

ar208

COLLABORATORS

	<i>TITLE :</i> ar208		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ar208	1
1.1	Amiga Report Online Magazine #2.08 -- March 4, 1994	1
1.2	Where to find Amiga Report	1
1.3	Amiga Report Main Menu	2
1.4	The Editor's Desk	3
1.5	Delphi	4
1.6	AR Staff	5
1.7	Amiga Report Mailing List	6
1.8	Amiga News	6
1.9	CIS conference with ASDG	10
1.10	UseNet Review - Amiback 2.0g	19
1.11	Usenet Review - Liberation Cd32	25
1.12	MS-DOS Blues	32
1.13	Reader Mail	34
1.14	UseNet Review - Bars and Pipes Pro v2.0	35
1.15	Philosophical Wax	41
1.16	Emulation Rambler	42
1.17	Amiga RealTime Monitor	45
1.18	DDLI v3.20	46
1.19	EAGUL.library v2.1	48
1.20	GRn v2.1	49
1.21	LazyBench v1.14	51
1.22	MUI File Request v1.1	52
1.23	Portal	54
1.24	Dealer Directory	56
1.25	In Closing	60
1.26	Columns and Features	61
1.27	About Amiga Report	61
1.28	Commercial Online Services	61
1.29	Files Available for FTP	62

1.30 NOVA	62
1.31 In The MeanTime	62
1.32 Cloud's Corner	63
1.33 Biosmatica	63
1.34 Amiga Junction 9	63
1.35 BitStream BBS	64
1.36 Realm of Twilight	64
1.37 Metnet Triangle	64
1.38 Omaha Amiganet	65
1.39 Amiga-Night-System	65
1.40 Ramses Amiga Flying	65
1.41 Gateway BBS	66
1.42 Talk City	66
1.43 Amiga BBS	66
1.44 The Stygian Abyss	67
1.45 Amiga Do PC BBS	67
1.46 Comm-Link BBS	67
1.47 Phantom's Lair	68
1.48 Tierra-Miga BBS	68
1.49 Freeland Mainframe	68
1.50 LAHO	68
1.51 Falling BBS	69
1.52 Command Line BBS	69
1.53 Rendezvous BBS	69
1.54 Leguans Byte Channel	70
1.55 Stingray Database BBS	70
1.56 T.B.P. Video Slate	70
1.57 Amiga Central	71
1.58 Continental Drift	71
1.59 Guru Meditation	71
1.60 Moonlight Sonata DLG	71
1.61 Doom of Darkness	72
1.62 RedEye BBS	72

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

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

Non-FidoNet Systems

IN THE MEANTIMEYakima, Washington
FREELAND MAINFRAMEOlympia, Washington
LAHOSeinajoki, Finland
FALLINGNorway
COMMAND LINEToronto, Canada
RENDEZVOUSNew Zealand
LEGUANS BYTE CHANNELGermany
STINGRAY DATABASEMuelheim/Ruhr, Germany
T.B.P. VIDEO SLATERockaway, New Jersey
AMIGA CENTRALNashville, Tennessee
CONTINENTAL DRIFTSydney, Australia
GURU MEDITATIONSpain
MOONLIGHT SONATA DLGFindland
DOOM OF DARKNESSBremen, Germany
REDEYE BBSMunich, Germany

Columns and Features	News, Reviews, and More!
About AMIGA REPORT	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. 2.08                March 4, 1994 |  \//      %%
%%%%%%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%%%%%%
              |_____|

```

The Editor's Desk	Compuserve Conference	FTP Announcements
Reader Mail	Dealer Directory	Distribution BBS's
UseNet Reviews	Product Announcements	Emulation Rambler

SPECIAL FEATURES

Philosophical WaxJason Compton
 MS-DOS BluesShane Bumpurs

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                                DELPHI    PORTAL    FIDO    INTERNET                                %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

1.4 The Editor's Desk

```

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

```

Well, did you hear? Stac won against the computer industry giant Microsoft. Nobody thought they would. But personally I'm glad they did. As for the first time those at Microsoft know that they are going to have a hard time beating up on the little guys. \$120 Million might not mean much to Microsoft, but it's a good slap in the face.

Well the CD32 sales in Europe are looking good. A report from the UK stated that the CD32 is the leading CD game machine over there. The CD32 is taking up 39.4% of the market, with the second place winner going to MegaCD. And Philips CD-I taking up the rear with only 1.8%.

Someone also report seeing an advertisement in Canada. I don't know how that might come along for those who are in the US, but it's a start. It looked as if the commercial was done by one of the local dealers.

I did see a boring CD-I commercial the other day. It wasn't all that bad, but was extremely repetative, and a little hoaky. This guy want to know the meaning of life. So somehow he gets to the "Wall". Anyways the "Wall" goes and shows him about some of the software available. And a few other off the "Wall" people came into view ...like a female named "help".

Very strange indeed, but it does underscore one point. That marketing is an important part of selling a product or service. Mareting is precisely what CBM needs to do. I don't care about the costs. Ask anyone who sell a product or service.

We found out that since CBM Australia is no longer in existance that there will be warrentee support for those of you covered. A company called CompuAid will be taking over. I don't have more information on that but will try to get it to those concerned next week.

Edward Anderson (edwarda@ee.pdx.edu) has asked that we carry a classifieds section in AR. Now I'm all for this, except for the problem in which it could increase the size of AR quite a bit. I have no idea how much, but this is what he proposes:

---cut---

I had thought about the size increase myself, and I personally would not mind. It only takes me 5 minutes to download Amiga Report at 2400, but I understand some people have download limits.

I don't think it's ever a good idea to limit the size of any magazine even if it's an online magazine. I was always more excited when I could download a larger AR###.LHA file (More Amiga Stuff!). IMHO I feel that a classifieds section is at least as important as the 'Dealer Directory'. A local amiga user will probably be closer to me than a dealer (more approachable too). If either of these sections are large, I'd feel that the Amiga Computing scene is a hot bed of activity.

Also, We could control the size of the Classified's Section by having a highly formalized classified Ad:

```
BOLD ATTENTION GETTER
3 - 4 Lines
Name
Phone#
Email
```

We could put these ads in two column format. Price is free, of course.

What do you think?

---cut---

So please let either him or I know what you think on this.

In the meantime, let's get on with the show!

1.5 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.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.6 AR Staff

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               The Amiga Report Staff                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Editor

=====

Robert Niles

Portal: RNiles
FidoNet: 1:3407/103

Internet: rniles@hebron.connected.com
Fax: 509-966-3828
US Mail: P.O. Box 8041
Yakima, Wa 98908

Emulation Editor
=====

Internet: Jason Compton
jcompton@tcity.com

European Editor
=====

Internet: Jesper Juul
norjj@stud.hum.aau.dk

1.7 Amiga Report Mailing List

%%
%% Amiga Report Maillist 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!

~~~~~

## 1.8 Amiga News

---

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

Jaeger Software at Portal

~~~~~

The Amiga Zone is pleased to announce the addition of another new company to our Vendor area.

"Go amiga;3" to get to the Vendor area, then select your choice from the menu. Any and all of our Vendor areas can be added to your Portal subscriptions. Just enter the area of your choice and type "sub" to subscribe.

Here is info about our newest vendor: Jaeger Software, Inc. :

Welcome to the Jaeger Software, Inc. customer support area. Jaeger Software is a small company based in Rockville, Md that specializes in computer flight simulation. From the detailed aerodynamic model to the lightning-fast frame rate, the Fighter Duel series is known for simulating the "feel" of flying. With a full selection of aircraft and added features, the latest entry, Fighter Duel Pro 2 delivers the flight simulation package for the serious aviator.

Regional, National and International tournaments using Fighter Duel Pro 2 are regularly staged. To get in on them, contact Drew Dorman, national tournament coordinator at 1-314-367-3916 or email him at GHOST.RIDER@genie.geis.com.

Jaeger representative, Matt Shaw will check in regularly to answer any questions on Jaeger products.

As of 2/1/94 Jaeger has released four products.

Fighter Duel - Corsair vs. Zero RELEASED 12/91:

- The original Hi-res Interlace WWII flight simulator.
- Featured 24-29 frame per second smoothness even while playing over modem.

Fighter Duel Pro 1.0 RELEASED 11/92:

- Brought the individually modelled aircraft number to 16.
- You may fly against two enemy aircraft at one time.
- Added analog rudder control.
- Introduced our unique ability to connect a second Amiga as a Rearview.
- New Tournament and score keeping abilities.

Fighter Duel Pro Flight Recorder RELEASED 3/93:

- All the features of FDPro1 with the ability to use FDPro's accurate aerodynamic model to make smooth and natural looking flight path data for use in popular Amiga 3D rendering software such as Newtek's Lightwave 3D, Impulse's Imagine, and Virtual Reality Lab's VistaPro.
- Flight Recorder is used as a tool on such tv show's as NBC's SeaQuest DSV.

Fighter Duel Pro 2 RELEASED 1/94:

FDPPro2 has all the features of FDPPro1 plus..

- Compatibility with both AGA and original chipsets. Thirty-five percent performance increase with Amiga 1200 & 4000 models displaying the AGA 640 x 400 Hi-res No Flicker video mode.
- The super planes, including the German ME-262 jet, the rocket-powered Komet, the TA-152H version of the FW-190, the ME-110, the Japanese KI-84, the Russian Yak-3, the American F2G Corsair and P-61 Black Widow, and arguably the best fighter of WWII, the British Mark XIV Spitfire. This brings the number of individually modelled and flight tested aircraft to a total of twenty-five.
- Fly against a 4 aircraft formation, with individual fuselage colors and markedly improved aggressiveness and tracking abilities. Plus, change the foe aircraft type during flight.
- A redesigned gunnery system that accurately plots bullet trajectories and includes a sophisticated lead-computing gunsight.
- Keyboard equivalents for all aircraft functions.
- Instant view keys for use in all modes with the ability to lock the view, including the rear view playermode.
- View control with "Hat" switch on Thrustmaster and the new CH Flightstick Pro analog sticks.
- A shaded sky distinguished by smoothness and color accuracy.
- Additional types of aircraft damage, war emergency power boost, plus unlimited ammo option.
- A new and improved pre-flight interface using point and click selections.
- Automatic detection and utilization of advanced processors and larger memory systems.
- New one-player modes including a tourney start against a foe, a wingman mode where you fly wing with one computer controlled aircraft and battle two others, and a stationary gunnery mode where you man an anti-aircraft machine gun while attacked by computer controlled aircraft.
- The two-player hookup system now features 1200-9600 baud modem as well as null modem cable support and phonebook storage of your FDPPro 2 opponent's phone numbers.
- A "chat" mode that allows in-flight communication in two-player modes, plus the ability to send preset comments with a single keystroke.
- With a two-player hookup it is now possible to battle computer-controlled foes, either as a M-E110 or P-61 pilot and gunner, or lead and wing formation

CBP Announces Service for Computer Artists and Videographers

~~~~~

February 1, 1994

For Immediate Release  
Contact: Belle Daily

CBP is pleased to announce Geoffrey Williams' Computer Artist and Videographer Report. Written for professionals creating video or graphics using the Amiga computer or Video Toaster, the CAV Report helps them keep abreast of the rapidly changing market.

Subscribers receive the monthly Computer Artist and Videographer Report, a six page newsletter containing the latest news, business forecasts and

---

advice. Often with news just a few days old, it offers information far more timely than from any other printed source, and it presents it in a clear, honest, and direct fashion. It also includes a regular column on business techniques and practices for the working professional. The report contains no advertising or filler.

They also receive the Intro Disk, which uses the standard Installer to add the latest libraries and other important utilities to the subscriber's computer. It includes a powerful disk cataloger with databases for disks available through CBP, and useful compression software.

The most unique part of the service is the monthly disk, each one on a specific graphics or video topic. Each disk has an extensive hypertext interface written by Geoffrey Williams that makes using them a snap, even for those new to computers. The problems with using the included freely distributable programs have been eliminated, as they are automatically configured, and fully integrated into the hypertext interface. Running a program is as simple as clicking on its name in the text that describes what it does. Besides just giving you useful tested software, the disks give you an understanding of what the software does and under what situations you would want to use it, as well as background information about the topic itself and interactive glossary definitions.

Geoffrey is well known for his extensive knowledge of FD software, and he gathers it from sources around the world.

Also included is the quarterly HyperMedia Journal, a hypertext disk based magazine with articles, tutorials, and reviews, much of it interactive. Tutorials can take control of the program they are discussing, and teach interactively, and readers can click on unfamiliar terms for instant definitions. It includes original material as well as electronically distributed news and articles.

Subscribers receive a total of 17 disks and the monthly printed report.

Geoffrey Williams is an Amiga columnist and respected writer on video and multimedia, and his writing appears regularly in professional publications. He has created videos, interactive kiosks, and multimedia presentations for a wide variety of industrial clients. The CAV Report is published by Creative Business Presentations, a company that has done computer based presentations and publishing on an international scale.

Subscription price is \$80 per year. For more information, contact CBP, 1833 Verdugo Vista Drive, Glendale, CA 90218, (818) 240-9845.

CBP Publications announces Geoffrey Williams' History of Games

~~~~~

For Immediate Release

Contact: Belle Daily

CBP Publications is pleased to announce Geoffrey Williams' History of Games, a digital interactive hypertext book. Witty, entertainingly written, and exhaustively researched, Geoffrey Williams' History of Games is one of the most extensive game histories ever written. It also goes beyond traditional publishing by incorporating a powerful

graphics based hypertext interface, allowing the reader to click on icons or key words to jump to other subjects, follow hypertext links, or play the game described in the text.

Geoffrey has carefully collected the best PD games in the various categories and added additional games he wrote to make the collection more complete. Readers will be able to interactively play over 100 games, for thousands of hours of reading and entertainment.

The topics covered include board games, card and dice games, arcades (pinball to video), the history of computing and computer games, gambling, carnival games, puzzles, eyeplay (the history of optical illusions), word play (everything from self-referential sentences to word play poetry and party games), mathematical games, games of logic, and even a little magic.

The initial release is on floppy diskette for the Amiga computer, with a CD-ROM for the Mac, PC, and Amiga platforms available in the last quarter of 1994. For more information, contact:

CBP, 1833 Verdugo Vista Drive,
Glendale, CA 91208, (818) 240-9845.

1.9 CIS conference with ASDG

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% CIS conference with ASDG                                     %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

10:08:31 PM EST Friday, February 11, 1994

NarkM/MOD:

I would like to welcome Perry Kivolowitz of ASDG to our Conference. Perry is the President of ASDG. ASDG has been an Amiga developer since the beginning.

I ask that everyone keep from asking 'marketing' questions, or questions about particular issues dealing with the sales of Amiga products. These engineers have agreed to speak with us about current technology and announced technology.

Since this is a formal conference, please ask questions by typing a '?' first. When I tell you to go ahead, then send your question. At the end of your question--type GA to indicate the end of your question so that the guest can answer.

If you have a follow up comment, enter a ! and I'll recognize you.

(1-6,pk-asdg)

And I'm sure that I'll be able to answer your questions in detail since we're a small crowd tonight.

(1-3,MarkM/MOD)

Well I'll start with--What is new in Adpro v2.5?

(1-6,pk-asdg)

ok, There are a LOT of new things in ADPro 2.5...
I'll try to summarize...
First and foremost is an entirely new user interface.
In fact, several new user interfaces.
We have made ADPro 2.5 completely style guide compliant
and quite user configurable. Our surveys of our
customers suggested that some people preferred a button
oriented user interface for ease of use,
while others preferred a list based user interface for
speed. In the new version we offer both, and both
formats can be intermixed freely.
The results are that the new ADPro is even more easy
to use than our previous product, and actually improves
people's productivity at the same time. Beta testers
reported being able to move through 20 to 40 percent
more work simply due to user interface changes.
On another front, there's a lot more display boards
supported in the new version and how display boards
are supported at all has improved greatly. You can
now run ADPro directly on many display boards, the
WorkBench, or any other public screen for that matter.
ADPro will render in a Window, and on many display
boards, will render in a window along with its
user interface.

Some of the display boards added are all EGS
boards, the Retina, and Retina ZIII, also the
Picasso, the Video Toaster, and others.
On another front, user written arexx programs
are now fully part of the user configurable user
interface (hows that for gratuitous use of the
word user?)

Also, there are more than 100 pre-written ARexx
programs which are now part of the ADPro
environment. FRED, the much misunderstood ADPro
Animation Editor has been improved and with so
many pre-written ARexx programs, it is quite
likely that an average user would NEVER have
to learn ARexx at all - just point and click
to combine the ARexx programs into larger
and more sophisticated applications.
There are some new operators, some new formats
and a great deal of new flexibility in compositing.
There's an improved manual - with 9 tutorials
amounting to 150 new pages of quality text.
That's only scratching the surface, there's a lot
more. ga

(1-3,MarkM/MOD)

Wow.. impressive. Has Gigamem been tested to work with ADPro?

Yes it has - in fact it should be common knowledge that
GigaMem was written FOR ADPro, I understand. And, we are
including a coupon for a substantial discount on GigaMem
in the ADPro box.
ga

(1-3,MarkM/MOD)

Paul.. go ahead.

(1-7,Paul Idol)

This is just a wacked out notion, but is there any chance that Ad Pro will ever support PhotoShop plug-ins? I don't know anything about the technical details, but it sure would be great. GA

(1-6,pk-asdg)

ok

Photoshop PI's (I saw your same request to those "other" people) would represent quite a challenge to get working on the Amiga. We are licensed Adobe Photoshop developers due to our presence on other platforms - really the only thing running in your favor is that the Mac is also a Motorola based machine - other than that - just about everything that can be different - is.
ga

(1-10,Mike Smith)

Is there a way to have a small 24bit Picasso window and run Adpro in 8 colors?

(1-6,pk-asdg)

ADPro's user interface will now run on any screen which makes itself available as a public screen. ADPro can also run directly on several other screen types that, while not public, are still accessible. You can run ADPro on the Picasso screen with a 24 bit window sitting next to it yes.
ga

(1-3,MarkM/MOD)

How is ASDG Products used in the production of Babylon 5?

(1-6,pk-asdg)

ok

Our involvement with B5 goes way way way back.

We developed several key pieces of technology which made the pilot possible. At that time, Foundation Imaging had been waiting for more than a year for a digital video interface to come out of Newtek. We were called in, and created our Abekas support for them.

This support was critical as there was no other viable means of moving such a large amount of video imagery onto and off of our beloved Amiga.

So, every CG shot in B5 did (and still does) go through ADPro to get to video.

Secondly...

We were developing our morphing technology right when their script called for a morphing antagonist. Foundation had both GVPs and BBSs morphing product at the time and had rejected both as unworkable.

A fellow there was at the time doing a review for Amiga World on morphing products and it became known to them that we were doing one too. They flew out to our site and did some tests and were convinced that (what became) MorphPlus was the way to go. I went out there several times during the filming of the pilot and actually created several of the key morphing shots myself on my Amiga 3000 at my own home.

...

Currently,
our involvement with B5 continues...
Our Abekas digital video stuff is now used by them on 4 platforms - Amiga, Mac, SGI and Windows. Our morphing products are used by them on both the Amiga and Macintosh - there's an extremely cool creature coming - whose details I won't divulge but suffice to say that this is an entirely CG generated creature with some detailed effects that haven't really been imagined before.
They continue to ADPro for just about everything.
ga

(1-7,Paul Idol)

So to be clear, there are no plans for PI support? Sorry to be so.. well
GA

(1-6,pk-asdg)

ok
That is correct, we (at least) have not considered the idea before you posed it.
ga

(1-10,Mike Smith)

The Picasso thing again - I don't have to run Adpro in 24bit (slow) mode to see a small window in 24 bit? (I'm still waiting !! for my upgrade) ga

(1-6,pk-asdg)

I beleive that you can run the Picasso in two ways...
First, you can place ADPro's user interface directly on the Picasso and render in a window right there..second, you can run ADPro on the Amiga and render seperately to the Picasso - something that's changed in the new ADPro is that you don't need display board SAVERS anymore. Simply select the display boards screen type as if it were another Amiga screen type and hit EXECUTE, the image appears there. For backwards compatibility, I think theres a way to call display boards as if they were savers too.
ga

(1-8,Wolf Faust) Well, but what about PhotoCD?

(1-6,pk-asdg)

I'd be happy to provide PhotoCD - how about we contract the German company who purchased a license to make ADPro support for us? What that be acceptable?
ga

(1-8,Wolf Faust)

Well, did you talk to Olaf the programmer of PhotoWorX?

(1-6,pk-asdg)

No - I haven't yet - just thought of the idea - if you talk to him let him know he should drop me some email/phone etc. ok?

(1-8,Wolf Faust)

ok

(1-6,pk-asdg)

There. PhotoCD.

Next? :-)

(1-7,Paul Idol)

Yikes. Ok - Elastic Reality. What are the differences generally between it and AdPro - is EA higher or lower, will the products converge, is there PhotoCD support for it <g> etc. GA

(1-6,pk-asdg)

ok

ElasticReality was developed concurrently for the Mac and Silicon Graphics workstations. The SGI version was released first and is a much more powerful product due to the speed with which we can prototype new ideas on the SGI. It entered an already crowded SGI morphing market and in short order has destroyed the market for anyone else. No BS. A substantial amount of all the shaping shifting you see on TV and in the movies is done with ER SGI. I can give examples, if you'd like. The Mac version is also a capable product with a similar user interface as the SGI version.

Both versions share EXACTLY the SAME internal code as MorphPlus. Therefore, in theory, anything those products can do, MorphPlus can do, albeit with more difficulty due to the user interface advantages that ER has.

The idea of porting ER to the Amiga has been discussed at great length and is still being discussed. There isn't a day that goes by without someone (actually - a lot of someones) asking for it. The issues which must be addressed are pretty difficult. Mostly, we need to be able to have the faith that if we adopt a specific graphics display board to host ER's GUI onto, that that board be the one with the widest appeal. It simply won't do to have ER run on a standard Amiga screen - although if too much time passes, we may opt for that.

ga

(1-7,Paul Idol)

Thanks. One ER thing I've read about that I'd love to have on the Amiga, interface aside, is the vector-based (?) i.e. non-point-based morphing. GA

(1-6,pk-asdg)

you mean the NON vector based approach
Morph Plus uses vectors, ER turned that inside out and provides total control over the morphing process

using only shapes. Since you're doing shape shifting, why not use Shapes? You know, I wish Ben were here so he could take credit for inventing it. :-)
ga

(1-3,MarkM/MOD)

Pk.. since you mentioned SGI.. briefly what do you think of Indy?

(1-6,pk-asdg)

ok

Indy is a way cool machine but it isn't really the low priced PC SGI originally hoped people would perceive it as. As a base price unit, it doesn't come with much memory or a hard disk, but adding memory and a harddisk is cheap (if you don't buy it from SGI). Consider that an R4000 MIPS processor is anywhere from 5 to 50 times the speed of a fast 68040. The machine can really scream. And that's a pun - if you didn't get it.
ga

(1-3,MarkM/MOD)

hehe.. Mike Smith.. go ahead.

(1-10,Mike Smith)

Let's face it ... The Picasso RULES!!! (Don't you agree?) ga

(1-6,pk-asdg)

Let's Face It - Somebody better rule so that some standards will emerge :-)
ga

(1-14,sja)

Perry, ASDG is one of (few) major software developers left in the Amiga market. What are ASDG's thoughts of the future? You've expanded to other platforms, do you envision more moves in that direction.

(1-6,pk-asdg)

ok

To borrow the words of some major league ball player...

De Amiga Been Berry Berry Good To Me...

You won't see us run away from the machine - as the fact that we're releasing the biggest changes to ADPro ever would suggest. But I must say, Commodore is nowhere. They have ceased to be a player in the computer industry. And, there's no reason to believe that anything will change that soon. On the other hand, there are 4,000,000 people who (much to the "embarrasment" of Commodore according to John Dilullo) who have made a choice to stick with that machine. So in summary? I can tell you that the Amiga counts for a very big chunk of our income. I've invested 7 years of my life to it. And for good or ill, I'm here to stay at least a bunch longer.

ga

(1-3,MarkM/MOD)

Pk, you might want to read the Haynie & Jesup CO and follow the 20 questions to Commodore Marketing..

I spoke to John Dilillu by the way..

(1-14,sja)

Perry, what's up with CEDPro? I switched to something else a while ba but would like to give an updated CEDPro a try.

(1-6,pk-asdg)

ok

CED.....ahhhhhh CED.....

We've updated it - massively.

Version 3.5 is out now - and it's quite good. You really should give it a look. The author, by the way, is now a full time staff person at ASDG and is responsible for a lot of the high speed display board support in the new ADPro.

ga

(1-14,sja) Is there an upgrade provision? Or just pick it up at my dealer? There is an upgrade program - yes. Give us a call. Also, there's some secret keystroke combination in the new ADPro which enables another cool feature which the author of CED snuck in on me. If you twist my arm, I'll spill the beans.

ga

(1-3,MarkM/MOD)

Twist!!

(1-7,Paul Idol)

TWIST!

(1-10,Mike Smith)

spill!!

(1-14,sja)

Twist, twist! <grin>

(1-6,pk-asdg)

ok

(1-6,pk-asdg)

Before I get to that :-)

Another thing added to ADPro 2.5 is direct support for the Fargo Primera in Dye Sub mode. This support obviates the necessity to purchase Fargo's own dye sub option (but actually purchasing it does give you some other benefits). The Fargo was a heavily asked for feature - so heavily in fact that we could not ignore it. Also added is support for the Digital Broadcast 32 and direct support for the DPS PAR.

Any more ADPro questions? Before I spill?

(1-7,Paul Idol)

Ok. As a motion picture guy, albeit with little money, what I want to know is how does AdPro handle autoscrolling and manipulation of super-bitmaps and which 3d party boards support superbitmaps? GA

(1-6,pk-asdg)

ok

The beans I was going to spill bears upon this - as far as (1-6,pk-asdg) which display boards support it? All display boards which ADPro supports (with the exception of the DCTV and (hehe) the HAM-E) are granted ADPro's support of super bitmaps as part of their support - if you mean - which support it with hardware based scrolling, that's a different question and one which I don't have the answers to at my fingertips. The thing I was going to divulge is ADPro 2.5's support for joysticks. Yes, joysticks.

You can enable joystick based scrolling by hitting the following key sequence WHEN A RENDER WINDOW IS OPEN AND ACTIVE!!!! ready:
Amiga Alt Space Alt Amiga
make sure you don't hit the control key too.
Once you've done this, the enabled state will be saved.
Hit the fire button to scroll faster.
ga

(1-3,MarkM/MOD)
I am sure we are going to see this appear in a game mag now. :-)

(1-7,Paul Idol)
Why the secrecy?

(1-6,pk-asdg)
You really want to know?...
ok
It was secret because the programmers knew that I would never sanction such a frivolous bit of nonsense so they kept it secret and out of the manual so I wouldn't find out till it was released.
Now you know. :-)
ga

Let's give some stuff away to the die hards.!

(1-10,Mike Smith)
yeah

(1-3,MarkM/MOD)
Steve, it is usually the high roll that gets it?

(1-14,sja)
Yep, do a /roll 100

(1-3,MarkM/MOD)
hehe.. then others would accuse of us of being bought. :-)
Ok.. get your practice rolls out of the way!

(1-6,pk-asdg)
Lets start with giving away....
An ADPro 2.5, a PCP, and a Pro Control - \$495 (approx) value.

(1-3,MarkM/MOD)

Oooh!

(1-7,Paul Idol)

Are we rolling for real, or just show yet?

(1-7,Paul Idol)

Wow!!!!

(1-3,MarkM/MOD)

Everyone ready?

(1-3,MarkM/MOD)

Roll!!

(***DICE***) Leslie T. Bartiromo rolled (100) 80

(***DICE***) Mike Smith rolled (100) 11

(***DICE***) BobR rolled (100) 87

(***DICE***) Paul Idol rolled (11) 1

(***DICE***) MarkM/MOD rolled (100) 8

(***DICE***) sja rolled (100) 53

(***DICE***) Paul Idol rolled (100) 28

(***DICE***) BobR rolled (100) 4

(1-3,MarkM/MOD)

BobR wins.. :-)

(1-10,Mike Smith)

hey perry let's give away a CED!

(1-6,pk-asdg)

ok.... This time, no sysops ;-)

(1-6,pk-asdg)

We'll give away an ADPro 2.5, a PCP, a Pro Control AND a ced. a little more than 600 bucks value.

(1-3,MarkM/MOD)

Ready ... ? Set.. Go!

(***DICE***) Mike Smith rolled (100) 46

(***DICE***) Leslie T. Bartiromo rolled (100) 76

(***DICE***) Paul Idol rolled (100) 35

(1-3,MarkM/MOD)

Is that it..? If so.. Leslie... you win! Come on down!

(1-2,Leslie T. Bartiromo)

Alright!

```
*****
* That is right!  If you were not there you missed out on a chance
* on $1100 dollars worth of ASDG software!
*
* Was there more?  Sure!  Perry stayed with us until the wee hours
* ofthe morning!
*
* This file may be freely distributed in any medium so long as the file
* remains intact with no changes -- including this notice.
* The conference was moderated by Mark D. Manes.
*
* If you wish to subscribe to CompuServe simply dial 1-800-787-RUSH.  *
* Copyright 1994 AForums Ltd.
*
*****
```

1.10 UseNet Review - Amiback 2.0g

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% UseNet Review - AmiBack 2.0g                                by Mike Schwager %%
%%                                                                mschwage@next3.corp.mot.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

PRODUCT NAME

Ami-Back, version 2.0g

BRIEF DESCRIPTION

Hard disk backup software for the Amiga.

AUTHOR/COMPANY INFORMATION

Name: Moonlighter Software Development
Address: 3208-C East Colonial Drive, Suite 204
Orlando, Florida 32803
USA

Phone: (407) 384-9484
Fax: (407) 384-9391

LIST PRICE

\$79.95 (US). I paid about \$45 (US) for it.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

The program has no official RAM requirements, but I

recommend 1 MB of RAM or more.

SOFTWARE

None

COPY PROTECTION

None

MACHINE USED FOR TESTING

Amiga 500, Rev. 5 Motherboard, 1 Meg Agnus installed.
2 Meg Fast RAM (3 Meg RAM total).
52 Meg hard drive, Supra SCSI controller.
1 external 880K floppy.
AmigaDOS 1.3.

Amiga 500, Rev. 5 Motherboard, 1 Meg Agnus.
4 Meg Fast RAM (5 Meg RAM total).
157 Meg hard drive, Supra SCSI controller.
1 external 880K floppy.
AmigaDOS 1.3.

INTRODUCTION

Summary (out of 5 stars, with a '+' for extra points):

Manual: *****
Tech Support: ***
Robustness: ***
Ease of use: ****
Overall: ***

Ami-Back bills itself as "The Ultimate Backup Utility". I don't know about that. To me, the ultimate utility would be rock-solid, very easy to set up and use, fast, and worry-free. Personally, I would bill Ami-Back as "The Pretty Good Backup Utility". It comes up short in some ways. It is an almost-good product. Were it less buggy, I would be very, very happy.

Ami-Back comes on 1 disk, and includes versions for both the AmigaDOS 1.3 and 2.0. I'm still an AmigaDOS 1.3 user, so that's the only version I was able to test. Your mileage may differ.

[MODERATOR'S NOTE: It turns out that I am an Ami-Back user too. Some of the features (and problems) of Ami-Back described in this review are different in the AmigaDOS 2.0 version. - Dan]

INSTALLATION

Installation was simple. Pop the disk in the drive, double click the Install icon, and away it goes. There's not a whole lot to it. Ami-Back

just puts the binaries and libraries in their proper places. In "Expert" install mode, you are able to place the binaries wherever you'd like.

After installation, you either double-click on Ami-Back's icon, or run Ami-Back from the CLI. Personally, I'm a CLI user. Ami-Back opens up its own non-interlaced screen. The colors are not settable, but they're a reasonable mix of gray, white, and black. Pretty utilitarian, but then that's what it's all about, no? The main screen is very simple - logo and copyright information on the left, and 4 large buttons on the right: "Backup", "Restore", "Scheduler", and "Quit". I have not used the scheduler at all, as I'm a poor old floppy drive user who must be there when the backups are running. "Backup" and "Restore" are naturally the more important buttons here.

At this point, I should mention that the manual, though not verbose, is really quite adequate for the job. Often, I will want to skim over a manual, looking for the meaty stuff and mentally throwing away the nonessentials. Sometimes that gets me into trouble as I might miss an important item in my haste. Ami-Back's manual is clear and gets right to the point. It takes you through the necessary steps, in the order you need to do them, to get your backup going. I followed the manual pretty closely when first using the program. It coincides with the program and its structure and order very well.

The first thing you do is configure the program. There are three menus on the main Ami-Back screen, and under the Preferences menu is the "Program Configuration" item. Configuring the program mostly means specifying the locations of the various log and configuration files for your different backups. The default locations are the s: directory, but you can change them here.

Once you've saved the program configuration, you need to set up a backup configuration. The backup configuration window contains most of the important backup file and directory selection filters and gadgets. It's where most of the work is done to get Ami-Back set up. You select the "New Configuration" menu item to give your configuration a name. Then you select the "Backup Configuration" menu item. This procedure is a little confusing (you can forget to select "New Configuration"), so you need to take care that you're saving the proper config file with the proper config selections.

In the Backup Configuration screen, all your disk devices show up as icons near the top. You can select as many as you'd like with the mouse, or go ahead and type directory or partition names in the string gadget just below the icons, separating them with a space. You can then select a destination which can be floppies, a tape drive, an AmigaDOS file, or one of your partitions. You can select the backup type; Ami-Back will do standard AmigaDOS partitions as well as image backups of UNIX and/or Mac partitions. You can choose to verify the backup or not, and you can set up a filename or directory filter. I hope they improve that filter; it was rather confusing to use. It can use a facelift. I don't use it much. It looks like it's pretty powerful, but for what I do it's not worth any hassle. For example, AmiBack is fast enough that I just let it back up my #?.o files in my work directories. You can also tell AmiBack to backup files only within a certain date range.

Additionally, there are a bunch of little buttons that control various things: whether to set the archive bit after backing a file up,

whether to turn on compression, whether or not you want Ami-Back to warn you before it overwrites a floppy, etc.

BACKUPS

Once you are done setting up the backup configuration, you save it. Now you can load it whenever you want to do that particular backup. Once the proper configuration is loaded, all you need to do is click the "Backup" button on the main screen.

After you click the "Backup" button, AmiBack will scan the entire partition(s). Normally this goes quite quickly, say within a minute or two for a 10 Meg partition, but having fancy filters will slow it down. Once it completes the scan, a "Backup Information" screen shows up. There, all kinds of useful information is shown: estimated and actual Files, Bytes, and Disks used, bar meters showing percent completion on the current media and on the backup as a whole, the name of the file currently being compressed and backed up, status of the backup destination devices (Ready, Not Ready, or In Use), time spent backing up, time spent waiting for the user, and estimated time till completion (of the backup, of course).

At this point you have the option of starting the backup or canceling it and redoing your configuration. Click on Begin, and away you go! Ami-Back does not assume that the floppies currently in the drives are backup disks. You must pop in the disks after hitting "Begin"; a nice little safety feature. However, you can tell AmiBack not to put up a requestor prior to writing to each floppy after the first ones. Personally, I like having that feature. I just keep all nonessential floppies out of harm's way. But realize that it can be dangerous.

Once AmiBack starts, it watches the floppy drives asynchronously. This means that after Ami-Back finishes writing to a disk (say, in DF0:), it continues writing to your other floppy (say, DF1:). While it is writing, you can pop out the old floppy in DF0: and insert a new one. Ami-Back displays helpful messages like "DF0: Not Ready" when it's time to change the disk in DF0:, and "DF0: Ready" after you have inserted a new disk. If you are vigilant, backups go about as fast as it takes to write continuously to the floppy drives, even with a 68000-based Amiga.

PERFORMANCE

AmiBack uses 44K of Chip RAM and 283K of Fast RAM when it is first loaded. It uses more RAM depending on how much data you are trying to back up. For example, backing up a 10 Meg partition with 1,300 files causes an additional 66K of Fast RAM to be used. So I'd say it's not well suited for Amigas with only 512K RAM, but it should work OK in 1 Meg.

AmiBack multitasks quite well. Naturally you must make sure that you don't need your floppies while running your backups (if you back up to floppy). However, you can pretty much do whatever else you want while the backups are running. The usual caveats apply when trying to do "Live" backups. As with any machine, if your data is important to you, it's best to just leave the computer alone until backups have finished.

AmiBack didn't seem to exhibit any anomalies with other software on

the Amiga. I have all sorts of little utilities running on my machine and I didn't notice any incompatibilities.

[MODERATOR'S NOTE: Ami-Back 2.0 exhibits Enforcer hits if you have the ASDG Dual Serial Card siosbx.device mounted. However, Ami-Back 2.0h fixes this problem. (The software patch is free and on Aminet and the Moonlighter BBS.) - Dan]

This software cranks when backing up to floppies. I can do 50 Meg in a couple of hours, user time and backup time included. AmiBack uses a non-DOS disk format, which is good I think. The disks get written to and verified as fast as, say, doing a DiskCopy (with verify). This is even on my 68000-based setup. On my last backup with the 68030 accelerator, I was timing floppies at about 1-1/2 minutes each. I guess this speed may be because the compression is not as outstanding as it could be. My latest backups took 41 disks for about 50 Meg or so of files - with compression on. I should mention that perhaps 2 or 3 Meg of that is "lha" files, which won't compress any more no matter what you do.

RESTORING

I've never done a full restore for a broken hard disk. However, I just ran a selective restore to restore a single file. It was quick and easy. You go to the "Restore Configuration" menu, which takes you to the Restore Configuration screen. There you can tell AmiBack where to put your restored files, what media the files are on, whether you want to do a selective or complete restore, whether to overwrite existing files, etc. Once configured to your liking, you click the "Use" button. This gets you back to the main screen where you can now click the "Restore" button. AmiBack will ask for the name of the index file which it created when it did the backup. Once installed, AmiBack seems to know exactly where the file is stored. Right away it asked me to insert disk 5 of my backup, and within nary two minutes, my 500K lha file was restored. It took maybe 4-5 minutes, start to finish.

AREXX

AmiBack claims to provide AREXX support. I didn't test this feature.

DOCUMENTATION

A 70-page User Guide. Short, sweet, to the point. I give the manual an 'A'. (*****)

LIKES AND DISLIKES

The floppy disk write routines are excellent. This thing goes fast!

The file filter configuration is frustrating and confusing. I spent a long time trying to figure out how to get it to backup only 1 directory and all its contents. Impossible to do from the file filter; you must do that on the Backup Configuration screen. Well, I couldn't figure out how to do it there until through a stroke of luck I was able to speak with the right

guy at Moonlighter. See the "Bugs" section for more information.

If one of your disks goes bad in the middle of a backup, AmiBack knows how to backtrack to the beginning of that disk, and you can put in a new one. Ahhh...! So nice.

COMPARISON TO OTHER SIMILAR PRODUCTS

I don't know about any others. Is ExpressCopy still out there? Well, it was a buggy piece of junk. I received it from Supra with a ROM upgrade a couple of years back, and forget it!

I've used Matt Dillon's backup program, and though that works ok it's not nearly as fast or convenient as Ami-Back. It's really nice not to have to redo an entire backup after the 10th disk out of 11 turns out to have an error.

Using "lha" or a similar compression program seems like too much of a hassle. AmiBack is sweet in that it combines a lot of flexibility, configurability, and usefulness in one package.

Quarterback seems to be the one other big player in the Amiga market. Unfortunately I don't know how it compares to Ami-Back.

BUGS

Some scary ones at the beginning. I couldn't get the software to "label" a backup, so I just don't use that feature. It would guru invariably when I tried. And, some 33% of the time the software would guru just as I tried to start a backup. My last phone call to Tech Support brought an enlightened soul, who suggested I remove the configuration file. That seemed to work. Subsequently, I couldn't get it to guru at all during my last backup.

But, during my last backup I had another scary happenstance. It was backing up a partition, and I had left the room. When I came back I see the floppy drive is spinning but AmiBack doesn't seem to be doing a dang thing. The only thing that's happening is the "Backup Time" clock is advancing. It wouldn't respond to any controls. So, I had to reboot my machine. A subsequent backup of the same partition worked properly. Well, I haven't tried to restore from it however....

During my last Tech Support call to the Enlightened Voice, I discovered that unless you hit a return in the Backup Configuration's "Source" string gadget, partitions or directories typed there will not be accepted. This was the cause of much frustration for me. So you need to make sure you put a return after the last word in the string gadget!

One time I went to Load a Configuration, and I got a tone through my speaker. My machine was locked up. That was just once, though.

VENDOR SUPPORT

You may call Moonlighter Software for Tech Support, 9am-5pm, Monday

through Friday. They are on the East coast of the USA. The guys there seemed moderately knowledgeable. As I mentioned above, the last time I called, the voice on the other end diagnosed my one bug as a probable configuration file problem, and told me to reload it. Previously, another voice said something like "Gee, I don't know... I've seen that problem... we'll have to take a look at that." I felt sort of like I had heard, "the check's in the mail." Reportedly, they have Bix accounts and Bix gateways to the Internet, but I never got responses to my email. Maybe it never got there.

Also, on the support BBS they say there's minor upgrades. I haven't tried the support BBS.

Overall, support gets a 'C'. (**+)

WARRANTY

"As is."

CONCLUSION

AmiBack was a little more of a hassle to get going than I would have liked. I have a pet peeve about backup software: make it one zillion percent robust, simple (or at least, look simple), robust, relatively easy to learn, and did I mention that it has to be robust? One doesn't mess around when hours and hours - nay, even man-years - of work are at stake. AmiBack gets a B for simplicity, a C for robustness, a B+ for ease of learning. Overall, I give it a B- (**+). It's a decent program, to be sure. I wish I felt just a little more at ease with it. "Bullet Proof Data Backup Protection for the Amiga" does not Guru because it's unhappy with the config file, nor spin my floppy drive aimlessly.

However, it is fast. I like how it handles the floppies. It is quite configurable, and in all fairness it is a very thoughtful program. It's nice that they remember us lowly 1.3 Amigans. And there has never been a bug so nasty as to make it unusable. In short, I use it on a regular basis. And that, dear friends, is why they make backup software.

COPYRIGHT NOTICE

Copyright 1994 by Mike Schwager. All rights reserved.

1.11 Usenet Review - Liberation Cd32

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% UseNet Review - Liberation CD32                               by Brian S Mogged %
%                                                              brian.s.mogged@uwrf.edu %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

PRODUCT NAME

Liberation CD-32, version "Ratt V2.00b : Wyvern V2.00"

BRIEF DESCRIPTION

A 3-dimensional adventure/action game for the CD-32, set in the dark future.

AUTHOR/COMPANY INFORMATION

Name: Mindscape Internation LTD
Address: Priority House, Charles Avenue, Malting Park,
Burgess Hill,
West Sussex RH15 9PQ
UK

Telephone: 0444 246333
FAX: 0444 248996

LIST PRICE

I do not know, but I paid \$49.95 (US).

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

Commodore CD-32
Mouse (optional)

SOFTWARE

None.

COPY PROTECTION

None.

MACHINE USED FOR TESTING

A CD-32 and a mouse.

INSTALLATION

No installation is necessary. Just put the disc into the CD-32 and go.

A HISTORY OF LIBERATION

The world of Liberation is set in the 29th century, where Earth is

dying. Earth is being destroyed by commercial exploitation from large mega corporations. One mega corporation, Bio-Corp, developed a variety of high technology items for its sister corporation, Securi-Corp. Securi-Corp handles almost all law enforcement activities for the government. Since the government is concerned with other affairs, these corporations are truly in control of Earth. Your hero (the player that you control) has learned an important fact: androids sold by Bio-Corp for police security go berserk when they are exposed to magnetic interference. These berserk androids usually cause a few deaths. The corporation is covering it up by placing people into detention centers. The object of the game is to explore the detention center, rescue these political prisoners, and find enough evidence to bring the mega-corporation to justice. The hero cannot go into the detention center himself, so he sends four robots into the detention center.

Liberation is a sequel to Tony Crowther's "Captive." Since I have not played Captive, I cannot say how similar this game is to the original, but I can say that it is completely playable without any knowledge of Captive.

GAMEPLAY

In Liberation, the main display may be changed by the user. By default, the top of the screen is your Device VDU (Video Display Unit). The middle of the screen is the three-dimensional view, with the "droids panel" on the sides. On the bottom is the text screen.

THE DEVICE VDU (VIDEO DISPLAY UNIT)

Each robot can have two active device which can be scanners, video bug surveillance, game preferences, city mappers, and other items that I have not seen yet. Most of these items have a display and a option panel that can be selected and changed. Since there are eight robots, there can be up to eight displays active. The default display plan displays four of these panels.

THE DROIDS PANEL

The droids panel lets you instantly see the current status of your droids, switch position of members in your party, let you select an android's backpack, and allows you to split up the party. This area of the screen can be turned off so you can have a larger 3-dimensional view.

THREE DIMENTIONAL VIEW AREA

This is the first-person, three-dimensional window where you see everything that the currently selected robot sees. This landscape is very lush with some of the best texture bitmaps that exist in any Amiga game. People and objects represented by textured-filled polygons (which look good too!). You can tilt the robot's head to look up, down, left, and right. You have not played this game until you tilt your head upwards just in time to see a police copter in the sky.

TEXT WINDOW

This window has all the text from the current session of the game. I have played it for ten hours straight and it STILL stores everything that was said.

TALKING AND MANIPULATING

In this three-dimensional environment, you can talk to people, pick up objects, give objects, shoot people, and use objects. When the player talks to a person in the game, the text of what that person says appears in the text window. Sometimes the game says what is on placed on the screen, sometimes not. But most of the time, it will bring up a response screen that has a menu your possible responses. The conversation will continue until you move away, shoot the person, or say "good bye", or the other person decides to end the conversation.

Grabbing an item is just as simple as moving your cursor in the 3-D view window or the current android window and holding down a button. The player can now move the cursor with the item into any window to be dropped, given to other people, or placed back into inventory.

SHOOTING A PERSON IN COLD BLOOD

To shoot, swing a object, or punch in the game, you press the joypad button. Since you have four robots and you have four buttons, each button controls one robot. Fire fights in this game go very fast, and the outcome of the battle becomes almost painfully apparent in this game.

DOCUMENTATION

Documentation is a 64-page pamphlet approximately the same shape and size as a booklet inside a normal CD. It gives a very brief description of the world, and then describes how most of the functions work and how to use the CD-32 joypad. The rest of the manual describes how to use the mouse and confusingly describes the repair systems of the droid.

The game manual is very informative, but is very hard to read. Even after reading the manual about five times, I could still learn something if I took the time and read it a sixth time. The manual is too brief in most parts. For example, it mentions only off-handedly that you cannot save inside of buildings using the CD-32 built in non-volatile RAM. I still do not understand the system for doing self-repair on the robots. But still, the manual does not tell you important facts, like that the current mission information is in the scroll text window when you start the game. So for four days I really did not know where I should go until I (by mistake) scrolled up the text window and saw the mission briefing.

LIKES

What pulls me to play this game every night for the rest of my life?

I love the demo. It is about six minutes long, very good, and gets

you in the mood for the game.

Both the mouse interface and the CD-32 controller interface are very good. The CD-32 controller at first felt awkward, but after a few hours of play, I felt as if I had played the game throughout my life.

The graphics are excellent. I haven't see this style of graphics on the Amiga done with so much detail!! You really feel like you are there. The outside graphics look very dark and gritty. The interior views look very close to what I would expect to see inside a building. I loved the picture of the dog on the wall.

The configurability of this game is incredible. You can move around windows, turn on/off selected windows, turn on/off voice, sound and music, and select levels of detail that you can turn on/off. This allows you to have information on the screen that you consider important.

The scrollable text window holds previous conversations. It makes remembering old information just a scroll of the window away.

The music is not annoying. I find the music very soothing and enjoyable.

The sound and voice are pleasant. Gun shots ring out. Very clear sound complements the music and the game. Voice (when present) is very welcome and give some good atmosphere.

Very fast CD-ROM access gives this game a very smooth feel. The waits when loading are very short, and loading is necessary only when going inside or outside of a building.

VERY BIG. You won't run out of places to explore in this game! This game is huge. I was just blown away on how big it is. What is even better is there are over 4000 missions in the game. Even better is that it randomizes elements in the game so it will play different every time. This almost promises a longevity I have not seen in a game for a while!

And any game that gives you an opportunity to kill K-9 is a good game in my book!

DISLIKES

Maybe the game is TOO BIG and COMPLEX. I still feel overwhelmed when I play the game. If you want to play this game, plan to spend a huge amount of time.

Combat is a little on the blah side. Not very much you can do. Just shoot your gun and run away.

I get many of my items robbed from me too often!!! It happens too often. I just get really upset about it. The worst part is that I usually realize that my gun is stolen right when I try to shoot it.

Voice is not always running in the game. Sometimes the person that you are talking to speaks and sometimes the person doesn't. It really drives me up the wall.

IMPROVEMENTS

Well maybe a little better CD-32 control pad system. I still sometimes shoot people while I am talking. Voice should be used throughout the game. Maybe a training game that is just in a small house. Maybe let me walk by a person without getting robbed!

COMPARISON TO OTHER SIMILAR PRODUCTS

Hired Guns by Psygnosis came into my mind instantly when I first started to play this game. I believe that Hired Guns is much better at combat, but Liberation has a very good plot and good graphics.

Since I do not have the original Captive, I can not compare this software to the original game.

BUGS

There are a few bugs with this game. The list of bugs that followed was produced by Dave Cole (Dave_Cole@guru.apana.org.au). Dave ran Liberation on a PAL CD-32 with a version number Ratt V2.00 : Wyvern V1.92.

- * Guru's occasionally (only 2 times for me). It has reset for some people, when there are too many people in the room. (I haven't noticed this however.)
 - * When initiating a conversation, sometimes a person will accuse you of "clobbering" them. Other people have said that if you shoot a thief, then everyone else say that you have shot them. (Haven't noticed this myself, but could be the reason.)
 - * Sometimes when you go to talk to someone, garbage such as "87#&^j" will come up in their window, and your response window doesn't always have a response (have to cycle through several responses before one actually shows up).
 - * When using the Mapper - Comms, in a taxi, it will say "Autopilot initiated" (or something like that), yet it will not go anywhere if the destination is in the current zone. (You have to leave the zone, and then re-select the destination).
 - * When talking to people about the "Captive", and they ask you for some dosh, you can select "well.." or "let's see.." and then select something like "I'll have to go to the bank and come back later.." they will give you the info anyway. Now this could be on purpose, as they can't be bothered waiting around, yet one of them said at the end of their speech "..Thanks for the dosh".
 - * The amount of time played, displayed in the disk access menu, is not always accurate. To start off with (up to about 8 hours), it was OK, but then it said that I'd been playing for 386 days, then 1058 days, and finally 2685 days!
-

- * The percentage of game done is sometimes stuffed for a little while (usually just after saving), as when you've only completed 1%, it may say that you've completed 99%.
- * Harri Pesonen (harry@elfuerte.fipnet.fi) says:
I have noticed a strange bug. When I check the different body parts in the Repair state, it seems that the left leg of one robot is the same as the head of another, and the same as the right leg of the third, and the same as the left hand of the fourth, etc.
- * When you look "up", the wall image is upside down (i.e., the down image reversed).
- * Percentage of game played sometimes just stays as "New Game" (I haven't noticed this yet, but it has reset the time for me).
- * The most annoying (and worst bug), is as follows: Game wouldn't save in flash RAM, as it said that it was "too big and to try in the city, and that if that didn't work try another zone." The thing is, this happened while I was outside, in the city, and I did try other zones, but to no avail. It did save to the RAM disk though. HOWEVER, because of its being unable to save to the flash-RAM, it somehow WIPED the game which was previously there, thus still not allowing me to save the RAM-disk version to flash-RAM. When looking at the game-save slots (after I had removed the recoverable ram disk), all I had in there was one locked save game of Diggers (seven slots in length). Now surely the game doesn't need 93 slots? I have had saves which take only 47, and with the most that I know of about 80. Because of this bug, about 15 hours or so has to be replayed. Hopefully, all the info that I wrote down will still be valid (wishful thinking).

I had the "reversed graphics when looking up" problem, but I myself have not had the other problems as of this time.

VENDOR SUPPORT

Since Mindscape has no known address in the United States, I have written them a letter since I can not find an e-mail address for the company. I have not received a response from the vendor at this time.

CONCLUSIONS

Liberation - finally, a product that gives you a reason to own the CD-32. The game is so big, it is guaranteed not to be pushed into a corner for a long time! I haven't had this much fun with an RPG style game since Final Fantasy II for the Super Nintendo.

I definitely give it five blasters rounds out of five.

Brian.s.Mogged@Uwrf.edu <- send all mail to this address.

1.12 MS-DOS Blues

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% MS-DOS Blues                                     by Shane Bumpurs %%
%%                                                    UH9311@VicVX1.Vic.UH.EDU %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

I have upgraded from an IBM Reply 50Mhz-486slc to an IBM ValuePoint DX33- with OverDrive Processor. This is a work funded machine or I wouldn't have one.

I still can't format a disk with file manager and run anything else.

I get and "out of resources" error when running Excel and I've got 16Megs.

When I run in 24-bit 640x480 mode the mouse flickers and kinda drags along.

I still can't get any better sound than beeps and boops. (unless I plunk cash down for a sound card. I don't think so Tim.) The windows sounds using the speaker-driver freeze the machine on high-quality mode.

I still haven't found a ray-tracer that makes better output than the Amiga ones.

I still witness StRaNgE shut downs in Windows at my work place.

I still can't play any REAL neat games from Windows.

I still can't play any REAL neat games without renaming my config.sys & autoexec.bat

I am still wondering where and what stealth memory is REALLY.

I still want a New Amiga.

The neat games are on the IBM because the cash is there. I have played Wolfenstein 3D, Blake Stone, and Doom. They're cool indeed but there is no real reason why they couldn't be ported to the Amiga.

Honestly, I think we will all be whipping a dead horse unless Commodore doesn't change their ways. I have my old Amiga down because my Monitor croaked and I'm not sure if I should buy a new one or not. The monetary news looks bleak (if its true). Commodores image is like the invisible man. No one has seen it, so no one will trust it. I'm waiting for the Amiga 5000 I WILL buy it if they make it till the end of this year when I hear it will be out. They have a good product that only the so called "fanatical" customers will endorse. It is a great machine and has great potential, its just a shame when anyone that knows about it mentions it they get a response like, "Amiga what? What is that? From Commodore? Like the 64 no doubt." I'm honestly sorry the world chose VHS versus Betamax and is now choosing IBM versus Amiga. I'll stand fast because I have the so called best of IBM and I'm not impressed. Macs are OK but they are still less interesting than the Amiga.

The road to success - Sooner or Later?

I think the following things will get Commodore back on track with the key lying in the CD32 court. I'll talk as if Commodore were listening. (its kindof a dream of mine.)

Continue with CD32 but do U.S. Advertising, only in America can a cool commercial change peoples buying habits quickly. Or maybe not Europe could do with similar commercials.

Suggestions for Commercials:

=====

Do a snazzy quick flashing commercial with heart thumping music with flashy text of Commodore CD32 and show some kids playing it wildly. Have a wicked sounding voice guy introduce it calling it the first 32 bit CD etc. Use black backgrounds to project a hard core game image. Then flash lotsa pictures of Platform games (Zool, James Pond etc) and ending the commercial with Microcosm playing on screen. If possible try to squeeze in some sport game (socket, football, hocky anything will do) for the older kid-sport jock types. Also throw in Mortal Kombat (if available) or Body Blows too this will associate a hit game on other platforms and give even more appeal. (As more nifty games come in update the commercial especially any 3D Wolfenstein Style games.)

Maybe a second commercial later on after the first one comes on, do the CD-player bit. Use white backgrounds because it gives a clean cut image in mind. Still have the same kind of flashy text but have a different announcer guy with maybe a British accent talking about the CD-Quality sound etc. Show the CD-Player interface and play a few pieces of Beethoven, Rolling Stones (if possible), and something a bit rock-pop modern like Pocket Full of Kryptonite from the Spin Doctors. Have the announcer give the goodies on its movie playing ability and give somekind of relative quality versus VHS etc. Then zoom onto the MPEG player bit and maybe list 2 or 3 titles that are already available "at you nearest dealer" Absolutely give a 800 number to find nearest dealer.

=====

Get AAA out as fast as possible leaning development toward the New Generation CD^64 but for goodness sake do whatever possible to make someway for it to still play CD32 titles. Anything maybe a AGA cartridge or piggyback board or something easy to install. This is crutial, if not CD32 user will be ticked and won't upgrade because the next generation after AAA will "probably" not run AAA stuff. If you can't swing it, at least to a decent upgrade offer for CD32 owners.

After the AAA version is ready. Do similar commercials lean heavily on the graphics (show pictures-no specs yet). Lay on the thick voiced announcer to then talk about the CD speed and 16 million colors in real time and 3d graphics rendering engine, enhanced sound etc. all while crisp music is playing. It doesn't have to be a real CD just real crisp music, I'm sure if you used a real CD someone would want some cash for it so better off without it.

It wouldn't hurt after this stuff hits and stirrs up a bit to talk about the workstation of the future, Amiga 4000 etc. Specs are good here! IF your gonna do a Mac hybrid with the emplant like the rumors say, throw in the compatibility thing then mention IBM compat. with

"hardware emulation modules" coming soon. Do the A5000 thickly coat the commercial with mention of the RISC cpu upgrade allowing Microsoft NT Compatibility. Show the OS off man for sure show more than one process going at the same time. Format a disk, run terminal software, spread sheet or word processor then, mention (as if we didnt expect) the chess game running in the back ground. This would be sufficient to curtail the IBMers from trying the same thing their poor old terminal software would croak, if it would even run while formating a disk.

The CD^64, Emplant 4000 and A5000 are based of of the rumor mill in AR201. But this plan would bring things back to "normal" for Commodore even possibly put things back in the green like the old C64 days.

Anyway I feel better now I think I can go to sleep now knowing I said my piece.

(Arguments are welcome I have too much to do
already and it would just top my day off.)

Shane Bumpurs - Computer Addict

1.13 Reader Mail

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               Reader Mail                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

From: Steve_Herring@matrix.rain.com (Steve Herring)
Subject: NewTek Announcement

I've heard that NewTek is going to be requesting Toaster created video/graphics from user groups. These Toaster creations will be demonstrated in Las Vegas at the National Association of Broadcasters Convention (NAB). If anyone has a creation they'd like some exposure for, contact Christina Knighton at NewTek, or leave Internet E-Mail to me, and I can give you more info. When I get the letter to User Groups, I'll send it to Amiga Report!

Videos should be at LEAST first generation S-VHS. And graphics files are preferred to be in RGB format.

For more info, leave E-Mail to me, Steve Herring at:
Steve_Herring@matrix.rain.com

or call Christina Knighton at NewTek:
1-800-847-6111

Tell her that you heard it from Steve Herring! :)

From: sprovest@BIX.com
Subject: world of commodore info

hi!!just read ar 2.07, great setup!

you mentioned that you heard that world of commodore in new york was cancelled sadly this is true, i talked to Karen at Ramige management and she confirmed my suspicions. she found out that Jeff S had resigned after winter ces. after finding this out karen decided to cancel the show due to the fact that there is no one in the CEO slot in commodore now. she does not want to risk it until there is someone running the show. she did confirm that pasadena in december is still on!!!

Also i just got a a1200 with wb 3.0 and can't get multiview working for Amiga Report (reports "wrong data type")
any ideas?

thanks
stephen

[Ed: Can anyone with 3.x help him with the problem with the datatypes?]

From: Roy Teale <tealro@wwc.edu>
Subject: something for Amiga Report

*** Happiness is a working A2630 ***
(and a Picasso][)

As luck(?) would have it, the very day that AmigaReport 207 (see "Slow-Machine, Great Display Blues" in that issue) came out, my A2630 came back from Kasara Microsystems. Where nobody else could help me, Kasara came through. The board worked great the first time I plugged it in! So, much thanks to John from Kasara, and they can count on me doing business with them in the future.

BTW, The Picasso][works just perfect in my A2000/2630 setup. I am very impressed! (I know, I know... I should try using it in an A3000.) I'm really looking forward to AmigaDOS3.1, as well as software updates for the Picasso drivers (which are available for anonymous ftp at terrapin-station.umd.edu as they are released). So far, A2000/3000 users are limited to a 16-color Workbench with Picasso (of course, this is a limit imposed by AmigaDOS, not the Picasso).

Any users out there who wish to get on the Picasso mailing list (whose purpose is to inform and to discuss, not to flame) can send a message to picasso-request@terrapin-station.umd.edu. The message should say: "subscribe Picasso" in the body of the message (you can leave the Subject: line blank).

1.14 UseNet Review - Bars and Pipes Pro v2.0

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% UseNet Review - Bars and Pipes Pro v2.0                      by Pasi Kovanen %%
%%                                                                tron@westlink.fipnet.fi %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

PRODUCT NAME

Bars and Pipes Professional version 2.0 ("BPPro") (18 February 93)

BRIEF DESCRIPTION

Bars and Pipes Professional is one of the Amiga's most advanced MIDI sequencing programs. The newest version has added many multimedia capabilities.

AUTHOR/COMPANY INFORMATION

Name: The Blue Ribbon Soundworks Ltd.
Address: 1605 Chantilly Drive
Suite 200
Atlanta, Georgia 30324
USA

Telephone: (404) 315-0212
Telefax: (404) 315-0213

LIST PRICE

2295 FIM, approximately \$350 (US). The US street price is a bit above \$200, I think.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

At least 1 meg of RAM (2 meg recommended).

For MIDI usage, a synthesizer with MIDI is necessary.
For multimedia applications, it's not necessary.

Works with accelerated Amigas.

SOFTWARE

None.

COPY PROTECTION

BPPro is serialized: when installed for the first time, a registration number must be typed in. The number is printed on the disk label.

MACHINE USED FOR TESTING

Amiga 1200:
2 MB of Chip RAM
AGA chipset
Kickstart 3.0

Workbench 3.0
240 MB Maxtor hard disk

GVP JAWS A1230:
68030/40
68882/40
4 MB of Fast RAM,

A MIDI interface

Korg M1 synthesizer

INSTALLATION

Installation is done with Blue Ribbon's installing software.
I'd prefer the Commodore Installer.

INTRODUCTION

I will concentrate on the sequencing capabilities, because I'm not so interested in building my own multimedia presentations. BPPro is a sequencer with thousands of functions and many original ideas. It's not as conventional as Dr. T's Keyboard Controlled Sequencer (KCS) and is not a "tracker" program.

REVIEW

A couple of years ago, I had a quick look at the original Bars and Pipes Pro. It looked fine and powerful, but without the manual it was really difficult to use (yes, it was a pirate version, I confess). I used OctaMED with my M1 and it was nice to use, though music created with OctaMED sounds like... well, music created with OctaMED. Some friends recommended that I get Dr. T's KCS. I gave it a chance, but everything had to be done with numbers. "I had enough of mathematics in High School" (finally over!) I thought and deleted KCS from my hard drive.

A few months ago, I decided to buy BPPro II. It came and I had a quick look at it. It looked even more fine and powerful, but without reading the manual it was really difficult to use. So I read the manual, and the program started opening to me.

Basically, BPPro works just like any other sequencer. One has an unlimited amount of tracks to record on. Any track can use any MIDI channel. But that's as conventional as BPPro gets BPPro. Every track has its own pipeline (I wonder how they invented the program's name :-)) with a "valve". The valve controls the musical flow. The pipe can be connected to three parts: the MIDI-in part, the note part, and the MIDI-out part. When you record music, the notes go through the MIDI-in part and get to the note part. When BPPro plays the notes, the go through the MIDI-out part. Surprising, eh?

Why all these parts? The most powerful little things in BPPro are called Tools. Tools are modules, separate from BPPro, that are used for tasks like transposing, quantization, echoing, and even unquantization!

There are dozens of tools in the program, and I have only tried a few of them. If one puts a tool just before the note part of the pipe, every note recorded will be processed with that tool. But if one places the tool in the MIDI-out part, the notes will be recorded unchanged and then processed every time they go to MIDI-out. One can place many tools into every pipeline, and thus it's very easy to try different quantizations and transpositions.

There can be dozens of windows open, and one can change parameters for tools in real-time while the song plays.

Accessories are a bit like tools, but they cannot be placed on the pipeline. Accessories are also modules and control BPPro's extensive ARexx functions, Standard MIDI File importing and exporting, and system exclusive recording, among other things. They are like programs that open on BPPro's screen.

Tools and Accessories have fun names and icons. "Toasty" controls the Toaster, "SMoose" loads and saves SMUS songs and has a picture of a pink moose(!), "ANIMaI" plays animations, "G-LOCKenspiel" controls the GVP G-Lock genlock, and so on.

There are many ways to edit the recorded piece of music. When one double-clicks on the track, an editing window opens. Here one can select classical notation (which can be printed), hybrid (which shows notes as lines), piano-roll, guitar tablature (for guitar freaks) or list editing. I find hybrid the easiest way for editing the notes. One edits the music with a wand, hand, and other editing tools (these are not the Tools explained above). With the hand, one grabs notes and drags them to new positions. The wand alters lengths. Rubber deletes notes, and Pen creates new ones. Hard parts of a song can be recorded by step editing.

Also, pattern editing facilities exist but I haven't had experience with them yet. When I looked at them for the first time, the program crashed (I got scared, you know).

Editing the tempo is very easy. You draw a tempo line onto the tempo map with the mouse. You can easily create linear, sudden, or exponential tempo changes. My only complaint is that I would like to have the tempo line relative to the selected "main" tempo; i.e., if I changed the main tempo from 125 BPM to 120 BPM, the tempo line also should drop by 5 BPM.

Also, mixing is easy. The Mix Maestro window has sliders and knobs for every channel in the song, and movements of these gadgets can be recorded in real time. The knob usually controls panning (MIDI controller number 10) but you can change it to control something else. (Panning doesn't work with the Korg M1, by the way.). The slider works like the volume slider in a mixing board and usually affects MIDI volume (MIDI controller number 7).

Song Construction is a nice window. Here you can break your song into named sections (A, B, C, etc.) and put the sections in any order you wish.

The multimedia support is extensive with full SMPTE support. It also has support for Scala, the Video Toaster, Sunrise AD516 card, and its own slide show program. The SMPTE tracks can be set to real-time mode.

Real-time tracks do not react to tempo changes.

Every track can have its own time signature. This can create really exciting results, I think (I haven't tried this yet).

DOCUMENTATION

Documentation is in a bound manual almost 400 pages long. It is a bit boring to read (I didn't expect a best-seller, but...) and it lacks a tutorial. This isn't so nice, because the program has many, many functions and you don't learn them just by reading. But the easiest way to learn how to use this program is simply to use the program.

LIKES

Tools are a wonderful invention. I can change my music in almost every way I like without destroying the original recording. Non-destructive editing rules!

Hybrid editing works fine.

BPPro can record System exclusive dumps long "enough", whereas KCS is limited to 16 KB only.

Importing and exporting MIDI files is easy.

BPPro is expandable; for example, SuperJAM! can be integrated.

DISLIKES

Bugs :(. (Look below)

The program has very strange windows. They may look "cool" with Kickstart 1.3, but with Kickstart 2.0 or better I would like to see gadtools.library used and normal Amiga windows. Drop AmigaDOS 1.3 support!

There's no direct, good support for Amiga's 8-bit samples. A tool called "SamplePhone" does play samples, but every sample plays only on one pitch.

Step recording should have a quick access to note lengths. For example, F1 should create a whole note, and F5 a sixteenth note.

I would like to see more extensive pattern support.

Access to some features requires little complicated maneuvers. More buttons and keyboard support are wanted.

COMPARISON TO OTHER SIMILAR PRODUCTS

I've tried to use KCS but it seemed far too ugly and difficult to use.

I'm a beta-tester for OctaMED Professional and have been using that program for over two years now. The direct tracker style is good for "computer music styles" like techno, not for "living" music. Also it's very difficult to export songs from OctaMED to other sequencers. Nowadays I mainly use BPPro.

BUGS

Lots of bugs. :(

The printing of the notes is quite buggy. Sometimes, notes are printed without their stems.

When I save extra-hires notes into an IFF file with the Save command, BPPro tends to go into "fireworks mode" (crash) very often. Also normal printing sometimes crashes.

The hybrid editor usually works fine, but the notation editor has zillions of bugs. The notating resolution does nothing, and sometimes BPPro won't even show the notes (staff centering doesn't work).

The punch-in recording should start playing one measure before the selected point, and then switch on recording. For about two weeks, it always started directly on the punch-in point. Now it works fine, though. Very strange.

I had some trouble a while ago, when the program used to crash almost every time I started it... and if it did start, it still crashed in a few seconds. I re-installed BPPro and tried about everything, but nothing helped. Then I realized the problem: I had my Video Backup System on the serial port, and it constantly inputs video data to the Amiga. BPPro is the first program I've seen to crash when it receives that signal.

And this one is really serious. Two times has BPPro crashed when saving the song, thus destroying both the older and newer version. That's unacceptable.

VENDOR SUPPORT

It does exist, but not here in Finland. 60 days of free technical support.

WARRANTY

I'm not sure about any warranties, but I think they are not essential with software products.

CONCLUSIONS

Despite the long list of dislikes and bugs, BPPro is a good sequencer, the best for the Amiga I think. If Blue Ribbon only fixed those bugs and added some comfortableness, this would be an almost perfect sequencer.

COPYRIGHT NOTICE

Every typo Copyright 1994 Clumsy Fingers Ltd.

Unfortunately I do not have USENET access. For any comments or upgrade notices, please contact my friend Tapio Ronkainen, tron@westlink.fipnet.fi. He'll send your messages to me (I hope...).

- Pasi Kovanen

1.15 Philosophical Wax

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Philosophical Wax                                     By Jason Compton %%
%%                                                         (jcompton@tcity.com) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

There's a thread on comp.sys.amiga.misc going about the predjudice in the general and computer news media against the Amiga and Commodore in general. I've noted it before and won't make a general, damning statement even though the list is endless. Instead, I want to focus on one particular organization which long-time readers of Amiga Report might remember:

NewsBytes.

Back when Amiga Report carried NewsBytes reports weekly, I noticed that the coverage of Amiga information in them suddenly seemed to dry up one day. Puzzled, I did a bit of asking around and got their mail address, sent off a letter explaining who I was and asked my question: "Why not more support?" I got a letter back asking me, in effect, why NewsBytes was in Amiga Report in the first place, since according to her (Wendy Woods, NewsBytes editor) we had no right to publish it. I told Rob Glover (Remember him? Our old editor?) who was puzzled since he got permission to run it. No, Ms. Woods told me, we had to pay a bunch of money to her and that Visa or MasterCard would be fine. Still no answer to my question, but since I felt so bad for creating the situation I didn't say anything. For a little while. Finally, once we lost NewsBytes coverage, I wrote her back ONCE AGAIN asking for an explanation for the lack of Amiga coverage. That was probably a month and a half ago. Thanks, Wendy, for being so prompt.

On a brighter side, Commodore International and MOST of its subsidiaries are still in business. :)

Seriously, Commodore should have hired Atari's publicist. A company with a stock value of 75 cents tells the world they've got a cool game machine, and it goes up above 10 dollars? It wasn't overnight, but still...a company that can't build its own machines has people excited? And we get upset when Commodore shuts plants down and 1200s are in short supply? Yep, it could be better and it could be worse for us.

On a final note: It has been encouraging to see the submissions increase for AR. I think we're on a path to do well. I also wish the best of luck to CD^32View Magazine. I hope it works out as well for you as it

has here.

1.16 Emulation Rambler

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Emulation Rambler                                     By Jason Compton %%
%%                                                         (jcompton@tcity.com) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

]

Welcome back, emulation fans. I'll delve into Emplant Part Four, with some 4.0 and some A-Max updates...

Emplant Updates and a Quicker Way

Emplant V4.0 is out, with the long-promised Amiga serial support. I don't have it up and running yet. There have been the usual installation problems, but that's usual. L. Todd Masco has set up a mailing list for the new updates. To get on the list, send some mail to emplant-request@clinton.com. There are over 60 people on the list now and 4.0 IS mailing. Something got garbled in my copy, however, which is why I don't have it yet. The mailings are pretty fast. I got it Tuesday, and I heard about it no earlier than this past Sunday. It's considerably easier than trying to get through to Utilities Unlimited's BBS.

Benchmarks! Yeah!

I turn my column over to Mauricio Piacentini for a time, who has been instrumental in providing me with benchmarks and reviewing Emplant-run software I can't get my hands on (you'll see that momentarily) For now, here are his Speedometer readings for an Amiga 4000/040 with EGS Spectrum board and Mac emulation software V3.91. I'll include the entire list, since it's the only one this issue...ready?

```

System Information:
Computer: Mac Quadra 900
CPU: MC68040
FPU: Integral FPU
MMU: Mac II AMU
Color Quickdraw: 2.30 (32 Bit QD)
System Version: 7.1.6
Finder Version: 7.1
AppleTalk Version: Not Loaded
LaserWriter Version: Not Found
StyleWriter Version: Not Found
ImageWriter Version: Not Found
ROM Version: $0178
ROM Size: 256
Bit Depth: 8
Horizontal DPI: 72
Vertical DPI: 72
Primary Screen Size: 640 x 480

```

Physical RAM: 14336K
 Logical RAM: 14336K
 Addressing Mode: 32 bit
 Alias Manager: Present
 Apple Events: Present
 Comm. Toolbox: 7.1.6
 Script Manager: 7.1.6
 Text Edit: Version 5
 Time Manager: Version 3 (Extended)

P.R. Results (Uses Mac Classic as 1.0):
 CPU: 14.416
 Graphics: 4.557
 Disk: 2.872 Name of Hard Disk tested: MACDiskao
 Math: 113.936
 Performance Rating (OLD PR): 19.102
 Performance Rating (NEW PR): 6.094

Benchmark Results (Uses Mac Classic as 1.0):
 KWhetstones: 1666.666 228.310
 Dhrystones: 18072.289 18.548
 Towers: 17.828
 QuickSort: 15.147
 Bubble Sort: 17.234
 Queens: 18.320
 Puzzle: 19.485
 Permutations: 19.543
 Fast Fourier: 158.662
 F.P. Matrix Multiply: 120.129
 Integer Matrix Multiply: 18.413
 Sieve: 12.889
 Benchmark Average: 55.376

FPU Tests (Uses Mac II as 1.0):
 FFPU Fast Fourier: 8.944
 FPU KWhetstones: 3749.999 5.250
 FPU F.P. Matrix Mult.: 7.166
 FPU Test Average: 7.120

Color Tests (Uses Mac II as 1.0):
 Black & White: 0.000
 4 Colors: 0.000
 16 Colors: 0.000
 256 Colors: 2.138
 Color Test Average: 2.138

Just to recap, when I last posted his results under I believe Emplant 3.4, the CPU rating was .3 lower and the Math rating was 40 points lower. Not too bad of an improvement, I'm led to say. One thing that puzzles me is that the FPU average is actually LOWER this time, at 7.12 compared to the previous 7.336. Strange. Perhaps the FPU routines were not improved at the expense of better regular math routines. I can't say. Any theories?

A program that doesn't work!

I've actually found a program that just does not work with any acceptable

functionality on the Emplant: Graphical Analysis by Vernier Software. It's basically a small program which allows you to enter data and plot it on a few different types of graphs. The problem is that all of the data gets garbage tacked onto the end of it. The result is unacceptable. The copyright date is 1991, so I cannot be sure if it is a System 7.1 or 32-bit addressing conflict. I can't verify either from Emplant (24-bit mode eludes me), but I do know it runs on A-Max II under System 6.0.5. It also works on "real" Macs under 6.0.7, and I am almost positive I have seen it on System 7.

More Mauricio!

I admit, I have been falling a little behind in terms of getting more Mac programs to test out. I promise this will improve, and I won't hesitate to update you on new programs I encounter even after the Emplant/A-Max IV series has ended. Mauricio comes to my rescue with some information on programs I wouldn't have much chance of rounding up on my own...

Adobe Photoshop 2.5: "Performs flawlessly with Emplant 3.91, and it's very fast...24-bit modes are too slow to use, except for a quick view of your work-in-progress." (he does say that 256 is usable).

Fractal Painter 2.0: "A strange bug: it can only be used one time! When it quits, it tries to write something to the file 'Painter settings', and this file can't be used again!! The solution is to reinstall the file, or move a previous saved copy over to the corrupted one. Not very good..."

After Effects 1.1: "Works solidly with Emplant."

Premiere: "Quicktime editing is ok, Quicktime playback on my system is equal to a Quadra 900".

Paint Alchemy Photoshop plug-in: "Crashes every time it previews something. I think this is not an Emplant problem, because Paint Alchemy crashes randomly when used with a Quadra 800, so let's not blame Jim on that."

If anyone has a suggestion as to how to move large amounts of files back and forth between Emplant (we're talking faster than using the transfer utility), let him know at mauricio.piacentini%mandic@ax.apc.org. For that matter, let me know, so I can let everyone else know. His current plan is to use a PC-formatted Syquest cartridge and access it by both sides.

Promises for the future

I've got PageMaker coming, I've got some more games and assorted utilities to run, and I now have A-Max IV.

FLASH!

I DO have Emplant Mac V4.0 right now. Next week will be a complete look, but for now, here's some selected bits of information from the text files in the new release:

Amiga serial and back-and-forth text clipping is now supported.

The new multi-os.device bugs are being hammered out.

Some i/o has been improved.

The menus have changed and the config screen can be iconified.

Both Emplant serial ports now support AppleTalk.

Chauna is Jim's wife.

Finally, the best piece of news for potential Emplant buyers: Emplant now supports the original v1.1 and v1.2 256k Mac ROMs, the ones without high density support. Apparently, Mac dealers and suppliers are literally throwing these things away, and can be had for very cheap, if for anything at all. Emplant will use them and still supports high density drives.

That's it for this week. Keep the emulators warm.

P.S. There's also a comment in there that reads: "Special input to Denny Atkin for his input and unbiased reviews. :-)". I know who Mr. Atkin is, but I don't get the joke.

1.17 Amiga RealTime Monitor

TITLE

ARTM Amiga RealTime Monitor

RELEASE

2.0

AUTHOR

Franz-Josef Mertens (fjmmumerlin.tynet.sub.org)

SHORT

A system to monitor and change system structures

DESCRIPTION

ARTM 2.0 (Amiga Real Time Monitor) displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware, res_cmds, semaphores a little SystemMonitor and display the last Alert.

SPECIAL REQUIREMENTS

ARTM requires Amigados 2.04 or higher.

NEW FEATURES

Function Semaphore is added.
Semaphore could be released and or removed.
The ARTM window is sizeable.
Create an ARTM.guide
Onlinehelp with HELP-KEY over guide created
Create an Installer script
EnforcerHits removed

HOST NAME

AMINET (E.G. WUARCHIVE.WUSTL.EDU)

DIRECTORY

/PUB/AMINET/UTIL/MONI

FILE NAME

ARTM20.LHA - include all files (program guides etc.)

PRICE

ARTM is shareware.
Registered versions are available for \$15US or 20DM.
See documentation for details.

DISTRIBUTABILITY

The archive are greely distributable in original and unmodified form. See documentation for details.

ARTM is (C) copyright 1991-94 by Franz-Josef Mertens & D.Jansen

1.18 DDLI v3.20

TITLE

The Duniho and Duniho Life Pattern Indicator

VERSION

V3.20

AUTHOR

Fergus Duniho

E-mail: fdnh@troi.cc.rochester.edu
Netmail: The Holodeck BBS 1:2613/336

DESCRIPTION

The DDLI is a personality indicator measures for four different sets of preferences that result in a total of sixteen different psychological

types. These four sets of preferences are

How we orient our lives:

Extraversion vs. Introversion

How we prefer to gather information:

Sensing vs. iNtuition

How we prefer to make decisions:

Thinking vs. Feeling

Which sort of lifestyle we prefer:

Judging vs. Perceiving

These 16 types correspond to the psychological types that Carl Jung described in Psychological Types. They also correspond to the 16 Myers-Briggs types measured by the Myers-Briggs Type Indicator.

The DDLI asks you a series of multiple choice questions and calculates its results from your answers. It asks you to rank each of your answers on a scale from 1 to 7. It also asks you questions on other sets of preferences that are supposed to match various combinations of the above four sets. This is so it provides a check on itself, as it can be fallible.

The DDLI comes with extensive support material. Included are full length descriptions of each one of the 16 types, the "Personality Type Summary" by Jon Noring, and my own description of the Life Pattern personality model.

NEW FEATURES

A "No Preference" option for each question.

Instructions at the beginning of the program.

Recognizes that "X" preferences are compatible with other preferences.

Fidonet Netmail address added.

SPECIAL REQUIREMENTS

None

HOST

Any AMINET Site such as wuarchive.wustl.edu (128.252.135.4)

DIRECTORY

/pub/aminet/misc/misc

ARCHIVE NAME

DDLI320.lha

1.19 EAGUI.library v2.1

TITLE

EAGUI.library

VERSION

2.1

AUTHOR

Marcel Offermans
2:281/614.1@fidonet
marcel@dutw30.tudelft.nl

Frank Groen
2:281/614.2@fidonet
fgroen@tudwl2.tudelft.nl

DESCRIPTION

The Environment Adaptive Graphic User Interface (EAGUI) is a system which allows you to build interfaces that, as the name suggests, adapt to the environment they're run in. It uses normal GadTools and BOOPSI gadgets, and does not modify them in any way. This allows programmers to implement EAGUI in existing applications easily.

SPECIAL REQUIREMENTS

EAGUI needs at least Release 2 of the AmigaOS, and is Release 3 aware.

HOST NAME

Available on AmiNet
ftp.uni-paderborn.de (131.234.2.32)

DIRECTORY

/pub/aminet/dev/gui

FILE NAMES

EAGUI21.lha (43014 bytes)

DISTRIBUTABILITY

Copyright (C) 1993, 1994 Marcel Offermans and Frank Groen. You may distribute this package for free only if you don't make any money out of it yourself. If you do, or use it in a ShareWare or Commercial program, you must contact us first for a license.

OTHER

The archive can also be freq'ed from The Amiga Developers Domain (TADD) at (2:281/614@fidonet). Using the magic filename EAGUI always gets you the latest available version. You can reach TADD at +31-15-157954 or alternatively +31-15-144825.

1.20 GRn v2.1

TITLE

GRn - Gadtools Read News

VERSION = RELEASE

2.1

COMPANY

none

AUTHOR

Michael B. Smith <mbs@adastra.cvl.va.us>

DESCRIPTION

GRn is Gadtools Read News, a fully-featured, Gadtools-based newsreader for the Amiga, running Release 2.0 or above. Some special features are available on higher releases.

GRn supports locally stored news (via AmigaUUCP, C News, or NNTPxfer) and NNTP in a variety of ways (AS225r2, AmiTCP 2.2 or above, DNet, AUW and direct connection via serial.device or serial clone).

GRn 2.1 is an update to GRn 2.0. Several new features have been added, and several bugs have been fixed. Refer to GRn.guide for detailed information on operating GRn. The file INSTALL tells you how to install GRn (sorry, Installer script didn't happen).

Significant changes between GRn 2.0 and GRn 2.1:

New Features:

- + AmiTCP is now supported
 - + AUW is now supported
 - + ReplyPrefix configuration variable added
 - + GRnSaveDir configuration variable added
 - + MODEID=SCREENMODE argument added
 - + When GRn opens a Custom Screen, it now sets AutoScroll.
 - + New GRn icon
 - + Use the system busy pointer on v39 and up
 - + NOSCAN only applies to the scan at startup
 - + Add From: header to all news and mail created
- (NOTE: this requires a fixed postnews for AmigaUUCP.)
-

- + LAST=SUBSCRIBELAST argument added
- + Keyboard shortcuts for the article list were added
- + UserShells are now supported for all external programs (this means they can be AmigaDOS scripts, AREXX programs, etc.)
- + eXtract command added
- + A Distribution header is no longer added by default, unless an article being replied to had one
- Bug Fixes:
- + serial.device input no longer busy-loops
- + NNTP articles are not retrieved a second time for Save, Print, Reply, Forward, etc.
- + You may now "Mark" an article as UNREAD, even when it is the only article in a newsgroup
- + GRn now works better with tin
- + Refresh of borders on v37 and v38 is complete
- + The proper detailpen is now used in the subscription window
- + Requestors are now draggable
- + Subject/From headers over 512 characters will no longer cause GRn to write over memory it does not own
- + No longer allow cancellation of arbitrary articles
- + Properly close socket.library if NNTP server connection failed.
- + Large fonts will not mess up the subscribe window any longer
- + The last article in a newsgroup may be marked as unread.
- + On v39 and above, mouse and keyboard movements are dealt with correctly, when both are used to adjust a listview.
- + "Followup-To: poster" is now honored
- + The HOSTNAME argument is no longer treated as a synonym for the NNTPSERVER argument.

REQUIREMENTS

Any Amiga with Workbench Release 2.0 or better.
To use NNTP requires an NNTP connection to *somewhere*.

HOST NAME

Hopper.ITC.Virginia.EDU
(Probably also on Aminet)

DIRECTORY

pub/amiga

FILE NAME

GRn-2.1.lha

PRICE & DISTRIBUTABILITY

GRn 2.1 is copyright 1992 - 1994 by Michael B. Smith.
GRn is copyright 1991 - 1992 by Michael H. Schwartz.

Freely distributable but not public domain, GRn is freeware. You are free to send me money if you want. My address is in the documentation.

1.21 LazyBench v1.14

TITLE

LazyBench

VERSION

1.14

COMPANY

None

AUTHOR

Werther 'Mircko' Pirani
e-mail: werther@karunko.nervous.com

DESCRIPTION

LazyBench is a little utility for lazy people with a hard disk crammed full of goodies which are too difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers...

LazyBench installs itself as a commodity, adds an item under the Workbench "Tools" menu and waits in the background. Use its hot key combination to pop up its window, then select an item from the list displayed to launch your favourite application with no need to mess around with windows and drawers: if you can click on it, LazyBench can launch it!

This is LazyBench V1.14: OS 2.xx only, font sensitive, Style Guide compliant and fully configurable.

Features:

- * No extra libraries, handlers or devices required;
 - * Very small: just 18116 bytes!
 - * Supports both Tools and Projects;
 - * Unlimited number of entries in the configuration file which is a plain text file containing a list of paths to your applications. The configuration file can be edited/created with any text editor or from within LazyBench itself.
 - * Supports virtual screens in any resolution. No matter how big your screen is, LazyBench always pops up its window in the upper left corner of the visible part of the Workbench screen. Alternatively, you can make LazyBench open its window at a fixed position.
 - * Each LazyBench gadget (including the ListView scroller) has a single key equivalent, so you could use it even without a mouse!
 - * Supports standard commodities Tool Types like CX_POPUP, CX_HOTKEY and CX_PRIORITY, plus many more to give you full control over its behaviour and GUI;
 - * 100% font sensitive. You can choose to use either the System Font,
-

the Workbench Icon Font or the Screen Font: LazyBench changes its window dimensions accordingly!

SPECIAL REQUIREMENTS

Kickstart/Workbench 2.0 or higher.

HOST NAME

Any AMINET host, i.e.
(ftp.wustl.edu (128.252.135.4))

DIRECTORY

/pub/aminet/os20/wb

FILE NAME

LazyBench114.lha (size: 23718 bytes, docs included!)

PRICE

Absolutely free! :-)

DISTRIBUTABILITY

Freely Distributable. Copyright (c) 1993,94 Werther 'Mircko' Pirani

LANGAUGE

English

1.22 MUI File Request v1.1

NAME

MUI Fido File Request 1.1

DESCRIPTION

MUI Fido File Request is a GUI for selecting files from a filelist, which almost every Fidonet mailbox provides for download.

The list of selected files is written to a .REQ-file in your outbound directory.

The next time you call up your Fido Boss these files are automatically downloaded by your Fidonet communications software.

CHANGES

1.0 Initial release (23.01.94)

1.1 (17.02.94)

- clipboard support
- 4D addressing is used for the request file
- multiple nodes
- download of the selected files
- XPK support
- appending of passwords to the selected filenames

HARD- AND SOFTWARE-REQUIREMENTS

- Amiga OS 2.04
- WB 2.1 (if you want to make use of localization)
- Stefan Stuntz' Magic User Interface 2.0 or better

INSTALLATION

Installer script supplied.

DOWNLOAD

Any Aminet site, e.g.

Switzerland	litamiga.epfl.ch	128.178.151.32	pub/aminet/
Scandinavia	ftp.luth.se	130.240.18.2	pub/aminet/
Germany	ftp.uni-kl.de	131.246.9.95	pub/aminet/
Germany	ftp.uni-erlangen.de	131.188.1.43	pub/aminet/
Germany	ftp.cs.tu-berlin.de	130.149.17.7	pub/aminet/
Germany	ftp.uni-paderborn.de	131.234.2.32	pub/aminet/
USA	ftp.wustl.edu	128.252.135.4	pub/aminet/
USA	ftp.cdrom.com	192.153.46.2	pub/aminet/
USA	merlin.etsu.edu	192.43.199.20	pub/aminet/

DIRECTORY

comm/fido

FILE NAME

MUIFFR11.lha

FURTHER SOURCES

FIDO:

Mowgli 2:242/7 +49-(0)241-40 59 49
2:2452/107

DISTRIBUTABILITY

Freely distributable, but copyrighted.

AUTHOR

Martin Steppler

Internet: steppler@pool.informatik.rwth-aachen.de
ADSP: steppler@cookies.adsp.sub.org

Fido: 2:242/7.12 Martin_Steppler@mowgli.fido.de
 FidoLite: 2:2452/107.12

1.23 Portal

```

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

```

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information

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

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

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

Over 1.5 GIGabytes of Amiga-specific files

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

Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.

Twenty Amiga vendor areas with participants like AmigaWorld, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.

35 "regular" Amiga libraries with thousands of files. Hot new stuff arrives daily.

No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.

Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. Famous Amiga folks aren't the exception on Portal, they're the norm.

Vast Message bases where you can ask questions about *anything* Amiga related and get quick replies from the experts.

Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi, Director and Landscapes are fed right into the Zone message bases.

Read months worth of postings. They don't scroll off, ever!
No need to clutter your mailbox with them.

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

Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.

Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.

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

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

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

Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal.
(PortalX requires Workbench 2.04 or higher)

And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

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

Portal Signup or for more information:

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

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

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

Total	Total	Total	Total
Cost	Cost	Cost	Cost

	Startup Fee	Monthly Fee	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.

1.24 Dealer Directory

%%
%% Dealer Directory %%
%%

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

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

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

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

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

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

Fax: (0392) 423 480
Internet: brian_fowler@cix.compulink.co.uk

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

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

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

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

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

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

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

portions therein may not be edited in any way without prior written permission. However, translation into a language other than English is acceptable, provided the original meaning is not altered. Amiga Report may be distributed on privately owned not-for-profit bulletin board systems (fees to cover cost of operation are acceptable), and major online services such as (but not limited to) Delphi and Portal. Distribution on public domain disks is acceptable provided proceeds are only to cover the cost of the disk (e.g. no more than \$5 US). Distribution on for-profit magazine cover disks requires written permission from the editor or publisher. Amiga Report is a not-for-profit publication. Amiga Report, at the time of publication, is believed reasonably accurate. Amiga Report, its staff and contributors are not and cannot be held responsible for the use or misuse of information contained herein or the results obtained there from. Amiga Report is not affiliated with Commodore-Amiga, Inc., Commodore Business Machines, Ltd., or any other Amiga publication in any way. All items quoted in whole or in part are done so under the Fair Use Provision of the Copyright Laws of the United States Penal Code. Any Electronic Mail sent to the editors may be reprinted, in whole or in part, without any previous permission of the author, unless said electronic mail specifically requests not to be reprinted.

%%%

1.26 Columns and Features

From the Editor's Desk	Saying it like it is!
Amiga News	News and Announcements
CIS Conference	With ASDG staff
UseNet Review	AmiBack 2.0g
UseNet Review	Liberation CD32
MS-DOS Blues	And marketing the Amiga
Reader Mail	The readers speak!
UseNet Review	Bars and Pipes Pro v2.0
Philosophical Wax	Commentary from the Rambler!
Emulation Rambler	Feeling the need for speed

1.27 About Amiga Report

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

1.28 Commercial Online Services

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

1.29 Files Available for FTP

ARTM v2.0	Systems monitor to change system structures
DDLI v3.20	Duniho and Duniho Life Pattern Indicator
EAGUI.library v2.1	Enviroment Adaptive GUI
GRn v2.1	GadTools Read News (newsreader)
LazyBench v1.14	Launches files from TOOLS menu
MUI File Request v1.1	GUI for selecting files

~~~~~  
 The most downloaded files from wustl.edu during the week until 28-Feb-94

| File                 | Dir        | Size Description                                |
|----------------------|------------|-------------------------------------------------|
| -----                | ---        | ----                                            |
| PPShow40.lha         | gfx/show   | 79K+ILBM/ANIM/GIF/JPEG/DataTypes viewer         |
| SysInfo323.lha       | util/moni  | 48K SysInfo v3.23                               |
| motowb.lha           | util/wb    | 30K+Motorola backdrops for MagicWB.             |
| DiskSpareDevic16.lha | disk/misc  | 15K+Use 984kB or 1.968MB floppy disks!          |
| Incinerator.lha      | game/demo  | 236K 3d Missile Command type game playable demo |
| MWB_Icons-1.1.lha    | util/wb    | 39K+Another MagicWB icon collection             |
| AGA-Klondikel-3.lzh  | game/think | 394K+Klondike AGA, Works on 1200/4000           |
| lx103.lha            | util/arc   | 34K+Fast LhA compatable dearchiver/decompressor |
| whats-up.lha         | mods/pro   | 464K+4 Non-blondes techno mod                   |
| RDS20.lha            | gfx/3d     | 123K+Random dot stereogram generator v2.0       |

~~~~~

1.30 NOVA

* NOVA BBS *

Official Amiga Report Distribution Site

* Running Starnet BBS *

Wayne Stonecipher, Sysop

FidoNet 1:362/508

An Amiga Software Distribution Site (ADS)

615-472-9748 USR DS 16.8 24hrs - 7 days

Cleveland, Tennessee

1.31 In The MeanTime

* IN THE MEANTIME BBS *

Official Amiga Report Distribution Site

* Running AXShell *

Robert Niles, Sysop

rniles@imtired.itm.com

509-966-3828 Supra V.32bis 24hrs - 7 days

Yakima, Washington

***** Notice *****

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus

we will no longer be accepting File REQuests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted. For the west coast call Cloud's Corner to FREQ the latest edition of Amiga Report.

Those who call for the latest edition of Amiga Report, and who do not wish to establish an account, log in as guest with the password of "guest". At the prompt type "ARMAG" (without the quotes).

1.32 Cloud's Corner

```
* CLOUD'S CORNER BBS *
  Official Amiga Report Distribution Site
MebbsNet/Starnet Support/Distribution Site West Coast USA
  * Running MEBBSNet BBS *
    Larry Cloud, Sysop
    FidoNet: 1:350/30
    MaxNet: 90:180/10
    Internet: larryc@hebron.connected.com
206-377-4290 USR HST DS 24hrs - 7 days
    Bremerton, Washington
```

New users can call and get ANY copy of Amiga Report. These are considered "free" downloads, they do not count against any file ratio. The latest issue of Amiga Reports can be Freq'ed (FileREQusted) from here as "AR.LHA", as "AR" or as ARxxx.LHA where xxx is the issue number. Freq's are valid at ANY time.

For users interested in reading AR, but who do not have access to AmigaGuide, you can freq ARBUL and get the AR in bulletin form. This service is provided for persons who do not have AmigaGuide (such as IBM users). Please note that any pictures distributed with the "regular" Amiga Reports archive will NOT be sent with this freq. This file is not available for dial-in users, but you can read bulletin #5 with your capture buffer open and get the same file.

NOTE: This system is currently down.

1.33 Biosmatica

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

1.34 Amiga Junction 9

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

Line 1 +44 (0)372 271000 14400 V.32bis/HST FidoNet 2:440/20
Line 2 +44 (0)372 278000 14400 V.32bis only FidoNet 2:440/21
Line 3 +44 (0)372 279000 2400 V.42bis/MNP

Internet: user_name@junct9.royle.org

1.35 BitStream BBS

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

1.36 Realm of Twilight

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

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

1.37 Metnet Triangle

METNET TRIANGLE SYSTEM
Official Amiga Report Distribution Site
UK Support for Mebbsnet
* Running Mebbsnet and Starnet 1.02a *
Jon Witty, Sysop

FIDO: 2:252/129.0
 24 hrs - 7 days
 Line 1: 44-482-473871 16.8 DS HST
 Lines 2-7: 44-482-442251 2400 (6 lines)
 Line 8: 44-482-491744 2400
 Line 9: 44-482-449028 2400
 Voice helpline 44-482-491752 (anytime)

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

1.38 Omaha Amiganet

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

1.39 Amiga-Night-System

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

1.40 Ramses Amiga Flying

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

+33-1-60037713 V.32bis
+33-1-60037716 1200-2400

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

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

1.41 Gateway BBS

* THE GATEWAY BBS *
Official Amiga Report Distribution Site
* Running Excelsior! BBS *
Stace Cunningham, Sysop
Dan Butler, CoSysop
24 hrs - 7 days
InterNet: stace@tecnet1.jcte.jcs.mil
FidoNet: 1:3604/60.0
601-374-2697 Hayes Optina 28.8 V.FC
Biloxi, Mississippi

1.42 Talk City

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

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

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

1.43 Amiga BBS

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

Estado de Mexico, Mexico

1.44 The Stygian Abyss

```

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

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

Over 4 GIGS of files  I  Over 3700 MODS  I  Over 120 On-Line Games
    Tons of digitized sounds  I  Over 15,000 GIFS
Supporting:  Amiga  I  IBM  I  Macintosh  I  C=64/128
    SIR SAMMY-SysOp      Enter.....If you dare!!

```

1.45 Amiga Do PC BBS

```

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

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

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

Freq AREPORT for the newest issue avaiable.

```

1.46 Comm-Link BBS

```

* COMM-LINK BBS *
Official Amiga Report Distribution Site
* Running Excelsior Pro *
604-945-6192  USR DS 16.8
    24 hrs - 7 days
Fido: 1:153/210.0
AmigaNet 40:800/9100.0
InterSports: 102:540/305.0

```

PussNet: 169:1000/305.0
InterNet: steve_hooper@comm.tfbbs.wimsey.com
Steve Hooper, Sysop
Port Coquitlam, B.C. Canada

1.47 Phantom's Lair

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

1.48 Tierra-Miga BBS

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

1.49 Freeland Mainframe

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

1.50 LAHO


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

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

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

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

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

1.51 Falling BBS

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

1.52 Command Line BBS

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

1.53 Rendezvous BBS

* RENDEZVOUS BBS *
Official Amiga Report Distribution Site - New Zealand
New Zealand Excelsior! BBS Support Site
* Running Excelsior! Professional BBS *
David Dustin, Sysop
Internet: postmaster@eclipse.acme.gen.nz
+64 6 3566375 Supra V.32bis 24hrs - 7 days
Palmerston North, New Zealand

1.54 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"

1.55 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

1.56 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

1.57 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

1.58 Continental Drift

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

1.59 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

1.60 Moonlight Sonata DLG

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

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

Keyboards: Erno Tuomainen

BBS Software: Dialog Pro BB/OS

1.61 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

1.62 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