#### GAC FLAK

May 1995

## About the Cover





The cover this issue was produced from two GIF images: strike.gif and ESCOMLogo1. Both are 256 color images. Strike.gif was greyscaled, cropped on both sides, and brightened. For ESCOMLogo1, I first removed the text "HOME PAGE", then I greyscaled it and applied an ImageStudio convolve called "emboss high". The results of each were then scaled to a width of 406 pixels while retaining the aspect ratios. I then placed both on a PageStream3 page and printed that as an IFFILBM file. In BME, I then cropped the white border off. Then I darkened the rectangle in the upper right corner. The result is this issue's cover art.

William F. Maddock

#### The Newsletter of the Gateway Amiga Club, Inc. **Gateway Amiga** Labels

**HELPKey** Amiga DOS (CLI) ÍJohn Wilson whose membership has expired. 432-3618 AMOS (BASIC Programming) Brian Flanagan 837-0194 BBS. MO Amiga Dispensary 1.5 gig on line Amiga 4000/04021.6k DS with fax Baud: 381-7504 19.2k DS with fax 381-5507 2400 - 14.4k DS 381-5878 BBS SYSOPS: (Voice only) Carl Jackson 381-9323 CDTV Jim Moore (7pm-9pm) 355-5228 Database (Membership list) Jim Manz 845-2801 **Desktop Publishing** Bill Maddock (PageStream) 351-8974 John Wilson (Professional Page) 432-3618 Graphics/Animation/Video Barrv Holloway 298-0725 Magazine Library Gavin Perry 773-7774 Music **Help Needed** 

**Meeting Times** 

The Gateway Amiga Club meets the 1st and 3rd Wednesday of every month at 7:30 pm. These

The 1st Wednesday meeting is at Washington

University Medical School Auditorium at 4566

Scott, St. Louis. The 3rd Wednesday meeting is

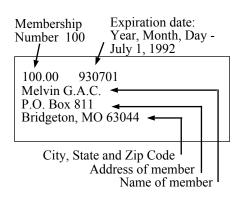
held at the Prairie Commons Branch Library at

meetings are open to the public.

915 Utz Lane, Hazelwood, MO. Maps are on page 14 at the bottom.

PD Software

Here is an explanation of the mailing labels on the cover of the newsletter. If the expiration date is hilited, it's time to renew. We will no longer be sending newsletters to individuals





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## .info File...

G.A.C. FLAK is published by the Gateway Amiga Club, Inc. Contributors should make their submissions in a format importable into **PageStream**. Call the editor for information.

Allowable submission methods are:

1. Files may be uploaded as archived text files to the BBS: "MO Amiga Dispensary". See HELP Key for numbers.

2. Files may be mailed, on floppy, to: G.A.C. FLAK editor 4753 Goethe Avenue

St. Louis, MO 63116 - 1202

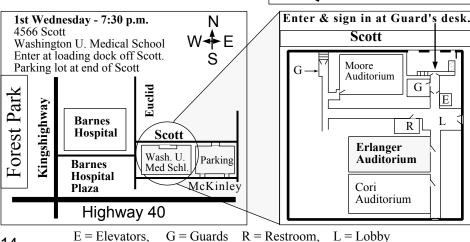
3.Floppies may be handed to me at any of the meetings.

The GAC FLAK is laid out in PageStream. Articles are edited using FinalWriter, ProWrite, etc. Scans are done on Epson's ES800c scanner. Also used are ADPro, ImageFX, DPaintIV, Dir Opus, ImageStudio, etc.

An A1200 with 10 megs of RAM is used to layout and edit G.A.C. FLAK. Masters are output on an HP LJ4MP, or an HP LJIIID.

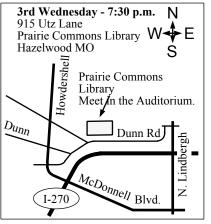
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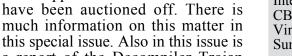
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a report of the Decompiler Trojan Link Virus in archives here in St. Louis. If you frequent BBS's in the area or even log onto wuarchive/AmiNET it is urgent that you check your systems.

Up and Coming

It's happened. Commodore's Assets

Most of the information in this issue came from the efforts of Jason Compton and his Amiga Report staff. The interviews, while reprinted from Amiga Report, came from the efforts of Josh Galun, editor of Amiga Link, and Giorgio Gomelsky of the AMUSE Amiga user group. The Virus Alert was written by me from information passed along by Brian Flanagan. Some input on the auction was passed along by Barry Holloway.

Much thanks is given for all the efforts that culminated in the distribution of this special issue. I Contents

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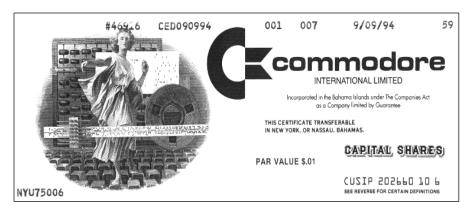
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could not have done it alone.

While all this is very good news to the Amiga Community, we should also remember that the non-victorious bidders are definitely not happy and there is no certainty that the Bahamian Court will overlook the objections as easily as the US court has. It is quite conceivable that the auction could be done again with a completely different result.

William F. Maddock



### Will the Phoenix Rise? by William F. Maddock (wmaddock@gacstl.uucp) with apologies to Blake.

In any year certain events occur that serve to set that year apart from the rest. In 1776 a small group of colonies had the audacity to stand up to George III and the mighty British Empire. From that daring beginning hope sprang forth upon the Earth. Hope for the downtrodden, the weak, those who did not wish to be told how to live their lives. It was the courage of a few men in a town in Pennsylvania that made this possible. There were many trials and tribulations along the way and the results certainly haven't been what they envisioned all those years ago in Pennsylvania, but today we see their dream popping up all over in many different forms and places.

In 1982 a few courageous people had a vision of the ultimate in home computing. It would be userfriendly, but not oppressively so. It would be the first machine short of mainframes and work-stations to smoothly and intuitively multitask. It would be the cause of a new use for the term "Multimedia". On top of all this, it would be inexpensive. The only appropriate name would be Amiga.

There have been many trials and tribulations along the way — not the least of which have occurred in the

last year and are still on-going. The passing of J. Minor was truly a sad thing and made the heart of every Amigan sink as the torch was passed on to the rest of us, but the most harrowing trial was easily the death of the Amiga's manufacturer. Whether that death be through incompetence or malice does not matter. What does is that we are fortunate to have several groups wishing to revive the Amiga minus the dead weight of Commodore International as run by the infamous Gould and Ali. The fact that we have survived all the obfuscations, twists and turns of the Bahamian bankrupcy process is testimony to the tenacity of Amigans.

Even as they were with those first citizens of the United States of America, so are the odds heavily against our cause today, but we will not cease from the strife nor shall the sword sleep in our hands. The fight goes on in the hands of the users, dealers and developers as well as, hopefully, those of ESCOM, or whomever else decides to have a go at developing, manufacturing, and, above all, marketing the Amiga platform. As the Phoenix arises from the ashes of its previous existence, so shall the Amiga rise from the ashes of

## The Summary of Events

by Jason Compton ©1995 Amiga Report. Reprinted by Permission

A quick breakdown, based on the best information available, of how Thursday and Friday transpired.

Thursday: Auction Day

The liquidators declare that no bids with conditions attached willbe accepted. Alex Amor of CEI does not submit his bid based on this restriction.

Computer Connection of California submits a bid for the assets that is rejected for lack of a \$1M deposit. Dell Computers, a US-based clone manufacturer, submits a bid for the assets that is rejected because a condition is attached. Escom, holding the only valid bid, finds their original signed contract for \$5 million accepted.

Somewhere Thursday Night:

The CBM UK MBO issues a statement formally withdrawing from the running, citing the overwhelming resources of Escom and Dell. Alex Amor and Dell form a coalition bid. (It seems that Dell's primary interest is in Commodore's patents, presumably to wage profitable lawsuits with. Alex Amor convinces them to combine bids, allowing him to rein over the Amiga.)

Friday Morning: Court Date

The objections against the sale are heard. The IBM and Netherlands Trustees (of Commodore BV/Philippines/UK) objections are heard, but very little comes of them. The CBM US Creditor's objection is heard. The result of this was unclear. Dell offers \$15 million for the assets The creditors the liquidator

assets. The creditors, the liquidator, Dell Computers, and Judge Garrity all seem to agree that, given the unusual circumstances, a new auction should be held, perhaps on Tuesday. Escom is not in agreement.

Friday, During Lunch:

Escom ups its bid to \$10 million.

Friday Afternoon: Court

The creditors announce that Escom has increased its bid to \$10 million, which is acceptable to them. The deal is approved. [My sources indicate that Alex Amor and Dell disappeared fairly quickly after lunch.]

## Commodore UK MBO Withdrawal

GAC FLAK

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[Almost immediately after the auction's conclusion, this statement was issued. -Jason]

Press Release April 21st 1995

PRESS STATEMENT

Commodore/Amiga UK Management Buyout

During the last few days leading up to the bidding process it became clear that ESCOM and their associates or DELL COMPUTERS would have the financial muscle to overbid our independently financed offer.

In the circumstances the UK Management Team took the decision to withdraw early and work with the winning bidder.

In this way our ability to achieve our original objective of reestablishing the Amiga in a prominent position in the marketplace would be maximised.

#### ENDS

[I'd just like to take this time to point out by the corporate structure of Commodore, Commodore UK will become a WHOLLY OWNED subsidiary of Escom. Their room to maneuver in that capacity could be rather limited. -Jason]

## Virus Alert!

The Decompiler Virus has been found in the following files:

stormcrunch2.lha cyclesII.lha arcturus.lha

May 1995

The first was found in devs/amos on AmiNET. The other two are games. CyclesII is like Tron and Arcturus is possibly a role-playing game.

This virus adds a line to the beginning of your startup-sequence (may appear blank). It apparently attaches itself to compiled amos programs. The virus was found by Virus Checker 6.45. The program docs for "Virus Control" have information — in german — on this virus. It seems to rename files in your system directories, which could prevent software from finding them.

Thanks goes to Brian Flanagan for discovering these occurances. He downloaded them on or about 12-Oct-94. The sysop has been notified and the files removed, however, they may have been downloaded by some unfortunate folks.

UPDATE: Brian just called back to inform me that there is more information in the Virus Information Base (archive: VIB9508.lha). This is an extensive PAL-based database from Safe-Hex International.

While it is possible that this is a false alarm we thought that it would be best to over-react and alert our readers than to ignore the pos-

## **Editorial** by Jason Compton ©1995 Amiga Report Reprinted by Permission

It hasn't been easy keeping a cheery disposition since April 29, 1994.

Now, the liquidation chapter of Commodore's existance is all but closed.

Barring an amazing development in the Bahamas Supreme Court, which has all but promised to echo the decision of the US court, Escom AG will become the owner of the assets of Commodore International.

What does this mean for us? I don't know yet. Early indications aren't what I would call promising. Out of the "big three" bidders, two were never very far away. Alex Amor was always good to hold an online conference, and David Pleasance could be counted on for a nice UK magazine article whenever public lethargy warranted.

But Escom has done everything in its power to avoid Amiga users, has lied to the press, and in general made itself unavailable.

With their manufacturing partners' locale and the clear, stated intent to restart production of the Commodore 64 for the Chinese market, as well as plans on the board for a Mac and PC clone under the Commodore name, where can we possibly fit into Escom's plans?

That, of course, is largely up to Escom. But there's no rule against telling them how displeased you'd be if things don't go your way.

Unfortunately, contact with Escom isn't available to me at the moment. As soon as I know how to reliably get a hold of them — don't worry, you'll know too. And I **strongly** suggest that we start to put the screws to them now, before it's too late.

The Amiga's future was never guaranteed, not in 1985, not on April 29, 1994, and certainly not on April 21, 1995. But I'll be damned if I'm going to give up now.

Jason

PS — Any week now, print magazines will start hitting the shelves, bringing you their version of the events that have transpired these past two days. Doubtless, many of you will buy them. But as you do, please try to remember what magazine has been bringing you consistent, innovative, up-to-date information on this liquidation all along-for free.

# Interviews! **Important Ones!** by Josh Galun and Giorgio Gomelsky ©1995 Amiga Link Online Magazine

Reprinted from Amiga Report

Editor's Note: I was unable to find Josh's phone number to call for permission from him in time for this special edition. will contact him via email as soon as I am able.

(Josh Galun, editor of Amiga Link Online magazine, and Giorgio Gomelsky of the AMUSE Amiga user group were lucky [or unlucky enough, depends on your viewpoint] to be at the hearing today...they got two candidates for interviews, too...-Jason)

Interview with Bernard van Tienen ESCOM. Friday April 21, 1995 [van Tienen is a former vicepresident of Commodore International.] by Josh Galun (JG) assisted by Giorgio Gomelsky (GG) JG: How much can you say about your plans for the Amiga?

BvT: We are setting up a group of advisors to advice us which products we should produce and we are digging into every product solution not only Amigas but other products like Commodore products, TV set-top boxes, we are considering PowerPCs with Amiga, we are considering everything at the moment. JG: How soon do you think you'll be able to have Amigas in production?

BvT: We haven't decided yet, but we have all the links with the factories. Escom is a big European group at the moment, we assemble our own machines, we have all the contacts with the manufacturers, we spoke already with them, the only thing is which product should we produce, which quality and then we get started. We presume we'll have the first products, the first Amiga products on the market within 3 months.

JG: As I understand it, ESCOM is one of the biggest computer-sellers in Europe, I assume AMIGAs will

market from the rest of the European market or the global market? CP: Europe is now a common market and there are no technical bounderies for free movement of goods and services so a product that's launched in the UK one day we'll find in Germany the next day. or in Holland or in Denmark. JG: I heard that CBM UK has good developers' relationships. Have you been talking to them about the buyout and what information have you gotten from them that might be helpful to ESCOM? CP: Well the UK has a very strong software community and a lot of developers are based in there and we've been talking to them throughout the buyout, we've been discussing ideas for eventual new products and I think ESCOM will be very interested in the discussion that we had and the results of those discussions JG: Is there any technology that CBM UK has that has not been released or that it still owns the rights to? CP: CBM UK has never owned any of the rights to the technology, it's merely been a licensee. All rights have always been held by CEL in the Bahamas or Commodore-Amiga in California. To come back to the developers, we recognise and I think the ESCOM people recognise how important the relationships with the development community are and on behalf of David and myself I wish to thank the development community for their support over

the last 12 months. It' been absolutely tremendous, we couldn't have asked for any more support or any better encouragement from the

guys all around the world. Hopefully we're looking forward to working with ESCOM, working with the developers' community and putting the Amiga back on top of the market place, which is what we wanted all along. JG: The US is a very competitive, intense and big market. Do vou think ESCOM will want to and are able to attack it properly? CP: You should ask them. I can only speculate and have a personal opinion and I would say the following: ESCOM have been phenomenally successful as a PC vendor in Europe and they have grown the business tremendously. Where do they go from there? They look to North America. How they penetrate the American market? Can they do it with a "me-too" computer? No they can't! So therefore they need a product to differentiate themselves from the rest of the competition and just maybe, just maybe, the Amiga is that product. JG: What are your personal feelings about the end of the buyout? CP: I'm very glad it's over! JG: Are you an Amiga user vourself? CP: I have a CD32 at home and in the office a Commodore 486 PC. JG: Do you have any plans of switching to the Amiga? CP: I am not a technologist, I am a businessman. What I do is I talk to David Pleasance and the rest of the guys in the UK to get an understanding from them about the technology and its applications. My

working on it hard at the moment... JG: Do you have any plans to have some online chats on the Internet? To make more use of the Internet? BvT: Of course the Internet is going around right now, it's very popular in the States, also booming right now in Europe, so ja, something will happen... We will set up support groups to get to know what is going on all over the place... JG: Do you plan to make separate Amiga packages with software bundles, let's say a Modem Package, a Game Package, as CBM UK has done in the past?

BvT: It worked very well out in the UK, I know the figures because I was involved and everything is possible...but we can also bring out other products under the Amiga name, ja, we can also bring other technology into the Amiga, if you want, ja, we haven't defined it yet but we are considering everything and we expect a lot from Commodore and Amiga, otherwise we wouldn't have bought it, ja?

Friday April 21, 1995, outside US Bankruptcy Court building 4:15pm Interview with Colin Proudfoot of CBM UK

by Josh Galun

#### Missed first question

CP: CBM UK is waiting for this thing to be over. We then look forward to working with ESCOM and reviewing their plans for the future of Commodore because they're gonna drive the technology and in effect they are quit likely to end up the owners of the CBM UK business

JG: Do you believe ESCOM will buy CBM UK as they exist right now or do you believe they will license you as clone-makers? CP: I don't think ESCOM will leave

CBM UK outside its organization,

so it's a technical question in accounting terms whether it's expedient for them to keep the corporate identity as it is today or create a new corporate identity or

use their existing structure and merge the CBM UK within that. I think that what is key is that they will retain a lot of the staff from the UK organization because we have the expertise on the market place. JG: If you were allowed to make your own plans for the UK market of the Amiga, what would they be?

If ESCOM gave you that, how would you market the Amiga and

make it viable again? CP: I don't think that is a realistic question because if you look at the market place as a whole you can't exclude the UK from the rest of Europe or the rest of the world. Computing nowadays is very much a global market and we would have to fall in line with ESCOM. As regards to what marketing plans we would see, David Pleasance has outlined the plans he would have for the market place and the products and how it would develop. In fact he

will be talking to ESCOM about these things next week and we will see how many of those ideas they will wish to adopt. JG: So you're saying that there is nothing that separates the UK be in all their stores, is that true? BvT: Not only Amigas but we will also produce Commodore PCs, ja, and of course we will use our own stores in Europe but besides that we will distribute products into other countries and also to other dealers in Europe.

JG: The Amiga has a very vibrant community as well as many public domain programmers, do you plan to use them in any way or contact them and ask them what they think...

BvT: Of course, of course, ja... JG: With the developers as well? BvT: Ja, ja, everybody will be involved...as many as possible to advice us on the Commodore and Amiga products...

JG: Do you plan to attempt to hire any of the technicians who used to be with Commodore?

BvT: Of course, we are already busy with it and already have some contracts. But a lot of Commodore people are already working for ESCOM, for instance I was vicepresident of Commodore International, Peter Tachenko, I think there are already roughly 100 ex-Commodore people working for ESCOM at the moment. IG: Do you have a position on

JG: Do you have a position on whether you would license the Amiga technology and software to clone-makers?

BvT: Not only to clone makers but also to people who want to produce products and need some of our licences. We are already busy with that, we've made some principal contacts, ja, on that.

JG: How long have you been working to try and buy what was

left of Commodore? BvT: We started with it, let's see, eh, last year in August 1994. JG: Had ESCOM been interested in the Amiga before the buy-out, in having Amigas in their stores? BvT: The point is that ESCOM ...must have lasted 3/4 years. We soldAmigas in the past in our stores...

#### JOSH TAKES A BREAK

GG: You are aware that the Amiga has a tremendously loyal following? BvT: We know Commodore very well because I was vice-president of Commodore International and I know everybody and everything about CBM of course. GG: Do you intend to use this energy that comes from the passion of the Amiga users? BvT: Of course, of course, the biggest asset is not only the name and the products but also the usergroups. There are millions of Amiga users and even more 64 users still. ja. We are also planning to roll out products in China and other countries.

GG: How would you achieve this contact with the users? Would you put up a site on the Internet? BvT: We haven't decided yet but everything is possible. Also we would use the magazines of course, there are hundreds of magazines, so ok, we haven't got the deal yet, but as you heard in the court now it looks like we'll get the deal in a couple of weeks, we have planned a lot but now we'll be able to roll it out, ja? So give us some time, ja, we'll consider everything...

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# Need a low-priced Advertisement?

Advertisements are always welcome in the GAC FLAK. Page 14 shows our ad policy and pricing. It shows very reasonable prices. We print over 100 copies every issue, exchange issues with as many as 20 user-groups nation-wide and upload copies to the Soft-Logik BBS, which is also an Internet site (slpc.com).

In the Amiga Community, Soft-Logik's PageStream dominates publishing. Those users look to this BBS for DTP examples. We regularly get over 20 downloads within two weeks of issue. That's 40 user-groups at just \$35 a page – less than a dollar for each user-group for a full page ad — world-wide exposure at very reasonable rates. If you want your business to be seen world-wide at very low cost, see page 14.

GG: Could the users be in touch with you, say over the next month or so and communicate their concern? BvT: Ja, we will install people everywhere, in Europe, in the States. Call me and I will tell you who and where they are. We are aware of the frustrations users had under the old management...

#### JOSH GETS BACK

JG: Do you have any plans already in place or being discussed with CEI about working with them on the Amiga? BvT: We can't disclose that at the moment.

JG: Was CBM UK part of the buyout?

BvT (pointing at Colin Proudfoot passing by): That's CBM UK... "Ok, Colin,see you next week, ok?" It's not part of the deal at the moment, but next week we have an apointment with CBM to see what we can do with them. We are talking with them...

JG: Do you have plans to work with them or to possibly buy them out? BvT: Both are possible... GG: My main concern is for the users, this has been a long slog... BvT: Yes, I think it is a good thing that finally there is this sale. We already wanted to buy last year, but we couldn't proceed, we couldn't hurry it up, ja, it took so long... JG: Can I ask you a bit of a personal question? Do you own an Amiga yourself? Which one? BvT: I don't own an Amiga at the moment... JG (smiling): But you're planning on getting one, yeah? BvT: I, I, I, I've used Amiga in the past, ja, in my office. I'll get a new

one that's coming out, we don't

know what spec it will be, we are

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