

ar216

COLLABORATORS

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WRITTEN BY		August 10, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ar216	1
1.1	Amiga Report Online Magazine #2.16 -- May 20, 1994	1
1.2	Amiga Report Main Menu	1
1.3	The Editor's Desk	2
1.4	Delphi	3
1.5	Editor	4
1.6	Emulation Editor	5
1.7	European Editor	5
1.8	Associate Editor	5
1.9	Amiga Report Mailing List	5
1.10	Amiga News	6
1.11	Emulation Fun!	15
1.12	The BBC Networking Club	17
1.13	Skid Marks Review	20
1.14	Reader Mail	22
1.15	Amiga Animation at Disney	22
1.16	Interview with SideWinder	27
1.17	A1200 Optimism From thr UK	29
1.18	compt.sys.amiga	30
1.19	AR Contest Winner	31
1.20	AR Contest	33
1.21	Emulation Rambler	35
1.22	Portal	37
1.23	Dealer Directory	40
1.24	BIX	44
1.25	VideoMaxe v04.33	47
1.26	Tetris_Duel v1.00s	48
1.27	Scheduler v1.20	49
1.28	In Closing	51
1.29	Columns and Features	51

1.30	About Amiga Report	52
1.31	The Editors	52
1.32	Commercial Online Services	52
1.33	Files Available for FTP	52
1.34	NOVA	53
1.35	In The MeanTime	53
1.36	PIONEERS BBS	53
1.37	Biosmatica	54
1.38	Amiga Junction 9	54
1.39	BitStream BBS	55
1.40	Realm of Twilight	55
1.41	Metnet Triangle	55
1.42	Omaha Amiganet	56
1.43	Amiga-Night-System	56
1.44	Ramses Amiga Flying	56
1.45	Gateway BBS	57
1.46	Talk City	57
1.47	Amiga BBS	57
1.48	The Stygian Abyss	57
1.49	Amiga Do PC BBS	58
1.50	Comm-Link BBS	58
1.51	Phantom's Lair	58
1.52	Tierra-Miga BBS	59
1.53	Freeland Mainframe	59
1.54	LAHO	59
1.55	Falling BBS	60
1.56	Command Line BBS	60
1.57	Leguans Byte Channel	60
1.58	Stingray Database BBS	61
1.59	T.B.P. Video Slate	61
1.60	Amiga Central	61
1.61	Continental Drift	62
1.62	Guru Meditation	62
1.63	Moonlight Sonata DLG	62
1.64	LINKSystem LINK-CH1	62
1.65	Doom of Darkness	63
1.66	RedEye BBS	63
1.67	Virtual Palace BBS	63
1.68	Where to find Amiga Report	64

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

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// |-----| //
%%%%%%%%%//%%%%%| Amiga Report International Online Magazine |%%%%%%%%%//%%%%%%%%%
%%  \// | Issue No. 2.16                               May 20, 1994 | \//  %%
%%%%%%%%%| "Your Weekly Source for Amiga Information" |%%%%%%%%%
|-----|

```

The Editor's Desk	Amiga News & Info	Dealer Directory
Distribution BBS's	Product Announcements	European Outlook
Emulation Rambler	Reader Mail	AR Contest!

SPECIAL FEATURES

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Emulation Fun! .....Calum Tsang
SkidMarks Review .....Brian Salisbury
Amiga Animation At Disney .....Douglas Nakakihara
Interview with SideWinder .....Dionnus Elektronn
A1200 Optimism from the UK .....DMyers
compt.sys.amiga .....Jason Compton
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                DELPHI    PORTAL    FIDO    INTERNET                %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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1.3 The Editor's Desk

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

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We're BACK!!!

Along with the "liquidation" of C=, my computer decided it was time to blow a few chips, capacitors, and what-not. First I found out that my power supply went out. Big pain, so I sent off for a new one as soon as I could. It arrives, and the power leads that plug into the harddrives were messed up....they don't power the harddrives. So I get out this old external HD box that I had and connect the two harddrives to it, grap an old ribbon cable, attach the HDs to it, and then I find out that the harddrive that I used to boot the computer is not working as well. Ieeeah!! That means that I don't have all the utilities that I used to have, no AmigaGuide, no editor, no mountlists to boot up the other partitions on the second harddrive, no mailing list file so that I could inform everyone on what was happening to me.

I don't have to mention that at this point, my hair was falling out of my head with no help from my white knuckled hands.

Somehow since my computer is on all the time, it found out that C= was having problems, and my computer in despair, called it quits. Either that, or the lightening storm we had earlier did the trick. I dunno.

Well, these last few weeks, I've been pulling out every trick from the hat to get things back in order. Well, in order enough to at least produce Amiga Report. Then I have over 700k of messages, C= info, articles, and what-not to sort through, read, ponder, etc. and place all the pieces into a somewhat orderly fashion to get AR out.

Funny what a few problems can do to you. :)

Well, as you all know C= decided to liquidate. What does that mean? Simply put it means that C= as we have known it will no longer exist.

What does that mean??

I'm not entirely sure. C= isn't completely dissolved. The distributors have plenty of stock to keep the sale of Amigas going for some time yet. What's more is that there is ALOT of talk about some big Asian company wanting to buy enough of C= to continue to produce the Amiga line of computers. This company (as best as I can gather) seems to be the company called SAMSUNG.

I really don't know what that will mean >>if<< they actually do take over the production of the Amiga, but even if this doesn't happen, the Amiga isn't dead. It will be quite a while for that to happen. Even if nothing ever happens to the Amiga again as far as production and such, there is quite a large user-base out there...one that can't be pushed aside or ignored. I have a feeling that we will be around for quite a while.

Hang in there...news is developing, and we'll keep you informed on what we find out.

In the meantime, I'm glad to be back, and I'm glad to have you all back with me. During these last few weeks, I have had TONS of mail from around the world --- from all of you, giving me support.

Also, please be advised that I'm a little bit behind in updating the mailing list, dealer's list, and such. I should be caught up by next week.

And until then, enjoy!

1.4 Delphi

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

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Amiga Report International Online Magazine is available every week in the Amiga SIG on DELPHI. Amiga Report readers are invited to join DELPHI and become a part of the friendly community of Amiga enthusiasts there.

SIGNING UP WITH DELPHI

=====

Using a personal computer and modem, members worldwide access DELPHI services via a local phone call

JOIN -- DELPHI

Via modem, dial up DELPHI at 1-800-695-4002
then...
When connected, press RETURN once or twice
and....

At Username: type JOINDELPHI and press RETURN,
At Password: type AMIGAREPORT and press RETURN.

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

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SPECIAL FEATURES

Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more!
(Internet option is \$3/month extra)

SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.

Large file databases!

SIGs for hobbies, video games, graphics, and more!

Business and world news, stock reports, etc.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

1.5 Editor

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% EDITOR %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Robert Niles

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Yakima, Wa 98908

1.6 Emulation Editor

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               EMULATION EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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                                Jason Compton
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1.7 European Editor

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%%                               EUROPEAN EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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                                Jesper Juul
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1.8 Associate Editor

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               ASSOCIATE EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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

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1.9 Amiga Report Mailing List

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

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

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to rniles@hebron.connected.com. Your account must be able to handle mail of any size to ensure an intact copy. For example, many systems have a 100K limit on incoming messages.

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

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

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

~~~~~

World Wide Web

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

Simply tell Mosaic to open the following URL:

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

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

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

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Aminet

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To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to docs/mags. All the back issues are located there as well. (ftp.cdrom.com or ftp.wustl.edu are two sites)

## 1.10 Amiga News

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

AMIGA REPORT - MAY 12 1994

Friday April 29, 1994, at 4:10 PM, Commodore announced that:

"C= International Limited announced today that its Board of Directors has authorized the transfer of its assets to trustees for the benefit of its creditors and has placed its major subsidiary, C= Electronics Limited, into voluntary liquidation. This is the initial phase off an orderly liquidation of both companies, which are incorporated in the Bahamas, by the Bahamas Supreme Court"

April 22, 1994 15 people where dismissed from West Chester, and the Commodore Semiconductor Group was closed. On the 26th of April engineering closed. Only a skeletal staff of about 22 remains. 3 people at the UK operation. 2 in Germany, 3 in the Phillipines.

New York Stock Exchange has de-listed Commodore Int (CBU)

CEI will continue to distribute Amigas to dealers, and should be able to meet demand, and continue full service and support. Distributors in other regions have reported sufficient stock to continue shipping to dealers.

Rumors remain! One being that Commodore will simply be selling off technology to creditors, the second being that there is a possibility that an Asian company will buy the technology from Commodore and continue production and development of the Amiga line. No official announcement by Commodore has been made.

=====

SIDEWINDER announces FutureShock II

ARTIST

Eric Gieseke (SIDEWINDER)  
Eric\_Gieseke@fcircus.sat.tx.us

DESCRIPTION

Audio CD produced entirely on Amiga computers  
All Music produced with the Amiga 2000, recorded  
direct from the Amiga output through the Sound Expander..  
a plug in Audio Enhancer by Apogee Technologies..  
Color Cover art rendered on Amiga by Zak Jarvis

- \* Remixed and digitally mastered in a professional recording studio
- \* Hi-Fi Stereo 71 minutes 15 tracks TECHNO/RAVE/TRIBAL/DANCE/JAZZ and SYNTH
- \* Software used : Pro-Tracker 1.3 MED 3.22 Audition IV
- \* Hardware used : AMAS 2 audio sampler Perfect Sound audio sampler  
The Sound Expander
- \* Cover Gfx art done on Amiga 2500/1200 computers using Imagine2.0  
rendered at 2000 x 1336 resolution 24 bit
- \* limited edition first 1000 individually signed and numbered

PRICE

\$12.95 us +\$2.50 S&H  
+\$5.00 S&H outside USA/Canada

special price for User Groups ect  
\$10.00 per CD in 5-10 packages +\$5.00 S&H +\$10.00 outside USA

CONTACT/ORDER

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8611 Cape Valley  
San Antonio TX  
78227 USA (210) 675-7592 CHECK/MOs us funds

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Cover Gfx copyright (c) 1994 Zak Jarvis

SIDEWINDER PRODUCTIONS \* SOUNDS \* RECORDING \* PRODUCING \* AMIGA BASED

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AmigaWorld --The Leading Amiga Publication--

Reinforces Position of Strong Support in Market

Peterborough, NH (May 3, 1994) AmigaWorld, the independent, monthly consumer publication for users of Amiga personal computers, has announced today that recent events at Commodore Business Machines in no way affect AmigaWorld's commitment to the market.

Responding to news on Friday, April 29, that Commodore was going out of business, AmigaWorld Editor-in-Chief Daniel Sullivan stated, "Regardless of any change in the status of Commodore's operations, AmigaWorld will continue to provide coverage of the Amiga market for its readership. We believe there are sound reasons to remain in the Amiga market -- namely, an installed base of five million Amiga computers worldwide; a dedicated AmigaWorld readership of loyal, enthusiastic users; and an innovative, proactive group of third-party developers."

Sullivan added, "We also feel certain that the technology will survive the liquidation of Commodore through licensing agreements with interested third parties -- of which there appear to be many. This is an excellent opportunity for the Amiga community to take charge of its own destiny and set a direction for further development that Commodore has not been able to provide."

The AmigaWorld staff views this situation as an opportunity to provide an even greater level of service to its readers and advertisers. With Commodore's departure from the market, customer service will become an even greater priority at AmigaWorld. The staff will continue to support everyone involved in the market through such means as phone support and on-line feedback. By providing strong customer service and up-to-date market coverage for readers, AmigaWorld hopes to be the catalyst for future growth and development in the Amiga community.

AmigaWorld Magazine is published by TechMedia Publishing, Inc., an International Data Group company. IDG is the world's foremost publisher of computer-related information and the leading global provider of information services on information technology, with over 194 computer publications in 62 countries.

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WhiteStone presents the ARexx CookBook and the ARexx reference disk  
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-The ARexx Cookbook by Merrill Callaway

A Tutorial Guide to the ARexx Language on the Commodore Amiga
Personal Computer

* TUTORIAL APPROACH -- Not another reference manual, The ARexx Cookbook is a step by step approach to learning ARexx, in graduated lessons from simple stand alone programs to complex interprocess control programs. Along with presenting good programming techniques, a thorough treatment of parsing, string handling and arrays insures that the readers will have the equipment to write any ARexx programs they need. This book makes ARexx easy! Anyone can learn ARexx!

* USEFUL PROJECTS -- Real programs that do useful tasks make up all the examples. You will keep the programs you learn on! Beginners, intermediates, and advanced users of ARexx will find useful programs as well as inspiration and ideas here. There are programs to sort your data, pick out a list of words without duplicates, turn your text editor into a full blown word processor with Thesaurus and Grammar checker, scale IFF images to fit your screen, search large text files, and more. Along the way, you'll learn many powerful programming techniques so that you can write any program you need for your own custom environment.

* AREXX AND POSTSCRIPT -- There are no other books dealing with ARexx controlling PostScript, but this extremely powerful combination is presented clearly by The ARexx Cookbook. The projects include a slick utility to print envelopes right from the Shell or CLI.

* MULTIPLE REFERENCE INDEX -- Page numbers for the Hawes and the Commodore ARexx Manuals, as well as for the manuals of the application software mentioned in the text occur both in the index and in the margins of the text. Every ARexx instruction and function and every application program command is referenced thoroughly.

* COMPANION DISKS -- All programs in the book, as well as many more are available on two disks: The regular Companion Disk; and a new disk just for Desk Top Publishers for creating Indices and Tables of Contents using TurboText and any DTP package that will export ASCII text.

* PURPOSE -- "The purpose of The ARexx Cookbook is twofold: To bring less experienced Amiga users quickly up to speed in ARexx; and to provide some really useful ARexx programs that can be easily adapted or used as is for real world applications. This book provides some interesting, useful, and fun things to do with ARexx that make learning it fast and painless. ARexx truly is wonderful, and with a minimum of study, is easy to use. Everyone who uses an Amiga computer deserves to become proficient at ARexx, because it opens the real power of the Amiga multi-tasking system. I wrote this book because I went through some of the same frustrations you may be experiencing trying to start to use ARexx. Wading through a language reference manual is not the fun way to learn ARexx, but I persevered because I sensed it would be worth it. Much sooner than it looked like at first, I reached a level of competence that now allows me to customize my Amiga operating environment in ways I only dreamed of before. The ARexx Cookbook was written to help some of you get over

your initial fear of programming and to accelerate your climb up the first hump of the learning curve, and to lead you to the level where you can begin to use the full power of your Amiga. For others, at a more intermediate stage, the book is an immediate source of useful code (and inspiration) that you can use to make your own programs in ARexx to customize your Amiga applications." (from the Preface)

* ABOUT THE AUTHOR -- Merrill Callaway is the author of the monthly ARexx Column in Amazing Computing magazine. He holds degrees in Applied Mathematics and Fine Art from Brown University. A former aerospace Logistics Engineer with extensive technical writing and programming experience, he has devoted his full time to the Amiga since 1990. He lives in Albuquerque, New Mexico.

* WHAT THE CRITICS SAY -- "...Callaway goes to great lengths in his explanations to help you truly understand ARexx. [He] has done a wonderful job at making it as easy as possible." Douglas J. Nakakihara in MicroTimes 3/8/93 (Silicon Valley's leading industry newspaper.) Deemed "Best Buy" by Amiga Shopper, the U.K.'s premier Amiga magazine.

* HOW TO ORDER -- Payable to WHITESTONE. Credit cards: VISA/MC or Send check or money order or telephone with credit card. Outside USA, International Money Orders, Bank checks in US\$, VISA/MC only.

Deluxe Set with Cookbook and two disks of examples \$54.90 (with Ref. Disk \$64.90) Shipping USA/ Canada Included; Europe add: \$6.00; Asia/Africa/Australia add \$10.00

- The ARexx Reference Disk by Merrill Callaway

A Complete Reference Manual for the ARexx Language on the Commodore Amiga Personal Computer

* FEATURES

* A Complete User Manual -- This is the first complete ARexx User Reference Manual. Other manuals, including the original by Bill Hawes, as well as the Commodore ARexx Manual, omit several instructions and functions. ALL ARexx built-in instructions and functions are listed and described, along with all rexxsupport.library functions and all command utilities. Some information is not available anywhere else.

* Easy to Understand -- The ARexx Reference Disk presents all instructions and functions in easy to understand, and greatly expanded descriptions, written so that the average Amiga User can understand what they do without being a computer scientist! There are many more examples showing the instructions in context!

* AmigaGuide Hypertext -- AmigaGuideTM format for instant hypertext jumps between subjects. All terms defined. Simply click on a button or double click on a word to see a complete explanation. Alphabetically organized for browsing. All programs and libraries are included so that you can run this help file on any system from 1.3 to 3.0. MultiView compatible for System 3.0 owners.

* Perfect Companion to The ARexx COOKBOOK -- The ARexx Cookbook will teach

you to program in ARexx. The ARexx Reference Disk will keep the function definitions and formats at your fingertips while you're coding.

* How to Order -- Visa, MasterCard, Check or Money Ordered accepted. Order by telephone with credit card or by mail. Same day shipping. Make checks payable to Whitestone. Address and telephone at bottom of page.

* Price -- \$24.95 Postage Paid. Disk comes with a free floppy wallet.

* Special Package Price -- Get The ARexx COOKBOOK deluxe set AND The ARexx Reference Disk for the complete package price of \$64.90 SAVE \$15.00!.

WHITESTONE
511-A Girard SE
Albuquerque, NM 87106
USA
(505) 268-0678

=====
Area52 presents the CG52 Video Bulliten Board, Version 1.0
~~~~~

AUTHOR: David Tiberio, Area52

CG52 is a full featured video bulliten board system for Amiga computers and Video Toaster workstations. CG52 creates automated video bullitens including datestamp and a real-time clock. All character generation and text placement is automated, yet may be set using embedded codes. Special effects and transitions may also be performed. Video may be genlocked with the character generator using a third pary genlock board.

#### SPECIAL REQUIREMENTS

Any Amiga computer. Workbench 2.04 or greater recommended.

#### PRICE

CG52 retails for \$52. To order, send a check or money order for \$52.00 + \$2 shipping and handling to Area52, 6 Lodge Lane, East Setauket NY 11733. NY residents add 8% sales tax.

#### AVAILABILITY

Available in April, 1994.

#### DISTRIBUTABILITY

CG52 Video Bulliten Board may be purchased from your local dealer. You may also order direct from Area52. Please send all correspondance to Area52, 6 Lodge Lane, East Setauket NY 11733.

---

(516) 476-1615 VOICE/FAX.

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AugmenTek Continues Support For The Amiga

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TorqueWare(TM) for the Amiga

Development system and runtime environment for creating and running
parallel programs within one Amiga or across a network of Amigas

RexxVar

Programming facility for exchanging values between REXX variables and
AmigaDOS commands/programs

MultiVol(TM)

Transparent file splitting/joining facility with added ability to
allow reuse of REXX procedures/functions

Plans:

Will sell and support existing products. Enhancements depend on
customer demand for them.

Stephen Rondeau, President of AugmenTek

AugmenTek

3606 S. 180th St. C-22

SeaTac, WA 98188

USA

Phone: 206-246-6077

email: augmentek@acm.org

=====

AVSolutions Inc. to continue with the Amiga

~~~~~

We've been an Amiga-only reseller for some years now. That may change  
within the next year, particularly if some of our larger products must  
move to the PC (Personal Animation Recorder, SCALA?, Toaster???)

I doubt we will remain Amiga-only, but I certainly plan to continue to  
support the Amiga. I've been doing a good business in used hardware over  
the last 6 months, and I expect that to continue.

My name is Barry Kryshka, and I am one of the two owners of this business.

AVSolutions Inc.

1568 Randolph Ave

St. Paul, MN, 55105

V: 612-698-1175

F: 612-698-1066

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Prolific will continue to support the Amiga

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Pro-Net: Schematic Capture software for Electronic CAD

Pro-Board V3: PCB routing package with fully automatic placement and routing.

Pro-Board V2.1: Manual PCB placement and routing package.

Pro-Lib: Create custom library parts such as PLCCs, PGAs, Goldfinger edge connectors, etc. for Pro-Board.

Pro-Plot: Create HPGL and Gerber photoplot files.

Pro-Drill: Create Drill Files for manufacturer.

Prolific will continue to support our E-CAD software. Some improvements in the user interface will be integrated over the next year.

Jeff Lindstrom
Technical Manager
Prolific, Inc.

Prolific, Inc.
6905 Oslo Circle, Ste. B3
Buena Park, CA 90621

Telephone: (714) 522-5655
FAX: (714) 994-6435
Internet: Prolific@cup.portal.com

=====

CLICK! N.V. Will Continue To Support The Amiga

~~~~~

Address:

Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
Belgium

Tel: + (32) 3 828.18.15  
FAX: + (32) 3 828.67.36

E-mail: vanhoutv@augfl.be

1) Amiga dealer: Advice and support. We sell Amiga hardware and software.

2) Distributor for Belgium for:

- DR-3150 Personal animation Recorder PAL and  
AD-3000 Real-time Video Caputer card.

- MicroVitec CubScan 1440 multiscan monitors for Amiga

---

- Low-profile 72-pin 4MB SIMMS made by NEC for A4000s etc.

We will continue business 'as usual'. We will be supporting the Amiga as long as it is viable for us.

Johan Van Houtven. President of CLICK! N.V.

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Message from Great Valley Products

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Although Commodore International has filed for voluntary liquidation and production of new Amiga's has essentially stopped, that does not mean the entire installed base will disappear overnight.

GVP will continue to support the Amiga market, it's products, and even one or two new releases. It is natural to expect a decline in the third-party Amiga market, but it would be foolish to ignore the potential market that exists in the installed base.

It's been a rough road, and it will get rougher, but it's not time to jump ship just yet...

Gary Nush
Product Manager
Great Valley Products, Inc.

=====

Intangible Assets Manufacturing Continues Strong Support of Amiga Users

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Drexel Hill, PA (4 May, 1994) Intangible Assets Manufacturing, a software development and consulting company in the Amiga marketplace, announces that Commodore Electronics Ltd.'s voluntary liquidation in no way affects IAM's commitment to the Amiga.

IAM's president, Dale L. Larson, stated, "The Amiga is important. Commodore is irrelevant."

Larson elaborated, "Even if Commodore disappears and no one else picks up production of the Amiga, there is a large existing base of machines which will remain valuable for many years. We intend to help current Amiga users to get the most from those systems. Further, we believe that licensing agreements or other arrangements will likely allow production of new machines by someone."

IAM's currently available products include Amiga Envoy -- an Amiga peer-to-peer networking package. IAM expects to make an announcement of a new Amiga book soon, and has other major projects in the works for the coming year.

Dale L. Larson, President  
Intangible Assets Manufacturing  
828 Ormond Avenue  
Drexel Hill, PA 19026

info@iam.com

voice: +1 610 853 4406

fax: +1 610 853 3733

## 1.11 Emulation Fun!

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Emulation Fun!                                     by Calum Tsang %%
%%                                                    tsangC@io.org %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

More Low Cost Emulation Fun with the Bridgeboard Adding a VGA Card!

For those of you who read my article on the great \$19.75 used A2088 Bridgeboard, this article is a bit of a followup. I hope you all enjoy it.

Test Platform:

```

Commodore Amiga 2000HD
A2300 NTSC Genlock
A2090A HD Controller
SupraRAM 2000/2
A2088XT Bridgeboard
Tecmar XT Expansion
44MB Rodime HD /21 MB Miniscribe HD

```

A Bad Day...

I was having a bad day. Not just any old bad day, but some lowlife went and snipped all the DRAM off of the used accelerator I wanted to buy. That classified as a Big Day for This Amiga User. It was to my surprise that my good friend and PC fan, Tim, showed up with a a small box that said "Add On Cards" with a garish multicoloured rainbow pattern on the outside. Inside was a VGA card, a leftover from his 486, now decked out with SVGA and million-colour palette.

The card was an Oak Technologies 256K VGA card, which according to Tim, will show 640x400x256 colours. My bad day was starting to turn good.

The Game Plan

The game plan was to install the VGA card into my Amiga's "secondary bus system" or the PC slots left of the Bridgecard. Then, I'd get full VGA capabilities on my XT side, allowing me to show all those great pictures of Anna Clarke someone sent me.

What's wrong with the Amiga side? For you folks who read my previous article in AmigaReport, I have an A2000. No AGA, no 24 bit board, just good old ECS. And the nice 256 colour GIFs turn out kind of bland and dithered converted out to HAM or NTSC:HiResLaced. Plus, I was getting sick of a little hesitation caused by the translation of PC CGA emulation to Amiga side graphics. Screwdriver and VGA card in hand, I was ready to begin.

## The User's Manual

I think I once told someone I hated Commodore's Amiga manuals. Well, I hate PC clone manuals more. Let me quote to you a typical page of this VGA card's 30 page instruction book:

"While you want to get into ET (Chinese Program), please insert utility diskette into drive A...

...if screen dimension didn't adjust well please type...

...Drive Diskette Can Support: The Windows 3.0"

I must admit the rest of the manual is in better English, but this reinforces the inferiority-stereotype of PC clone quality.

## Installation

The usual five screws came out of the 2000's case, and I removed one of those little metal plates. (What use are they once they leave the Amiga?) Next the VGA card was taken from it's antistatic protection bag and inserted into the second slot from the left, an 8 bit. (The Oak card supported 16 bit, however, I have only an XT bridgeboard which uses only 8 bit slots) From the back panel, I selected my monitor, PS/2 type and replaced all the screws.

The monitor I used was a Scott SVGA Monitor, 14" with a nice tilt and swivel base, and I connected it to the DB15HD port on the back. Additionally, the card will also support a Digital type 9 pin connection for 16 colour operation with digital EGA and CGA type monitors.

Everything booted fine, and shortly after, the OAK VGA BIOS message came up, followed by the usual Commodore Bridgeboard BIOS notices. Wow! No keyboard action. Up went the usual Janus PCWindow and I could type again. It felt exactly like a clone. Cool crisp VGA screen. Flickering underscore PC cursor. Lack of windows.

Great, what's it useful for?

The main advantage for most Bridgeboard users will be the functionality of having VGA level graphics on the PC side. Most PC programs now demand either VGA graphics or Windows, which needs VGA as a base graphic adapter. For my system, it is less useful because of my 8088 XT processor, but most will find it will allow many more applications, operating systems (like OS/2) and games to run on the Bridgeboard.

CSHOW-I can now show all those pictures under CSHOW. Full 256 colours! Even if I can't get 640x400x256, I can still get 320x200x256 and 368x400x256, plus a half decent 640x400 emulation. I can even use the second monitor to show pictures while I'm working on my primary 1084S display.

Windows NT-Oh yes, Windows NT is running very nicely. Yup. Just great, in fact, I think I saw a login prompt yesterday. :)

FRACTINT-Yes, it's slow, but my 4.77 MHz XT Bridgeboard can run FRACTINT, one of the best fractal processors available. (The Waite Group's Fractal

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Creations book is an excellent value, along with a copy of FRACTINT) And since the PC side uses no Amiga processing time (especially now that it has it's own monitor) I can leave the fractals chugging along at a merry pace, serving as a wallpaper. Of course this took an expensive SVGA monitor to get...

FrameWork III-My copy of Ashton Tate's wonderful FrameWork III can now run in 80x50 lines. Perfect for typing great amounts of text in and reading large manual files.

### Conclusion

Take any VGA card you get! It's a useful and handy tool to add to your Bridgeboard, no matter what model-XT, AT, 386. They've become very cheap lately, and you'll add yet more functionality to what I believe is the most interesting peripheral available on the Amiga 2000-the Bridgeboard. Comments, questions and pictures of Anna Clarke are always welcome via my Internet address.

## 1.12 The BBC Networking Club

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The BBC Networking Club                                     %%
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\*What is the BBC Networking Club?\*

The BBCNC exists to promote the Internet (a world-wide communications system using computers and phone lines), to schools, colleges and any who have not used the Internet before.

It also exists to allow the BBC to explore the Internet as a broadcasting medium. That does not mean we will be supplying video programmes on demand! It does mean we are hoping to offer useful information resources for the Internet and encourage the BBC to be directly accountable to Internet users for its output and policies.

Why doesn't the BBC have information about all programmes on the Internet? Why don't you have Ceefax on the Internet?

The BBC is a very large organisation and currently it is committed to making TV and Radio programmes. We hope that as knowledge and use of the Internet increases within the Corporation, lots more useful and fun material will become available. The BBCNC will do its best to bring this material to you. But it will take time and lots of hard work.

\*What is the BBC charging for Internet access?\*

>From the 11th May, if you want to use our service to connect to the Internet within the UK, then you will first need to buy a starter kit and after that pay a subscription fee. The starter kits come in three 'flavours'. For PC's and their clones, it will cost UKP 25.00, for Acorn Archimedes computers, it will cost UKP 35.00. Thereafter it will cost UKP 12.00 per month, payable quarterly by direct debit, cheque or credit card.

\*What about Amiga users?\*

We have gone for Mac and PC software first of all because these seem to be the most widely used hardware platforms. Acorn Archimedes machines are widely used in schools and colleges within the UK, and these are a major focus for our activities. We will start to put together Amiga software as soon as time and money allows . . . and we will let you know by the end of May when that should be.

\*How will it work?\*

You will need a computer and a modem. A modem enables your computer to communicate to other computers using the telephone system. Once you have installed the starter kit software on your computer -- and you will be able to call our telephone help line if you are having problems -- you will need to open a registered letter from us with your special password. With the password, and your system set up properly, you can connect to our bulletin board, called Auntie.

>From Auntie you can download further software to your computer which will enable you to explore the Internet as a whole. This software will include the so called "TCP/IP" software necessary to use the Internet as a whole.

There are places called Points of Presence (PoPs) around the country into which a Club member will be dialing. These are distributed so that wherever possible you will be making a local telephone call. The Points of Presence will be found first of all in Cambridge, London, Bristol, Birmingham, Manchester and Edinburgh. Initially, only about 35% of the population will be within a local call charge, but as more people join the Club we will be extending the number and range of PoPs accordingly. Bringing a PoP on-line in Belfast is a priority.

We aim to keep the ratio of Club members to dial-in modems better than 30:1.

\*Why this two stage process?\*

Because software to use the Internet can be quite difficult to set up. We are trying to help people get a feel for using their modem and our software before they are more adventurous. You will be able to use Auntie as a place to ask other people how to do things.

\*What else will be on the bulletin board Auntie?\*

A bulletin board is an electronic space within a computer where you read and leave messages with others, as well as browse information. Auntie will become a place to talk to other people. We will be bringing all sorts, from politicians to poets, the famous to the infamous, onto Auntie to let you communicate with them directly.

\*Is Auntie going to be free to those already on the Internet?\*

She will be until the middle of May, but after that Internet users will be asked to pay UKP5.00 per month. We hope to set up some scheme

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whereby groups of people within an organisation can pay a block fee. However, we will still be presenting almost all material for free access to the Internet as a whole. So if you use the Internet and decide not to join Auntie, you will only miss out on the conferencing.

\*Is the BBC trying to take over the Internet?\*

Not even the BBC is big enough to do that! The Internet belongs to no-one, and it can be very anarchic. We might be helping you to connect to it, but once you're out there cruising through the world's computers, whatever you find is up to you. The BBC takes no responsibility for it.

The Internet is also the fastest growing means of communication in the world. Internet use is becoming the mark of a developed and prosperous society and the BBC feels that people in Britain should be able to learn more about it. We would also like to use our world-wide name to work with those countries abroad, especially in Africa, where Internet access does not really exist.

\*Why, when I pay my license fee, should I have to pay more money for Internet access?\*

It would be great if the license fee did cover Internet access for all, but it doesn't. It is set down in the BBC charter that the BBC can innovate and educate, and that is what we are trying to do. BBC Education is responsible for setting up this venture, and once the running costs of the BBCNC have been paid, all the extra moneys we get will go towards paying back our start up costs. These are about UKP78,000. Once these moneys are paid back, we should be bringing down our charges. The quicker people join the Club, the quicker we will be able to lower the fees. We hope!

\*Who do I contact if I want a subscription?\*

You can fax 081-993-6281, or send a letter to BBC Networking Club, PO Box 7, Broadcasting Support Services, London W3 6XY. You cannot, yet, contact the organisation we are using to handle subscriptions (Broadcasting Support Services) through e-mail, but you will be able to before too long. Please note that if you try and send them letters beforehand, you will not be answered until the beginning of May. We will not be taking money from the public until we are completely certain that our software works to our satisfaction.

\*Who do I contact if I just want to find out more about the Internet, modems and networking in general?\*

You can send for a fact sheet, which includes details of other Internet access providers, and what to look for in a modem, by writing to BBC Networking Club, BBC Education, White City, 201 Wood Lane, London W12 7GS.

During office hours you can call this office for general -- not technical - enquiries. The phone number is 081-576-7799.

If you would like to contact the BBC press office, then please phone Caron Jones or Joan Connolly on 081-752-5252.

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\*Other addresses: \*

If you want to send feedback to the new series "THE NET" then please do so to the-net@bbcnc.org.uk.

If you want to send feedback to the radio five live show "The Big Byte", please contact big-byte@bbcnc.org.uk.

If you want to find out more about the BBCNC, please use info@bbcnc.org.uk.

If you want to ask non-technical or membership questions please contact emma@bbcnc.org.uk.

If you want to ask about broader editorial, educational, policy or technical questions then contact julian@bbcnc.org.uk.

## 1.13 Skid Marks Review

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Skid Marks Review                                     by Brian Salisbury %%
%%                                                    BlakAder@csos.orst.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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PRODUCT NAME  
SKIDMARKS

BRIEF DESCRIPTION  
This is a one or two game where you race around different off road tracks. Kind of like super off-road.

AUTHOR/COMPANY INFORMATION  
Acid Software.

LIST PRICE  
around 33 U.S dollars

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS  
HARDWARE  
Should work on all Amiga's, the more memory the better.

SOFTWARE  
None.

COPY PROTECTION  
On disk copy protection for the 2 track disks and AGA car disk. None for the program disk.

MACHINE USED FOR TESTING  
Amiga 1200 with 2megs of Chip Ram

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## INSTALLATION

This game can be played straight from floppies, or you can install the game disk on your hard drive. For better or worse the 2 track disks it comes with cannot be installed. Oh well.

## REVIEW

Why is the game called SkidMarks? Well, let me tell you. As you race around the track all the cars and tracks leave, you guessed it Skid marks! It's fun taking a nice clean track and totally destroying it! If you race the same track again, the skid marks stay. After your fun one that track, time to mess up the next one!

This is a fun one or two player off road driving game. The 2nd player can use the 2nd joystick or a null modem or the modem. The game even comes with it's own phonebook!

First thing you do is choose your car type and color, and the computers car type and color if you which. I could only choose 2 different car types due to memory restraints which is no big deal.

You then choose the difficulty level. Higher difficulty equals faster cars, which equals more work on control.

Then you choose the type of race. Practice, in which you choose any track a race by yourself. Match race, this one you race against the 3 computer controlled cars. The final race option, you race all the tracks and the vehicle with the best time wins.

The car control is quite easy to understand. Push forward on your joystick or the fire button to accelerate, left and right to steer, and backward to go backward, and brake.

The cars are very well animated. Raytraced using 800 frames for each car! The track scrolling is very smooth. The track graphics are large and well done.

The game comes with 2 track disk, each disk having 6 tracks to race on, they very from dirt, pavement, and snow.

## DOCUMENTATION

I would have liked better docs, explaining the difference between the vehicles.

## LIKES AND DISLIKES

All in all this is a very well done game, I like the graphics and sound, and the different sounds the tire makes on the different tracks. And of course, the cool skidmarks.

What I didn't like was the rather sparse manual, but thats no big thing.

---

COMPARISON TO OTHER SIMILAR PRODUCTS

This game is similar to Super Off-Road. but much better.

BUGS

For all of us in the U.S. boot in pal

VENDOR SUPPORT

I've had no reason to contact Acid Software.

CONCLUSIONS

This is a nice game to add to your collection. I recommend buying it. I think the user interface could use a bit more polishing as well. The manual mentions the possibility of a full blown AGA version. For those of us that own an AGA machine, to wait for an uncertain release, or buy it now and get the AGA version if and when it comes out. Decisions, decisions.

**1.14 Reader Mail**

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

From: DMYERS <DMYERS@mhl.mcc.ac.uk>  
To: rniles@hebron.connected.com  
Date: Tue, 10 May 1994 16:19:44 BST  
Subject: Annoyed?

Hopefully to all readers of Amiga Report.

Annoyed when you walk into a Chainstore that has all the computers on display with Mario bouncing around the Nintendo, Sonic rolling about the Seag, spinning-things on the PC and the A1200 just sitting there asking for a disk ? Do the shop a favour and pop a little disk into the drive containing the AGA Point Of Sale demo.

Available from <aminet/demo/aga/AGA-pos-Eng.dms>.

It puts a smile on my face !

:-)

**1.15 Amiga Animation at Disney**

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga Animation at Disney                               by Douglas J. Nakakihara %%
%%                                                         dnakakihara@bix.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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NOTICE: This is the originally submitted text for an article that appeared in the December 7, 1992 issue (#103) of MICROTIMES magazine. (There are some slight edited differences between the published version and this one.)

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The author can be reached thru Internet at dnakakihara@bix.com.

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Amiga Animation at Disney  
 By Douglas J. Nakakihara

Disney has always been known for top quality animation. Nearly everyone has been touched in one way or another by a Disney creation and we are all familiar with their cast of classic characters. To some of us, they are almost friends. It only seems fitting that the Amiga, a powerful animation tool, would find a niche at Disney, specifically at the Television Animation arm of Walt Disney Pictures and Television.

In an environment where artists have painstakingly created animation masterpieces by hand, the Amiga is revolutionizing the process. The man behind this revolution is Kelly Day. He has managed to convinced the powers that be that the Amiga is a viable and usable tool for doing what has traditionally been--and still pretty much is--a totally manual process.

Kelly has been with Disney for about four years. Although, his name may not be familiar to you, his work might. His credits include such movies as the Rescuers and Duck Tales, as well as the made-for-TV cartoons Talespin, Dark Wing Duck, and Goof Troop. He is currently working on a new animated cartoon series called Bonkers.

Kelly's computer set-up consists of an Amiga 3000 with a 1950 multiscan monitor and an Amiga 2500 with a 1084 monitor. Both computers are equipped with Syquest removable media disk drives, IVS's Trumpcard SCSI controller cards, and Ethernet cards. The Amigas are connected to a Novell local area network using the netware product from OXXI, Inc. Additionally, the two Amigas are networked directly together via the SCSI controllers using the SCSI-SHARE product from IVS. This allows direct file sharing between the two computers. Talk about connectivity!

## TRADITIONAL ANIMATION

To really appreciate the benefits the Amiga provides, it is important to understand how animations are created traditionally. Before an animation can be made, a storyboard must be created. A storyboard is a series of black-and-white hand-drawn pictures, called "panels," depicting important moments (also known as key frames) in the animation. The full dialog and other direction notes are written under each panel.

Animations are created assembly-line style and there are basically three types of people who work on the project at this point: character, prop, and background designers. The character designers are in charge of anything that is living, and the prop designers cover non-living objects that move. The background designers draw the static elements in a scene. For example, say the animation was to be about a man picking up a stick in a room. The background designer would draw the room, the character designer would draw the man, and the prop designer would draw the stick. Get the picture? Of course, some lines may be crossed if you have a talking broom or chair!

The Disney designers study the storyboard and then draw black and white line art pictures called "models." For instance, if one of the main features of the animation was a car character, a designer would draw the car from various perspectives. This gives the actual animators a three-dimensional idea of what the car looks like. There is one other designer called the color designer, who creates colored models of the characters, props, and backgrounds.

What is interesting is that the Disney designers don't draw the final animation, they only provide the "look" of the cartoon. That's right, the work the public actually sees is not technically the actual work of Disney designers. Because a 20-minute cartoon requires nearly 29,000 frames to be drawn and painted, this work is usually farmed out to animation studios located in other countries where labor is cheaper. Normally, an army of animators is used to make the final product. These studios are sometimes independent and not related to Disney.

When the animation is actually being created, the animators base it on the key frames in the storyboard. In other words, they are only given specific information as to what certain frames should look like. However, they must also create the frames that are needed in between the key frames. This is sometimes called "tweening." The designers' models that are provided with the storyboard are used as reference information to help these animators tween.

## THE AMIGA'S ROLE

So how does the Amiga fit into all of this? Well, Day basically uses a 3-D rendering program to create characters, backgrounds, or props. Once all of the objects are created and properly oriented, he can position the camera and print the model on a laser printer. He can literally print the scene from any perspective by simply changing the camera view! For one project, Kelly had to create Goofy's living room. Once the room was created in the 3-D program, he printed multi-perspective background pictures of the room without ever having to draw

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it. This saves tremendous amounts of time. The traditional method would require each model to be drawn by hand.

Though Kelly has used various 3-D rendering programs in the past, he now relies on Playmation from Hash Enterprises. Playmation's spline-based objects are ideal for the output needed. All scenes are rendered to high resolution IFF files. If you watch cartoons you will notice that things are usually a single color outlined in black. As a result, in contrast to the normal 3-D rendering objective of photo-realism, objects cannot have any shading--they must be a flat single color. To achieve this, all of the objects are set to reflect 100 percent of the ambient light. Color selection is also very important as objects that overlap or are connected must be different colors. Each side of a cube, for example, would have to be a different solid color.

The rendered picture is then run through a program called Trace. Trace is a utility program that comes with Gold Disk's Professional Draw, a structured drawing program. Structured drawing programs are used to create high quality output, usually using a Postscript output device. Output quality of structured drawings is determined solely by the capabilities of the output device. Output quality is significantly superior to that of bit-mapped graphics whose resolution is normally tied to the display resolution and usually contains a lot of jaggies when printed.

Trace turns the picture into a ProDraw clip that is an outline of the original picture. Trace only draws lines where a color changes from one to another. This is one of the reasons it is important not to have any shading. So if you had a red teapot with a blue handle, Trace would separately outline the teapot and handle. If the handle and teapot were the same color, both objects would be outlined, but there would be no separation between the pot and handle.

Once Trace is finished, the clip is loaded into ProDraw for printing on a Postscript printer. This may all seem rather complicated but since ProDraw finally supports ARexx, Kelly has written an ARexx script to handle nearly everything. Once all of the frames are rendered, Kelly can trace and print each frame automatically with no human intervention. The final printed product is virtually indistinguishable from it's hand-drawn counterpart.

Kelly is also very proud of the fact that he is one of the only designers that sometimes includes fully-animated frames for tricky sequences. As discussed above, this work is normally done by the animation studio, but any help that he can provide will obviously make for a better final product. Since the scene is already defined in three dimensions, all he has to worry about is the path of the camera and the timing. Playmation has a very unique and powerful way of accomplishing this using a time-line metaphor.

When previewing an animation on screen without background, he often draws various references directly on the display screen using a wipe-off marker. He indicated that this was much faster than trying to genlock the animation over a background. In other words, it's a quick-and-dirty way to get the job done. I've always said that laziness is the mother of invention!

Normally, computer-generated animations are not directly used in cartoon animations. However, a cartoon episode he worked on involved the characters playing a video game. In this case, the lower resolution computer output was required. As a result, an actual Amiga generated animation was mixed into the cartoon.

#### ANIMATIC STORYBOARDS

The above process is not the end of the Amiga's abilities. Kelly also uses the Amiga to create "animatic storyboards." Normally there are three acts to a 20-minute cartoon and the traditional storyboard for each act is several inches thick. Although, great effort is made to include as much information as possible in the storyboards, much interpretation is left up to the animation studio as to what the final cartoon should look like. Since each panel in the storyboard represents various amounts of time, it is non-linear and the "feel" of the cartoon is absent. The animators are missing the timing of the events and this can affect the cartoon's humor.

An animatic storyboard is a video of the storyboard synced with the cartoon's soundtrack. This gives the animation studio much more information about what is desired and how events should be timed. The result is remotely similar to the old slideshow with sound presentations they used to show us in grade school.

To digitize the soundtrack, Sunrize Industries' AD1012 12-bit sound board and their Studio 16 software is used. The storyboard pictures are brought into the Amiga using Progressive Peripheral's Framegrabber. Once the sound and pictures have been digitized, the two elements must be synced together.

Gold Disk's Showmaker is used to control when pictures are displayed. However, because he was working with so many frames, Day found that Showmaker's input method was very tedious and time consuming. As a result, he wrote his own customized input program that saves data files in Showmaker format. Kelly's program not only shows the SMPTE time code, but also the film length in feet, a reference methodology used by many animators.

By multitasking Studio 16 with his own program, Kelly can view the graphical representation of the soundtrack's soundwave and sync up the frames accordingly. If he needs to know what is happening at a particular point in the soundtrack, he can just highlight the portion of the soundwave he wants to hear using the mouse and play it.

When the storyboard is ready to be recorded, the Amiga 2500 runs Showmaker to display the frames, and Studio 16 on the Amiga 3000 plays the animation soundtrack. The two computers are kept in sync using an independent SMPTE timecode source. The SMPTE signal is fed simultaneously into both Amigas. The AD1012 in the Amiga 3000 has a built-in SMPTE connector; however, on the Amiga 2500, the timing signal must be fed into a MIDI interface, so an external SMPTE-to-MIDI converter box is used. The show is recorded onto videotape in real time.

It is important to note that although Day is using two Amigas, Showmaker and Studio 16 could be multitasked on the the same computer,

accomplishing the job using a single Amiga! Moreover, except for the lower sound quality, the Amiga's internal 8-bit sound could also be used in lieu of the 12-bit sound board.

Though the animatic storyboard is not animated per se, it does provide timing and give the sense of movement that the traditional storyboard lacks. This makes the communication between the Disney designers and the animation studio more effective. Costly mistakes that could require things to be redone might be avoided. As most computer users will attest to, it is infinitely easier to have someone show you how to do it, rather than having to read the manual.

What is really impressive about what Kelly is doing is that all of the hardware and software is off-the-shelf stuff. Moreover, he believes that the day for full production of cartoons using only computers may not be too far off. After seeing what he has been able to accomplish, I don't doubt it for a second. Kelly has discovered a more effective way to tackle the huge task of animation. When animation companies start realizing the profit potential with using Amigas, look out--the flood gates will be opened.

## 1.16 Interview with SideWinder

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Interview With SIDEWINDER                                     by Dionnus Elektronn %
%                                                                 343GJZL@CMUVM.CSV.CMICH.EDU %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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For the past month, I've seen the "Amiga no good for music" thread undulate on comp.sys.amiga.music, and I've mostly ignored it. Occasionally, though, I drop in and read a random message just to see if anything of worth bubbles up. Most of the time, it's nothing really interesting, but this time I noticed something worth commenting on. The question someone asked basically went like this: "Amiga makes it possible, huh? Well, show me at least one professional musician who uses Amigas for sound in the studio."

Well, awhile back, I sent out a request to Usenet to contact Amiga musicians for interviews on what they do in Amiga music. The response I got was pretty satisfying-- about 30 musicians contacted me, and a few still trickle in. I received mail from amateurs, professionals, dabblers, and experts-- some use the Amiga solely for trackers, others for professional video, and one who replied has even been a part of writing the music for Lemmings.

My apologies, however, go to the people I contacted, since things here at school got a little too hectic for me to really follow through with the interviews. Perhaps I can continue with the interviews over the summer or next semester. But, before all that started, I managed to contact at least one musician. His name is Eric Gieseke, otherwise known as Sidewinder.

Who's Sidewinder, you ask? Well, look back through your voluminous collection of Amiga Report-- and in AR214 you'll find in the news section an announcement/advertisement of his latest CD, "Future Shock 2." It was

produced by Sidewinder himself, using the Amiga for CD quality sound, and remixed on DAT at Rock House Studios. Even the cover art was rendered on an Amiga 3000! "Future Shock 1," his previous release, is available on cassette soon to be remastered on CD. To me, all this makes Sidewinder fit the description of "professional musician."

Sidewinder's been writing music on the Amiga for about 7 years, starting with Sonix 2.0. ("Really quite pathetic stuff I suppose," he said.) A few years and 50 songs later, he discovered the trackers-- MED 1.1 and ProTracker-- while living in Indonesia. And since 1991, he's released about 100 .MODs and has a few more unreleased. Only about 40 of those tunes have been imported to the internet on Aminet, in his own directory "mods/sidew." The rest of them reside on the GENie StarShip BBS. (And I really wish someone would import the rest of them to the internet! Hint, hint, hint! =) =) =) )

The kind of music he writes, I think, is amazing. His .MODs are some of the best music I've heard anywhere, let alone on the Amiga. He tends to do mostly techno-ish pieces, but to define him by that label is an injustice. His works tend to be pretty danceable but don't exactly fall into the same monotony which is the hallmark of a lot of rave and techno artists. He shows a versatility and inventiveness in his songs that I really admire, being a rookie in the Amiga .MOD scene. He takes the elements of techno and dance and jazz and world music and swirls them all into unique mosaics of style. From the sweet ambient melodies of "Beyond\_Dreams" and "Jasmine" to the high energy techno of "Anesthesia" and "RadioRevolution"-- Sidewinder's works have become featured selections on my hard drive. Sidewinder uses the media of the .MOD to its fullest, grabbing bits and pieces like samples from the world around him to create wonderful new sounds.

And speaking of the world around him, Sidewinder himself has been around the world. "I'd say that the WORLD is my best influence since I've traveled and lived on every continent in the world other than Antarctica," he said. Also, he mentioned the Amiga .MOD and demo scene as his other major inspirations, as well as "real world" techno musicians like Moby, Aphex Twin, and Prodigy. Oh, and throw in the muses of "liquor and pizza" and you've got a good picture of Sidewinder's inspirations.

Today, 25-year-old Eric Gieseke, a.k.a Sidewinder the Camel Jockey Extraordinaire, lives in San Antonio, TX. You can find him on the staff of the GENie StarShip as the host of the music conference, every Thursday night @ 10pm EST. I have no clue where to find his .MODs on GENie StarShip, but as for the internet, try the "/pub/aminet/mods/sidew" directory on Aminet. As for the CD, contact Sidewinder Productions at this address:

SIDEWINDER PRODUCTIONS  
8611 Cape Valley  
San Antonio TX 78227

The disc is about \$12.95 plus shipping and handling, and although I haven't gotten a copy for myself yet, I'd highly recommend it. I've heard most of the songs on it as .MODs, so I can't wait to hear them as studio recordings.

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## 1.17 A1200 Optimism From thr UK

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% A1200 Optimism From The UK                                     by DMYERS %%
%%                                                                DMYERS@mh1.mcc.ac.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

"Large and glowing amounts of A1200 optimism from the UK."

There I was being all despondent about the Amiga dying with the A500 when all of a sudden, A1200 owners started springing up like squirrels out of hibernation. It seems the good old days are back in Europe with more A1200s than you can comfortably shake a rather large stick at ! I'm sure that some people are pissed with where the BigC have gone, (and where they should be going now), but the rest of us are using the very best of what's out there and are making things even better. Once more Amiga is the computer to have.

Isn't it time we gave Commodore a break and redirected our energy to help people make the right choice in a bewildering computer market. All you have to do is get people you know to buy Amiga too !!! Forget the A4000 and consider that you can pick up an A1200 - 85Mb HD and a German M-Tec board, taking you up to 6Mb RAM with a 68030 processor, all for stlg700. Now do you see the light ? Simply point people in the correct mail order direction & remind them that their computer will be so fast that they will have to glue it to their desk.

Even more good news is it that I have never seen piracy at such a low level on the Amiga (about time too). Perhaps the Amiga community passing through unstable waters has in some way shaken off the parasites, leaving the truly dedicated owners to start things afresh. Probably not... Probably more to do with the fact that there is a wealth of well tested and playable software from the A500 available at ridiculously low prices.

Now for a story. Let me tell you about my "humble" A1200 sitting next to a 486 DX - 25MHz 4Mb SVGA with soundcard. (Which cost THREE times as much may I add). During this direct comparrison of the machines in operation while they lived next to each other for a year, (which was not a useless technical specification comparrison written down on paper), you will be pleased to know that the cheap & cheerful Commodore held it's head up high - and on many an occasion laughed hysterically at the PC. To say that the IBM clone was having compatibility problems is like describing a tidalwave as moist. Also, the software it was running under Windows still required so much extra hardware to make it all worth while that even this stlg1000 plus PC was falling over. It is not good to have your Windows Swapfile go on holiday when switching to a different application in your supposedly multitasking environment.

It seems the more MicroSoft try to make the IBM clones fully compatible in the current nightmarish mess of conflicting standards, the more the systems become prone to crashing. Maybe they should rename Windows 4.0 Chicago to Windows 4.0 Quicksand. MicroSoft might be heading towards being the only software corporation in the world but bear this quote in mind...

"Just like genetic diversity which prevents an epidemic from wiping out a whole species at once, diversity in software is a good thing."  
- Clifford Stoll.

I have seen an A1200 emulating Windows through a module system as someones University project, but to be honest do we really want that ?

I am not saying the PC isn't good, just take a look at Word6 or Doom. What I am saying is that after a year of bickering about which machine is the best, myself and my friends are learning to see the advantages of each. We all agree, the A1200 is \*the\* homecomputer.

Spread the word.

## 1.18 compt.sys.amiga

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% compt.sys.amiga by Jason Compton %%
%% Optimism or Insanity? jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Maybe it's the strain. Week after week, day after day, wondering whether or not Commodore will wake up the next morning as a company. Wondering what will become of the Amiga line of computers.

Maybe it's just gotten to be too much for me and I've snapped.

Then again, maybe not.

Maybe I'm just looking at the more positive things.

Maybe it's that a friend just sold her 486/66 for an Amiga 4000/040. (Ok, yeah, she is getting a bridgeboard, but I'll take my victories where I can get them.)

Maybe it's that the UK Top Ten CD games chart has 8 slots, including #1, filled by CD32 games.

Maybe it's that the CD32 is RSN in the US, and is actually being given a fighting chance by some game magazines and Commodore advertising.

Maybe it's that Commodore may just have made it through the worst of times, what with their life being spared to date and all.

Or maybe it's things like this: Yesterday, I took a friend of mine, Dave Alexander, to MicroTech Solutions, my local Amiga store. I'd been meaning to for a long time: He's been a Mac user for years and has done video production and the like on them: nothing incredibly intense, but he's used video-out boards and presentation/titling software.

The biggest disappointment of the day was that the entire suite of Toaster equipment was gone, off at a show. That wasn't really the most important part, though: I knew the Toaster was out of the range of money he was willing to spend. It DID leave Scala, which is what I intended to be the

main attraction. For a good 20 minutes, he watched Scala demos as the sales guy (trivia note: the same one who sold me the 2000 I had when I began writing for AR) demonstrated how the program worked. He was transfixed.

"This is MUCH better than Persuasion." -Dave Alexander

Scala MM300 was running on the A4000 they had there, which was decked to the gills...Ethernet, an EGS Spectrum, Emplant, 14 megs of memory, some ungodly huge hard drive, 040/25, etc. MM200 was running on the 1200, and it was that computer that we wound up focusing on: after all, everything was still running at an awfully comparable speed in those demo scripts. He asked me about prices and we set up a few theoretical systems.

Yeah, we left without him buying anything other than a Video Toaster User. Still, though, it was a moral victory, and he punctuated the trip by saying this: "Why is Commodore not doing well?"

I really couldn't answer. Why not?

## 1.19 AR Contest Winner

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% AR Contest Winner                                     by David Tiberio %%
%%                                                    dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Here is the second puzzle used in the second Amiga Report contest. Along with it you will find one possible solution and the winner!

THE PUZZLE:

The ASCII table contains the alphabetic characters from A to Z, in sorted order. This character set is the basis for many languages, and should be common knowledge to anyone reading this. However, there exists a commonly used set of 26 characters, using these letters, in non-sorted order. Each character appears once and only once. In this non-sorted set, some of the characters do appear in alphabetic order, however there exist two characters which appear in reverse-sorted order. Where is this set found, and what are the two characters?

To enter, simply let your fingers do the talking and type up an email and send it to dtiberio@libserv1.ic.sunysb.edu, or send a post card or letter to:

THE WRONG ANSWERS:

ROT13 (NOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZ) is not correct. Although it is not in perfect sorted order, in a way it is. There are two characters in reverse-sorted order, namely Z and A at the middle two locations. However, the puzzle states that "some of the

characters appear in sorted order", while ROT13 has nearly all of them in sorted order.

#### THE WINNING ANSWER:

The prize winner is Daniel Lapine, drawn from the winning answers. And he entered by snail mail too!

"The code is called the Murray (commonly known as the Baudot) code. The two letters in reverse order are N and M."

- from a previous winner who describes it best!

Or commonly known as the QWERTY keymap. Some characters are in sorted order, such as FGH JKL OP, etc. However, the N and M are in reverse sorted order on the keymap! Another entry suggested the German kaymap, which contains the Z and Y in non-sorted order as the QWERTY keymap has the N and M.

#### THE BREAKDOWN:

- The ASCII table contains the alphabetic characters from A to Z, in sorted order. This character set is the basis for many languages, and should be common knowledge to anyone reading this.

Hopefully to set a standard term, so I don't get entries like "the Martian alphabet has only 8 letters" and stuff like that.

- However, there exists a commonly used set of 26 characters, using these letters, in non-sorted order.

This being the keyboard on most Amigas.

- In this non-sorted set, some of the characters do appear in alphabetic order, however there exist two characters which appear in reverse-sorted order.

This being the QWERTY keymap and the letters N and M, which most people correctly identified.

- To enter, simply let your fingers do the talking and type up an email and send it to dtiberio@libserv1.ic.sunysb.edu.

This phrase was purposely put in as a clue: "type up".

#### THE DISCLAIMER:

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

---

will be entered into the next contest, if any.

THE APOLOGY:

None for this month!

dtiberio@libserv1.ic.sunysb.edu

## 1.20 AR Contest

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% AR Contest                                     by David Tiberio %%
%% Enter and Win!                               dtiberio@libserv1.ic.sunysb.edu %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

The winner for the first monthly random drawing is...

Myron Sothcott or m.f.sothcott@larc.nasa.gov

...with the magic number of 122462 (122908 was drawn).

He (or she!) will have a choice of one of the following:

1. Amiga/Toaster Reference Manual v2.221 from Area52.
2. ARexx Reference Disk by Merrill Callaway.
3. FutureShock II audio compact disc by SIDEWINDER.

- THE PRIZE FOR NEXT MONTH -

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

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

The second prize choice is Merrill Callaway's AmigaGuide based ARexx Reference Manual. This is from the author of the ARexx Cookbook, and a journalist for Amazing Computing magazine (\$24.95).

Also, as a third prize, we are offering the FutureShock audio CDROM, which was produced using Amiga computers by SideWinder (\$12.95).

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

- THE MONTHLY DRAWING -

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

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

- THE PUZZLE -

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

Decrypt the following encoded message: 17851 47932

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

- TO ENTER -

To enter, simply let your fingers do the talking and type up an email and send it to dtiberio@libserv1.ic.sunysb.edu, or send a post card or letter to:

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

In your letter or email, please provide the following:

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

You must also include a one sentence or "short answer" explanation of the editorial content from the editor, Rob Niles, or any stand-in editor, in the issue in which you read about this contest. You must also include the issue number. For example, if you read this in AR213, then include that in your correspondence. Also, a prize winner will be determined by a random number generator. Choose a number from 1 to 262,144. The closest winner or winners to the randomly generated number will receive the prize in the mail. Anyone who does not provide a number will have one assigned to him randomly.

- THE DISCLAIMER -

DISCLAIMER: This contest is being provided as a service to the Amiga community and all persons involved in running this contest

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cannot be held liable for anything that costs you money or lifetime pain and anguish. Rules are subject to change. All entries must be received by May 30th, 1994. Any entries beyond this date will be entered into the next contest, if any.

- THE CHANCE YOU WILL WIN -

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

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

dtiberio@libserv1.ic.sunysb.edu

## 1.21 Emulation Rambler

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Emulation Rambler                                     by Jason Compton %%
%% Bringing a little sense of closure to things.        jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

This Emplant/A-Max IV string is, perhaps, running a bit long. I plan to offer my Amiga-side benchmarks this week, then sum it all up in the next week or two and offer my final evaluation. Right now, I'd like to thank Jim Drew of Utilities Unlimited and June Brown of ReadySoft for providing the boards in the first place.

Qualitative...

-----

A friend owns a Mac LCIII. He's the one who provides me with a large amount of the Mac software I run in these reviews, and he told me to run Mac BZone (a BattleZone, the old arcade game, clone.) I showed him its performance on my system and he was thoroughly impressed. Mind you, he had to run FPU emulators to get it to work, but nonetheless, he was surprised at the results on both emulators. From my experience, it winds up how the benchmarks suggest it should: faster on the A-Max IV in black and white and faster on the Emplant in 16 color. I will say this: The Emplant tends to do gameplay slightly better than the A-Max IV. Largely, it is due to the faster 16-color performance on my ECS chipset, and it may have something to do with mouse and "unconventional" routine support, such as with the game Star Wars: clearly not a system-friendly application, but Emplant is playable while A-Max IV stutters quite a bit with the mouse translation. On a broad scale, however, (general application work and the like) I make out no real speed differences between the two...in fact, surprisingly, MacMan Classic (a near-perfect PacMan clone) runs almost identically on the two systems, and it uses color. Strange, but then, so is multitasking Macintosh emulation.

Quantitative...

-----

Ok, so which machine lets you do what you want on the Amiga side while it runs? Most importantly, can you just leave it running and do something

else while the Mac sits idle? Emplant's method of handling it is a selectable task-priority for an unselected emulation. ReadySoft, through checkbox options, lets you decide how system time will be allocated, the optimum situation for the Amiga being that all unused time goes back to the Amiga, especially while not selected. I didn't expect the performance to differ much, actually, in terms of making time available for the Amiga. I was right. In looking at the AIBB modules (I will make them available to anyone who is interested, just ask), on tests run on the following systems:

```
A-Max IV, priority 10
A-Max IV, priority 0
Emplant, priority 0
Stock A3000/25 (multitasking disabled)
```

with multitasking enabled for the emulator tests and the Mac Bzone intro screen running on the Mac emulation, -1 priority set to unselected for Emplant and the "turn-over-all-unused-time" option set on A-Max. No other programs are running anywhere else.

The results are pretty close to equal. There were a few exceptions, but I wouldn't read too much into them:

Counting ties and treating the A-Max 10 and 0 priority together, A-Max actually won most of the tests. The 0 priority A-Max won more than the priority 10 A-Max did (understandably):  
Flops, TGTest, EllipseTest, LineTest, BeachBall, and InstTest

Emplant took WritePixel only, but it is worth mentioning LOUDLY that the majority of the tests were very, very close. Only a couple of tests have strange results:

On TGTest, both A-Max trials had a 1. Emplant was close behind at .96, but the clean 3000 took a .9. Strange. Similar results occurred with Ellipse, but the Emplant was a mere .01 off the A-Maxes, and with LineTest, which has A-Maxes at 1, Emplant at .99, and the 3000 way down at .83. This was not the sort of thing I expected.

Emplant was the only test that didn't take a 1 in TranTest: it had a .93.

So what do I make out of all of this? Taking the tests and the performance of the machines into account, there's really not much of a difference. A few of the tests come up with noteworthy results, but the overall effect is very similar. When it's time to give up time, both emulators do a good job.

A-Max IV serial files? Apparently, a good thing.

-----  
If you remember, I posed the question "What good is directing serial output to a file?" Maxwell Daymon (mdaymon@rainbow.sosi.com) knows more about it than I do, so I'll let him tell you.

[begin quote]

```
> Serial/Parallel: Configures A-Max's port emulation. Since A-Max comes
> with a Mac Printer and Modem/MIDI port, you can choose that the Modem
> and Printer support come from either the Amiga ports, the A-Max ports,
> or file, in which case all the port's output is directed to an AmigaDOS
> file.
```

> Can someone explain the practicality of this to me?

Sure, we use one of two devices: Our \$2,000 laser printer (600dpi) or an \$86,000 Linotronic imagesetter (>2000dpi)

In order to use the Linotronic, we have to output to a file which many Mac programs don't like to do. They ASSUME (Quark 3.1.1) that the Linotronic is hooked up (via Appletalk) or you're a worthless pig who doesn't deserve output. Thank Readysoft for this feature!!!

Also, I don't want to have my laser printer hooked up to both ports, and I prefer using the Amiga port - so being able to select an Amiga port is also very helpful for programs/drivers that don't \*demand\* Appletalk.

Anyhow - they are very useful features when you consider service bureau output considerations.  
[end quote]

There you have it. Serial files explained.

Bringing it all to a close...

-----  
Believe me, this has been a fun run. I believe I've done a pretty good job of showing the strengths of each emulator as the series has gone on. Now, though, I think it's time to wrap things up and offer some final analysis and conclusions. So I'll do it in the next issue. :)

Seriously, coming soon should be reviews of the GoldenGate II board, the SX-1 (not truly an emulator, but I'll pretend and you'll play along), and the Vortex 486/50 board.

Thus, within two weeks, the Emplant/A-Max IV saga shall draw to a close. Oh, expect random comments about them to flow in future issues...you'll see the occasional benchmark or quote or two, some performance reports, maybe even a couple of really useful Mac programs on the new Amiga Report coverdisk. We'll see.

Until then, keep the emulators warm.

## 1.22 Portal

```

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

```

Portal Communications' Amiga Zone

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

The Portal Online System is the home of acclaimed Amiga Zone, which was formerly on the People/Link System. Plink went out of business in May, 1991 and The Amiga Zone's staff moved to Portal the next day. The Zone has

just celebrated its second anniversary on Portal. The Amiga press raves about The Amiga Zone, when compared to its competition.

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

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\* plus cost of phone call if out of Portal's local dialing area

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% 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

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SprintNet login prompt instead of C PORTAL.

Note:

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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.

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### 1.23 Dealer Directory

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%% Dealer Directory %%  
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FAX: (UK) 081 687 0490  
Internet: (Sales) [almathera@cix.compulink.co.uk](mailto:almathera@cix.compulink.co.uk)  
(Technical) [jralph@cix.compulink.co.uk](mailto:jralph@cix.compulink.co.uk)

Amigability Computers  
P.O. Box 572  
Plantville, CT 06479

VOICE: 203-276-8175  
Internet: amiga@phantm.UUCP  
BIX: jbasile  
(Send E-mail to subscribe to our mailing list)

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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.  
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Phone: (902)-422-6556  
Fax: (902)-423-9339  
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Internet: aperusse@fox.nstn.ns.ca

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

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

---

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

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

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

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

Software Plus Chicago  
3100 W Peterson Avenue  
Chicago, Illinois  
VOICE: 312-338-6100

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

CYNOSTIC  
Office 01,  
Little Heath Industrial Estate,  
Old Church Road,  
Coventry.  
CV6 7NB  
UNITED KINGDOM  
Tel: +44 (0)203 681687

Fax: +44 (0)203 638508  
David Cassidy email: bsupa@csv.warwick.ac.uk

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

PROTONIC INC.  
Amiga RuleZ!  
4-3-11 Shinbashi  
Yanagi Bldg 4F  
Minato-ku, Tokyo 105  
Japan  
Tel:+81 (0)3 5402-7425  
Fax:+81 (0)3 5402-7427  
and of course the BEST Amiga BBS in Japan  
BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
Email: nighty@gmatter.twics.com

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

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

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

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

## 1.24 BIX

/// BIX - Byte Information Exchange  
-----

Lots of information!

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

\*\*\* FULL INTERNET ACCESS! \*\*\*

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

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

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

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

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

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

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

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

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

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

INTERNATIONAL USERS:

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

and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

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

SprintNet international calls from most locations are \$24 an hour. Tymnet international charges vary, but are generally between \$20-\$30 an hour.

=====  
Billing Information:  
=====

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

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

=====  
To Sign Up For BIX:  
=====

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

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

At the Name? prompt, type bix.amrpt

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

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

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

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

---

## 1.25 VideoMaxe v04.33

### TITLE

VideoMaxe

### VERSION = RELEASE

VideoMaxe 04.33, Minor Update to 04.30.

### NEW FEATURES

Fixed some bugs (menu shortcuts, cycle gadgets!) & introduced various new features.

### COMPANY

none

### AUTHOR

Stephan Suerken (s\_suerke@informatik.uni-kl.de)

### DESCRIPTION

A video database that satisfies ALL needs of a private video user. With full OS 2.1+ and environmental support (localization, application icon, installer script, font-sensitive runtime gadget layout, layout saving, guide documentation, etc...) the program handles record suggestions, any title length compressions (like "long play"), spool informations (including video recorder counter adaption); it offers dynamic data management (even all data strings are dynamic...), free amount of additional data per tape or title (texts, memos, numbers, bools, commands); it has comfortable search routines, statistics, printing; etc...

### REQUIREMENTS

Any Amiga with OS 2.1 or better.

### HOST NAME

Any Aminet site, such as:

|             |                  |             |
|-------------|------------------|-------------|
| Germany     | ftp.uni-kl.de    | pub/aminet/ |
| Switzerland | litamiga.epfl.ch | pub/aminet/ |
| USA         | ftp.wustl.edu    | pub/aminet/ |

### DIRECTORY

---

biz/dbase

FILE NAME

VideoMaxe433.lha

PRICE & DISTRIBUTABILITY

VideoMaxe (C) Copyright 1989-94 by Stephan Suerken.

ShareWare, 30,- DM resp. 20,- US Dollar to get registered.

Freely distributable but copyrighted; earnest users MUST register.

Registering users "buy" all updates with main version number 4.  
(It is very unlikely that there will be a main version 5 in  
future...)

## 1.26 Tetris\_Duel v1.00s

TITLE

Tetris\_Duel

VERSION

v1.00s

AUTHOR

Nigel Hughes  
2 Slimmons Drive  
St. Albans  
Herts  
AL4 9AS

England

e-mail: nlhl@aber.ac.uk

DESCRIPTION

This is a version of the classic Tetris Game for one or two players.  
The two player version offers "combat" between players. If you get  
two or more lines at once, they are sent to the other player.

Also present are a series of special pieces including bombsm,  
shooters, fillers and others.

This version is the shareware version, and just has a few features cut  
from the registered version.

NEW FEATURES

---

Teris Duel complies fully with the OS. You can even drag the screen down and carry on with anything else. (Memory Permiting). The game is completely hard disk installable.

#### SPECIAL REQUIREMENTS

1. An AGA Amiga
2. OS 3.x

Hard Disk and extra memory are highly recommended.

#### HOST NAME

This program is available on Aminet,  
ftp.wustl.edu (128.252.135.4)

#### DIRECTORY

/pub/aminet/game/think

#### FILE NAMES

Tetris\_Duel.lha 302731 bytes

#### PRICE

The price of the registered version is 10UK pounds and a 3.5inch floppy disk.

#### DISTRIBUTABILITY

Copyrighted by Nigel Hughes-94. Release archive file is freely distributable on CD-ROM collections, PD/SW collections and similar as long as the whole archive is included.

## 1.27 Scheduler v1.20

#### TITLE

Scheduler

#### VERSION

1.20

#### COMPANY

Creative Imagery Unlimited  
1070 Mearns Meadow #1515  
Austin TX, 78758  
512-836-7194

#### AUTHOR

---

Ben Owen  
benowen@bga.com

#### DESCRIPTION

Scheduler is a database, and appointment reminder utility for the Amiga running OS2.04 and above. It allows you to keep track of all your friends, relatives, and business associates. It contains name, address, company name, 4 phone numbers, and a notes area. It works with most modems, so you can dial their home, work, or any number you wish. It supports CallerID so when someone is calling you it will search the database and show you who is calling! \*The registered version contains a call-logging feature that logs all calls coming in (with CallerID) and out (dialing with Scheduler). It also lets you setup several groups of entries, so you can categorize your database. Have your friends in a group named 'Friends' and family in 'Family'.

The Calendar half of Scheduler makes it a very powerful reminder utility. It shows you a graphic look at your month's schedule by showing you how much of your month, even day is being spent! You can set alarms for any occasion.

#### SPECIAL REQUIREMENTS

+ Needs AmigaDOS 2.04 or greater

#### NEW FEATURES

+ All Bugs Fixed from 1.0  
+ Improved Calendar interface  
+ CallerID fully supported

#### HOST NAME

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

#### DIRECTORY

/pub/aminet/biz/dbase

#### FILE NAMES

Sched120.lha

#### PRICE

\$20 US

#### DISTRIBUTABILITY

Scheduler 1.20 )1993-1994 Ben Owen/Creative Imagery Unlimited  
Any commercial distribution needs author's permission

#### OTHER

---

Scheduler 1.20 is copyrighted software. There is a 30 day trial period for this program, after that you must register.

### 1.28 In Closing

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%
%%          - - - - -
%%         / \  | \  / | |  //  \  / \  -
%%        /  \  | \  / | |  //  \  / \
%%       /--- \ | \ / | |  //  \  / \
%%      /----- \
%%
%%          Amiga Report International Online Magazine
%%              May 20, 1994 ~ Issue No. 2.16
%%              Copyright 1994 SkyNet Publications
%%                  All Rights Reserved
%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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```

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

```

### 1.29 Columns and Features

- |                         |                               |
|-------------------------|-------------------------------|
| From the Editor's Desk  | Saying it like it is!         |
| Amiga News              | News and Announcements        |
| Emulation Fun!          | Adding VGA to the bridgeboard |
| The BBC Networking Club | The BBC joins the Internet!   |

|                            |                                    |
|----------------------------|------------------------------------|
| SkidMarks Review           | An off-road racing game.           |
| Reader Mail                | The readers speak!                 |
| Amiga Animation            | At Disney!                         |
| Interview with SIDEWINDER  | Who's that funky guy!?             |
| A1200 Optimism from the UK | It's Golden!!                      |
| compt.sys.amiga            | Optimism or Insanity?              |
| AR Contest Winner!!        | Congrats!!                         |
| AR Contest!                | Enter and Win!!                    |
| Emulation Rambler          | Bring a sense of closure to things |

### 1.30 About Amiga Report

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

### 1.31 The Editors

Feel free to contact any of the editors!

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

### 1.32 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 |

### 1.33 Files Available for FTP

|                    |                                 |
|--------------------|---------------------------------|
| VideoMaxe v04.33   | Video Database Program          |
| Tetris Duel v1.00s | Tetris for one or two players   |
| Scheduler v1.20    | An appointment reminder utility |

~~~~~  
 The most downloaded files from wustl.edu during the week until 16-May-94.
 Most popular file on top.

File	Dir	Size	Description
-----	---	----	-----
GuidePrefs.lha	text/hyper	15K+	AmigaGuide Prefs editor for WB
Knights2.4.lha	game/role	236K+	Two-player violent dungeon bashing
SuperView_2_3.lha	gfx/show	53K+	Graphics Viewer/Convert/ScreenGrabber (use

lords.lha	game/misc	321K+A strategy game set in space
Iconian1_98.lha	gfx/edit	156K+Feature loaded icon editor for OS3.x
superviewlib_3_7.lha	gfx/show	217K+Library for bitmap-graphics loading, savin
MagicWB-BGs2.lha	pix/icon	130K+10 new Magic-Backgrounds for your MagicWB
AZap_v220.lha	disk/moni	63K+a new generation binary editor
Asylum.Inc.lha	demo/aga	407K+Incarcerated, an AGA-intro by Asylum
DOOM-MagicWB.lha	pix/icon	154K+MagicWB dockbrush collection and pattern

~~~~~

## 1.34 NOVA

\* NOVA BBS \*

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

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

## 1.35 In The MeanTime

\* IN THE MEANTIME BBS \*

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

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

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

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

## 1.36 PIONEERS BBS

\* PIONEERS BBS \*  
 \*\* A PREMIER GENEALOGY BBS \*\*  
 \*\* WEST COAST - Amiga Virus Busters Support BBS \*\*  
 \*\* CD32 REVIEW Support BBS \*\*  
 AND NOW  
 Official Amiga Report Distribution Site  
 \* Running EXCELSIOR! BBS \*  
 Michael & Marthe Arends, Sysops  
 FidoNet: 1:343/54.0  
 206-775-7983 Supra 14.4k v32.bis 24hrs - 7 days  
 EDMONDS, Washington

New users can call and get ANY copy of Amiga Report. Just call using the Name "Long Distance" and the password "Longdistance" (without the quotes of course). Users using this account will have full access to ALL past and present issues of AMIGA REPORT starting with the premier issue. The latest issue of Amiga Report can be Freq'ed (FileREQueted) from here as "AR.LHA", Freq's are valid at ANY time.

### 1.37 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

### 1.38 Amiga Junction 9

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

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

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

Internet: user\_name@junct9.royle.org

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

### 1.39 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

```

### 1.40 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

### 1.41 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.

## 1.42 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
```

## 1.43 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
```

## 1.44 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.

## 1.45 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@tecnnet1.jcte.jcs.mil  
FidoNet: 1:3604/60.0  
601-374-2697 Hayes Optina 28.8 V.FC  
Biloxi, Mississippi

## 1.46 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).

## 1.47 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

## 1.48 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!!

## 1.49 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.

## 1.50 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

## 1.51 Phantom's Lair

\* PHANTOM'S LAIR \*

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

## 1.52 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.

## 1.53 Freeland Mainframe

\* FREELAND MAINFRAME \*

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

## 1.54 LAHO

\* LAHO BBS \*

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

Seinäjoki, Finland

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

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

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

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

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

Welcome on board!

## 1.55 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

## 1.56 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

## 1.57 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

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

## 1.58 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
```

## 1.59 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

## 1.60 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

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

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

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

## 1.65 Doom of Darkness

\* Doom of Darkness \*  
 \* Home of AmBoS \*

Official Amiga Report Distribution Site -- Germany

Marc Doerre (Marc\_Doerre), Sysop (BBS-Owner/AmBoS-Support)  
 Bernd Petersen (TGM), Sysop (Amiga-Software-Support)  
 Gerhard Luehning (Klaro), Co-Sysop (Aminet-Support)  
 Kai Szymanski (Kai), Co-Sysop (AR-Support/AmBoS-Support)

Usenet: user\_name@doom.platinum.werries.de  
 Line 1 +49 (0)4223 8355 19200 V.42bis/Zyx  
 Line 2 +49 (0)4223 3256 16800 V.42bis/Zyx  
 Line 3 +49 (0)4223 3313 16800 V.42bis/Zyx  
 Sysop Email: marc\_doerre@doom.platinum.werries.de

## 1.66 RedEye BBS

REDEYE BBS  
 \* Running EXCELSIOR/UUCP/AFAX \*  
 "Official Amiga Report Distribution Site Germany/Europe"  
 Sysop: Thorsten Meyer  
 Internet: sysop@redeye.greenie.muc.de  
 Line 1: +49-89-5460535 (V.32b, Zyxel EG +)  
 Line 2: +49-89-5460071 (USR Courier V32b terbo)  
 24hrs - 7 days  
 Munich, Germany

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

## 1.67 Virtual Palace BBS

\* Virtual Palace BBS \*

\* Official Amiga Report Distribution Site \*

916-343-7420

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

P.O. Box 5518  
Chico, California 95927

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

Leland Whitlock (Leland), Co-Sysop

### 1.68 Where to find Amiga Report

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

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

FidoNet Systems  
-----

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

- OMAHA AMIGANET .....Omaha, Nebraska
- NOVA .....Cleveland, Tennessee
- PIONEER'S BBS .....Edmonds, Washington
- BIOSMATICA .....Portugal
- AMIGA JUNCTION 9 .....United Kingdom
- BITSTREAM BBS .....Nelson, New Zealand
- REALM OF TWILIGHT .....Ontario, Canada
- METNET TRIANGLE .....Kingston Upon Hull, England
- AMIGA-NIGHT-SYSTEM .....Helsinki, Finland
- RAMSES THE AMIGA FLYING .....France
- GATEWAY BBS .....Biloxi, Mississippi
- TALK CITY .....Waukegan, Illinois
- AMIGA BBS .....Estado de Mexico, Mexico
- THE STYGIAN ABYSS .....Chicago, Illinois
- AMIGA DO PC BSS .....Campinas, Brazil
- COMM-LINK BBS .....Port Coquitlam, BC, Canada
- PHANTOM'S LAIR .....Glendale Heights, Illinois
- Tierra-Miga BBS .....SanDeigo, Ca
- MOONLIGHT SONATA DLG .....Finland
- CONTINENTAL DRIFT .....Sydney, Australia

Non-FidoNet Systems  
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- IN THE MEANTIME .....Yakima, Washington

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|                      |                             |
|----------------------|-----------------------------|
| FREELAND MAINFRAME   | .....Olympia, Washington    |
| LAHO                 | .....Seinajoki, Finland     |
| FALLING              | .....Norway                 |
| COMMAND LINE         | .....Toronto, Canada        |
| LEGUANS BYTE CHANNEL | .....Germany                |
| STINGRAY DATABASE    | .....Muelheim/Ruhr, Germany |
| T.B.P. VIDEO SLATE   | .....Rockaway, New Jersey   |
| AMIGA CENTRAL        | .....Nashville, Tennessee   |
| GURU MEDITATION      | .....Spain                  |
| LINKSystem LINK-CH1  | .....Basel, Switzerland     |
| DOOM OF DARKNESS     | .....Bremen, Germany        |
| REDEYE BBS           | .....Munich, Germany        |
| Virtual Palace BBS   | .....Chico, Ca              |

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