mouse or with keyboard shortcuts.

Being outnumbered strategy plays an important role. The enemy ships aren't always detected by the sonar array, enemy submarines are quite difficult to detect. Adding to that, you have mines, which nicely sink the enemy ships as well as you. Watch your supplies! You need to balance your fuel between the missiles and the engines...and you need enough fuel to get back to the supply ships. You can only be resupplied twice.

A feature I liked is the ability to use your crewmen as frogmen. You can utilize the frogmen in close range encounters, and encounters in which land is between you and the enemy. While they are a great asset, they don't always get the mission accomplished, nor do they always survive and return. Capture is possible.

The concept is remarkable simple, but winning is not.

System Requirements:

A500 thru A4000
512k Chip, 512k Fast RAM
WorkBench 1.2 or higher
Color Monitor Recommended
HardDrive Recommended
Copy Protection: CodeWheel

Developer:

Point of View Computing Inc.
5050 Edison Ave, Suite 221
Colorado Springs, CO 80915

1.16 AR Contest

%%
%% AR Contest by David Tiberio %%

%% Enter and Win! dtiberio@libserv1.ic.sunysb.edu %%
%%%

- THE PRIZE FOR NEXT MONTH -

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

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

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

All monthly contests end on the morning of the first of the following month. Any entries beyond this date will be entered into the next contest.

- THE MONTHLY DRAWING -

To enter the random drawing, select a number from 1 to 262,144 and send it to me at one of my addresses listed below, either by the postal service or email through the Internet.

Also, you may enter by solving the following puzzle. The winner of this puzzle will be decided within the same time frame as the random prize, to allow the contest information to filter through the networks, and to allow your letters and postcards to come in.

- THE PUZZLE -

Since people complained that the first contest was too hard, and that the second was too easy, I made one that anyone can solve with a little thought. Once you get some of it decoded you will be able to solve it with ease ::heh heh::!

Decrypt the following encoded message: 17851 47932

Each location in the code represents one character in the ASCII character set from A to Z. Also provide your method of obtaining the answer.

- TO ENTER -

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

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

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

In your letter or email, please provide the following:

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

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

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

- THE DISCLAIMER -

DISCLAIMER: This contest is being provided as a service to the Amiga community and all persons involved in running this contest cannot be held liable for anything that costs you money or lifetime pain and anguish. Rules are subject to change. All entries must be received by April 30th, 1994. Any entries beyond this date will be entered into the next contest, if any.

- THE CHANCE YOU WILL WIN -

Odds of winning are approximately 1:50 for the random drawing and 1:15 for the correct answer to the puzzle, based upon current entries.

SPECIAL THANKS to SideWinder for donating the Future Shock albums for inclusion in our contest, along with Merrill Callaway for his ARexx Reference Disk!

dtiberio@libserv1.ic.sunysb.edu

1.17 Emulation Rambler

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Emulation Rambler                                     by Jason Compton %
% Final Analysis of the Macs!                             jcompton@tcity.com %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

PLEASE NOTE: My E-Mail address has changed. Sorry for the inconvenience, but it's my excuse for being unreachable for a while.

Ok, the day has come where I'll sum it all up and give you my final comments on both of the color multitasking Mac emulators. Again, thanks to both ReadySoft and Utilities Unlimited for providing, respectively, the A-Max IV and the Emplant.

Now, to explain the ratings:

In each category, I have selected the emulator that performed better.

It is rated 100% in that category.

THIS DOES NOT MEAN IT IS PERFECT IN THAT RESPECT.

It simply means that it has the best support of that feature available.

To begin:

Overall software compatibility:

Emplant: 100%

A-Max IV: 90%

I can't blame the A-Max for much, although the repeated complaints about SoundMaster got to be too much for me. Once Emplant hit the high version 3 series, most incompatibility bugs were ironed out. Emplant also handled lousy Mac code (like, programs intended for pre-Multifinder environments) better...for example, the game Star Wars.

Multitasking:

A-Max IV: 100%

Emplant: 85%

The Emplant frequently dies when I try to access Amiga serial through an Amiga program, even if the serial port isn't given over to Emplant. It's not just me and it's not just Terminus, either. Aside from that, both operate along a similar concept, although Emplant uses a more conventional screen and does not require a non-standard method of flipping to it. Both are well-behaved when it comes to the user not wanting system time allocated to the emulation.

Floppy dIsk support:

A-Max IV: 100%

Emplant: 75%

The A-Max IV has built-in 720k floppy support. It's a bit roundabout and requires you to read the entire disk into an AmigaDOS file which will be treated as a virtual drive until you copy everything somewhere better, but it exists and works. UU is selling Macdrive adapters, but that requires a Macdrive. I also encountered some disks which Emplant would consider fine but real Macs would feel were damaged.

This WAS before multi-os.device and the like, but it's worth mentioning.

Video support:

Emplant: 100%

A-Max IV: 85%

This was a toughie. Emplant supports more boards, but many are ones that quite frankly not too many people have. With the recent QD modules and the fact that the Emplant DOES do a quicker job of ECS video, the choice goes to them. It is worth mentioning that A-Max IV supports the Picasso and Retina in the included software, two of the more popular boards, and has supported multi-monitor work for a long time.

Ease of Use:

A-Max IV: 100%

Emplant: 80%

Big minus points to the Emplant for its memory remap program. It makes many system-incompliant programs very unhappy. A-Max's does not need to be taken out nearly as often. A-Max's interface is also a bit more straightforward on the Amiga side.

Sharing Amiga Devices

A-Max IV: 100%

Emplant: 100%

No complaints here for either board.

Value for Money:

Emplant: 100%

A-Max IV: 93%

Tough, tough, tough. Were it not for the fact that the Emplant now supports the crusty old 1.1 and 1.2 ROMs, this would be A-Max's category. As it is, though, the Emplant does give you a SCSI controller (not the greatest one in the world, but...) if you go with the Deluxe, which is rather reasonably priced. I've seen a dealer carrying them at \$330, which is amazing. Both offer the Mac serial ports, shareable from the Amiga side. A-Max IV does offer MIDI, but I regretfully couldn't test that bit. Emplant wins here, but it's close.

Sound Support:

A-Max IV: 100%

Emplant: 95%

Were it not for the SoundMaster thing, A-Max would have won by more. It simply slows down less when playing MODs.

The conclusion is up to you. BOTH boards are quality items and I would recommend a different board to different people. Someone who would be dealing with lots of Mac software would want A-Max IV or to track down a Macdrive and the AMIA interface from UU, but the A-Max has it built in. If you've got a lot of video to do, especially on a board A-Max doesn't support, you go with the Emplant. If you've got a 4000 and no SCSI controller, go Emplant. If you want MIDI, go A-Max.

Hopefully, I've given enough information over the last few months to

help everyone reach the conclusion they need about the boards.
It's been a lot of fun.

I'll return with some spot reviews if I ever get Photoshop running...
maybe when one of those 24-bit companies finally sends me
something.

Keep the emulators warm.

1.18 CIX

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Compulink Information eXchange                                by Lewis Tyrrell %%
%%                                                                lewt@cix.compulink.co.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

CIX (Compulink Information eXchange) is an online community of about 15-20k users (we call ourselves cixen) of all kinds. I'm not sure of the exact figure but it's in this region. The main attraction of CIX is the conferencing facilities. Conferences range from the obvious computer issues to everything from cooking, gardening, television and films and anything else you can think of. If you happen to be a llama breeder and can't find a conf that caters for your needs then you just start up your own conf and get your fellow llama breeders to join in. :) CIX admin don't interfere with the creation of new conferences and won't say no unless you are breaking the law in some way. :)

Just about every computer that has seen the light of day has a conference dedicated to it. If it's a *really* obscure machine then it will probably be discussed in the cultmachines or obsolete conferences. :)

The Amiga areas on CIX are pretty lively at the moment because of C='s current problems. There's a lot of discussion, argument and flaming. Everyone has a view of what went wrong and how to put it right. And everyone's right of course! ;-)

Here's a quick list of some Amiga related conferences:

alt.alt.amiga	For people too offbeat to be accepted in alt.amiga
alt.amiga	For interesting people only.
amidemos	For Amiga Demo Programmers
amiga	Commodore Amiga Conference.
amiga.24bitgra	Extended graphics for the Amiga
amiga.com	Amiga Commercial Developers forum.
amigamods	For ALL amiga music freaks
amreport	AMReport International - Amiga OnLine magazine
gtb	Discussion of GadToolBox and Amiga Gadget Creation
ttx	For users of Turbotext on the Amiga
amiga_fidonet	The Amiga and Fidonet
pcvamiga	Which is better? The argument rages...
amiga_dtp	Area to discuss Amiga DTP and download Amiga Clip-art
amiga-3d	All about Amiga 3d packages
opalvision	chat and files from Opal tech's 24 bit card
digita	Digita International, Product support
amiga_user	The Conference for readers of Amiga User International

amigashopper For readers of Amiga Shopper magazine
 cuamiga The conference dedicated to the fastest growing UK Amiga mag
 jam Just Amiga Monthly feedback, discussion and contributions.

There are plenty of others. ;-) Each of these conferences is divided up into topics for holding files or for talk on a specific subject.

I hope this gives you an idea of what CIX is about. The Amiga community on CIX is pretty large and very vocal. All the UK Amiga magazines are represented in some way and there are plenty of Amiga developers. We even have the honour of having representatives from CATS-US and CBM-UK popping in every now and again.

1.19 Portal

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

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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, MUDS, 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

			Fee	Total Cost	Total Cost	Total Cost	Total Cost
	Startup Fee	Monthly Fee	Per Hour	1 hr. Per month	5 hrs. per month	10 hrs. per month	30 hrs. 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.

1.20 Dealer Directory

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%%                               Dealer Directory                               %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

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

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

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

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

Atlantis Kobetek Inc.
1496 Lower Water St.
Halifax, NS, Canada, B3J 1R9
Phone: (902)-422-6556
Fax: (902)-423-9339

BBS: (902)-492-1544
Internet: aperusse@fox.nstn.ns.ca

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

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

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

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

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

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

BIX: msears

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

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

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

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

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

MusicMart: Media Sound & Vision
71 Wellington Road
London, Ontario, Canada
VOICE: 519-434-4162
FAX: 519-663-8074
BBS: 519-457-2986
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
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

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

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

1.21 BIX

/// BIX - Byte Information Exchange

Lots of information!

BIX is the premier online service for computing professionals and enthusiasts. While other online services cater to computer novices, BIX is the place for knowledgeable people to go for answers to tough questions. You're likely to find many others in similar situations who can offer advice, give technical assistance, or point you in the right direction.

*** FULL INTERNET ACCESS! ***

BIX features access to the Internet - you can use FTP to transfer files from sites all over the world, telnet to log on to other online services, schools, and research sites, and send Internet mail to millions of people at services like DELPHI, CompuServe, America Online, MCI Mail, and other sites and services. Services like "WHOIS" and "Finger" are also available, with more features on the way (like USENET newsgroups; our newsreader is currently being tested and should be available very soon!) There are no usage fees or special charges for Internet access - it's all part of your BIX subscription.

=====
Rates and Connect Information:
=====

BIX membership costs \$13 per month, plus connect time. There are several

different ways to connect:

SprintNet*	\$3/hour evenings/weekends	\$9/hour weekdays
Tymnet:**	\$3/hour evenings/weekends	\$9/hour weekdays

(SprintNet and Tymnet rates shown are for 48 contiguous US states only.)

Tymnet Canada:	\$4/hr eves/wkends	\$9/hour weekdays
Tymnet Hawaii:	\$10/hr eves/wkends	\$20/hour weekdays
Telnet (via Internet):	\$1/hour, round the clock	
Direct dial (Boston):	\$2/hour, round the clock (up to 9600 bps)	

* SprintNet daytime hours are from 6am to 7pm, M-F, ET.

** Tymnet daytime hours are from 7am to 6pm, M-F, ET.

20/20 PLAN OPTION (for USA-48 users only):

Volume users can choose the 20/20 Advantage Plan, which is \$20 per month and includes the first 20 hours of access by any combination of methods from the contiguous United States. Additional use is \$1.80 per hour (additional use for telnet access is \$1 an hour). The 20/20 Plan's cost is in addition to the \$13 monthly fee.

INTERNATIONAL USERS:

If you wish to connect internationally through Tymnet or SprintNet, please contact your local PTT. BIX accepts prepaid international calls, direct dial, or telnet connections. In order to make a "collect" (not prepaid) call to BIX, your account must be verified before the charges are accepted. When you complete the registration, we'll mail you a BIX Membership Agreement by regular US Mail. When you receive it, sign it and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

If you want to access BIX right away, contact your local PTT to set up a prepaid account. You'll pay your local carrier for your calls to BIX in advance, so there's no waiting period or verification needed. Or, connect at BIX via telnet to x25.bix.com.

SprintNet international calls from most locations are \$24 an hour.

Tymnet international charges vary, but are generally between \$20-\$30 an hour.

=====

Billing Information:

=====

You can charge your monthly BIX membership fees to your Visa, Mastercard, Discover, or American Express card.

You may have your company invoiced for one or more BIX memberships with a BIX Corporate Account.

=====

To Sign Up For BIX:

=====

Dial by modem 1-800-695-4882 or 617-491-5410 *
(use 8 data bits, no parity, full duplex)

Press a few carriage returns until you see the Login:(enter "bix")
prompt, then type bix

At the Name? prompt, type bix.amrpt

* Users already on the internet can telnet to x25.bix.com instead.
At the USERNAME: prompt enter bix, then bix.net at the Name? prompt.
Once your account is registered, you can connect the same way, except
at the Name? prompt you'll enter your BIXname and then your password.

Using the above procedure will allow users in the 48 contiguous United States to take advantage of our special "5 for \$5" offer. This offer lets you use up to 5 hours of evening/weekend time on BIX during the current calender month (whatever month you sign up in), for \$5. Additional time is \$1.80 per hour (\$1 per hour for telnet). At the end of the calender month, you will be placed into our standard rate plan, at \$13 monthly plus connect charges. You may also join the 20/20 Plan at this time.

If you have other questions, please contact BIX Member Services at (800) 695-4775; send a fax to BIX at (617) 491-6642; or send Internet mail to info@bix.com.

BIX Member Services hours are 12pm - 11pm, Monday through Friday, ET.

1.22 Editor.Gadget v1.0

TITLE

Editor.Gadget

VERSION

1.0

AUTHOR

Mark Thomas

Email: mthomas@cs.utexas.edu

Smail: 1515 Royal Crest Dr. #3259
Austin, TX 78741

DESCRIPTION

The editor.gadget is a BOOPSI gadget for text entry, supporting multiple lines, borders, two cursor types, an optional notepad look, font setting, style setting, and much more.

A programmer who is familiar with BOOPSI can use this gadget by simply creating an instance and then adding the gadget instance to a window's gadget list. All text editing is then handled by the gadget. When the programmer needs the text in the gadget, he/she can just read the text in. When the gadget is no longer needed it can be deleted.

SPECIAL REQUIREMENTS

The gadget requires OS 2.04 and up. From the user's standpoint, for OS 2.04 and 2.1 the gadget must be placed in a drawer where the application that uses it exists, and for OS 3.0 and up the gadget can be installed in SYS:Classes/Gadgets.

HOST NAME

It is available on Aminet. Aminet's main site is ftp.wustl.edu (128.252.135.4).

DIRECTORY

/pub/aminet/dev/gui

FILE NAME

editorgadget.lha

PRICE

I do not require a fee to be paid by end users of the gadget, but the programs that use the gadget may require paying a fee of some sort, which should be directed to the author of that software, not me.

The cost for using this gadget in a program is that I get a copy of the software package it is used in, at no cost to me. The purpose of this requirement is that I will be able to evaluate future needs of the gadget. Also, there should be mention of the gadget and author in the programs and documentation of the programs that use the gadget. In programs you can drop a short line in the About requester: editor.gadget by Mark Thomas.

DISTRIBUTABILITY

The archive may be distributed only in its entirety to anywhere, such as ftp sites, a BBS, or a disk collection such as Fish disks.

The editor.gadget file itself, and portions of the documentation pertaining to editor keyboard sequences can be distributed with software packages that use the gadget.

In light of the fact that I give people the right to copy the archive and certain files, I can't actually retain a "copy" right, so therefore I am retaining the maintenance right (not recognized by law I'm sure). This right gives me the exclusive ability to make modifications to the files in the archive.

OTHER

Please send any bug reports or suggestions to me. There is a fully working example program that uses the gadget in the archive.

Enjoy!

1.23 QuickTools v1.1

TITLE

QuickTools

VERSION

Release 1.1 (05 May 94)

COMPANY

Ultima Thule Software

AUTHOR

Eivind Nordseth Email: eivindno@idt.unit.no

DESCRIPTION

QuickTools is the tool package for the harddisk owner who is tired of writing long pathnames when changing directories and who doesn't have the time to search for files manually. QuickTools consists mainly of four small utilities and a library where the search routines are. All search routines support standard AmigaDOS wildcards.

Qcd:

With this you can change directory by only writing enough of the directory name to identify it. The directory can be anywhere on the harddisk. If more than one directory matches the search word a requester will pop up and you can select the directory you want to change to.

If you want to change to a directory with the Path: NOT-FOR-MAIL

It's several ways to do it: You can write:

'Qcd Harddisk0:Work/SAS/SelfMade/QuickCD' (the hard way)
Or just: 'Qcd qui' (the fast way)

QFind:

Search for files, scans through the database in just a few seconds.

QPop:

A commodity for file and directory searching.

QMan:

A documentation finding utility which uses the database to locate the documentation file for a specified program. The file found can be shown with a configurable viewer. These programs are a must for any serious hard-disk user!!

NEW FEATURES

Brief summary of news and fixes for Release 1.1:

- o Default arguments for most commands can be put in environment variables.
- o QCD opens selection requester on the active public screen if possible.
- o Possiblilites to disable the selection requester in QCD.
- o GetQInfo has got a number of new parameters: OLDERTHAN, DELAY, SAVEREQUEST, EXCLUDEDIR, EXCLUDEFILE.

SPECIAL REQUIREMENTS

Requires an Amiga with OS compatible with Workbench 2.04. A harddisk is also nice to have :-)

HOST NAME

QuickTools is ftp uploaded to Aminet and can be found at: wuarchive.wustl.edu 128.252.135.4

It should also be available at all other Aminet sites.

DIRECTORY

Directory: /pub/aminet/util/cli

FILE NAMES

Filename : QuickToolsR11.lha

PRICE

QuickTools Release 1.1 is FreeWare.

DISTRIBUTABILITY

Copyright (C) 1994 Ultima Thule Software, All Rights Reserved.
QuickTools is NOT public domain, but freely distributable.

1.24 Beginner's Guide to Amiga E v1.0

TITLE

Beginner's Guide to Amiga E

VERSION

Edition 1.0. Covers the latest (PD) version 2.1b of Amiga E.

AUTHOR

Jason R. Hulance <jason@fsel.com> (or <m88jrh@ecs.ox.ac.uk>).

DESCRIPTION

This Guide is intended to be complementary to the existing Amiga E documentation, and it is aimed at the beginner, rather than the more experienced programmer. Amiga E is (currently) an Amiga specific programming language, designed and implemented by Wouter van Oortmerssen. It has become quite popular due to, amongst other things, its amazingly fast compilation speed and its similarity to C and Modula-2.

The Guide is divided into three main parts: the first assumes very little knowledge of programming and progresses through the second to describe all aspects of the Amiga E language. The third part is dedicated to some illustrative examples. Experienced programmers (who are new to Amiga E) may find the second part useful for learning the language, especially if read in conjunction with Wouter's documentation.

The topics covered in Part One include procedures, variables and expressions. Part Two builds on this, describing the type system (including the list and string types), quoted expressions, built-in functions, modules, exceptions and recursion.

The Guide may also be used as a quick reference, since it includes both a language and a concept index. The concept index is pretty exhaustive. The language index covers all the language keywords and built-in functions, constants and variables.

There are two forms of the Guide included in the archive: an AmigaGuide(R), hypertext version and an ANSI text version. (The latter is the more suitable for printing, using standard Amiga printer drivers.) Other forms are available (such as a more AmigaGuide-v34 friendly version) from the author (see below).

SPECIAL REQUIREMENTS

To get the most from this you need the Amiga E package, obviously. The current version is v2.1b and is Public Domain. You can find it in, for instance, the dev/e directory on any Aminet site. If you don't already have a copy, try it: you might be very surprised.

There is a text version of the Guide in the archive, so you don't need to use a hypertext viewer, but it is preferable.

HOST NAME

Aminet. For example, ftp.doc.ic.ac.uk (146.169.2.1) in the UK.

DIRECTORY

/pub/aminet/dev/e

FILE NAMES

BeginnersGuide.lzh (200Kbytes)

PRICE

Free. A more AmigaGuide-v34 friendly version is also available, but separately from the author (to keep the archive size down). Also, a TeX dvi and a PostScript version are available for a small cost (five UK pounds). They don't contain anything more, but are much nicer for printing (the cross references and indexes, especially).

DISTRIBUTABILITY

The archive is freely distributable so long as it is complete and unaltered. All versions of the Guide are Copyright (c) 1994, Jason R. Hulance.

OTHER

Amiga E v3.0 is due out sometime soon. Wouter has been doing a grand job extending and improving the language. There are a lot of really exciting new features. This Guide will hopefully be completely revised to cover the new version. You, the reader, are strongly encouraged to help me improve it by sending me your criticisms.

1.25 ImageDex v2.1

TITLE

ImageDex 2.1

AUTHOR

Zach Williams (zachws@ids.net)

Precision Imagery
PO Box 20676
Cranston, RI 02920

DESCRIPTION

```

%%          / \ | \ /|| ||(< _ / \          %%
%%        /--- \ | \ / || || \_||/--- \      %%
%%      /-----\                               %%
%%      /-----\                               %%
%%    Amiga Report International Online Magazine  %%
%%      May 27, 1994 ~ Issue No. 2.17           %%
%%      Copyright 1994 SkyNet Publications       %%
%%      All Rights Reserved                      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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1.27 Columns and Features

From the Editor's Desk	Saying it like it is!
Amiga News	News and Announcements
compt.sys.amiga	Where do we go from here?
Programming HASH Tables	Dialing into an array
UseNet Review	Fury of the Furries CD32 version
Music Modules	The >AMIGA< sound of music
SubVersion	From the depths of the ocean comes...
AR Contest!	Enter and Win!
Emulation Rambler	Final analysis of the Macs!
CIX	The information service of Europe.

1.28 About Amiga Report

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

1.29 The Editors

Feel free to contact any of the editors!

Robert Niles The Editor-in-chief
 Jason Compton The Emulation Editor
 Jesper Juul The European Editor
 David Tiberio Contributing Editor

1.30 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

1.31 Files Available for FTP

Editor.Gadget v1.0 BOOPSI gadget for text entry
 QuickTools v1.1 Four small utilities
 Beginner's Guide to E E instruction manual
 ImageDex v2.1 Front End to ADPro

~~~~~  
 The most downloaded files from wustl.edu during the week until 22-May-94  
 Most popular file on top.

| File                 | Dir        | Size  | Description                                |
|----------------------|------------|-------|--------------------------------------------|
| -----                | ---        | ----  | -----                                      |
| PFS75.lha            | disk/misc  | 48K+  | Professional file system for the Amiga     |
| GBlanker3.2.020.lha  | util/blank | 166K+ | Modular screen blanker. 020+ version.      |
| ar216.lha            | docs/mags  | 59K+  | Amiga Report 2.16, 20-May-94               |
| dog3d.lha            | gfx/misc   | 75K+  | (AGA) New version of dog3d (looks better + |
| IntrAdrGuide105.lha  | comm/net   | 74K+  | Internet Adress book for use Term          |
| sbz.lha              | game/misc  | 339K+ | Super Battle Zone - 3D game written in Amo |
| yak158.lha           | util/cdity | 184K+ | Yak 1.58 multi-purpose commodity           |
| superview-lib4_1.lha | gfx/show   | 218K+ | Multi-GfxFormat loading, saving + displayi |
| my_wolf.lha          | demo/euro  | 271K  | Demo from The Party 92                     |
| tbc21.lha            | util/misc  | 31K+  | Stylish WB2.0/3.0 (AGA) Digital Clock      |

~~~~~

1.32 NOVA

* NOVA BBS *

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

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

1.33 In The MeanTime

* IN THE MEANTIME BBS *

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

***** Notice *****

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

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

1.34 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.

1.35 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

1.36 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	

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

Internet: user_name@junct9.royle.org

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

1.37 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

1.38 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

1.39 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.

```

1.40 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

```

1.41 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
```

1.42 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.

1.43 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
```

1.44 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).

1.45 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

```

1.46 The Stygian Abyss

```

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

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

```

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!!

1.47 Amiga Do PC BBS

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

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

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

Freq AREPORT for the newest issue available.

1.48 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

1.49 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

1.50 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.

1.51 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

1.52 LAHO

* LAHO BBS *
Official Amiga Report Distribution Site -- Finland
* Running MBBS *
Lenni Uitti, SysOp
Juha Mäkinen, SysOp (Amiga-areas)
Tero Manninen, SysOp (PC-areas)
+358-64-414 1516, V.32bis/HST
+358-64-414 0400, V.32bis/HST
+358-64-414 6800, V.32/HST
+358-64-423 1300, V.32bis
Seinäjäki, Finland

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

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

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

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

BTW, LAHO stands for "LAtomerén Höyrylaiva Oy" = "Barnsea Steamship Co."

Welcome on board!

1.53 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
```

1.54 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
```

1.55 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"

1.56 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
```

1.57 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

1.58 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

1.59 Continental Drift

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    \ \ / \ /
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C O N T I N E N T A L   D R I F T   B B S

Official Amiga Report Distribution Site
Running *DLG Pro* BB/OS Software
Supporting the Amiga 100% Only!

Sysops: Murray Chaffer & Andre Lackmann
FIDO: 3:714/911          PH: +612 949 4256
                        (Sydney, Aust.)

```

1.60 Amiga Online Bs Heemstede

Amiga Online Bs Heemstede

* Headquarters of Online Products *

Official Amiga Report Distribution Site -- The Netherlands

* Running Xenolink 1.90 *

Your SysOp is Michiel Willems

24 hours a day - 7 days a week

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

Line 1 +31-23-282002 14400 v32bis Supra

Line 2 +31-23-470739 14400 v32bis Supra

Heemstede, The Netherlands, Europe, The Earth

Very nice menu's

660 Megas HD online - ALOT of software

ALOT of messages - VERY fast BBS program

Point support - Lot's of doors online

Just freq AR of AR.LHA for the latest issue available

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

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

1.61 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

1.62 Moonlight Sonata DLG

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

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

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

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

Keyboards: Erno Tuomainen

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

1.63 LINKSystem LINK-CH1

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

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

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

1.64 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

1.65 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

1.66 Virtual Palace BBS

* Virtual Palace BBS *
 * Official Amiga Report Distribution Site *
 916-343-7420
 300-14400 Baud V.42bis
 AmiExpress 2.40 700 Mbytes
 P.O. Box 5518
 Chico, California 95927
 Tibor G. Balogh (Tibor), Sysop
 Sysop Email: tibor@ecst.csuchico.edu
 Leland Whitlock (Leland), Co-Sysop

1.67 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 AMIGANETOmaha, Nebraska
NOVACleveland, Tennessee

PIONEER'S BBSEdmonds, Washington
BIOSMATICAPortugal
AMIGA JUNCTION 9United Kingdom
BITSTREAM BBSNelson, New Zealand
REALM OF TWILIGHTOntario, Canada
METNET TRIANGLEKingston Upon Hull, England
AMIGA-NIGHT-SYSTEMHelsinki, Finland
RAMSES THE AMIGA FLYINGFrance
GATEWAY BBSBiloxi, Mississippi
TALK CITYWaukegan, Illinois
AMIGA BBSEstado de Mexico, Mexico
THE STYGIAN ABYSSChicago, Illinois
AMIGA DO PC BSSCampinas, Brazil
COMM-LINK BBSPort Coquitlam, BC, Canada
PHANTOM'S LAIRGlendale Heights, Illinois
Tierra-Miga BBSSanDeigo, Ca
MOONLIGHT SONATA DLGFinland
CONTINENTAL DRIFTSydney, Australia
Amiga Online Bs HeemstedeThe Netherlands

Non-FidoNet Systems

IN THE MEANTIMEYakima, Washington
FREELAND MAINFRAMEOlympia, Washington
LAHOSeinajoki, Finland
FALLINGNorway
COMMAND LINEToronto, Canada
LEGUANS BYTE CHANNELGermany
STINGRAY DATABASEMuelheim/Ruhr, Germany
T.B.P. VIDEO SLATERockaway, New Jersey
AMIGA CENTRALNashville, Tennessee
GURU MEDITATIONSpain
LINKSystem LINK-CH1Basel, Switzerland
DOOM OF DARKNESSBremen, Germany
REDEYE BBSMunich, Germany
Virtual Palace BBSChico, Ca