

ar206

COLLABORATORS

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WRITTEN BY		August 10, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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NOVA	Cleveland, Tennessee
BIOSMATICA	Portugal
AMIGA JUNCTION 9	United Kingdom
BITSTREAM BBS	Nelson, New Zealand
REALM OF TWILIGHT	Ontario, Canada
METNET TRIANGLE	Kingston Upon Hull, England
AMIGA-NIGHT-SYSTEM	Helsinki, Finland
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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

1.3 Amiga Report Main Menu

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. 2.06	February 11, 1994
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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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- The Editor's Desk • Compuserve Conference • FTP Announcements
- Reader Mail • Dealer Directory • Distribution BBS's

» SPECIAL FEATURES «

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Emulation Rambler .....Jason Compton
Usenet Review: Space Hulk .....Brian Mogged
Usenet Review: MainActor .....Keith Christopher
Calcomp DrawingBoard III .....John Collier
The CD32 .....Thomas Reamer
Simlife AGA Review .....Brian Salsbury
Philosophical Wax .....Jason Compton

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%%                                DELPHI  ·  PORTAL  ·  FIDO  ·  INTERNET                                %%
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1.4 The Editor's Desk

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Editor's Desk                                                    By Robert Niles %%
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The response has been just fantastic!! We have been receiving articles, comments, queries, and such from people all over. We've received a quite a few new articles, and I believe more are on the way!

I thank you all for your interest and your help!! If we can keep this up, then this magazine is going to flourish! No problem!

Well, this is my first week as editor for Amiga Report. There's been some changes that you most certainly will notice, and some that might not be so apparent. We've added new staff (and will be adding more), moved things around, removed some things (some permanent, some not). Hopefully to make this magazine even better. We're not done yet but, you'll have to let me know if we succeed!

With all the changes going on, we're going to take a week off to regroup and to reorganize ourselves. Also to just give us all a break and refresh ourselves. But don't stop those articles and information from coming in. We'll need them for the next Amiga Report! Which will be out on the 25th of February.

On one final note. CERT has put out an advisory stating that someone or a group of people have been able to access individual's passwords from many sites on the Internet. CERT advises that people should change their passwords as soon as possible. CERT and the FBI are investigating the incident. As of right now Internet sites have been instructed on how to combat this problem. So for your own security, please change your passwords and spread the word!! (Thanks to Harv of Portal's Amiga Zone for this information)

Enjoy!

1.5 Delphi

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%      Delphi Internet Services -- Your Connection to the World!      %%
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Amiga Report International Online Magazine is available every week in the Amiga SIG on DELPHI. Amiga Report readers are invited to join DELPHI and become a part of the friendly community of Amiga enthusiasts there.

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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

Assistant Editor
=====

R. Gideon

Internet: rgideon@hebron.connected.com

```
Emulation Editor
=====
```

Internet: Jason Compton
jcompton@tcity.com

European Editor
=====

Jesper Juul

Internet: norjj@stud.ham.aau.dk

1.7 UseNet Review - Space Hulk

[illegible]

PRODUCT NAME

Space Hulk

BRIEF DESCRIPTION

A 3-dimensional space game which has you going about shooting millions of aliens and finding rare artifacts. Based largely on the GDW classic board game.

AUTHOR/COMPANY INFORMATION

Name: Electronic Arts

Address: Slough
PO Box 835
Slough, Berkshire,
SL3 8XU

PO Box 7586
San Mateo CA 94403-7586
USA

Telephone: (315) 572-ARTS (USA)
(0735) 546465 (UK)

E-mail: 76004.237@compuserve.com (US)
ea@cix.compulink.co.uk (UK)

LIST PRICE

I paid \$44.95 (US). I do not know the list price.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

On the outside of the box it is written that it will run on the Amiga 500, 500+, 600, 1200, 2000, and 3000. It does not state that it will run on an A4000 HMMM!!!

SOFTWARE

None.

COPY PROTECTION

None, that I can tell.... They tell you to make a backup of all the disks before you play the game. The game will write to disk 3 extensively.

MACHINE USED FOR TESTING

Amiga 2000 with GVP 3001 card
8 megabytes RAM
Two floppy drives
120 meg hard drive

I tried to run it on:

Amiga 1200
MBX030 board with 4 megs of memory,
Two floppy drives
200 meg hard drive

INSTALLATION

No installation. Just put disks in the floppy drive and boot up the Amiga.... See "DISLIKES" below for complaints.

INTRODUCTION

In October of 1993, I went down to my local Amiga store to buy *Hired Guns*. Well, *Hired Guns* was not out yet, but they just got in *Space Hulk*. I had played *Space Crusade* from Gremlin and this looked close to it. So after a few minutes, I made the impulse buy of my lifetime. I bought *Space Hulk* and returned home with a smile on my face.

BRIEF SUMMARY OF THE GAME

For those people who are not familiar with this game, here is a short summary of what it is all about. The game takes place in the far dark future. What happens is that warp space travel becomes commonplace. After thousands of years, there have been space ships that became lost in warp space itself. Every once in a while, a ship that has been lost might appear in real space for a while and then disappear. These ships are called *Space Hulks*. On some of these *Space Hulks* are some creatures who are called *Genestealers*. To make this explanation easier, *Genestealers* are evil and must be destroyed in all cases.

You control up to ten *Space Marines*. *Space Marines* are armored warriors who have amazing amounts of weaponry. After selecting the level or "continue a save game", the player is given a mission to accomplish. These missions are like kill all *Genestealers*, get an ancient object, or both. After the mission briefing screen and after the game loads up, you are greeted with a "READY!" out of the speakers. On the screen in five windows is the front view of the players that you control. The bigger window is the player you directly control. With the player you can directly control you can tell him to shoot his gun, turn right, turn left, and open and close doors. In the bottom left corner of the screen is a radar map that shows the aliens, your people, and the hallways themselves.

There is also on the bottom right corner a freeze button and a pause button. The freeze button is very important: when activated, the game is paused, but you can enter commands for the *space marines* to do. The players

have only so much freeze time, and freeze time is used up when you have it activated. To accumulate (or recharge) freeze time the player must let real time go by. If you click on the map instantly a map screen comes up. This map screen contains on the right side of the screen a scrollable map of the areas that you KNOW. This means that if you do not know (or see) an area it is not visible on the map screen. This map screen is updated in real time so you will see blips moving on the screen and the marines will move on the map. Map screen has all the commands that the player can do as selectable commands. At this point the player can tell up to five commands ahead to any space marines that he controls. That is basically the whole game.

GAME CONTROLS

Is mostly an a simple point-and-shoot control method as described above. Not that bad. They are keyboard commands to select specific teammates and to tell the same commands to different terminators. Not very many commands after that.

GAMEPLAY

The game itself has four sets of adventure: a tutorial, an advance tutorial, Space Hulk original missions, and the Deathwing Campaign. The game itself is hard. Very hard. Maybe just a little too hard. I can't seem to finish one of the advance tutorial missions and I TRIED my hardest. I wish the tutorial were just a little more gradual. I always like to die in under thirty seconds and then reload the whole mission back in :-).

DOCUMENTATION

The documentation is in three books. Two of the books are written specifically for the IBM version, and the third book is strictly for the Amiga. The documentation is very good and it explains ideas and concepts much better than I do. :-) The manual is very good and gives enough detail so people who have never heard of the Game Design Workshop game would be able to play this game effectively. Nice pictures in the book really give a good atmosphere for the game.

LIKES AND DISLIKES

I like the sound effects in the game itself, they are very appropriate. When you walk forward the view screen does not Immediately step forward. The view scrolls forward. The control system is not bad.

And now, time for "Dislikes, or Why I Want To Kill Electronic Arts."

I would like more freeze time. I overall would prefer to have a true freeze time where I can freeze indefinitely and take as long as I like to make any decisions on that map.

I also have problems closing doors in the game. Sometimes the door closes, sometimes it doesn't: it is very touchy.

The graphics are VERY dithered in the front view. In the manual,

they state that they rendered the graphics originally on the Amiga in Real 3D. It looked like they render the graphics in 256 colors and ran it through a poor video software that was told to convert it to 4 colors. There is no voice in the mission briefing scene (there is a voice in the original IBM version).

It keeps one save game at a time per disk. So you must copy disk 3 another time if you want to play another game. It will erase a saved game on the disk if you start another game up.

Now, Electronic Arts in their infinite wisdom made Space Hulk for the Amiga in three non-copy-protected dos disks. Now this seems good, except that you CANNOT install the disks on the hard drive. I thought that I could live with this, but even on a failed mission the disk access to reload the same mission takes about two minutes! What is even worse with just two floppy drives you will still be swapping disks!!! This makes the game completely WORTHLESS!!!

COMPARISON TO OTHER SIMILAR PRODUCTS

It is natural to compare Space Hulk to Space Crusade. Simply put, Space Crusade is a license from Game Design Workshop. To describe it simply: take the three dimensional parts of Space Hulk. Play always on the map screen and give the player all the time in the world to decide. Space Crusade is a very fun game! Space Hulk isn't.

Hired Guns is very close to Space Hulk. But, Hired Guns looks so much better, and in the long run I feel I have more control in Hired Guns. Hired Guns is a great game, Space Hulk is bad!

BUGS

Well, it does not run on an Amiga 1200 with a MBX030 board in it! I have tried everything.... It works with my 1200 without the MBX030 board but not with it in. Strange....

VENDOR SUPPORT

I have twice tried to e-mail the vender and have received no answer. I have called Electronic Arts (American phone number) and got no useful response.

CONCLUSIONS

After two weeks of owning Space Hulk I went back to my local Amiga store and bought Hired Guns. I have not really touched Space Hulk since....

Overall, I really hate Space Hulk. Poor graphics, no hard drive support, swapping disks with two floppy drive, long load times, and not working on my 1200 with the MBX board in really kills this game in my opinion. If this type of game interests you, go out and buy Space Crusade or Hired Guns.

Also after this experience, Electronic Arts have now taught me only to buy hard drive installable games that also state they will work on the A4000. Well, Electronic Arts, I used to buy a lot of software from you people but looks like you have lost a very loyal customer. (But I will always consider Racing Destruction Set and Mail Order Monsters as two of the top ten best games on all computer and video game systems for all time, even though they are made by Electronic Arts. Hey, where are the Amiga Ports of those two fine games?)

I would definitely update the review if some fortunately soul figured out how to make it run on my 1200 with an MBX board, or to run the game directly from the hard drive. But since I have been trying off and on for three months I doubt it would be possible....

My rating is one and a half stars out of five.

Space Hulk, Space Marine, and Genestealers are trademarks of Games Workshop LTD.

Brian.S.Mogged@uwrf.edu

1.8 Calcomp DrawingBoard III

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Calcomp DrawingBoard III                                     by John Collier %%
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After reading the last AMReport (2.05), about how they aren't getting many user submissions, I decided to try and help out and write an article. My spelling and grammer aren't the greatest and I don't write often but I figured if my favorite computer is to survive these days I need to be an active supporter. Before I start with my mini-review I would like to describe my setup, I have an A4000/040 with 18megs ram, 2-Syquest 88's, 1-Maxtor 250meg HD, 1-Quantum 80meg HD, 1-Chinon 435 CDrom drive, 1-Archive Viper SCSI Tape drive, 1-SupraFaxModem V.32bis, an A4091 Scsi II controller, GVP I/O board, Emplant Deluxe board, GVP Spectrum display board (great, unsuspected, Christmas present from the folks) and a Calcomp DrawingBoard III (A great Christmas present to myself), and the subject of my review.

Well with that said I would like to talk about my experiences with my Calcomp DrawingBoard III. I've always dreamed of having one of these babies, it's much more natural to draw/paint with a pen than a mouse, I once heard, or read that doing artwork with a mouse is like drawing with a bar of soap, I totally agree! I chose the Calcomp because it had all the features I wanted, cordless pressure pen, cordless cursor, reasonable price, and most importantly it seemed to be well supported on the Amiga. In fact the included driver installed flawlessly and integrates perfectly with most of my Amiga software.

Upon first arrival I was disappointed to learn that it didn't come with a cursor (they call it a cursor, I call it a mouse), just the pressure pen. I had assumed it came with both and I was quickly told, after calling my dealer, that the DrawingBoard III only comes with the pen. Well, that wouldn't do so I had to shell out \$80 more to get the cordless cursor, a

very nice mouse, in fact, it feels much better in the hand than my Boing mouse. My plans were to get rid of the Boing after I got the Calcomp up and running (since my Boing mouse pad has some badly worn spots on it) but I soon learned that wasn't to be. It seems the Emplant software isn't compatible with the Calcomp Cursor, it will recognize button clicks but not any movement of the mouse. Also Prowrite 3.3.2 will not let me highlight text with the Calcomp mouse and games such as FighterDualPro II, which take over the system, do not recognize the Calcomp. So the bottom line is I must keep the Boing off to the side for these situations. The Tablet plugs into any of your Amiga's serial ports, I used one from my GVP I/O board. As I said previously the software installer worked without a hitch and has a variety of different configurations, I mainly stuck with the defaults except for the data rate. They recommended setting it to the highest level if you had a 68040.

The Calcomp mouse and pen works fine with most of my software, including Pagestream, PortalX, Aladdin, Typesmith, Art Expression, ADPro, ImageMaster R/T, DeluxePaint IV, all the EGS software, including Spectrum Paint. It didn't work properly with Prowrite 3.3.2, it won't let me highlight text or properly pull down menus and games like FDPPro II, which take over the machine probably nuke the Calcomp driver (my untechnical opinion). The cordless pressure pen is fantastic for drawing but I find the speed of DPiV (v6) to be a big disappointment. The pressure feature of DP is also messed up, it won't let you use the one pixel brush in the pressure mode. You have to start with the 4 pixel one, why?? I found myself using the EGS Spectrum Paint program more, even though it doesn't support the pressure feature, it also ran faster in 24bit 800x600 mode than DP did in 8bit 640x400 and has a fantastic airbrush tool. I guess I will be purchasing a more capable Paint program in the future, one that directly supports a pressure pen and doesn't move like a snail.

I have one complaint about how the tablet works with my workbench. Only a small area of the tablet is used for my Spectrum generated 800x600 intuition workbench (around 2x2 inches), where the whole tablet is used (12x12) for AGA generated screens and the EGS workbench. I think this is probably not the Calcomp drivers fault but rather the way the Spectrum Workbench driver operates, although now that I'm used to it I rather like it. It moves fast and you don't have to run the cursor 12 inches down your desk to get to the other side of your workbench :-)

Overall I think this tablet is great. It makes computer art a much more pleasant experience.

John Collier

John Collier ** FAT AGNUS BBS 914-429-7765

1.9 UseNet Review - MainActor 1.23

%%
%% UseNet Review - MainActor 1.23 by Keith Christopher %%
%%

PRODUCT NAME

MainActor 1.23

BRIEF DESCRIPTION

MainActor is a modular animation package.

AUTHOR/COMPANY INFORMATION

Name: Markus Moenig
Address: Im Johannistal 36
52064 Aachen
Germany

Telephone: (49)-241-71844

E-mail: moenig@pool.informatik.rwth-aachen.de
FIDO: 2:242/7.13

LIST PRICE

There are two types of registration on this product:

Package 1: \$50 (US), which gets one a packet containing:

- o A TeX set, printed/bound handbook.
- o The latest version of the program.
- o A keyfile.
- o Two free updates (author must be contacted for them).

Additional updates are \$20 with and \$10 without a printed handbook.

Package 2: \$25 (US), which gets one a packet containing:

- o The latest version of MainActor.
- o A key file.

Additional updates cost the same as above. No free updates here.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

NONE.

While no substantial RAM is required, more is better.

While it is not required to run, a hard drive should not be considered optional. (How long can an animation be on a floppy?)

Worked great on my A2500/020 and on my A4000/040 !

A faster CPU will mean increased performance, but is not

necessary to run this software.

SOFTWARE

AmigaDOS 2.0 or higher is required.

Flawless operation under AmigaDOS 3.0. It even has AmigaDOS 3.0 specific functionality -- see later in the REVIEW section.

COPY PROTECTION

None. However a nasty and VERY bothersome requestor will popup during saving/loading of animations in the unregistered version. This is very annoying.

The program installs on a hard drive simply by dearchiving it into the partition you wish.

MACHINES USED FOR TESTING

Amiga 2500 68020/881, 8 MB Fast RAM, 1 MB Chip RAM.
52 MB hard drive.
Commodore 68020 daughter board.
Kickstart 2.05

Amiga 4000/040
Kickstart 3.0

REVIEW

Like many other animators, I felt the need to take my work and show it to many of my friends. Of course not all of my friends own an Amiga. Solution? Convert my animations to a style that they can display. I asked around and no one knew how to it except using a klunky method: load the animation, save each frame as an IFF file, then convert each to GIF format, copy the files to a PC, and run filmmaker(TM) or GRASPRT(TM) and convert it. No way! I thought this was to be my destiny until someone mentioned a program called MainActor.

I ftp'd the file from my favorite Aminet site. I thought this program can't be much as I downloaded it from my unix host, since it was only 371K. I thought it is probably a command-line style program, slow and klunky. Boy was I wrong!

I unarchived the LhA file, which nicely created its own drawer. After double clicking the drawer, it opens to a nicely sized window. First impressions: bravo to the icon creator (who I later find out is Norbert Bogenrieder). These icons are professional looking, very creative, and sit nicely on a Workbench screen. The next thing I see is a README file, a Prefs drawer, Doc drawer, and an ARexx script drawer.

The two main programs are MainActor (the main program) and MainView (MainActor's external player). I double clicked on the MainActor icon and was presented a very nice screen with several smaller windows. First is the

Project View Settings window, used to define screen attributes as well as the animation display mode (whether to play the anim in a window or on its own screen). Second is the Project window, which controls which type of animation is loaded and in what format it is saved.

A nice thing about MainActor is the modular setup. It has modules much like ADPro(tm) for loading and saving. These modules make it easy to upgrade: simply get a new module and put it into its proper directory. The currently supported modules (Version 1.23 Rel 1/94) are:

Loaders	Savers
-----	-----
DL	FLC
FLC (>320x200 FLI's)	FLI
FLI	IFF_ANIM5
IFF_ANIM5	IFF_ANIM7_16 and 7_32
IFF_ANIM7_16 and 7_32	IFF_ANIM8_16 and 8_32
IFF_ANIM8_16 and 8_32	
Universal (automatic)	
Universal_Merlin	
Universal_PicassoII	
Universal_Retina	

These may be updated simply by adding more modules!

Next is the Project Control Panel, which has the buttons to control anim loading, saving, playing, unloading, appending, and showing the current frame. Basically, this window causes the magic.

Then there is a Project information window. This has buttons for displaying information about the anim, profiling the size or the time base and the bitmap time. This is a MOST information window: a MUST for making FLI animations, as the PC timing differs from Amiga timing. Last but definitely not least is the text output window or the console window. This window spits out more information about what the program is doing. From this I learned that FLI's may only be 320x200x256.

The program menus are pretty much self-explanatory. The Project menu allows one to open a new project, run control panel functions, configure the program preferences, and iconify the program (a very, very nice option -- one of the most desirable functions any program should have). As I write this review, I have a 68 frame animation loaded in MainActor (iconified), and am downloading using zmodem and still getting 1620 CPS on a binary transfer! This includes when I was saving my anim to FLI format and it rang up approximately 1 frame per second on my A4000. Basically, this program multitasks VERY well. There is a Misc menu which controls the opening and closing of animations, and the selection of frames to edit/load/save/view. There's a Text Buffer menu which allows one to print the text buffer, save it as a file, or the it. (This refers to the text output window.) There is an ARexx menu... anyone wonder what that is used for? Running ARexx scripts. Lastly, there is a Windows menu which allows one to decide which windows should open on the screen. The menus are well laid out, and almost all of the commands have keystroke equivalents.

For only 371K (packed size), this program has a lot of horsepower. I converted a 200 frame animation I created into an FLC format, and it broke down to 2 frames/second! Very nice. This was running alone and in RAM.

WOW! Now to all my friends who have a PC: wait until you see the animations an Amiga can create! This however is not the only thing this program is useful for. Say you wanted to grab a particular image from an FLI animation you've seen and put it into you Amiga animation. Simple. Load the animation, select the particular frame you want (highlight it and then select Show from the control panel to see if it's the correct one), then click on the Select save module button in the project window. When the requestor comes up, click on the animation saver bar and it flips to PICTURE saver! Save it as IFF and incorporate it into your anim!

That's right: not only can one load/save in various anim formats, but also MainActor allows one to load/save the following picture formats:

LOAD	SAVE
----	----
GIF	IFF
IFF	Workbench Icon <---most cool!
PCX	
Universal (autoload type)	
Universal_Merlin	
Universal_PicassoII	
Universal_Retina	
Workbench-Icon	

MainActor also has excellent ARexx support, with more scripts planned for the future! For those ARexx junkies out there, this ranks up there!

This program ranks in my high priority backup directory: don't want to lose this one due to hard disk crash.

This software is not copy protected; however, during the course of saving a anim to FLI format I kept getting the requestor every 2-3 frames. This requestor freezes up the processing of you anim until you click OK. I decided that I couldn't wait until my key file arrived. Markus sent the key via email, and much to my pleasure, this program flows smoothly now. The documentation comes in 2 basic versions: disk based and printed TeX bound. The printed documentation is very well done! It is staple bound and on a very good bond paper. It is well organized and easy to read. Good font choices. The disk based documentation is also well organized (AmigaGuide format) and covers the use of the software very well! The differences between the two? Other than the obvious that one is printed and one is diskbased, the printed documentation comes with the \$50 registration package and the diskbased comes with both the \$50 and the \$25 documentation.

The program is registered by placing your personal keyfile in the L: directory and then assigning MainActor to where ever you installed it: i.e., "assign MainActor: hd3:MainActor".

I didn't get a disk due to my lack of patience and my getting the archive and key file via email. Markus sent them to me the very next day, and when I had a question he answered it in the same manner.

This software is one of the most useful software packages I've used! It is almost hard to believe it's shareware. I think ASDG ought to look into this software!

I've been waiting for software that will do what this does! It even

has an ICONIFY option! (Which I think all programs should have.) This software multitasks like a champ and does what it is supposed to do. I created a 200 frame animation with some serious morphing and converted it into FLC format and (even though a couple of PC FLC players choked on it) it worked fine. I'm surprised ASDG hasn't contacted Markus and asked about buying it from him. This software has a very good user interface and works well under 2.X and 3.0! In fact, it operates a little faster under 3.0! If you animate and you want to convert it to a PC format or various other formats listed above, and want the easiest most trouble free way to do it, MainActor is for you! I really hope to see this software updated and would definitely like to see more coded by Markus.

EXCELLENT JOB MARKUS!!!!

Some exciting features planned for the future:

Faster Hard disk playback of IFFANIM formats.

Animation loader/saver for VRLIs (Vistapro format and Real 3d anim format)

MPEG and JPEG loader.

More ARexx scripts

Synching sound.

More special modules for commercial hardware..

The archive comes with online documentation in amigaguide format, ASCII format, and DVI format. The guide files are well laid out and easy to navigate. The information is complete.

DOCUMENTATION

MainActor comes in two different versions, one with printed documentation and one without.

The printed documentation is in TeX format and is very clear and concise in describing the features on this software. It is also an attractive manual, that is printed on a good bond paper so one doesn't have to worry too much about tearing. The font size is easy to read and the manual is very well laid out.

The disk based documentation comes in 3 different formats:

AmigaGuide: Very well organized and detailed, well done!

ASCII: The icon defaults to call more and is the ASCII version of the guide documentation.

DVI: Didn't look at it. (no need to really. I had the printed and amigaguide docs!)

LIKES AND DISLIKES

I most liked the modular programming, this will make upgrades/updates easy and painless. New modules, copy then in the respective drawer(s) (loaders/savers) done.

I have to mention the ICONIFY menu option (A. <- keystroke option) it worked flawlessly! I am always a fan of this option.

Improvements? I would love to see an MPEG saver! I spoke to Markus about this and he said that in the event he could get information on it, he would give it a try, but thought it was beyond his programming ability. After seeing MainActor in action I don't think anything is beyond Markus's skill as a programmer. Sound support is promised in a future version. Which will be VERY nice!

GRASPRT saver also would be nice.

COMPARISON TO OTHER SIMILAR PRODUCTS

MainActor is alone in what it does and shines like a bright star!

ASDG's ADPro(tm) is the only package that I've see to come close, and we all know how much it costs! I think ASDG should take a look at Markus's software! While ADPro(tm) is the best of the best, I feel that MainActor ranks up there. I use it to do with animation what I use ADPro(tm) to do with image files.

BUGS

I had a problem running some animations I converted to FLC format on my PC (I need one for work compatibility) which had major morph sequences in them. After talking to Markus via email and trying a different FLC player, I determined it was the FLC player not the animation.

VENDOR SUPPORT

I emailed Markus about the above problem and he responded quickly and hammered out some suggestion which worked. Rating: A+. Markus knows his software and its limitations and high points!`

WARRANTY

Author is not responsible for misuse or damage caused by MainActor.
(Taken straight from the documentation.)

CONCLUSIONS

I have concluded that this product will stay in my Amiga software

collection as long as it maintains the quality (or better) that it has today.

***** (5 out of 5 stars!)

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1.10 CIS Conference

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% CIS Conference with Dave Haynie and Randell Jesup                %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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10:02:31 PM EST Thursday, February 3, 1994

MarkM/MOD:

<bang> <bang> <bang> goes the gavel. :-)

I would like to welcome you all to this online conference. It has been a long time since we have had a formal CO. I plan on getting many of them put together in upcoming months. Later this month we will have Utilities Unlimited as well as GVP. I have others slated for later.

Let me go ahead and send this formal stuff...

Greetings.

I would like to welcome our special guests Dave Haynie and Randell Jesup from Commodore. Dave Haynie is a Senior Systems Engineer with Commodore International Services Group.

Randell Jesup is the Operating Systems Development leader with Commodore International Services group.

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.

Randell Jesup:

Before we start, I'd like to let people know there are things we can't talk about, of course. Please keep that in mind.

KarlK: Guys, is anything being done about the port speed in the next generation?

Randell Jesup:

Port speed? which port?

KarlK:

Serial and Par

Dave Haynie:

We realize some limitations are present in the current serial implementation. The main problem is the lack of a FIFO, something that was added in the latest generation of PClone serial ports. We have looked into addressing that. On the other hand, we don't have any immediate plans to offer a complete IEEE 1284 parallel port, but it is likely that future systems will offer a faster mode that could conceivably become an IEEE 1284 work-alike.

Ron Romine:

Does the Custom Chips (Lisa & Alice) run at 7mhz or 14mhz? And if 14mhz, have they always had that speed capability?

Dave Haynie:

I guess that's a HW question too. The concept of "running at" a specific clock speed is an architecture-dependent thing. The Lisa chip's input clock is 28MHz (nominal), the Alice's input clock is 14MHz. Alice runs the same bus cycle as a 14MHz 68000, in terms of clock count. Lisa's data transfer is more like that of a 14MHz 68030, in terms of how much data is transferred per cycle (eg, Lisa runs a 32-bit burstcycle). The ECS and original chip set was also equivalent to a 14MHz 68000 in cycle speed.

Clark:

Any ideas to add a true spooler for printing & is DSP going to be there?

Randell Jesup:

No one is currently working on a spooler, though there are versions available in the PD I think.

As for DSP, there are already some DSP boards available (sunrise), and we've been making projects we don't currently have time to finish are available to developers. I think you'll see the ex-Commodore DSP board soon.

MarkM/MOD:

What is the real problem with A4000s that will not cold boot?

Dave Haynie:

The last I heard on that problem, it was some kind of start up problem with the Seagate IDE hard drives. I don't know the final analysis, although I don't believe it was a stiction problem (similar symptoms were due to this on some Quantums a few years back). Greg Berlin did find and address the problem several months back.

Randell Jesup:

Also, I think it was an interaction between the power-supply rise-time and the drive. It wasn't stiction, I heard the results from Schilling.

Ron Romine:

Is this a problem with IDE SPT and battmem not waiting long enough?

Randell Jesup:

No, it's the rise time of the PS voltage confusing the drive. Battmem isn't involved. Other drives are fine.

Dave Haynie:

The problem addressed was a drive-specific thing, related to the drive's initialization interacting with the power-supply startup. This is NOT the "traditional" Seagate slow-boot problem, which is a SCSI-specific thing if I'm not mistaken.

Dean/DKB:

In the next released OS, will there be support for multiple printers?

Randell Jesup:

Printers: If we can find time and resources, we'd like to get that done. It shouldn't be too hard. It's not top priority, of course.

Jim Philippou:

What type & speed processor are you planning for the Amiga NG?

Dave Haynie:

The next generation (which, incidently, will try to give some consideration to A3000/A4000 owners) will pick up with high speed '040s and '060s. Given a modular processor interface, and of course what you have all heard from Lew Eggebrecht's talks, RISC is a drop-in at some point as well.

Jim Philippou:

Are you planning to build any type CPU board that fits into an A3000 with the higher processing power?

Dave Haynie:

The A3000 currently supports A4000 processor modules (I'm soaking in one). The real problem, and why we did not recommend the A3640 module for use in the A3000, is that the 68040 came out significantly hotter than we had planned for. Going to 3V in future processors, plus some things we can do to our own system implementation, should (eg, we believe so at this point, I can't promise with absolute [certainty]) yield modules that work in all A3000/A4000.

Ron Romine:

Will "3.1" be a Workbench upgrade for "3.0-Roms", or require 3.1-Roms.

Randell Jesup:

3.1 WB will not require 3.1 roms. It will require 3.0 or above.

Mike Smith:

So when will we probably maybe see the "5000"?? i.e. is it finished yet?

Dave Haynie:

I can't give you a date for the Next Generation Machine (call it A5000 if you like, the name is a marketing decision, of course).

I have been at work on next generation technologies for the past 2-3 years, our chip group longer than that. We know what the system is going to look like, and have some idea of when things will be ready. The design was done a bit differently than in the past. Things are intended to be more modular. So you may see the first of these new things show up for the A4000 before the next generation system(s) actually are ready.

Chris Tolmie:

When will we see C= support CDROM drives for the A2-4000 series of Amigas?

Randell Jesup:

If you mean other than SCSI drives, I think Lew has mentioned that we're

working on some adapters. Not so much for getting cheap CDROMs (though that may be), but so you can use CD32 titles and access methods (and mpeg). We already support SCSI CDROM drives, and 3.1 has a CDFileSystem (from CDTV/CD32) included.

Erik Flom:

Re: the "Internal Audio Conn." on A4000s, what are the pinouts for this connector? I've found a vendor with an adaptor, but the sound level of the external audio is about half of what the internal Amiga Audio is. Is there some way of controlling the input level? (Like on PC sound boards? :^)

Dave Haynie:

I don't have the A4000 schematics handy. Last I recall, it was a 3-pin header that just mixes into the traditional Amiga audio output. We did a similar thing on the A3000T. This lets you hook up a CD-ROM or DSP audio source without the need for external mixing.

Stuart H. Brand:

Re: AAA sound support, will it be 8 Ch, 16 bit?

Dave Haynie:

The planned AAA audio subsystem is essentially an upgrade of the traditional Amiga audio. Rather than four DMA channels at 8-bits/channel (6 volume), it supports 8 DMA channels at 16-bits/channel (with volume, though I don't recall the resolution). There is some question as to whether this traditional Amiga solution is the best way to go, since the DSP technology we developed (but have yet to place) offers more flexibility. I think you can count on 16-bit audio in the next generation system, hopefully it will be the best system for the \$\$\$ we can provide.

Ron Romine:

Can the current A1200 IDE-HD interface support an IDE CD-ROM drive, if the drive matched IDE standards and provided its own power supply?

Randell Jesup:

Well, it might. I don't have an IDE CDROM. If it acts like a disk drive, including acting as if it's using 512-byte sectors, then it should probably work. It won't notice disk removals, at least in anything before 3.1 (in 3.1 it might). However, if the startup code decides that the thing attached is not a disk, it won't let you access it. So the answer is: maybe. The ATA committee is working on something called ATAPI. ATAPI is basically SCSI over an AT interface. To use it, we'd need a new driver. I follow both the SCSI and ATA committees.

Jim Philippou:

What are the major features in V3.1 compared to V2.04 and can you comment on availability?

Randell Jesup:

3.1 vs. 2.04...

Hmm, where to start? There are a lot of changes. There's a new filesystem (dircache). Multiview and the datatype library and classes. A bunch of WB disk enhancements (to mount, the layout of things, etc). HDtoolbox is new-look. Of course you get all the 2.1 stuff too (locale in particular). Check magazine articles for a more exhaustive list. 3.1 is a Good Thing.

MarkM/MOD:

Availability? Can you comment on that?

Randell Jesup:

Availability... That's really a marketing thing, including how it will be made available. It should be soon, though. It's quite stable.

jon:

What will the graphic and animation capabilities of the Next Generation Machine be like? Will RTG/DIG be a part of it?

Dave Haynie:

So, ya wanna talk graphics and animation. I could write a book on this. In fact, some have. In general, bigger, better, faster, more. You will have an improved (eg, faster) blitter. Graphics hardware handles chunky pixels, 16 and 24-bit direct color. Non-interlaced resolutions can go up to 1280x1024 (not necessarily at 24-bit, however). RTG will be an integral feature of the next generation, and in fact necessary to handle chunky mode pixels, for instance.

jon:

Will RTG be homegrown, or could EGS be adopted? Its here.

Randell Jesup:

RTG: We haven't ruled out EGS - I'm not the primary gfx guy, so I don't know all the details. However, most likely we'd want something that kept as much as possible compatibility with current software and calls. I'm not sure if it gives the most for that, because I (personally) haven't looked. The GFX guys are doing that.

Fred Murray:

The latest setpatch (40.14 I believe) had a fix for A600s with Conner hd's. Is there any chance a patch can fix this slow Seagate (st-914) slow seagate in my 1200?

Randell Jesup:

We can't easily make a slow drive faster, unless you have a good trick for making time run faster.... ;-)

Fred Murray:

Well, 200k/sec reads are quite slow!

Randell Jesup:

If there's a specific problem, perhaps. However it would have to be a major problem. Note that many 2.5 drives are slow. They weren't designed for speed. If you need a fast 2.5" drive, buy one to start, or use something like external caching software.

Paul Idol:

Will the 4000, or the rumoured low-cost 4000, be upgradable in any way to future architectures and OS versions, like AAA and OS 4.0, or whatever comes after 3.1? For example, will Zorro II and III cards be usable by future machines and vice versa?

Dave Haynie: Yes.

Paul Idol: How completely?

Randell Jesup:

New OS versions are usually runnable on older machines. That will continue so Zorro is Zorro, as far as we are concerned. As long as it's possible.

Paul Idol:

Well, I heard about PCI - and 3.0 was never released for AGA machines. And what about AAA for 4000s?

Dave Haynie:

Future machines with Zorro slots will run faster Zorro III, but that's a controller/system interface function. It does not impact on a card's design. I am currently in the process of looking into adapting some evolving technologies for A4000 use, officially. Like I tried to point out earlier, a major new system doesn't happen all at once. Since our next generation architecture is modular, pieces can be adapted for A4000 use before the A5000 is ready. I expect this will happen. PCI is a long term key to low cost modularity. Back in 1991 I started working on the post-A4000 architecture. I designed a "modular interconnect bus", which I called the AMI bus, for this purpose. Later in '92, PCI was unveiled, and it no longer made any sense to go the custom route. Still, PCI or AMI, the main point of this design is to support on-motherboard modules, like graphics, CPU, etc. It's a local bus replacement. It does allow us to make an intermediate machine expandable via a PCI slot or two, but that's about the limit on free PCI slots. I expect a full blown slotted Amiga would also have Zorro slots, much like PCI-based Clones have EISA or ISA.

Steve Ahlstrom:

Dave, even tho you are working on new hardware, do you see any signs that CBM is interested in anything other than CD32? Do you have the manpower necessary to develop both hardware and software for future computer products?

Randell, you say you aren't the primary gfx (software) guy... who is?

Dave Haynie:

Steve, I have needed more manpower ever since I started at C= back in '83.

Randell Jesup:

Allan Havemose is head of Amiga software, and is covering GFX until we hire more GFX people. (He used to be head of the GFX group). I'm in charge of the OS group (ie. everything not GFX or UI, basically).

Steve Ahlstrom:

Ok .. guess I'm asking if there is an upbeat feeling or are you guys looking for jobs?

Dave Haynie:

We have enough folks on the high-end, and a few we share with the low-end, to do what we need to do. I would like more, it would make the "A5000" happen faster. However, like I mentioned, you don't have to necessarily wait for the A5000 to see the fruit of our next generation labors, if all goes well. You do have to have every piece in place to get an A5000, obviously.

Randell Jesup:

We have posted on the Internet requests for resume for GFX people, and may well be posting more positions soon (in software). In GFX, we also have

Ken Dyke and Fredrick Shaw (a new hire from Ensoniq). Obviously, things have been better. However, sales are looking up with the CD32 introduction and 1200 sales.

Stuart H. Brand:

Will there be a return of speech synthesis (localized) or perhaps voice recognition, or are these better suited to 3rd party developers?

Randell Jesup:

Speech synth: we've been negotiating with some people, so you may see it re-added (and better), as well as possibly non-English languages. Many of our machines are sold to non-english-speakers, and the old narrator didn't help them much. However, no promises. We don't have a lot of money to throw around, and I don't know if it will happen. As for recognition: we'll leave that to third parties. It probably requires a DSP or a very fast processor.

Mike Smith:

What part of A5000 will we see first and when?

Dave Haynie:

The main interests seem to be adapting "A5000" CPU and graphics subsystems to the A4000. The next generation CPU subsystem is perhaps the simplest adaptation, though we're technically further along in graphics. I can't really predict which will get out first. Also, as I mentioned, our DSP technology has been reasonably solid for a year. It has been licensed out to third parties, and if we do decide that's the best route for motherboard audio in the it may wind up adapted to the A4000. In engineering, I'm responsible for telling the company what's possible and "making it so" when they have decided on the course of action. Of course, I do attempt to influence the directions the way I see fit, but I don't have total control. Once a complete "technology" is done, adapting it for use on a card may be accomplished in a matter of months, so it's not like stuff that is now working will have to wait 'til '95 or anything to be released, if that's the course C= decides to steer.

Michael:

Forget about everything you really know about CBM, and forget about who you work for. Would each of you tell us what three things YOU would MOST like to see in the NG machine?

Dave Haynie:

Ok, me first.

[1] Graphics. I have an oMniBus card here on my Amiga. It does 1180x900 noninterlaced, but its not fast. I want to have state of the art graphics on the next generation system, coupled with RTG. "State of the art" is sometimes a matter of months, that's where RTG comes in.

[2] Modularity. Since the A2000, I have been a fan of modular systems. Look at the A2000. By the time it was done, you had a tricked out A2500 that ended about where the A3000 began. I believe that's the way it should be done, and I hope I can return to this philosophy w.r.t. the A3000/A4000 vs The New Thing. Also, I think new architecture can make modularity nearly free -- the cost of modularity has also been a concern.

[3] DSP. I worked on the DSP project for about a year and a half, and I seriously believe it is the way sound will be done in the future. I think even the conservative PC clone industry is thinking this way. Good sound effects in a program are probably done just as well with lots of DMA channels. The real advantage of the DSP is the sounds I expect to hear once some good audio hackers have 25-33MFLOPs to play around with.

Randell Jesup:

1) Graphics. One guy here has a Picasso 2. I want it. Resolution is wonderful. I use a Moniterm, and find 640 or 800 too narrow. As Dave said, to be able to get state-of-the-art you need to have good RTG.
2) CPU. As with most software people, I want speed. More CPU means we can build software faster (since we can layer it more with out performance problems), and more generically (classes, things like data types, etc). Obviously we can get faster Motorola CPU's (faster '040's, faster memory systems, and the '060 is coming soon from them. In the long run, RISC is the only way to go. I've been promoting RISC Amigas around here since '89 or '90. Back at GE Corporate Research, I was a member of a RISC CPU development team (the RPM-40).

3) hmmm.

I usually don't think about it this way.

I'd very much like to see the DSP stuff come out; I was the software "contact" for it (Eric Lavitsky was doing most of the sw work under contract). I'd also like to see improvements in the OS. Unfortunately, it's become hard to make fundamental changes to the OS due to compatibility. For example, protection is a major pain to try to do under Amigados. VM is possible, if a bit kludgy. Eventually we may have to make some level of break with 100% compatibility to move forward. However, don't expect that too soon, and it may be tied to CPU issues. Oh well, I've rambled enough.

Michael:

Now, on a scale of 1 to 10, how much credence does CBM give your ideas of what's important, as you just outlined?

Dave Haynie:

Letsee here...

Randell Jesup:

Both of us meet with Lew fairly often. Our ideas are fairly in accordance with his, I think. That doesn't mean we'll get all we want, necessarily. I think these broad sweeps we've given are both pretty obvious and likely.

Dave Haynie:

[1] I think Lew sees eye-to-eye with me on many of these issues. The overall next generation plan I worked on starting back in '91 or so was picked up on by Lew and some advanced research stuff he was working on with Ed Hepler (our main Chip group advanced architecture guy) independently of what I was working on. Yet, when presented in some decently complete form, both ideas were not only along the same lines, but had the hardware magically appeared before us, they would have played together.

[2] see 1. Graphics is the priority, plain and simple. That's with good multimedia support, we want to do things the Amiga way.

[3] The issues aren't settled by any means, but things do seem to be

warming to DSP. I think a realization of our DSP technology in the market by 3rd parties in the immediate future, plus standardization on DSP as the next generation sound device in the industry (Apple has already, but it'll take the Clone biz to seal the deal) should promote my goals. After all, it already works, and the simple things like "play a sample" or "record to disk" are essentially built-ins under VCOS/VCAS.

MarkM/MOD:

Let me ask one final question... you have heard the doomsayers. Many Amiga owners are depressed. I think this CO will help a lot by the way. Is there anything you would like to say to the Amiga community in general?

Dave Haynie:

Sure. I'd just like to wax philosophic for a second or two. I think the only way to address a problem of any kind is to move directly into it. Perhaps its too much Aikido practice, but I think any other way you're doomed. That isn't necessarily C='s business practice, but it's in my approach to Commodore. I look at the technical problems, business problems, etc. and make a decision. Do I attempt to address the technical problems or do I forget about Commodore. At this point, I choose to address the continuance of the Amiga, and I do so because I believe that it is something worth doing, and something that will yield success. If I did not believe this, I would have left the company, plain and simple. Obviously, not everything is under my control, but I know what I have to work with over the next year or so, and I judge it adequate to achieve the necessary goals.

Randell Jesup:

Personally, I don't listen to the doomsayers... ;-)
Commodore has gone through a rough stretch recently. However, things are starting to look brighter. CD32 has done pretty well in Europe for a brand-new machine (far better than 3DO has done here). A1200 sales have picked up. Financially, Commodore is in better shape than it was. Not good shape, but better. The cost-cutting, while very painful, has given Commodore the time it needed to launch the CD32, and to continue work on next-generation products.

I've been here since '88. Of people in software, only one (Eric Cotton, who manages tools and releases) has been here longer (he dates back to the VIC-20 days). People may not remember, but the software group was much smaller than it is now when I got here (4 people). Also, a number of senior people who've left recently have gone to places like Scala, so I wouldn't say that's entirely negative.

Also, if you follow the cable-box stuff in EETimes, etc, you'll know that we're a player in that whole thing, since we bring a lite OS and good NTSC graphics. Think of an Amiga in your information-highway set-top terminal... ;-)
There may be clouds, but a lot of them are behind us. Certainly there are more hurdles ahead, but I think we can handle them.

*

* Was there more? Yep.. sure was! Another 3 hours or so!
* Those 3 hours were not part of the formal conference so they were * not recorded for editing. Dave talked about the differences
* between SETCPU and CPU. He talked about the future. The only way * to see the whole story is to join CompuServe and be there when it * happens!

*

* 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. *

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1.11 Amiga Report Mailing List

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%%                               Amiga Report Maillist List                               %%
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No Official Amiga Report Distribution Site in your local calling area? Are you tired of waiting for your local BBS or online service to get Amiga Report each week? If so, have we got a deal for you!

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

Please do not send general Email to Amiga-Report-Request, only requests for subscription additions or deletions (or if you are not receiving an intact copy). All other correspondence concerning the mailing list should be directed to Robert Niles at rniles@hebron.connected.com. Also, please do not send subscription list requests or changes to the editor.

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

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

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

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## 1.12 Reader Mail

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%%                               Reader Mail                               %%
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From: [pcl@sailor.actrix.gen.nz](mailto:pcl@sailor.actrix.gen.nz) (Peter Lowish)  
 To: [rniles@hebron.connected.com](mailto:rniles@hebron.connected.com)  
 Subject: Amiga Report

---

Status: RO

Hi Robert

Just a note to congratulate you on taking on the "Editorship" of Amiga Report. I have been receiving AR via the internet since vers 1.09 (I think) and put it up on Bitstream BBS here in Nelson for all to read and enjoy. Some 10 regular local users download it from the BBS and another 10 or so call Bitstream (+64 3 5485321) each week from around New Zealand using the login name of AR. (they can then download any AR they feel like.) It is also Freq'd throughout NZ thru FidoNet. Believe or not we even have a person calling from the US to get it, and also get regular calls from Australia.

We hope to see AR survive, and I will encourage some contributions from this end of the world.

Keep up the good work

Peter

Peter Lowish                      pcl@sailor.actrix.gen.nz  
Voice +64 3 5481300           Nelson, New Zealand

"I like a man who grins when he fights." - Winston Churchill

From: mdaymon@sosi.com (Maxwell A Daymon)  
Subject: Mistake  
To: rniles@hebron.connected.com  
Date: Tue, 8 Feb 1994 18:19:05 -0800

I made a mistake last month. Actually all the current 24-bit cards are using RTG to some degree, and they are all about the same. The Picasso II's RTG system is generally regarded as very rubust in comparison to the others, but not "special" above and beyond that.

RTG is a concept. Any card that puts Amiga graphics through another video chip is using RTG. It is not Commodore's RTG (obviously) but it's a solution and there are many ways to accomplish this. The Picasso II merely has what many consider a more refined RTG system.

The other points are all true regarding misconceptions about the Picasso II. The GVP Spectrum is a good card, but it will probably need some refinements as Commodore is just getting Zorro III straighted out (look at the Super Buster problems for an example)

Sorry, for the confusion. I spoke with someone from Viona about EGS and found that people weren't separating EGS's 24-bit and intuition level emulation (RTG) system.

```
#: 131245 S3/Hot News and Rumors
    10-Feb-94  10:56:11
```



Sb: #Lets Play 20 Questions!  
Fm: Mark Manes/SYSOP 74030,744  
To: All

Greetings all,

So you wanted to talk to Commodore US? Here is your chance!

I have arranged with the VP of Commodore Marketing in the US, John Dilulu, to answer 20 questions from us--the AmigaUser Forum here on CompuServe. I contacted Mr. Dilulu after reading the threads here and I found him to be quite pleasant and very interested in the Amiga, and in its users. He did talk to me about the meeting at CES with the dealer and he feels that he was taken out of context completely. He doesn't find all Amiga owners an embarrassment, but rather just the radical few. The other comment he made is that he feels the Amiga user community has decided that there is nothing Commodore has done right--from day one. The armchair quarterbacking without knowledge of the facts has done a lot to damage relations between Commodore Amiga customers and Commodore personnel. Since I am an Amiga reseller, I can relate to his concerns. After talking with him awhile, I decided to ask him to answer some questions for the user community here on CompuServe. He readily agreed.

It is my hope that the current anti-Dilulu thread will now die and that we can use our connections as a group to help Commodore make decisions that we think would be good for the company. John agreed to allow me to be his gateway to the Amiga community here on CIS. He felt that it would be helpful to have another perspective from the 'field'.

So, Mr. Dilulu has agreed to carry to Medhi Ali and other Commodore executives twenty questions from this group which I will fax him in two weeks. These twenty questions should be questions with real merit--not questions like "Where is my software?" or "Is Commodore going to still be in business in 6 months?"

A good question might be: "How do you intend to market the CD32 in the United States?"

The Amiga Forum sysops will collect these questions from the users here at CompuServe and decide which 20 we will send to Commodore. This way all of you have a shot at asking Commodore a question.

I am hoping that many are starting to notice some fundamental improvement here on CIS and will spread the word. We are working our connections with Commodore and third-party developers to make your online experience more interesting.

Pass the word--The AmigaForum here on CIS is connected. :-)

-mark=

## 1.13 The CD32

---

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The CD32                                     by Thomas Reamer %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Ok, now that the release of the CD32 is coming closer to US shores,  
(Well, already here for some of us) I believe a little article dedicated  
to the CD32 in general is in need...

The great deal of games is already evident and the titles are not hard to  
come by. The games that are here are really cool and very much enjoyable.

OK, the MPEG module is finally shipping in Canada, and has been for the  
last couple weeks. We can't get it here because Commodore cut off all  
Canadian CD32 support for the USA. Yes, they (Commodore) were pissed ..  
Ah well....

The entire computer "link" that makes it into a computer is made which  
will allow you to hook it to your existing Amiga (!!!), hook it to RGB  
monitor, add regular computer stuff to make it a full computer too.

If this message is not very in place..It is because I am listening to  
headphones which are plugged into my CD32 that is playing Vain at a nice  
volume.

The 18bit 8X Oversampling double spin drive (said to be made by NEC)  
sounds excellent and Commodore is trying to get Sony to make it cheaper.  
Most of the cost of CD32 is into the CD drive alone! NEC is charging an  
arm and a leg for it. So they are bargaining to get it done cheaper.

I haven't seen any GURU's off it yet hah. The CD player interface is  
excellent. The gamepad controller is the "remote" control for the CD  
player. Each of it's 11 buttons does something different.

Green, Shuffles Song Sequence  
Yellow, Repeat  
Red, Select  
Blue, Stop

Right top bard button, Fast Forward  
Left top bard button, Rewind  
Long button towards middle, Play/Pause  
Thumb controller...For doing and going wherever you would like on the  
interface which even allows you to choose the type of counter you would  
like to have.

Of coarse you have random play etc.

It automatically detects what type of CD you put in the drive (CD+G  
etc)

The output is clean on both RF and composite (never tried S-Video output)

I always have a mouse plugged into it which I use mainly for The Labyrinth  
of Time which is an awesome fully rau-traced game.

Keyboard works perfect. I used it with Pinball Fantasies which is 100%

the same as the AGA version.

Joystick works fine. I tried it out with Oscar.

The only downside I see on CD32 which is really a weak argument is the power brick notable for it's 64 days.

I take my CD32 everywhere and it is small enough to fit in a nice case such as a camcorder case, with CD's, mouse and all.

The CD Player sounds excellent as expected. I don't even use my other CD players any more.....This one sounds better!

Headphones sound great in headphone jack. I did find that I heard the CD reads through the headphones when playing labyrinth of Time, but not through the stereo, which of coarse sounds superb too.

I read that it is based around the 4000 not the 1200. If I can recall, that was from CD-ROM Today in an interview with Commodore marketing.

If you have been keeping up with the game and CD mags, you would have noticed that nearly EVERY SINGLE one had either articles or game reviews on the CD32. One magazine like Game Pro or something has now added a section on Amiga CD games which of coarse means the CD32 also.

The future looks extremely bright for this system. I have been picking up and reading every magazine that it is in and I am very impressed on the excitement it has brought into the gaming and CD ROM magazine world. If Commodore keeps their promise on their advertising that will hit the USA, it will be HUGE.

Commadore said it will be in Infomercials, commercials, toy stores, discount stores, QVC Home Shopping Network and others here in the USA.

Hope this was helpful for all of you. Must have been that Coca-Cola I had with my pasta that kept me going. Well, good night to one and all! Enjoy!

What? No conclusion? Ok, ok, here it goes...But a quick one!

So for anyone who is looking into a console to buy in the near future, consider highly the amiga CD32. With the MPEG module, computer expansion, and all of the fantastic chips that make the Amiga great, you will find it to be far superior in both quality and support over any of the other systems. Wouldn't you want a system with 150+ AWESOME titles, then something like the 3DO with 10 titles?

## 1.14 SimLife AGA Review

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Simlife AGA Review                                     by Brian Salisbury %
%                                                         blakader@csos.orst.edu %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

PRODUCT NAME

---

SimLife AGA

#### BRIEF DESCRIPTION

This is another in the continuing line of 'software toys' from Maxis ported to the Amiga by Mindscape.

#### AUTHOR/COMPANY INFORMATION

Name: Maxis  
Address: 2 Theatre Square Suite 230  
Orinda, CA 94563-3346

Telephone: 510-245-9700  
Fax: 510-253-3736

Name: Mindscape International LTD.  
Address: Priority House, Charles AVE, Maltings Park,  
Burgess, West Sussex RH15 9PQ

Telephone: 0444-246333  
Fax: 0444-248996

#### LIST PRICE

I've seen between 35 and 40 dollars

#### SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

##### HARDWARE

You need an AGA computer to run this program. Amiga 1200  
or Amiga 4000

##### SOFTWARE

None listed

#### COPY PROTECTION

None (yea! Maxis!)

#### MACHINE USED FOR TESTING

Amiga 1200/14  
60 mb hard drive  
2 mb chip  
1084s monitor

---

## INSTALLATION

It was quite painless, all I did was boot from the first disk (there are 4 total) and follow the instructions. You also have a choice of installing a high-res or low-res version. It's recommended to install the high-res version if you have a multi-sync monitor. And low-res if you don't

I don't. I tried both on my 1084s, I liked the high-res better and the flicker wasn't that bad.

It was also recommended that you have more than 2 megs of Ram, but I got around that (see bugs)  
You can install the game to hard or floppy drives.

## REVIEW

After installing I had to boot with no start-up to conserve memory. The game does run a little slow on my 14mhz machine, but not as to get in the way of game play. If you decide to install the low-res version, you'll notice an increased speed.

Now, the actual game, there are a couple of ways to look at the game, first you can play 6 pre-made 'missions', or go into the 'experimental' mode and play around in your world. (oops, I sound like that guy who paints on PBS!)

So, now after choosing the game type, you're presented with a window with various buttons and sliders used to create the world, they include number of mountains, rivers, food sources and average world temperature.

Now the world takes shape (The world is represented in a 2 dimensional window) The game uses 'layers' to represent levels of information on the World map such as soil, mountains, water, and so on, and they can be turned off at your command.

The planet is now complete, time to breathe life on to it!  
The game comes with a pre-made zoo with animals and plants. You can  
Or, you can create your own plants and animals. There's a lot of detail to plants and even more to animals, from what they eat and how they move and so on.

As you play there are charts and graphs that can be used to keep track of your life forms and find out who's dying and why, population, animal diversity and more.

I could go on and on but that gives you the basics.

## DOCUMENTATION

The manual is in the typical Maxis style, that is, well written and witty, with a helpful tutorial (there's one built into the game as well) It took me awhile to go through it all, but who said creating life is easy

## LIKES AND DISLIKES

---

I like the fact that you have ,36%:~Q?P=4toal contral  
over your world, everything about the lian be changed to suit your needs

I also liked the general layout of the game, placement and  
style of the user interface.

On the other hand, you might at some point think "what's the  
point?" Luckily Maxis put in some goals to try and meet.

#### COMPARISON TO SIMILAR PRODUCTS

This is the first AGA game I've played , so I can't compare  
it to anything, except maybe SimFarm for the PC. Both games had a similar  
graphical look (buttons and icons)

#### BUGS

The only problem I ran into was that I couldn't run it from  
Workbench(only 2 megs) I had to boot with no start-up, and then execute  
a script to assign ENV to ram. I tried playing it without doing this, and I  
didn't notice any difference in the game.

#### VENDER SUPPORT

I've had no reason to contact Maxis(or Mindscape) with any  
problems

#### CONCLUSIONS

All in all, Maxis did a great job with this game, and Mindscape  
did a terrific job in porting it the the Amiga! A welcome addition to your  
AGA game library. Lets hope for SimCity 2000 AGA!

## 1.15 Emulation Rambler

```

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

```

AAAARGH!

Sorry, everyone, for not coming up with more to show for myself  
in the last couple of weeks. Lousy weather has sent my Usenet  
site up and down, and apparently this review kept getting lost  
in the "down" phases. I hope I don't appear to be a jerk for  
seemingly dropping this review (especially to Utilities Unlimited:  
they DID give me this board, after all), but I assure you, I've been  
hard at work, so buckle in...

Serial Murders and Terminal Diseases

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Utilties Unlimited provided me with an Emplant Deluxe, meaning that it contains both the SCSI interface and two "high-speed" serial ports, the same shape as the ones on your average Mac (8-pin, I believe, circular. RS-422 is the technical term). At any rate, one of the first things I did with the board was run a diagnostic, which informed me that everything was fine. Good. The next day, when I hooked the Emplant serial port up to a SupraFaxModem 14.4 and tried to access it through the Amiga side (yep, you can access them from the Amiga side. You cannot, as of this point, access the Amiga serial port from the Emplant side, but we'll deal with that later.) I assigned the Port to empser.device in Terminus and tried to type. The system locked up. Ok, fine, I'll try the other serial port. Still locked up. Ok, maybe I have the port numbers switched. In short, I tried all 4 combinations (port A/B and port number 0/1). No response, just lockups. Fine, I'll try to access it from the Mac side.

I booted up the Mac emulation setup screen and went to configure the ports. I'd screwed around with this option before and noticed that it had a bunch of options, including "AppleTalk" and "AppleTalk"s from x2 to x4 (in speed, which you can take advantage of when talking to another Emplant, so the manuals say.) The options weren't there anymore. So I ran a diagnostic. The board told me that it was an Option-B Emplant (SCSI only) which worked fine. I was upset. I ripped the board out and installed it in a new slot. Same response. I put it back in the slot it was in. Same response. The following morning, however, it told me it was an Emplant Deluxe which worked fine. It still didn't. Then a day or two later, it started telling me it was either an Option-B which worked fine (about 70% of the time I got this message) or a Deluxe with malfunctioning serial ports. Ok, so I took out the serial control chip and reseated it. No luck. I sent a fax out to their office and got a note back from Joe Fenton asking me if a particular chip was in the board. It's there, I need to fax him back and let him know. When I get a response back, I'll keep you posted.

There's another problem I've noticed, but have not had time to completely research: The system seems to lock up when I try to connect modem on the Amiga side and run the Mac emulation at the same time. It may be a device driver problem, or perhaps the term program I am using. I'll tell you more when I know more.

Word is the Word

-----

There has been a lot of talk about MS Word crashing Emplant at various stages, namely on quitting and on shutting down the Mac. I am happy to report that MS Word and Emplant Mac 3.7 seem to be coexisting quite nicely. What can I say? MS Word still looks like MS Word, it just happens to be on a monitor labled "Commodore 1950". I still use the Amiga side to type up the articles you read in this column.

Feeling the Need for Speed

-----

Of course, everyone wants to know how an Amiga Emplant system stacks up next to a real Mac, right? Well, my personal tests are

---

still to come, but Mauricio Piacentini has compiled a set of comparisons between an Amiga 4000/040, a Mac LCIII, a Mac Quadra 800 TVa, and a Mac Quadra 950. The Speedometer tests are VERY long and 4 of them would put the biggest caffeine freak to sleep. I'll throw in the better ones...

Systems Tested:

Emplant on an AMIGA 4000/40, 18 MB RAM  
340MB IDE Maxtor HD (AmigaDOS Device) , GVP Spectrum EGS  
24/28 Graphics Board: Speedometer calls it a Quadra 900.  
(Mac Classic is 1.0)  
CPU: 14.065  
Graphics: 4.578  
Disk: 2.867      Name of Hard Disk tested: MACDiskao  
Math: 72.756  
Towers: 17.828  
QuickSort: 14.714  
Bubble Sort: 17.234  
FPU Tests (Uses Mac II as 1.0):  
FPU Fast Fourier: 9.470  
FPU KWhetstones: 3749.999      5.250  
FPU F.P. Matrix Mult.: 7.288  
FPU Test Average: 7.336  
(Screen test also uses Mac II as 1.0)  
256 Colors: 2.141

System Tested:

Mac LCIII  
(Using Mac Classic as 1.0)  
CPU: 6.837  
Graphics: 8.224  
Disk: 2.457      Name of Hard Disk tested: Tildas  
Math: 10.319  
Towers: 5.777  
QuickSort: 6.866  
Bubble Sort: 8.265  
(No FPU, no FPU tests run)  
(Screen test: Mac II is 1.0)  
256 Colors: 2.334

System Tested:

Quadra 800 TVa  
(Mac Classic is 1.0)  
CPU: 21.358  
Graphics: 25.954  
Disk: 4.556      Name of Hard Disk tested: Super Promo  
Math: 136.210  
Towers: 26.000  
QuickSort: 23.409  
Bubble Sort: 25.312  
FPU Tests (Uses Mac II as 1.0):  
FPU Fast Fourier: 14.636  
FPU KWhetstones: 5454.545      7.636  
FPU F.P. Matrix Mult.: 14.827  
FPU Test Average: 12.366  
(Screen test: Mac II is 1.0):  
256 Colors: 6.254

---



System Tested:  
Quadra 950  
(Mac Classic is 1.0)  
CPU: 17.653  
Graphics: 12.374  
Disk: 3.448  
Math: 132.122  
Towers: 21.517  
QuickSort: 19.807  
Bubble Sort: 20.769  
FPU Tests (Uses Mac II as 1.0):  
FPU Fast Fourier: 11.500  
FPU KWhetstones: 4285.714      6.000  
FPU F.P. Matrix Mult.: 13.030  
FPU Test Average: 10.176  
(Screen Test: Uses Mac II as 1.0)  
256 Colors: 3.655

Wow. That was quite a bit to swallow, wasn't it? I'll let you sort through that and gather what conclusions from there ye may choose, but I will point to a few important notes:

In CPU testing, the Emplant scored just over 14: twice the ranking of the LCIII, 66% of the Quadra 800 TVa, and just a few points short of the Quadra 950. The math and FPU tests did fall below the 950 and 800 TVa's scores, but I do not think that the tests were run on a completely recent Emplant version in which FPU routines have been sped up. The screen tests (and people have long complained of the Emplant screen refresh) places it at twice that of a Mac II, just .2 from the LCIII's score. Finally, I'd just like to remind everyone that Emplant scored what it did while using (according to what Jim Drew has told everyone about Emplant running at 0 priority) about 52% of the CPU's time: after all, the Amiga IS still running while all of this is going on.

Commodities futures fading fast...

-----

Emplant and commodities just do not get along well. It's not something I can nail down to one program, but if I don't quit them all, I tend to run into problems with the system. I know that KCommodity is a notoriously bad hack to run with Emplant, and it seems that YAK has also fallen into that category: I believe it is responsible for making Emplant think I'd jammed down the option key. It's really not a bad idea to get rid of the commodities anyway, conflicts or no, simply from the standpoint of memory. No complaints, I can go without ToolsX and YAK if I'm working on the Mac side.

k00l gAmEz, d00d!

-----

Yeah, I know it's a Mac and all, but there ARE a few games worth playing. One is Arashi (Tempest), but that doesn't work on 16 colors. Another is Pararena, which runs great, but I'll talk about it in the next section. Another is Glypha (Joust), looks pretty nice, actually. A couple cheap older games like Missile and StuntCopter work as well as they're designed to. Rescue (Star Trek) is more than decent. All of these will

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require some tweaking with the screen-refresh rates, but in general work well...unless you enable sound.

Sound? AAAAAAAAAARRRRRGGGGGGHHHHHHH!

-----

I remember when comp.sys.amiga.emulations was echoing with droves of Emplant owners DEMANDING Mac stereo sound support. They got it. I got it too. It works-unquestionably, it emulates Mac sound pretty well, even fully supporting stereo for the few programs that ask. But: It's really, really slow. Pararena freezes the system for a good half second while making sounds. Glypha is slowed down to unplayability because the flapping noise happens so often. StuntCopter looks crippled. On the brighter side, SoundTrecker, the Mac MOD player, DOES indeed work, even supporting stereo. It does not work at higher than 44 khz, however (choppy), and the Mac side is rendered completely useless while the MOD is playing: simply dragging a window interferes with the program. On the Amiga side, you get more latitude, but the mouse jumps somewhat. The bright side of all this? You've got Paula just waiting to run for you on the other side, and Multi-Player works MUCH better in conjunction with the Mac emulation than SoundTrecker does.

Shutdown guru...

-----

Some people have reported persistent shutdown gurus. I have had two in the fifty-plus times I've shut down the emulation, and I'm not easy on the software when it's running. One of them may have been a result of being in the "TURN POWER OFF" option menu on the Amiga side. In all, though, gurus have not been a problem.

YAK...

-----

Yak is a very nice program for the Amiga, but it's not making the Mac very happy. Among the problems I believe I can attribute to it, I've had keyboard errors (like it thinking that I'm holding down the option key incessantly), disk copying errors, and sloooooow copying when it's not erroring, including a 30 to 60 second wait to even bring up the "Copying" box...

I think I've provided enough things to think about for this week about Emplant. I'm still very happy with the performance of it. No, it is NOT the perfect program and nothing is. How does it compare to A-Max IV? I'd like to tell you, but Readysoft is 5 days past the day they said they'd return my fax, AFTER I let them know they didn't respond the first time. We'll see.

For now, Emplant is certainly adequately suited to the main purpose for which Macs are glorified: productivity. I plan to put PageMaker through some paces soon, maybe I'll run PageStream on the Amiga side at the same time just for the irony of it all.

Until then, keep the emulators warm.

---

## 1.16 Philosophical Wax

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

Since I do so much philosophical waxing in my Emulation Rambler column, I thought I'd try to take a little of that out in favor for a more formal editorial-style column. Here's my attempt.

Any Amiga owner worth at least what he/she paid for their system can't help but be at least a LITTLE perturbed at John Dilullo, Commodore US Head of Marketing. Anyone with half a clue as to how Nintendo and Sega have gotten where they have realizes that to promote a game machine for the mass market requires a mass-market approach, and in that respect I agree that the CD^32 should not be primarily for Amiga dealers: in fact, I know of a local Amiga dealer who is entirely lukewarm on the idea of selling the machines. But to go ahead and essentially say that Amiga dealers have no RIGHT to sell the machines is what amounts to saying that Ford Escorts should now be sold exclusively at K-Mart and Target stores rather than dealerships. (I mean no insult to either the Ford Escort or the Amiga CD^32 by that comparison). Then, to go ahead and say that Amiga fanatics embarrass Commodore... it's reason to pause and wonder just what he defines a fanatic. Is a fanatic someone who buys his company's product and shows it off? If so, let millions of computer users worldwide (and I'm not just talking Amiga here) be guilty and hanged for being proud to showcase their machines ability. Close down rendering farms. No more special effects credited to computers. Can't be fanatical anymore. Sorry.

Now that I've got that out, I'll move on. The Bandito. Who IS this guy, anyway? He's obviously well connected and obviously keeps an eye on comp.sys.amiga.\* groups since I've seen some near-direct quotes pop up in his columns. It's not me, so that narrows things down a little...aside from that, I have no idea, but I'd like to know...it almost seems to be a committee approach, as the Bandito's mood and attitude seem to change at least monthly. So much for solving that enigma right now.

Amiga Report...there's something to think about. Rob Glover leaves and Rob Niles comes in with what amounts to a stern warning for the future: support Amiga Report or watch it wither. Ick. It seems ironic to me that a magazine whose readership is obviously increasing by the week, reaching more and more people through more and more means, has had a gradually declining pool of submissions. There's not a shortage of things to talk about: look at me! I've turned a bizarre hobby with emulators into a (pretty close to) weekly column and I think am actually occasionally recognized as "that emulator guy" or similar. That's not bad for someone who sat down in July and rambled about IBEM, PC-Task and the C-64 Package. It's not very hard, the writer's guidelines seem to be 1. Have a pulse and 2. Have SOME method of getting your article to an editor (for the first month and a half or so that I wrote, my net address would bounce all mail back to the sender). I

believe Rob Niles has even provided his US Mail address, there's not much excuse now for anyone.

That's enough wax for this week. See you again here next time there's something just too sappy or off-topic to put in the Rambler.

## 1.17 Portal

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               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

|                                    |                |                | Fee         | Total<br>Cost         | Total<br>Cost          | Total<br>Cost           | Total<br>Cost           |
|------------------------------------|----------------|----------------|-------------|-----------------------|------------------------|-------------------------|-------------------------|
|                                    | Startup<br>Fee | Monthly<br>Fee | Per<br>Hour | 1 hr.<br>Per<br>month | 5 hrs.<br>per<br>month | 10 hrs.<br>per<br>month | 30 hrs.<br>per<br>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.

## 1.18 Strux v1.1

### TITLE

Strux

### VERSION

1.1

### COMPANY

PCP Hard- & Software  
Andreas Guenther  
Alfener Weg 10  
D-33100 Paderborn

Tel.: +49 5251 63412      Fax: +49 5251 67124

### AUTHOR

Andreas Guenther, email: guenther@uni-paderborn.de

### DESCRIPTION

Strux is a graphical editor for flowcharts.  
Flowcharts are an aid for designing programs with clear  
and easy structures. With Strux, you can create and edit  
them with your Amiga. The flowcharts can directly be used  
for implementation and documentation.

#### Features:

- \* design using "normal" flowcharts, Nassi-Shneiderman flowcharts  
or Pseudocode (you can switch between the representations at  
any time)
  - \* flowcharts can be saved as source code in any programming  
language. You can define the output format according to your  
personal style and requirements via a "translation table".
  - \* existing sourcecode in Pascal or C can be converted into a  
flowchart. (this is perfect for understanding programs written  
by other people and will also help you with debugging your  
own programs)
  - \* unlimited number of subroutine levels
  - \* it is possible to print flowcharts and to save them as common  
IFF images.
  - \* fonts are customizable
-

- \* context sensitive online help is included
- \* all settings are made via menus and windows
- \* complete keyboard control is possible to allow lucid work
- \* very easy hard disk installation
- \* detailed printed manual with many examples and tutorial
- \* demo version available

#### SPECIAL REQUIREMENTS

Kickstart/Workbench 2.0 or higher is required.

#### HOST NAME

Any AMINET host, i.e.

( ftp.wustl.edu (128.252.135.4) )

#### DIRECTORY

/pub/aminet/dev/misc

#### FILE NAMES

StruxDemo.lha (size: xxx bytes)

#### PRICE

110,- DM including postage

(+ 10,- DM for airmail if desired; not necessary within Europe)

(Germany: VK: 103,- DM NN: 107,-DM)

#### DISTRIBUTABILITY

Strux and StruxDemo are Copyright by Andreas Guenther.  
StruxDemo may be freely distributed.

#### LANGAUGE

Strux is available in German or English.

---



~~~~~  
Andreas Guenther guenther@uni-paderborn.de
.....

1.19 RUSH Release 2

TITLE

Rush - Professional Directory Utility for AmigaDOS 2.x and 3.x

VERSION

Release 2 patch for registered users

AUTHOR

Douglas Keller dkeller@bix.com Comments or questions welcomed.

DESCRIPTION

RushPch2.lha is a patch that allows registered Rush release 1 users to upgrade to Rush release 2. Note this patch is only useful to registered Rush users.

FEATURES

Rush is an AmigaDOS 2.0 directory utility with dozens of built in commands like copy, move, etc. It can also execute AmigaDOS commands and ARexx scripts.

Here is a summary of major changes since release 1:

- Rush now has an Arexx port with dozens of commands.
- Added hortizontal listview scrolling.
- Center gadgets can now be scrolled if more then one screen full of gadgets are defined.
- All known bugs have been fixed.

See the README in the archive for a full list of changes.

SPECIAL REQUIREMENTS

Rush requires AmigaDOS 2.0 or greater.

HOST NAME

Rush release 2 patch is available on:

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

Bix

DIRECTORY

Aminet: /pub/aminet/util/dir

Bix: amiga listings

FILE NAMES

RushPch2.lha - Rush release 2 patch

PRICE

Registered versions of Rush are available for \$25US. See README
in archive for more details.

DISTRIBUTABILITY

The Rush release 2 patch is freely distributable, registered
versions of Rush are not.

Rush is Copyright 1994 by Douglas Keller.

1.20 MultiVol v1.0

TITLE

MultiVol

VERSION

1.0

COMPANY

AugmenTek
3606 S. 180th St. C-22
SeaTac, WA 98188-4339
USA

Contact: Stephen Rondeau
Phone: 206-246-6077
email: augmentek@acm.org

DESCRIPTION

MultiVol(TM) splits and joins files. The split files can be placed
on diskettes, hard disks (including removable), or RAM -- or any
combination of them. Splitting and joining are transparent to a
program, so almost all programs that use files can split a file on
output or join split file parts on input, without "knowing" that
splitting or joining is occurring.

Using MultiVol, you can:

- * put a large file on diskettes or removable hard drives

Other Amiga owners or service shops can join the file parts
WITHOUT MultiVol.

- * reuse ARexx(TM) procedures

MultiVol will join your procedures to the main program in a way
that looks like one complete file to ARexx.

- * download a file too big to fit on one diskette to multiple
diskettes
- * spread a file across the remaining disk space on multiple disks
- * control splitting by remaining disk space, percentage of
available disk space, exact byte amounts, or percentage of
original file size (if known)
- * discard parts of the file

Joining will create a file of only the retained parts.

SPECIAL REQUIREMENTS

- * AmigaDOS/Kickstart(TM) 2.04 or higher

PRICE

MultiVol 1.0 (base version): \$40.
All prices are in U.S. currency.

Shipping/handling is \$3.00 in the U.S., \$5.00 elsewhere. WA state
residents add 8.2% sales tax. Terms are checks or money orders
drawn on a U.S. bank and made out to AugmenTek. Sorry, no credit
cards.

DISTRIBUTABILITY

This is a commercial product, and is not re-distributable.

TRADEMARKS

MultiVol is a trademark of AugmenTek.
ARexx is a trademark of Wishful Thinking Corp.

1.21 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
Chicago, Illinois
VOICE: 312-338-6100

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

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%%

1.23 Columns and Features

From the Editor's Desk	Saying it like it is!
UseNet Review	Space Hulk
Calcomp DrawingBoard III	Drawing a different way!
UseNet Review	MainActor 1.23
CIS Conference	With Haynie and Jessup!
Reader Mail	The readers speak!
The CD32	In the U.S.A. !!!
SimLife AGA Review	Making your own world
Emulation Rambler	Feeling the need for speed
Philosophical Wax	Commentary from the Rambler!

1.24 About Amiga Report

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

1.25 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

1.26 Files Available for FTP

Strux v1.1	Graphic editor for flowcharts
RUSH Release 2	Dir Util for 2.x and 3.x
MultiVol v1.0	Joins/Splits files

~~~~~  
The most downloaded files from wustl.edu during the week until 8-Feb-94

| File         | Dir        | Size  | Description                                |
|--------------|------------|-------|--------------------------------------------|
| -----        | ---        | ----  | -----                                      |
| vchck634.lha | util/virus | 71K   | version 6.34 of John Veldthuis's viruschec |
| volcano.dms  | demo/aga   | 396K+ | New AGA only Demo from DiskNet.            |
| FB16.2.lha   | os20/cli   | 7K    | FasterBlitter V6.2 Speeds-up Blitter and o |



```

ar204.lha          text/mags    60K+Amiga Report #2.04 - 1/28/94
deflorat.lha       mods/chart  289K Defloration                      Feb No. 1
xsize.lha          util/wb      6K+X-Windows style Window Resizing
WalPaperIV.lha     util/wb      188K+A lot more backdrops for a 16 color Magic
ReqTools22a_User.lha util/libs  168K+ReqTools 2.2a - requester toolkit (user)
digital2.lha       mods/chart  65K Digital Innovation II          Feb New C
trance.lha         mods/chart  181K Trance Machine                      Feb New A
~~~~~

```

## 1.27 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

```

## 1.28 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).

## 1.29 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.

## 1.30 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

## 1.31 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

## 1.32 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

### 1.33 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

### 1.34 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.

### 1.35 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

## 1.36 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

## 1.37 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.

## 1.38 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

### 1.39 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).

### 1.40 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

### 1.41 The Stygian Abyss

\* THE STYGIAN ABYSS BBS \*  
 312-384-0616    14.4 USR Courier HST  
 312-384-6250    14.4 Supra V.32 bis (FREQ line)  
 312-384-0716    2400 USR Courier  
  
 FIDONet-1:115/384.0    CLink-911:6200/2.0    NWNet-206:310/0.0--206:310/1.0  
 PhantomNet Central States Coordinator-11:2115/0.0--11:2115/1.0  
 FaithNet Central States Coordinator-700:6000/0.0--700:6000/1.0  
 AMINet Chicagoland HUB-559:2/5.0  
 Chicago, Illinois

Over 4 GIGS of files    I    Over 3700 MODS    I    Over 120 On-Line Games  
 Tons of digitized sounds    I    Over 15,000 GIFS  
 Supporting: Amiga    I    IBM    I    Macintosh    I    C=64/128

SIR SAMMY-SysOp      Enter.....If you dare!!

## 1.42 Amiga Do PC BBS

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

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

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

Freq AREPORT for the newest issue available.

## 1.43 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

## 1.44 Phantom's Lair

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

## 1.45 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.

## 1.46 Freeland Mainframe

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

## 1.47 LAHO

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

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

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

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

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

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## 1.48 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
```

## 1.49 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
```

## 1.50 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
```

## 1.51 Leguans Byte Channel

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

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

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## 1.52 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

## 1.53 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

## 1.54 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

## 1.55 Continental Drift

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

## 1.56 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