ar227

COLLABORATORS			
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WRITTEN BY		October 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ar227

1.1   Amiga Report Online Magazine #2.29 -- October 10, 1994

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              Turn the Page
                                  _     ____      ___    _____       _____    ←
                                                _
          d#      ####b     g#00   `N##0"    _agN#0P0N#        d#
          d##       jN##    j##F    J##   _dN0"        "      d##
        .#]##      _P ##L  jN##F     ###   g#0"              .#]##
       dE_j##       #  0## jF ##F    j##F  j##'    _____     dE_j##
      .0"""N##     d"  ##L0 ##F     0##   0##    "9##F"   .0"""5##
      .dF'  ]##    jF   ##0  ##F    ##F  `##k    d##   .dF'   j##
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              International Online Magazine

        "THE Online Source for Amiga Information."

        Copyright  1994 Skynet Publications
              All Rights Reserved

                        //
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%//%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% October 10, 1994              \//               Issue No.  2.29 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

1.2   Amiga Report Main Menu

            Columns and Features
        News, Reviews, and More!

            About AMIGA REPORT
        Contact information and copyrights

            Dealer Directory
        Amiga Dealer Addresses and Numbers

        Commercial Online Services
        Sign-Up Information

            Announcements
        New Files, Products, and info

          AR Distribution Sites
        Where to get AMIGA REPORT

            AR Commercial
        Deals through Area52 and AR Direct

       _____
       // | | //
%%%%%%//%%%%%| Amiga Report International Online Magazine |%%%%%%//%%%%%
%%   \// | Issue No. 2.29   October 10, 1994 | \//   %%
%%%%%%%%%%%%%%| "THE Online Source for Amiga Information!" |%%%%%%%%%%%%%%
             |_____|

    c.s.a.editor.desk   Amiga News   Dealer Directory
    Distribution BBS's   Product Announcements   Reader Mail
                          AR Commercial

                    SPECIAL FEATURES

    CEI Conference at BIX ..Sponsored by Phantom Development and Amiga Report
    The Voice From Across the Pond ....Michael Wolf
    Why? ....Maxwell Daymon
    Heddley V1.1 Mini-Review ....Roy Milican
    A Look at the Future ....Ibrahim Solmaz
    PD/ShaReviews: GAMES! ....Robert Van Buren

%%
%%
                X-NET

                DELPHI

                PORTAL

                FIDO

                INTERNET
                        %%
%%

1.3 Editor

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                            EDITOR                            %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


                         Jason Compton

Internet:                jcompton@bbs.xnet.com
FAX:                     Working on it...
Mail:                    1838 Chicago Ave.
                         Evanston, IL  60201-3806
```

1.4 Assistant Editor

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                        ASSISTANT EDITOR                      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


                         Robert Niles

Portal:                     RNiles
FidoNet:                  1:3407/103
Internet:                 niles@free.org
Fax:                      509-248-5645
US Mail:                  P.O. Box 8041
                         Yakima, Wa 98908
```

1.5 European Editor

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                        EUROPEAN EDITOR                       %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


                         Michael Wolf

Internet:            MikeWolf@bonebag.tynet.sub.org
```

1.6 Contributing Editor

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                      CONTIBUTING EDITOR                      %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


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

1.7 Copy Assistant

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                       COPY ASSISTANT                         %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


                        Katie Nelson
 Internet:           kln365@lulu.acns.nwu.edu
```

1.8 Amiga Report Mailing List

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

AR Mailing List
~~~~~~~~~~~~~~~

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 listserv@bbs.xnet.com and in the body of
the message put:

ADD <mailaddress> armag

ie: ADD rniles@goofy.com armag

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.

Joining the Amiga Report Coverdisk list is just as easy, but REQUIRES
that your mail site be able to handle messages in excess of 600k.
Place the following in the body of a message to listserv@bbs.xnet.com:

ADD <mailaddress> ardisk

ie: ADD rniles@goofy.com ardisk

Many thanks to X-Net Information Systems for setting this service up
for us!

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

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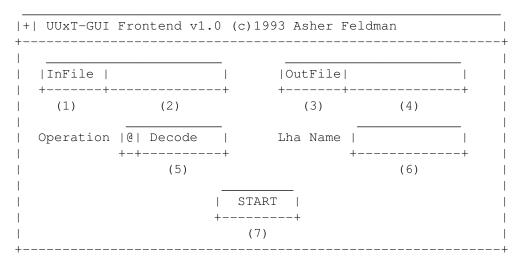It can also be read using programs found in UNIX sites such as LYNX.

Simply tell Mosaic to open the following URL:
http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/AR/MainPage.html

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

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

                       ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Aminet
~~~~~~
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)

UUEncoding/Decoding (thanks to Bob Tomasevich for the quick tutorial)
~~~~~~~~~~~~~~~~~~~~

What is uuencoding and uudecoding?
----
uuencoding is converting a binary file into text (ASCII) which can be
sent through mail or Usenet. uudecoding is reversing the process
(e.g. converting the file back to binary).

Why would I want to do this?

You have to send a binary file to a user who does not have
FTP access, or the user is too lazy to FTP the file.

What is the normal procedure?
----
1. Convert the binary file into ASCII, using uuencode.
2. Send the file, through email, to the user.
3. The person on the receiving end gets the email, which may
   be split into parts. If the email is split into parts, the
   parts must be combined, in the order received, into one file.
4. Receiving person converts the file back into binary, using uudecode.

What does a uuencoded file look like?

The start always has:

    begin 644 <encoded file's name>

So, for the file happy-happy-joy-joy.txt, it would look like:

    begin 644 happy-happy-joy-joy.txt

The encoded file begins right after:

M1TE&&.#=====+++@@@'+++@@@+`++9<`````$$`++*++QQQB++<++15==2.+&&/@@R(++Y)))XM++M8.#==.#+=#J]H+++&&%7BL6#8]F6EP+_]
M*$$=E5"L"L?L-L-L-++#60@$$$,+,9P27-4-YB++#;4HY)))U!!!L9KZNE\O++"\o"O[++"#;8]8++2SDF>

M&[%J4FI',.&:E'48#="4@SE41M61<R'@%R$\,9:.?&!Z=NWM_\V';H-D1TI'=

.. more lines like the above ..

M>(')N('-^('1.($5>($9N($=^($A.((E>((IN((M^((Q.(,U>(,YN(,]^(-!+
&V"\"'@'[&
``
end   <-- the end of the encoded file
size 151341   <-- size of the original file

So, how would I do this on the Amiga?

There are many uuencode/decode variants out there, but most usually
have kept the old UNIX command line, which can be confusing to novices,
or, require you to remove all mail headers and other, non-uuencoded text.

Luckily, Asher Feldman took the time to write UUxt.

What is UUxT?

It is a program which performs both the uuencode/decode operations in
one executable, AND, can also pack/unpack LhA archives.

Tell me more.

The UUxT archive contains UUxT, the CLI version, and UUxtGUI, the
Workbench interface. I will give a short summary of how to use
both. Detailed instructions are included in the UUxT archive.

  CLI Version:

  Running UUxT without any options gives the following:

    UUxT Version 2.1a Copyright (c)1993 Asher Feldman
    USAGE: UUxT [option] [archive name] <LhA archive name> <file(s)>
    options: a - encode   l - LhAencode
             x - decode   u - LhAdecode

  showing the format of the command line and the valid options.

  Some example command lines:

  1. Normal encoding - UUxt a filename.uue filename-to-archive

  2. Normal decoding - UUxt x filename.uue

  3. LhA archiving and encoding -

          UUxT l filename.uue filename.lha file1 file2 ...

  4. Decoding and LhA unarchiving - UUxT u filename.uue

For LhA encoding and decoding, you will need LhA by Stefan Boberg.

Workbench (GUI) Version:

Below is a ASCII rendition of the UUxT-GUI window (from UUxtGUI doc):

```
      _____
     |+| UUxT-GUI Frontend v1.0 (c)1993 Asher Feldman             |
     +-----------------------------------------------------------+
     |                                                           |
     |  _____        _____         |
     | |InFile |            |        |OutFile|          |        |
     | +-------+------------+        +-------+------------+       |
     |    (1)          (2)              (3)          (4)          |
     |           _____                 _____      |
     | Operation |@| Decode   |     Lha Name |             |     |
     |           +-+---------+                +------------+      |
     |              (5)                            (6)            |
     |                                                           |
     |                    _____                             |
     |                   | START  |                              |
     |                   +--------+                              |
     |                      (7)                                  |
     +-----------------------------------------------------------+
```

(1) Clicking on this brings up a requester to select the file you want
    to perform the operation shown in gadget (5).

(2) You can manually type here the filename of the file affected by the
    operation indicated in gadget (5).

(3) Used only for encoding, brings up a requester to select where the
    encoded file should go. Selecting an existing file will cause the
    existing file to be replaced by the encoded file. You can also use
    this requester to create directories.

(4) You can manually type the filename of the file to be the encoded file.

(5) The operation to perform on file shown in (2). The operations are
    the four provided by UUxT (uuencode/uudecode/LhAEncode/LhADecode).

(6) The name of the archive created with the LhAEncode option. Ignored
    when any other operation is selected.

(7) Does the encode/decode/LhAEncode/LhADecode and pops up a requester
    indicating if the operation was successful or not.

I need this! Where can I get it?

If you use the Internet from a local BBS, you may find it there. If not
you can FTP it from wuarchive.wustl.edu, in the directory

                        pub/aminet/arc/UUxT.lha

It should also be on the Aminet mirrors.

Thanks for the explanation! How can I reach you if I have questions?

Internet: bob.tomasevich@nezuld.com
           bobt@ais.net

1.9 compt.sys.editor.desk

%%

%% compt.sys.editor.desk   By:
                  Jason Compton
                     %%
%%%

Hello, everyone. It's October...and the end, allegedly, is in sight.

Stop me if you've heard this before: The liquidator is supposed to present
his decision to the Bahamanian Supreme Court October 15 or earlier. Of
course...that could mean Oct. 15, 1995 at this rate. Who knows, though:
this has to end sooner or later.

A bit of housekeeping: Starting next issue, Amiga Report will be put into
a split form for E-mailing. With the issues constantly above 200k, the
compressed and UUencoded form is simply too big for many mailing list
readers, so I've decided to make the change. I will try to keep the
splits two-part only, so there is minimal effort to put them back
together. Some mail readers and UUCP shells will do the combining
automatically. Those who don't have this convenience can easily pull
the two halves together with a simple text editor (MEmacs will suffice).

I'd also like to answer a couple of charges against me. One is that I am
geocentrically rooting for CEI to obtain Commodore. The answer to that
is this: Amiga Report has been carrying a large amount of CEI info lately
because we can get it. Commodore UK has been asked to appear for online
conferences and has been invited to call me, but no response yet.
As for Escom, the German company that recently submitted a bid: I am
trying to gather contact information for the company.

I am NOT trying to block news.

I've postponed some reviews this week, simply because the magazine was
filling up. Next time around, we'll have reviews of GPFax, Guardian,
Cyber Sphere, MaxDOS, and Dave Haynie's new video (information is
listed in the Amiga News section of the magazine.)

Enjoy the issue.

Jason

P.S. I've received a few requests for an article on AmiTCP. Any takers?

1.10   Amiga News

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Amiga News                                                   %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

A source inside Commodore Engineering at Norristown, PA has the following
information regarding David Pleasance's C= UK MBO bid:

Pleasance's financial backing comes from a Chinese company, known for
producing illegal Sega clones to be sold on the Chinese market.

The Chinese representatives were at the Norristown complex Sunday and
Monday.

Dan Stets, the Philadelphia-based newspaper reporter who has
been covering the Commodore situation, saw a group of Chinese he believed
to be affiliated with Commodore UK at the Norristown complex in late
September.

It is not known at this time what percentage of the bid such a company
would represent, nor how they affect Pleasance's much-publicized plans
of his version of the future of the Amiga.

- -

OWL Software, makers of educational software for the Amiga, have announced
their Amiga Educator's List (AEL). The newsletter is freely available
by E-Mail in AmigaGuide and ASCII formats.

Contact owl@davinci.reading.MA.US for mailing list information, or grab it
from the OWL BBS, 617-942-7216. October's issue represents the premiere.

[On the educational note, be sure to check out this issue's Announcements
section, which features some notable programs...]

On the 9th December, at the World of Amiga exhibition in London,
Almathera will hit the market with their remarkable new product
- Photogenics.

Photogenics combines the features of a powerful image manipulation package
with the ease-of-use and creative freedom of a traditional paint program.

You can load a variety of different images (JPEG, GIF, IFF, etc.) and save
them in different formats, but Photogenics is much more than just a simple
conversion system. Artists will love the multiple built in natural brushes
(chalk, pencil, pastel, etc...), or you may perfer to retouch pictures
with the airbrush. Through the variety of operations and the powerful
visual alpha channels, image manipulation has never been so enjoyable.

You can edit multiple images - each in its own resizable window. The
realtime HAM-8 display gives you full-colour painting without needing a
24-bit graphics board.

Designed for graphics artists and serious painters, Photogenics gives a
professional working environment offering many features not even found on
PC or Mac packages. The open-architecture design gives programmers the

freedom of writing their own loaders, savers or effects.

The minimum system is an Amiga 1200, floppy drive, Kickstart 3.0 or higher
and 2Mb Ram, (4Mb ram and hard drive recommended).

Photogenics will be available for sale at the World of Amiga Exhibition on
stand 27, or contact Almathera on +44 181-687 0040 (0181 687 0040 inside
the UK) or write to Almathera, Southerton House, Boundary Business Court,
92-94 Church Road, Mitcham, Surrey CR4 3TD, ENGLAND

[Almathera is also listed in the AR Dealer Directory. -Ed]

Price #54.95 UK (around $80)

- -

FOR IMMEDIATE RELEASE

        Dale L. Larson Keynote Speaker at Gateway Amiga Show
                  IAM to Introduce New Product

Drexel Hill, PA (October 7, 1994) The Gateway Computer Show,
1994's only major North American event for end-users of Amiga
computers, will be kicked off with a keynote address by Dale L.
Larson. He will discuss the past, present and future of the Amiga
computer.

After his address, Mr. Larson will sign copies of his new book at
IAM's table on the main floor of the show. Also at the show, IAM
will launch a much-anticipated new commercial product for the
Amiga. The new product will be available for purchase during the
show.

The Gateway Computer Show is sponsored by the Gateway Amiga Club,
Inc., and is held in St. Louis, Missouri from 11am to 6pm on Sa-
turday, October 29th, 1994. For more information, contact the
Gateway Computer Show, Bob Scharp, Chairman, 14850 Phelps Drive,
Bridgeton, MO 63044, (314) 739-5181.

Dale L. Larson is a former Commodore-Amiga Software Engineer who
contributed to several networking projects, AmigaOS 2.x and 3.x,
and the A1200, A4000, and CD32. He is an expert in the Amiga and
in computer networking. Besides "Connect Your Amiga!," he is the
author of papers presented at Amiga DevCons in Denver and Milan,
as well as articles that have appeared in AmigaWorld, AmigaMail,
and other publications.

IAM publishes Connect Your Amiga! A Guide to the Internet, LANs,
BBSs and Online Services, Amiga Envoy software, The Deathbed
Vigil... and Other Tales of Digital Angst, and does Amiga con-
sulting.

COMPANY INFORMATION
sales@iam.com -- for orders
info@iam.com   -- for an automated response with info on IAM and its products

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Drexel Hill, PA 19026-2604
USA

+1 610 853 4406
fax: +1 610 853 3733
(If you have trouble reaching us, please try 215 instead of 610 and please let
us know about the problem.)

- -
                    New Appearances on Book Signing Tour
                           for Connect Your Amiga!

FOR IMMEDIATE RELEASE Drexel Hill, PA (October 7, 1994) After the
enthusiastic reception for his New York University Manhattan appearance,
Intangible Assets Manufacturing is pleased to announce two more cities
on Dale L. Larson's book signing tour for Connect Your Amiga! A Guide
to the Internet, LANs, BBSs and Online Services. The new dates are in
Rockville, Maryland and St. Louis, Missouri. Existing dates are still
scheduled in Washington state.

Mr. Larson will be available to answer questions and to autograph copies
of his book at Buried Treasure, Amiga Superstore, 5534 Randolph Road,
Rockville, Maryland, (301) 770-6778. The event is scheduled from 10am to
12pm on Saturday, October 15, 1994. Mr. Larson will be teaching an
8-hour Amiga 'C' programming class in Springfield, Virginia later that
afternoon. For additional details on the class, contact Mark Freemantle
of the National Capitol Area Amiga User's Group:
mfreemantle@melpar.esys.com, 703 560 5000 x4516 (w), 703 349 2016 (home,
answering machine).

There will also be an event at the Gateway Computer Show. After giving
the keynote address at that show, Mr. Larson will sign copies of his
book at IAM's table. The Gateway Computer Show is sponsored by the
Gateway Amiga Club, Inc., and is in St. Louis, Missouri from 11am to 6pm
on Saturday, October 29th, 1994.

Dale L. Larson is a former Commodore-Amiga Software Engineer. He is an
expert in the Amiga and in computer networking. Besides "Connect Your
Amiga!," he is the author of papers presented at Amiga DevCons in Denver
and Milan, as well as articles that have appeared in AmigaWorld,
AmigaMail, and other publications.

IAM publishes Connect Your Amiga! A Guide to the Internet, LANs, BBSs
and Online Services, Amiga Envoy software, The Deathbed Vigil... and
Other Tales of Digital Angst, and does Amiga consulting.
- -

                    Intangible Assets Manufacturing Announces
                           The Deathbed Vigil...
                      and Other Tales of Digital Angst

Drexel Hill, PA (September 15, 1994) Intangible Assets Manufacturing announces
The Deathbed Vigil... and Other Tales of Digital Angst. Available now and
published by IAM, this 120 minute VHS video tape is a documentary filmed,
narrated and produced by Dave Haynie. Mr. Haynie is a well-known example of

"cool," as well as a former Senior Hardware Engineer at Commodore Amiga, Inc.
(now Senior Systems Engineer at Scala, Inc.)

The video was produced and edited with the Amiga. It shows the famous "Deathbed
Vigil Party," the last Margarita's layoff party, the West Chester facilities of
Commodore (including the secret engineering lab), and more. It includes
interviews with dozens of famous Amiga personalities, and offers opinions and
explanations of many "behind-the-scenes" goings on. Anyone who has ever
wondered what really went wrong with Commodore (and who wants to remember the
best of what went right) will be interested. No true Amiga fan can be without
this video!

WARNING
Contains profanity and scenes of graphic violence. NR (Not Rated).

ORDERING INFORMATION
The Deathbed Vigil is available through Amiga dealers worldwide and may be
ordered directly from the publisher. The NTSC version is $35, PAL is $40. A
limited edition, numbered and autographed version is also available for $75.
Direct orders in the U.S., add $5 shipping and handling. PA residents add 6%
state sales tax. Please allow 4-6 weeks for delivery. Outside the US, please
add $8 for ground shipping and handling or $15 for air mail.
- -

                    Intangible Assets Manufacturing
                      Accepts Orders by Email
                        Now Accepts Plastic

Drexel Hill, PA (September 15, 1994) Intangible Assets
Manufacturing, a software development and consulting company in
the Amiga marketplace, announces that it now accepts Visa and
Mastercard as payment for direct orders.

Customers may phone in orders 24-hours a day by voice, voicemail
or fax, may mail in orders, or may send orders by email to
sales@iam.com.

IAM products are also available from many Amiga dealers and
distributors world-wide.

IAM publishes Connect Your Amiga! A Guide to the Internet, LANs,
BBSs and Online Services, Amiga Envoy software, The Deathbed
Vigil... and Other Tales of Digital Angst, and does Amiga
consulting.
- - - - - - -

SOFTWARE HUT INC., 313 Henderson Drive, Sharon Hill, PA 19079

For information call: 610-586-5701
To place an order call: 800-93-AMIGA
To FAX an order call: 610-586-5706

September 21, 1994

Software Hut, Inc. of Sharon Hill, PA announces official
distribution rights of the AmigaDOS 3.1 operating system from

Commodore and Village Tronic Germany for all Amiga 500, 1200*,
2000, 3000, 4000 computers.

Amiga OS 3.1 is NOW AVAILABLE. Following are a few Key Features:

 o new sceen modes and improved support for graphic boards
    (e.g. Picasso II RTG with up to 1600x1200 pixels in 256 colors)
 o significantly accelerated graphics rendering by rewritten
    graphics and layers libararies
 o CD-ROM support (including CDXL), reads standard ISO9660 CDs
    (including PC data and picture CDs)
 o supports different languages via locale.library
    (English, German, French, Italian, Swedish, Norwegian,..)
 o Datatypes for auto-detection of filetype for images, animations,
    sound, text, hypertext (Amiga Guide),...
 o Viewing/Playback of various files with MultiView and Datatypes
 o On-line help system using Amiga Guide
 o Improved Graphical User Interface with easier color selection
    and more flexible color assignment ("Pen-Sharing")
 o supports MSDOS & Atari disks (720KB, 1.44MB w/high dens. drives)

There are three different versions of the kit available. Each kit
comes complete with Kickstart ROM(s) (one for A500/2000, two for
A3000 and A4000), three bound manuals with color binding which
cover ARexx, Workbench and DOS plus six disks with color labels.
The packaging is covered with an attractive color sleeve which
makes it perfect to display.

AS320-A500/2000/2500, AS330-A3000/3000T, AS340-A4000/A1200*

* Disclaimer: The AS340 Kit will also work with the Amiga 1200
computers. However, because it was designed with the A4000 in
mind, PCMCIA compatibility is not implemented.

                          AS320   AS330 or AS340
                          -----   --------------
Retail Price $159.95 $179.95

    We accept Visa, Master Card, Discover and American Express.
    American Express orders subject to a 1.5% service charge.

****
SPECIAL --- Order by December 1, 1994 and receive the AS320 for
$ 139.00 and the AS330 or AS340 for $ 159.00 and as an added
special Software Hut, Inc. offers free shipping via UPS to all
locations in the U.S.A. To receive this special pricing please
mention this posting.
****

Software Hut is supporting the release of OS 3.1 with complete
reviews by Tim Walsh and Denny Atkin in Amiga World December issue.
Look for this issue around November 1, 1994. Note: These are the
offically licensed kits, beware of anyone selling just the ROMs as
these are illegal and unauthorized copies. All future upgrades
will be handled to registered users through Software Hut, Inc.

1.11   Reader Mail

%%
%% Reader Mail   %%
%%
Subject: Amiga report mail: GVP's Tech Support or the lack thereof

While on the subject of GVP, I would like the opportunity to tell a
little story. Recently an external SCSI HD failed. I attempted to
reformat the disk and block out the bad sectors by using GVP's
FastPrep. A message came screaming though my display, which I
missed, and now the HD isn't recognized by the workbench, FastPrep
or ExpertPrep.

You must understand that I am no computer genius but can work on
systems at a basic level. I am not a Human Computer Virus!

I decide this is a little beyond my capabilities and call GVP's tech
support. Their Automated Tech Support doesn't address my problem and
fax a very brief and generic question to them thinking I would get
voice response back. 24 hours later I receive their response fax asking
for my mailing address. I fax that. 24 hours later I receive another
response that primarily says "contact your dealer" and addresses an
anomaly inherent in SCSI devices. This was my fault as I expected a
voice response and didn't go into much detail. So I draft a detailed
letter and fax it. It's now 48 hours later and I haven't heard a word.

I really expected to hear from their tech support people via phone, live
in an interactive format. I may just be me, but I prefer dialogue
rather than listening to commands and pressing a number pad. Monkeys
were treated this way in the early days of the space program, weren't
they? And listening to the monotone voice without any interaction,
well I gave that up when I graduated school.

What is it I hope to accomplish by submitting this "view mail"? Maybe
someone at GVP reads Amiga Report. Maybe this will create a reaction
at their corporate level. Maybe they will realize that sometimes
"right sizing" a company, cutting corners dropping services might foster
poor customer relations. Poor customer relations will destroy a
company. After all its the customer that makes a company, not a Board
of Directors.

Thanks for letting me use Amiga Report to vent my frustration. All I
want is to get my HD back.

Signed,
No HD in Texas:)
Mitch Warren
USTUIQJV@IBMMAIL.COM

From: mdaymon@rmii.com (Maxwell Daymon)
Subject: Response to AR227
Date: Mon, 3 Oct 1994 02:19:53 -0600 (MDT)

In response to the concerns put forward by Hans Bergengren in AR227:

DMA CONTENTION

Although the Amiga 3000/4000 have primitive "time-share" logic to prevent
things such are serial overruns when used with Zorro III cards, the A2000
and A3000/4000 with Z2 cards does not.

To clairify, the Amiga 2000 serial port is especially intolerent of DMA
host adapters. There is a very specific moment that the serial port must
fetch the incoming data. The Zorro II bus can very quickly saturate with a
fast hard drive and controller causing the CPU to miss this window of
opportunity. There isn't much that can be done (other than a solution
similar to GVPPatch) to remedy this problem with the internal port.

The source I drew upon for my conclusions is based on information
posted by Dave Haynie on Wednesday, 24 Aug 1994 18:45:07 GMT

---Begin Included Text---
(The text without a '>' is written by Dave Haynie)
In <jdow.776935218@BIX.com>, jdow@BIX.com (jdow on BIX) writes:
>There is nothing that can really be done about this other than to
>compromise performance.

Of course, you compromise performance in either case; one hard disk
performance, the other interrupt performance. You'll find much the
same case on the FastLane Z3 card when running with a very fast drive
using the "Rev I Buster" workaround. With the workaround in place, you
have the drive on the controller for extended periods of time, which
gives you the fastest transfers on the A4000, but can sacrifice
interrupt performance.

>(The A3000 has logic that supposedly causes the bus to "time share"
>with other things demanding it.

Unfortunately that's only with Zorro III devices. The bus controller can
start and stop Zorro III DMA devices on a cycle-by-cycle basis, so it can
attempt to schedule them. It's still rather primitive on the A3000/A4000,
but it does help. On Zorro II, once a bus master has the bus, there's
nothing the controller can do to stop it, other than force an error (which
would crash the card or at least damage most Zorro II bus transfers)."

>With this facility I can STILL cause occaisional glitches on the
>internal serial port. This leads me to think there is little or no
>solution for the situation vis a vis the HardFrame. It is too
>efficient for the bus in a manner of speaking.)

It needs some kind of bus fairness mechanism, like the A4091 has (by
virtue of the 53C710). The only solution on Zorro II is to build a
controller which will back off at intervals. Unfortunately, that's
almost always an overall performance hit, since there's no way to tell
if anything actually wants to use the bus. This isn't strictly a Zorro
III problem, it's been a problem with all 680x0 CPUs (or buses based
on their bus protocol, like the Zorro II bus or A3000/A4000 local bus)
up until the '040, which can actually indicate when it wants the bus.
--- End included text ---

The main point is that although the 68040 speed will allow for much higher

transfer rates for the internal port (I reliably get 115,200 bps), it will
not work well when the on-board GVP SCSI controller is accessed and the
solution GVP provides did not work in my machine. Since the review was
published, I've been contacted by a number of other G-Force owners who are
experiencing the same problems with the GVP serial port and I'm still
looking for a solution.

The bottom line is that the serial port problems are not the fault of GVP.
I'm sure they did the best they could to make a fast, yet cooperative, DMA
host adapter.

(In practice, applying GVP Patch to the G-Force 040 causes a hard drive
that typically does 1.8MB/sec to 800KB/sec. That's about 40 times the
speed of a typical floppy read on the same system, and faster than many
hard drives hooked up to an unaccelerated machine.)

    SCSI-BUS INTERFACE CONTROLLERS

GVP Series II controllers do NOT and have NEVER used the same bus interface
as an A3000/A2091. GVP uses the AMD AM33C93A-16JC, while the Amiga 3000
and A2091 use a Western Digital WD33C93A-00-04. The Western Digital
upgrade to a 00-08 fixes bugs in the revision -04 chip. The SCSI command
set is implemented through the device driver. GVP's driver supports the
SCSI-2 command set and Commodore's scsi.device does not.

The word "PROTO" printed on the Western Digital chip merely means the chip
is from the first production run (according to Western Digital).
A WD33C93A-00-04 is the same as WD33C93A-00-04 PROTO,
while a WD33C93A-00-08 is the same as a WD33C93A-00-08 PROTO.

The GVP chip does not need to be replaced as it does not share those
problems that A3000/A2091 users so often experience with CD-ROM drives.

The A3000T had a WD33C93A-00-08 when I purchased it, both A3000's I tested
the drive on were upgraded to -08 chips. Again, the chip does not
automatically make the driver support the SCSI-2 command set.

Dave Haynie pointed out what may be part of the problem. The IBM SCSI-2
drive I tested seems to use something called "FPT" (Forced Perfect
Termination). It was not compatible with any controller I tried - except
the GVP. It is not billed as a SCSI-1/SCSI-2 drive, so after much testing
I gave up on it with SCSI-1 controllers.

The only difference I could find with this drive other than the hardware is
that it reports a response data format of SCSI-2, while the SCSI-1/SCSI-2
drives I tested all reported a CCS (Common Command Set) response format.

The fact that the GVP controller handles it just fine when other fail is
still the point of the evaluation. The question of any review is "what
does it do for me?" In this case, for whatever reason, the G-Force works
with a wider range of drives.

    EXPERT PREP

I have also tried HDToolBox with my GVP controllers, but it is typically
unwise to use software from other controllers because they often set
options specific to the controller and companies do sometimes implement

ambiguous options differently.

Personally I like RDPrep, but I set up my drives with ExpertPrep (2.5)
because it tends to enjoy setting it up in a specific logical
configuration. Also, the GVP driver will not mount RESERVED partitions
regardless of the prep software used. That is my major complaint.

When purchasing a $1,200 product, I don't feel that the purchaser should
have to go find programs to replace the included ones. When a 33MHz 68040
based Macintosh Quadra costs the same as a G-Force 040/33 for an Amiga
2000, I expect benefits including solid, well-written, complete programs.
What's included with the G-Force looks like a good start, but it seems
almost as if GVP took the programmers off the job once they just got it
working. The software has a good foundation, it just doesn't seem
polished.

    68EC0x0 PROCESSORS

There can only be two types of 68EC030's. Those that have the MMU totally
and permanently disabled, and those that have been remarked to fulfill a
larger order than Motorola could provide at the time. If your chip has a
plastic package, the MMU is disabled and cannot be activated.

Before a 68030 goes through testing, it is decided whether or not it will
be a 68EC030 or a full 68030. If it is going to be a 68EC030, the MMUDIS
pin is permanently grounded, effectively disabling the MMU without removing
it from the mask. This insures a lower power consumption (CMOS logic
doesn't consume power when it's not changing states), and since there is
less heat generated, it can be put into a plastic package without the
possibility of melting.

So technically, the MMU is in the "mask" of ALL 68030's, but there is no
software that can magically "unground" the MMUDIS pin, causing the MMU to
function. Since the registers are still there, some software will
erroneously report that an MMU is present and try to use it.

The transparent translation registers _still exist_, though they are called
access control registers, which greatly reduce the need for testing.

The 68LC040 has the FPU physically removed from the mask resulting in a
smaller die and less time needed for testing. The 68EC040 is an even lower
cost version that disables both MMU's and the FPU _from the mask_.

Thanks to Skipper Smith of Motorola Technical Training for this information.
[For more information, see: Amazing Computing, Volume 8 Number 8, page 91]

The main points are:
1) Motorola does not ship "failed" 68030's as 68EC030's.
2) The terminology with regard to an MMU not being used and an MMU not
   active or present in the chip is confusing, causing a lot of unnecessary
   phone calls to GVP (and others) and probably led to fax-only style
   support.

I find it hard to believe that the MMU will work with the MMUDIS pin
grounded. Perhaps you have software that just deals with the registers
hence thinks and acts as if an MMU is present.

From: tkibo01@mailserv.zdv.uni-tuebingen.de (Walter Bock)
Subject: Reader MailTo: jcompton@cup.portal.com
Date: Sat, 8 Oct 1994 05:23:48 +0100 (MET)
Concerning: AR #228, Reader Mail - wishes for new Amigas.

My thoughts on the new Amigas CPU:

First of all, I don't like the idea of a RISC processor in the new Amigas. I
have to work with those PowerPC Macintosh (too bad to work with anything other
than Amiga, but with 040 Macs you didn't have to go nuts) as a programmer and I
do not like the mass of incompatibilities produced by the new processor
technology.
Most important, with Apple being unable to port their operating system to
native RISC code, it is al slow as a 030 mac. And that does not seem to be due
to a bad emulation for 680x0 code - the emulation is real good, much more
stable than the OS.
I would not want to spend lots of money for an Amiga that is much slower than
A4000/40. I certailnly would not buy such a system. And I don't expect Amiga
Int. to get all the OS running on RISC code in time, let alone all the
commodities ... one got accustomed to - not if they have to write a real good
68040 emulator for the new machine, too. And anything else, which would render
the new Amiga incompatible with previous ones, would be suicide.
I have another more personal point in favor of 060 processors: I like to
program in assembler. The motorola one is quite good. And did you ever try to
program RISC assembler ? It's almost as sick as intel one...

Of course I know that you have to go with the time - and CISC processors seem
to come to an end - but they did not reach it yet ! The 060 is a fine machine
and would be perfect for the near future. You can clearly see how many
customers Apple scared by it's too-fast switch to the PowerPC and how much OS
engineering could not be done because they set themselves too tight deadlines.
(e.g. they still didn't implement preemtive multitasking :(
RISC may be the choice of the future, but don't be too quick. It's no good to
re-start the Amiga with a premature OS, it would take much longer to rewrite
all and everything for an integrated concept with a new processor than building
a good CISC computer so Amiga-owners can stop buying PCs and start to see a
perspective in the Amiga again.

My thoughts on AAA / 3D RISC.
are similar. I really don't believe Mr Pleasant if he says AAA OS
implementation would last 18 month whereas the implementation of a completely
new system could be done in 6. There has to be a miscalculation !
But if AAA is really as old stuff as stated (e.g. not much ahead of AGA), most
impotant if the Customchip data throughput is not MUCH higher they should
really can it. There would be no point making a computer which could not be
competitive to PCI in terms of BUS performance (or contain PCI :) and to the
cheap PC sound/gfx cards in terms of custom chip speed/ 16bit audio/ large
Chip ram ...

But after all, a new Amiga with only the name would be nonsense too ! There has
to be Amiga OS on it (even if it could take some stylish improvement -> X11)
and there have to run Amiga programs on it. OK, I'll give the old games a go,
but most of the applications should run on it !

And I would be willing to spend real money on a "professional" Amiga - not too
much a low end machine. If you see the prices of other non-IBM-compatible

which sell for over 6000 DM ($3.900) a price similar to this for a top notch
Amiga would be acceptable.

-   That's quite a letter. I'll let it stand on its own. -Jason

From: gt4722a@prism.gatech.edu (AGENT GORDON COLE)
Subject: Nice
Date: Fri, 30 Sep 1994 23:11:04 -0400 (EDT)

I really enjoyed the CEI chat, and hope you guys can put some more of that
kind of stuff together! (I hereby give permission for you to use this as
the bi-weekly 'AR is cool' message :-)

-   Why, thanks. Read the BIX transcript, then.

1.12   The Voice From Across the Pond

```
            %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%% The Voice From Across the Pond                     By:
                Michael Wolf
                 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

This time yours truly is going to report from the Photokina expo that
happened September 22-27 in Cologne / Germany. The Photokina is probably the
largest consumer photography/video/film expo in the world.

There are two parts to the photokina, one covering consumer oriented
photographic products (ranging from frames for pictures to genlocks) and a
pro part, covering everything from lighting equipment to video beamers and
SGI's.

I was mainly interested in the pro video stuff, especially the M-JPEG
boards for the Amiga (If you read my previous article on that subject then
you might have noticed that this subject fascinates me. May be its because
I want to buy one of those suckers in the near future ;-).

Let's do a quick rundown of the products on the show.

MacroSystems

They were showing of their new VLab-Motion board, on an A4000 with a 40Mhz
Warp Engine, and a Retina BLT ZIII board. Unforunately their demo was,
frankly, crap. They only had a 260 MB Partition reserved for the
VLab-Motion, no demo Videos/Animations on that partition and the Toccata
audio board wasn't installed either. Instead they grabbed some live video
from a cheap HI-8 camcorder and played around with their editing software
(which is very nice BTW, very similar to Adobe Premiere for Mac's/PC's).

The MS rep was extremely boring (the kind of guy that would sell you his

grand ma, you know the type), and just talked to much instead of showing
off the board. So there is now way I could compare the image quality to
the DSP PAR that was also exhibited at the same booth (by a different
company).

MS was also demoing Elastic Reality for PC's, but it didn't impress me too
much, the PC kept crashing all the time ;-))

dcp
---

was the other company at that booth, they distribute SGI and Amiga
software, mainly for the video / interactive market. They were demoing
Lightwave 3.5 PAL, the DSP PAR and Elastic Reality for SGI's. I don't
think I need to tell you anything about these great products.

BTW: They are selling A4000's with the DSP PAR board as an alternative to
single frame recording, 'tis funny though that they don't mention the name
"Amiga"...

on to the next one:

ProDad
------

were showing all their software, including an early beta of their video
editing program CAVIN. It sounds quite promising (I couldn't see much of
it, it kept crashing ...).

It supports all kinds of hardware (Control-L, LANC, PANASONIC-EDIT, RS 232
and RS 422 protocolls) and timecode (VITC, TCTC, RAPID). You can also use
infrared signals for older hardware.

CAVIN hast timelines for A & B VCR's, graphics / animation, hardware (i.e.
framegrabber, M-JPEG boards, cd-player), audio (Amiga, audio boards or
external). So you can use it as a complette A/B editing system.

You can of course configure CAVIN to work in conjunction with other Pro Dad
products, such as clariSSA, Monument Titler and Adorage.

ProDad has also upgraded older products. Adorage 2.5 now supports a
transparent colour 0, image conversion and loading of different image types
(i.e. TIFF, PCX) and has some new 3D effects.

There are two new modules for clariSSA, the Loaderpackage allows you to
import new image formats (i.e. GIF, JPEG, PCX), while the "motion sound"
add on allows you to add samples to your SSA animations.

electronic-design
----

were at the same booth as ProDad. They demoed their new genlocks (mainly
the Neptun), and their Framegrabber / Framebuffer combo FrameMachine.

The Neptun looks very nice. It is the only "low cost" genlock I know of
that allows you to use a simple kind of alpha channel. You can define one
colour as beeing semi-transparent, while the others behave as normal. The

Neptun is also fully software controlable (Very nice if you use SCALA for
video editing).

Oh, and Tobias Richter was there (known for his amazing Star Trek / Star
Wars animations), showing off some of his work. It is amazing what this
guy can do using a raytracer (Reflections) and a DCTV.

after a long day and blisters on my feet...

Well, that is about it Amiga wise. electronic design was also showing the
genlocks at the consumer part of the show, but you could also find lot's of
PC video solutions there as well (such as FAST's Video Machine).

Some PC People got very excited at Caligari Broadcast (for Windows), which
has added features (and decreased performance). SGI were there too,
showing all kinds of media solutions (I hate SGI's, they always make me
drool, yeuch, what a mess...).

We got bored at the fair after 6 hours, so we went to Cologne to have a
beer (Koelsch) and enjoy what is left of summer. Nice city, go there if
you're in the area !

This is all for today, next is a review of GVP's TBC Plus (in an A2000,
unaccelerated :-(), and hopefully soon the Cyberstorm.

Cheers !

Mike

1.13 Why?

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Why?                                           By: Maxwell Daymon   %%
%% A dark view...                                 mdaymon@rmii.com     %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

                                  Why?

Commodore is all but dead. The future of Amiga is in the hands of
liquidators who have a responsibility to creditors who alledgedly couldn't
care less what happens, as long as they get their money. Further, the
industry is not stopping to take notice - the Amiga isn't going to be the
"future" forever. So why do people still cling to the Amiga?

Obviously some have stopped and are (happily?) computing on some other
platform. After all, a computer is a computer. Others are holding on to a
large investment of time, money, or both. A number of users are simply
familiar with the system and don't want to switch for that reason alone.
After all, isn't it hard enough to learn one OS? There are also those who
subscribe to the old principle of "don't fix what's not broken" and plan on
using their Amigas until they literally break down.

Many look beyond the superficial and practical reasoning. Especially those
who see the Amiga as more than "just" a computer. In all honesty, AmigaOS,

Macintosh System X, and OS/2 are the three last choices the general public has
in terms of an operating system, that number is about to be reduced to two.
There's always the various flavors of UN*X for the so called techno-gods, but
they certainly aren't for the casual user and it's not the kind of OS you'd
want to recommend to Aunt Matilda and the kids.

These are the people who don't like the idea of getting a book of what you are
allowed to use in your programs to avoid litigation for using so-called
"industry trade secrets." These are the people who can't help but to notice
that there is one company that has a huge number of people convinced that an
integral part of all computers is DOS (*MS* DOS, that is) and they not only
produce the operating system, but many of the applications and development
tools FOR that operating system. Isn't it obvious that when one company
controls the cars you drive, the roads you drive on, and the fuel you put into
your car, you don't have quite as much freedom as you thought?

To paraphrase Henry Ford, "You can have any operating system you like, as long
as it's made by Microsoft."

1.14 Heddley v1.1 Mini-Review

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Heddley v1.1 Mini-Review                              By: Roy Milican %%
%% An AmigaGuide-maker                                   roy@cts.com     %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```
PRODUCT NAME

        Heddley v1.1

BRIEF DESCRIPTION

        The best Amiga Guide maker I have found, good GUI and easy to use.

AUTHOR/COMPANY INFORMATION

        Name: Edd Dumbill
        Address: 13 Giles Ave.
                        Burnholme,
                        York. YO3 0RB
                        England

        Telephone: +44 (0)904 414524

        E-mail: ejad-a@minster.york.ac.uk

LIST PRICE

          Shareware fee: Uk Pounds 10.00
                         US Dollars 15.oo
                         DM   25.00

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

```
        Workbench 2.0+ required
```

COPY PROTECTION

```
        None
```

MACHINE USED FOR TESTING

```
        Amiga 4000/040 40Mhz
        30 megs fast, 2 megs Chip
        Workbench 3.0, EGS Spectrum.
        Hard Drive
```

INSTALLATION

```
        Fast Installation, use of standard Commodore Installer
```

REVIEW

```
        I've checked out many Amiga Guide makers, but this one is the best.
        It has an easy to use GUI along with many usefull features.  Perfect
        for beginner or advanced user.  Has support for many of WB 3.0 features
        and also has ARexx support.  Allows you to start right out and go make
        an Amiga Guide.  So if you do alot or just a little Amiga Guide creation
        this is a must.  And with registration price as reasonable for such a
        good program it is worth it.
```

DOCUMENTATION

```
        Documentation is in Amiga Guide format. Layed out well for the beginner
        or experienced Amiga user.
```

LIKES

```
        The easy to use GUI interface.
```

DISLIKES

```
        No real dislikes on this program.
```

BUGS

```
        No bugs found.
```

CONCLUSIONS

```
        This program is excellent and is a must addition to any WB.
        I give it 5 stars out of 5.  *****
```

COPYRIGHT NOTICE

```
        This is a freely distributable review.
```

1.15 A look at the future...

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% A look at the future                  By: Ibrahim Solmaz                %%
%% One Amiga user's view         sollmaz@lise-meitner.be.schule.de %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

[Editor's note: Mr. Solmaz went to quite extensive lengths to reach me
with his article. I have decided to print it because opinions on the
future are relevant and important to the entire community. However,
some of the information within is based on conjecture, and should not be
considered to be set in stone.]

First hi to everyone who owns an Amiga !

I would complain, that everyone?, wants an Amiga 5000/RISC?/AAA?
under $1400! Guys where are you living ? I visited a German Computer Shop
called Vobis (They discount low cost PCs and also now Macintoshs)
The Price for an PowerPC 8100/80 is 12.000 DM (nearly $6.900)

The 8100/80 PowerMac has a PPC601, 80 MHz !
a 500Meg Hard drive,
a Video-Adapter with 2MB VRAM
 (That's REAL Expensive, The AAA Chipset would also use it,
 if it ever comes out to public),
TWO Onboard SCSI Host adapters
 (one with Standard SCSI-2, the other with Support for FastSCSI-2),
16 Meg Ram,
 (I think they are using low cost 70ns Simms)
Apple Talk
 (Apple proprietary Network Protocol)
Ethnernet
 (The Worldwide Used Network Protocol)

And now we make a comparison:
An Amiga 5000/RISC/AAA? (what I like to see)
with 4MB VRam,
 (Don't forget with the AAA Chipset you need a minimum of 4MB Chip ram,
  OR can stick on your AGA/ECS Machine)
a PPC604 80MHz or 100MHz Processor
 (These Machine must be comparable against Pentiums and PowerPC's)
a FastSCSI-2 Host adapter on Board
 I need that for my soon? Micropolis 2.4 Gig HD)
at Minimum 16 MB Memory on Board
 I am going with my A3000 with 14MB Ram, many times out of memory,
 and don't forget that Risc Code is 50%-80% longer then normal
 CISC Code (68030/040/060/486/Pentium
(I (myself) would put then there for sure 32 MB Ram.
Also I would like to see Ethernet on Board
 (Its a must today, every better class PC and the Risc based
 Macintoshs/Quadras have that.
 I personally would like see FAST ethernet with a Transfer Rate of 10Megs,
 because its an ISO standard and it would be more used
 then FDDI in the Future)
540 Meg Hard drive (Quantum preferred, NOT SEAGATE)
 (Don't forget the RISC native Software is 50%-80% longer then normal
 CISC Code, also there is a need for big storage because 24 Bit Pictures,
 Animations and 16 Bit sound eats lot of Memory)

DSP would be recommended, but its not important to have one !
 (Anyway, most of the DSP Software Support is done, and there is also
 1 Program which (also which I only know) supports the DSP Card
 (then maybe Onboard) ImageFX 2.0 !
 You can find in ImageFX2.0 such strings like "vcas.library", "dsp3210.device"
 ALSO a DSP can play a ROLE of 3D Chip !No Problem at all !

 Here is a List of the possibilities of AT&T DSP3210
                Hardware:
                - 32-bit floating point arithmetic
                - 32-bit addressing
                - large 8K on-chip cache 0 wait
                - 33Mflops of power
                - shared bus with Motorola CPU
                - Serial I/O with DMA 24 Mbits/sec
                - Barrel shifter
                - mu-law & A-law encoding
                - Bit I/O general purpose 8-bit I/O port

                it can emulate:
                - V32 / V22bis MNP5 / V29 G3 fax / modem emulation with fallback
                - subband coder
                - G.722 7khz speech coder (1000% better than SAY)
                - DTMF generator/decoder
                - JPEG still/ MPEG encode/decode
                - Call progress detector
                - Non integer sample rate converter
                - delta-spectrum feature extractor
                - text to phones LPC, LPC to speach
                - speech recognizer
                - talker verification
                - 3d GFX library
                - MIDI music synth with EMU proteus soundlibs
                - perceptual image coder
                - perceptual audio coder
 There are many things which you CANT do with a 3D Risc Chip, but with a DSP !!
 You can also hold more then 1 DSP in the System !The Commodore DSP Card
 had two 66MHZ AT&T 3210DSP's !Also the DSP Software support this!

-4 PCI Slots (In one slot is the MPC604 Card)
-5 Zorro III Slots,

Good Design and good Quality (ALSO IMPORTANT) of the Case, Keyboard,
Mouse,.. Parts!
 (I like the A3000 Mouse, and also A3000 Keyboards are excellent, some A4000's
 keyboards and all A600/A1200 Keyboard are like typing on a 1940's Typewriter
 or maybe worse, in short words, its SH*T.)

And a good price for this Setup would be around $4000-$5000! Thats a good
price for what you get !And not terrible expensive like Apple!

the AAA Low End Machines (comparable to the PowerMac6100/60)
must at start $2000 (3400 DM) !
System must be:
 Processor MPC603+, 80 MHZ
 2 MB Vram,
 270 Meg HD (Quantum preferred)

```
 8 MB Ram
 3 PCI Slots
 1 or 2 Zorro III Slots !
```

And don't forget: if a Computer costs much, then there would be software
which also costs much. And generally this kind of Software is much more
powerful then low cost software (not all the time, but most times)
(Show at the Mac's)

And what me make ANGRY, are people want to see all this for $1200.
That's _NOT_ Possible.

If you have No Money get another Hobby or stuck on
your CD32/A1200/A600/Low Cost IDE PCs/Nintendos/ Kids' Computers?.
Without such kind of People, the Amiga would have be a BETTER Status in the
Computer world, and not like a TOY-Machine.
(except the some TV Stations which are some Amigas using)

I would like to see that the Amiga get a High Class Status like a Macintosh or
like in the 1986.
At this time People said "WOW" to my A1000, and at this
time it was REAL expensive, and that was Good so, and today I will get
pissed of, if I go to a Computer Shop and tell them that I have an Amiga,
and then the Dealer would be say to me: Get a professional Computer, a PC
or a Macintosh! or a better Game Machine like SNES & 3DO !

Anyway one day I said to one Dealer, that I have an Unix Clone (You can say that
on a Amiga with a MMU (No A1200/A4000/EC030 hehe) without any Problems
with
NETBSD, which is a Common Unix, and don't forget that the Amiga Operating
System has some UNIX like functions)
with a resolution of 1024*800, and its Motorola based, has 400 megs SCSI-2
Hard drive.
And his Comment was: "WOW, Cool Machine, How much did you pay for it ?"
Then I replied: "More than a 486 Class Computer." (That's right, I payed for ←
    every
4 Meg in my A3000 440 DM=$290! :-))

Another Important Thing is: Commodore has designed their own Chips,
designing Amiga Hardware is not cheap like designing PC or Macintosh Hardware.
Do you every heard that Compaq, Digital, The Taiwan PC Clone Makers?,
uses Custom Chips (designed by themselves) ?
(The VL/PCI/ISA Chipsets are designed not by the common PC Makers, its
designed by Intel, OMTI, and 3 or 4 others)

The Macintoshs (the newer ones) have only 3 Custom Chips, 1 for
SCSI DMA (only in the PowerMacs, the older ones uses PIO), 1 for Sound,
1 the NuBus Slots. Thats all !

My Amiga 3000 has 8 Custom Chips: Fat Agnus, Paula, ECS Denise, DMAC, Ramsey,
Fat Gary,
Fat Buster, Amber, and the two CIA's !

A Triple A System would have these Chips: Monica, Andrea, Linda, Mary,
PCI -> ZorroIII Bridge , Some kind of Ramses & DMac & Gary!

(Only the Chips: Monika, Andrea, Linda, Mary have a 700.000 Transistors,

a AGA Based System has only 80.000 Transistors)

That's costs a Hell of a lot to develop & produce such a Custom Chip Set!

Also designing the System Operating software is a hell of work!
Microsoft have been trying to design good System Operating software since 1980, ←
    but
until now, they have not succeeded! PC Clone Makers don't invest Money
to develop Operating System, they only pay ? (or better) the customer pay
for a license to use MS-DOS&Windows! And in this World are aprox. 80 Million
PC's. And every PC had a MS DOS License! License costs around 50 Dollar !
$60 * 80 Million Licenses = $4.000.000.000!
This is 4 Billion Dollar !
(That's only with the Operating System, not to forget to mention the
Microsoft Software Productivity? Software like Winword, Excel)

If the New Amiga Company has success, then they can also do a little challenge
with the AmigaOS against Microsoft WindowsNT and port the AmigaOS to the
PreP Platform.
And then they will get also there a new UserBase and some Money (that's important)
If we say the OEM license costs about $80 and then they sell it over, and get
some money (Show the Example with Microsoft above).
With the superior AmigaOS would that be not a big problem, except
the marketing!

Here is a List of Directions of the next Apple OS, System8.0 (Maybe some
Commodore People (Also Alex Amor?, David Pleasance?,) read this!)

System8.0 (Codename Copland) will come up in the fall of 1995 !
~~~~~~~~~
-OpenDoc Support (Would like to see that in future Revisions in the AmigaOS,

-Needs at minimum a 68030 with MMU or a PowerPC !
(Apple only use only real 68030 with MMU!not such Shit like 68030EC like
C= in the A4000/030, (This Type Guys can buy the Cyberstorm, WarpEngine,
GForce
Accelerator Card hehe))

-Preemptive Multitasking for new Programs, cooperative Multitasking for the
 old Programs (The Amiga has Preemptive Multitasking since the beginning!)

-Memory protection only for new Programs !

-Concurrent IO, Access to multiple Peripherals !

-Changed Human Interface (Would be also good for the Amiga, something like
                          MUI or a HUMAN Interface in the SCALA Design
                          then every Idiot can use the Amiga. I know many
                          of them!)

-Filenames could be 48 Chars long and can use UNIcode Characters!
                    (The Limit on the Amiga is 30 chars, 64 Chars would be ok!)

-Volume Limit is by 256 Terabyte (=262144 GByte)

 and you can have a maximum of 65536 Files on a volume

(On Amiga there is a Volume limit at 4 Gigabytes and HDToolbox plays crazy
if you had more then 2 Gigs! Commodore give not any warranty for Drives bigger
then 2 Gigs :(!

I don't know if there is a File Limitation on the Amiga, I have on my Amiga
aprox 14000 Files!, if I had my 2.4 Gig Hard drive then I could test it out :-))

System9.0 (Codename Gershwin) will come up in the fall of 1996 !
~~~~~~~~~
-Mircokernal Architecture
(The AmigaOS is now nearer to Mircokernal Architecture then any other OS,
except MACH (NextStep is based on Mach), only Mircokernal Architectures can
use the advantages of Multiple Processor Systems)

-Also preemptive Multitasking for the old (System7.x Programs)
(See my comment above, and I would like to see how they will implement it)
-Full Memory protection (for old and new Programs)

-3D Graphic Software Engine !
(that means you can play something like doom in the Desktop, and automatically
a 3D Engine Chip would supported, would be a GREAT Idea for the AMIGA?-3D
RISC
Chip (On this Chip is David Pleasance and Alex Amor talking about)

-Volume Limit is now by 8 ExaByte (=8192 TeraByte=8388608 GigaByte)
File Limit is now at 4294967296 (=4 Billion!!!) Files on one Partition!

In Generally these Steps must also the AmigaOS Follow! I know some People,
who have Problems with the Filesystem on their Hard drive bigger then
2 Gigabytes (Some Days ago somebody left a message on the German UseNet
(de.comp.sys.amiga.tech) that he has a 9 GB Harddisk,
but he cant use all the storage, he is "only" able access 4 Gig from
his 9 Gig Harddisk!)

My hardware setups are:
1xA3000 (14 MB Ram, 400 MB Harddrive, 4 Greytone A2024 Monitor, CBM
2060 Arcnet)
and 3xA1000
(one with 68030, 10.5 MB, 200 Meg Harddrive, CBM Arcnet Card) and the
2nd A1000 has 2.5 Meg and a Sidecar!
Besides that, I have 2 USRobotics DSTs, they costs me more then todays 486's!

(But anyway I'm proud NOT to HAVE a PC, except the Sidecar, its has a 4.77MHZ
8088! but the Case looks NICE! :-))

And at least I am 19 years young, NOT Working, I am going to school, for the
next 1.7 Years!
(I work in my holidays, but that's another story)
Soon I will await my 2.4 Gig Harddrive, then I will open perhaps an Amiga
Bulletin Board !

All Prices are German prices! Not US Prices! It seems that in Germany

some things costs more! Now everyone think we, Germans?, are rich Guys !

If you have comments on this Article, then you can me send a mail,
but it would be better if you sent it to Amiga Report Stuff, so
everybody can read it.

1.16   CEI Conference on BIX

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% CEI Conference on BIX                                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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[I feel terrible about the formatting, but I have no easy way to compress
this to 75 columns. Blame BIX. Had I taken time to reformat it, the
magazine would have been delayed. Once again, I'm sorry. -Ed]

                    Wednesday October 5, 1994 CEI CBiX Transcript

On wednesday October 5, 1994 Alex Amor appeared in BIX's Amiga Exchange CBiX.
Alex Amor is the CEO of one of the bidders, CEI. CEI is a major distributor of
Commodore Amiga computers to both north and south America. They are one of the
three remaining bidders in the Commodore Liquidation Buyout Derby.

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restrictions this may be freely distributed provided this notice remains and the
file is not edited or changed in any way other than textual reformatting.

The major players are Alex Amor [Alex-CEI], Valorie King [Valorie], and Joanne
Dow [jdow].

Message from System Manager...

Our FORMAL session is now started.

[Valorie]* We welcome you to the BIX formal CBIX session with our special
[Valorie]* guest Alex Amor of Creative Equipment, International. Our thanks
[Valorie]* go to the following individuals for helping to set up this session:
[Valorie]*   For the suggestion:
[Valorie]*   Chrisopher Aldi, President, Phantom Development Co.
[Valorie]*   John Basile, V.P. for Operations, Phantom Development Co.
[Valorie]*   For the 'leg-work':
[Valorie]*   Jason Compton, Editor in Chief, Amiga Report
[Valorie]* Thanks also to our Exchange Editor, Joanne Dow and the moderators
[Valorie]* of the Amiga Exchange for their behind the scenes work to make
[Valorie]* this evening possible.
[Valorie]* If you are not familiar with CBIX commands please take a moment
[Valorie]* to scan them using the /help command.
[Valorie]* Also, please be aware that everything typed on channel 1 is
[Valorie]* being recorded for the transcript of this evening's session.
[Valorie]* If you wish to chat with other participants as well as listen
[Valorie]* to our guest speaker please move to another channel (>30)

[Valorie]* and then monitor channel 1.
[Valorie]* Since this is a formal session, we ask that participants
[Valorie]* please refrain from making any comments on channel 1 --
[Valorie]* that channel is reserved for the Chairperson and our guest.
[Valorie]* Failure to abide by this request will result in ejection
[Valorie]* from the formal session.
[Valorie]* If your telecom package has a chat buffer or console window
[Valorie]* you may find it helpful to activate it now. This will prevent
[Valorie]* extraneous keyboard characters from being transmitted and
[Valorie]* interrupting our guest.
[jdow] On behalf of the Amiga Exchange I would like to welcome Alex to our
        special CBiX event.
[Valorie]* This evening's session will have two parts. First, a short period
[Valorie]* during which Alex Amor will make his opening statement. During
[Valorie]* this period you may queue questions to the questions moderator.
[Valorie]* After Alex finishes his opening statement we will begin submitting
[Valorie]* questions to him from the queue. The decisions of the questions
[Valorie]* moderator will be final as to which questions are asked and the
[Valorie]* order in which they are asked.
[Valorie]* The moderators for this evening are:
[Valorie]* Chairperson   -- Valorie King, moderator, Amiga Exchange
[Valorie]* Questions Mod. -- Joanne Dow, Exchange Editor, Amiga Exchange
[Valorie]* Please submit your questions to the Questions Moderator using /msg
[Valorie]* unless she informs you to use another method (i.e. moving to a
[Valorie]* specific channel to discuss your question with her).
[Valorie]* Our guest will have DND (do not disturb) turned on so that he is
[Valorie]* not bothered with trying to handle both public and private questions.
[Valorie]* If you do not wish to receive messages you may also set /DND ON
[Valorie]* This will not block messages from the moderators.
[Valorie]* We also have two other roving moderators present. Rich and
        Nancy. Thanks for coming and helping out!
[Valorie]* Thank you for coming. We hope you find this evening enjoyable and
[Valorie]* informative. Please remember that our purpose here is to listen
[Valorie]* to Alex and to extract as much information from him as we can
[Valorie]* without using the instruments of torture <grin>. So, grab a cup
[Valorie]* of coffee or a soda and settle in for what we anticipate will
[Valorie]* be a very informative and pleasant evening.
[Valorie]* Alex, would you like to start with an introduction of yourself and
        whatever preparatory comments you have?
[alex-CEI]* Thank you Valerie..
[alex-CEI]* Good evenening.
[alex-CEI]* As you know CEI is a Commodore Distributor in the U.S.
[alex-CEI]* who is interested in purchasing the Commodore assets (Amiga)..
[alex-CEI]* and making a go...we appreciate the tons of support we have...
[alex-CEI]* received from end users, engineers, developers and dealers...
[alex-CEI]* I'm available for any questions.

[jdow] And here is the first question mostly because it is foremost in my mind.
[jdow] sodekirk: How will the buyout affect the existing user base, developers
        and developer support, etc. in the USA? Will support continue here for
        us? Will marketing and promotion continue in the USA? Will there be
        efforts made to increase the visibility of the Amiga in the USA? What can
        we realistically expect?
[alex-CEI]* Boy, what a loaded question... I hope they get easier from
            here on...
[alex-CEI]* First and foremost, the Amiga community (developers, users, etc)..
[alex-CEI]* have had a tough road as far as support fro the old C=...

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[alex-CEI]* our partners in this venture have analysed the mistakes tath C=..
[alex-CEI]* made.  We are committed to an aggressive marketing campaign..
[alex-CEI]* in both the U.S. and overseas.. I believe that a product must...
[alex-CEI]* be succesfull in the U.S. if it is going to survive world-wide.
[alex-CEI]* As far as other support our staf will be made to understand who is..
[alex-CEI]* number one...the customer.  Ours is an attitude of openess and..
[alex-CEI]* cooperation.
[alex-CEI]* I hope that answers your question.

[jdow] OK - lemme hunt up the next one - which is another toughie
[jdow] bobr1: Q: When do you expect a *final* answer as to who wins the
       bidding war?
[alex-CEI]* We are happy to announce, that based on our meeting with the
[alex-CEI]* trustee, we are close to the acquisition of Commodore and it's
[alex-CEI]* assets.  An announcement can come within the next 3 weeks.
[alex-CEI]* ??

[jdow] VaxBrat: Dealer network.  Assuming there are any local dealers left to
       pick up the line what are your plans for distribution and other support?
[alex-CEI]* During this lull our staff has been working with major...
[alex-CEI]* players in the distribution and retail channels to make..
[alex-CEI]* sure the Amiga can come back in style. Closely after acquisition..
[alex-CEI]* we expect to make announcements which should be welcomed by...
[alex-CEI]* dealers, end-users and developers...  We realize that the core...
[alex-CEI]* of the business should be handled through the local dealer...
[alex-CEI]* but greater public awareness is important as well as better..
[alex-CEI]* penetration.
[alex-CEI]* ?

[jdow] This is a distillation of several: What new models do you expect to be
       delivering in the near future?
[alex-CEI]* Without making any major announcements (that would get engineers
             upset).
[alex-CEI]* it is logical to expect the introduction of the A4000 tower in...
[alex-CEI]* a number of different flavors including a 68060 when time time..
[alex-CEI]* is right...in addition the intro of a higher performance a1200...
[alex-CEI]* (read 68030) would follow .... the CD1200 and CD4000 are also..
[alex-CEI]* very close to coming off the drawing boards...as well the ..
[alex-CEI]* latest release of the operating system.  Our major concern at..
[alex-CEI]* present is filling the backlog of Amigas currently on order.
[alex-CEI]* ?

[jdow] Another generic question: Is there still enough dealer network out
       there to make distribution of the Amiga feasible?
[alex-CEI]* Yes, the good dealer is still left.  As you know only the good
             survive.
[alex-CEI]* ?

[jdow] bobr1: Q: How will existing warranties on machines already purchased
       this year be supported by the new organization.  What will the new CBM
       be called?
[alex-CEI]* The current working name for the new company is Amiga Technology
             International.  This name of course is subject to change.
[alex-CEI]* As far as warranty, we are working on a program to alleviate to log
             of warranty work.
[alex-CEI]* One of our options is to charge those old C= customers with only
             the minimum labor charges.  We realize that the warranty
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[alex-CEI]* is not our responsibility but would will do everything possible to
            garner good will from Commodore's old customers.
[alex-CEI]* ?

[jdow] twalsh: Alex, in the event you acquire C=, any thoughts on getting
      Amigas into education markets? Good opportunities exist in multimedia
      applications where the Amiga still has the edge.
[alex-CEI]* As some of you are aware my company has been responsible for
            getting major Amiga based education labs in the state of Florida.
[alex-CEI]* Educators require high performance computers, and good prices
            (sounds like Amigas to me).
[alex-CEI]* I do not expect the Amiga to become a replacement for PCs but to
            fullfill a specific market niche in multimedia,
[alex-CEI]* video editing courses, arts, and music.
[alex-CEI]* ?

[jdow] jbasile: Q: Will CEI work more closely with developers, providing
      timely info, prototype machines, and future market directions?
[alex-CEI]* In order for the new Amiga company to work it is ESSENTIAL
            to form strategic partnerships with developers.
[alex-CEI]* We realize that machines dont sell its applications that
            sells machines.
[alex-CEI]* We will have developers conference in both the US and Europe
            immediately
[alex-CEI]* following acquisition of Commodore. In addition a steering
            committee of
[alex-CEI]* developers and end users will be formed to report directly
            to the board.
[alex-CEI]* ?

[jdow] jcompton: CD4000? Are we still talking about the Akiko/MPEG hybrid
      Zorro card?
[alex-CEI]* Yes.
[alex-CEI]* ?

[jdow] dray: Q: Do you plan to finish development of AAA...and if not will
      future Amigas retain the OS that we all know and love?
[jdow] jcompton: This is from several people who are concerned about the new
      OS: What about making it processor-portable?
[jdow] (Both sorta go together.)
[alex-CEI]* Based on the information which has been provided from the
            current Commodore engineers the AAA
[alex-CEI]* program does not look promising. Of course since I am not
            an engineer I am
[alex-CEI]* open minded to restarting the project. The future seems to
            lie in a hybrid of
[alex-CEI]* 3d/RISC and current Amiga technology. In addition, we are
            faced with the
[alex-CEI]* dilema that the 68060 is the last processor in the family.
            It is important
[alex-CEI]* to deal with the migration issue and we need to do it sooner
            not later.
[alex-CEI]* ?

[jdow] Oh you mentioned the magic number.... {^_^}
[jdow] A6000: Supposedly "AmigaCorp USA" has demonstrated the A6000 at World of
[jdow] Commodore in France. It has 100MHz 68060, AAA, Obese AGNUS with 64 sound

[jdow] channels, no mouse, two trackballs on the keyboard instead, and a 300
       pin ZORRO4
[jdow] slot for PC cards, Z2 and Z3 cards and Bridgeboards.
[jdow] (I just saw this letter today.)
[alex-CEI]* News to me!!!! But sounds pretty neat!
[alex-CEI]* ?
[jdow] It did appear to be a splendid hoax. {^_-}

[jdow] jcompton: Will we ever see the CEI 4000M (for the short of memory, the
       A4000/Emplant combo package from CEI) hit the streets in big numbers?
[alex-CEI]* The 4000MC (A4000/Emplant) still makes a lot of sense. If
            we can get the price
[alex-CEI]* of the A4000 in line this combo has a real future ahead.
[alex-CEI]* ?

[jdow] Since lots of people are interested: ecarroll: Q: If CEI's bid is
       successful, do you intend to stick with the Amiga's current OS,
       perhaps ported to a RISC platform, or will you be looking at
       alternatives already in use elsewhere (e.g. Windows NT)?
[alex-CEI]* The Amiga OS needs to continue into the next generation! It
            would be nice if our new machines supported multiple OSs
[alex-CEI]* We'll need to get engineering working on this.
[alex-CEI]* ?

[jdow] bobr1: Q: What about a 'professional' low end machine, like an A1200 w/
       detatched keyboard, to compete with the likes of the Mac LC?
[alex-CEI]* First of all there was a low cost Amiga machine designed by
            Commodore engineers. But, we
[alex-CEI]* view the price reduction of the Amiga 4000 as a more
            important move. If the A4000
[alex-CEI]* was priced attractively we could compete with the Macs.
[alex-CEI]* ?

[jdow] dberez: Alex: Can you be a bit more specific on the O/S enhancements?
            How about imbedded network support for example.
[alex-CEI]* Network support, RTG, DIG, etc, are all important and
            necessary additions.
[alex-CEI]* ?

[jdow] twalsh: Alex, any ongoing discussion w/ NewTek you could elaborate on?
[alex-CEI]* We have a good relationship with Newtek and has promised to
            support their efforts as well
[alex-CEI]* as the efforts of other Amiga developers.
[alex-CEI]* ?

[jdow] bobr1: Q: Will SCSI be included on the motherboard of future A4000's,
       since most users waste a slot adding it anyway?
[alex-CEI]* YES! YES! YES! I hate IDE.
[alex-CEI]* ?
[alex-CEI]* Price reduced (not feature limited)! (move here as post comment ED)

[jdow] (I presume he means the cost reduced A4000 model.)
[jdow] Two together:
[jdow] jcompton: be a competitive upgrade from OS 3.1 to your recent OS 3.2?
[jdow] Keith Burns: Q: What does 3.2 offer that 3.1 does not?
[alex-CEI]* Pricing on upgrade needs to be competative to maintained the
            install user base at the latest revision. In the past upgrade have

```
                been largely ignored by C=.
[alex-CEI]* ?

[jdow] Valorie: Q:  Assuming you successfully get the remains of CBM, will you
        keep your operation based in the US?
[alex-CEI]* Yes, our plans call for establishing a facility in the West
             Chester area where the majority of current and past engineers are
             located.
[alex-CEI]* ?
[jdow] twalsh: CEI currently offers an alternative to the 1942 monitor. Any
        plans on either resuming production of 1084 or a clone of it? Monitors
        with composite modes are in big demand.
[alex-CEI]* Yes, we have begun negotiations with suppliers to provide
             new monitors for Amiga Technologies.
[alex-CEI]* They include a composite monitor and a wide band multisync.
[alex-CEI]* ?

[jdow] lhinckley: A former C= engineer commented last nite that the Norristown
        facility had been sold.  What does this mean to your plans?
[alex-CEI]* The Norristow facility is the center of the chip production.
             We expect to reach agreement to have the new owners manufacture the
[alex-CEI]* necessary chips for production of current and future Amigas.
[alex-CEI]* ?

[jdow] +Nancy: Q: Is there any chance that C= stock will be worth anything, or
        do the deals (rule that out).
[jdow] I think I already know this answer; but, we need a laugh.
[alex-CEI]* I have utilize my stocks to wallpaper our bathroom;)
[alex-CEI]* ?
[jdow] Me too. <sigh>

[jdow] Keith Burns: Q: What RISC platform will be/has been chosen for the
        future Amiga
[alex-CEI]* This decision has not been made.  Once we are succesfull we
             will need input from developers, engineers and end users.
[alex-CEI]* Of course our interest are a PA Risc, PowerPC and others.
[alex-CEI]* ?
[jdow] (If you win...) Is there really going to be hardware available for
        Christmas?
[alex-CEI]* The likelyhood is that there won't be any hardware available
             for Christmas other than a few CD32s.
[alex-CEI]* Our marketing people are looking at other options to make the
             holiday season a profitable
[alex-CEI]* one for dealers.
[alex-CEI]* ?
[jdow] dequeen: Why is the buyout taking so long?
[alex-CEI]* You must remember Commodore was a large company with many
             divisions located in many countries.  This scenerio did not
             allow for a quick resolution as we had all hoped for.
[alex-CEI]* ?

[jdow] twalsh: Alex, any thoughts of selling/building a 24-bit A4000T? From
        the factory with a 24-bit graphics card already installed.
[alex-CEI]* I believe we should wait for a little more OS support (RTG).
[alex-CEI]* ?

[jdow] reinhards: Any chance to see an Amiga with a DSP?
```

[alex-CEI]* We like the DSP option but need software support to really
make it viable. Since the Amiga is a true multimedia machine sound and video
inputs and outputs should come standard on future Amigas.
[alex-CEI]* ?

[jdow] jcompton: Q: What I was driving at with my 3.1/3.2 question was this:
      Will people be in another 2.04/2.1 situation, shelling out another
      $100-$150 in a few months?
[alex-CEI]* The major concern is releasing an operating system which is
           consistant and accesible to all user.
[alex-CEI]* It is not a financial issue. We need to stabilize the customer
           base before real progress can be made.
[alex-CEI]* My suggestion is acquire 3.2 when we release it.
[alex-CEI]* ?

[jdow] lhinckley: Q: Will there be a flea market or a museum from the
      Westchester auction goodies? I saw the C65 and the PC palmtop...
[alex-CEI]* Yes, we are in the process of cataloging the items from the
           west chester facility and will hold an online auction in the future...
           did you
[alex-CEI]* say pizza size Amiga (we have one) how about a C65 yes we
have them too..more to come.
[alex-CEI]* ?

[jdow] twalsh: C= UK is planning an Amiga developer's party next week. Could
      CEI perhaps throw something similar (win or lose) to keep
      developers/dealers together?
[alex-CEI]* Once we are succesful then we can move forward immediately with a
           working developers conference (we'll supply the beer and chips)!
[alex-CEI]* ?

[jdow] VaxBrat: Third party. What plans for enticing third parties to develop
      and port strategic software and hardware from other platforms?
[alex-CEI]* You mean more than beer and chips:)
[alex-CEI]* The key will be to support the developers (both large and
           small) by
[alex-CEI]* bundling software with the machines. In addition the new
           company is willing to
[alex-CEI]* pay developers to port over the software. This is something
           C= almost never did.
[alex-CEI]* ?

[jdow] dray: (any plans for) an A4000T with an '060 ??
[alex-CEI]* Yes!
[alex-CEI]* ?

[jdow] Keith Burns: Q: We have been hearing 3 weeks since July, is 3 weeks
      realistic?
[alex-CEI]* The dates which you have been hearing are generally rumors.
           This is the first time that I am sufficiently confortable to say
           the end is near.
[alex-CEI]* ?

[jdow] jcompton: Q: WHEN you release 3.2? Is it a definite, irrelevant of the
      result of the buyout?
[alex-CEI]* Result of the buyout.
[alex-CEI]* ?

[jdow] This one seems to have been missed in a double above:
[jdow] bobr1: Q: Many periphs, such as audio digitizers, waste the par port.
       Will new models include audio samplers or extra par ports with these in
       mind?
[alex-CEI]* I think I already answered that.... The new machines should
            have both audio/video inputs and outputs built into the motherboard.
[alex-CEI]* ?

[jdow] dray: (any plans for) an A4000T with an '060 ??
[alex-CEI]* Yes.
[alex-CEI]* ?

[jdow] twalsh: GVP, once a cornerstone of the Amiga market, is a mere shadow
       of its former self. Have you been in contact with them, and, if so, your
       thoughts, please?
[alex-CEI]* We are having constant conversations with GVP as most
            developers they are sitting in the side line waiting for something
            to happen.
[alex-CEI]* Once this process get underway I expect that GVP will
            continue to support the Amiga and move forward with some of their
            exciting products.
[alex-CEI]* ?

[jdow] twalsh: Any thoughts on a television advertising campaign should you
       win the bid?
[alex-CEI]* Realistically, major advertising campaigns are at least 9
            months away. We need to contentrate on rebuilding the developer
            base, the dealer channel, new products and then to Hollywood.
<then he followed up ED>
[alex-CEI]* Initial advertisement will be conducted in the niche trade
            presses (video magazines, tradional Amiga magazines, multimedia mags
            and even general computer mags (Byte)).
[alex-CEI]* This will be followed by a very aggressive show schedule
            around the world.
<end followup ED>
[alex-CEI]* ?

[jdow] dberez: Alex: You still havn't told us what will be in 3.2? Can youi
       be more specific as to features and availabilty?
[alex-CEI]* Let me follow up on the last question first.
<answer lost in the followup frenzy. ED>

[jdow] bobr1: Q: Will you produce a laptop or lunchbox portable, or license
       the chipset to outside vendors interested in such a product?

[alex-CEI]* 3.2 will feature minor improvements over 3.1 it will also
            stop the illegal distribution of 3.1 by unscroupulous developers.
[alex-CEI]* Remeber there are certain entities which a properly selling
            3.1 but we have seen a number of manual copied on Xerox machines
            with beta versions of 3.1.
[alex-CEI]* ?

[jdow] twalsh: Alex, have you been in contact with C= Canada, or do they
       factor into your plans? There's many Amiga users north of the border.
[alex-CEI]* Yes, we have an extremely good relationship with the Canadian
            operations. The Canadian market holds a lot of promise for the

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            Amiga.
[alex-CEI]* ?

[jdow] (A loaded one) bobr1: Q: No matter who wins, is there a possibility of
       CEI and C=UK joining forces and sharing resources to be truly
       international?
[alex-CEI]* As I have said before, the door remains open to C=UK. I cannot
            say if the reverse is true.
[alex-CEI]* ?
[jdow] jgoodmon: Q: will the prices of machines (1200/4000) be the same as
       before?
[alex-CEI]* One of our goals is to work on reducing the price for the A4000
            machines.  I do not believe a lot can be done on the 1200 pricing.
[alex-CEI]* ?

[jdow] twalsh: In your last on-line conf., you mentioned the assembly plant in
       the Phillipines being under the trustee's possession. Do you plan to
       re-open it?
[jdow] jdow: Speaking of which - - - I heard a rumor of counterfeit AMigas
       appearing from that plant!
[alex-CEI]* The rumours of counterfeit Amigas is that..a rumour.  As far
            as reopening the Phil. factory
[alex-CEI]* we have no plans.  The quaility of the product and the
            distance between it and major
[alex-CEI]* markets do not make economic sense.  We are working with a
            major manufacturing partner
[alex-CEI]* to build quaility Amigas in the good ol' USA and Europe.
[alex-CEI]* ?

[jdow] A financial pair:
[jdow] geocresswell: How long can CEI operate w/o any income form the Amiga
       line?
[jdow] elminster: How well financed are you? Do you have the money to support
       all these plans?
[alex-CEI]* CEI was not only an Amiga distributor but also a number of
            third party peripherals and a manufacturer of several products
            ourselves.
[alex-CEI]* The group of investor who are backing our venture for the
            acquisition of COmmodore have commited significant
[alex-CEI]* resources to make our plans happen.
[alex-CEI]* ?

[jdow] Keith Burns: Q: Apple payed Microsoft to port Office to the MAC because
       no one wants one (machine for accounts and another for word processing.)
[alex-CEI]* Your question?
[alex-CEI]* ?
[jdow] I think he wants to know if you plan to "entice" MS or WP to port their
       products perhaps with financial enhancements.
[alex-CEI]* There are a number of products which are important for the
            Amiga.  Of course we are willing to pay to have them ported.
[alex-CEI]* I am however not ready to have Office ported for the Amiga
            yet.  I think Bill Gates has plenty of money already:)
[alex-CEI]* ?
[jdow] Grin!

[jdow] sodekirk: Is the Amiga the ONLY computer line CEI handles?
[alex-CEI]* Yes
```

[alex-CEI]* ?

[jdow] dberez: Assumming you buy out CBM, any chance of the new company going
        public?
[alex-CEI]* Yes, our investors would like to see the company public
             after two years of operations.
[alex-CEI]* ?

[jdow] bobr1: Q: Can you identify this group of investors? What control will
        they have in the company? Will the company go public?
[alex-CEI]* Unlike the former C= day to day decisions will be made by
             management team who understand the Amiga and the market not by
             money guys.
[alex-CEI]* I am not at liberty to discuss the investors, only to say
             that they are technology driven and understand the potential of the
             Amiga core technology.
[alex-CEI]* ?

[jdow] jbasile: Q: Do you have plans to continue WOCA type shows in the USA?
[alex-CEI]* YES! Shows will be affordable to the developers, vendors
             and end-users. All the Amiga shows are very important.
[alex-CEI]* ?

[jdow] ecarroll: Q: Any plans to add "Scan-doubler" technology to future AGA
        machines to overcome problems they currently have with VGA monitors?
[alex-CEI]* At this time this is an open subject to discussion, no
             decisions have been made. C= did have some prototypes in house to
             solve this problem.
[alex-CEI]* ?

[jdow] jbasile: Q: In addition, new locations for WOCA should be chosen, i.e.,
        Boston, MA, Montreal, etc. NYC is getting stale.
[alex-CEI]* How bout Walla Walla Washington? hehehe
[alex-CEI]* ?

[jdow] dray: Q: Have you been in contact with anyone about compilers and other
        development tools needed by developers if you do switch to a RISC CPU?
[alex-CEI]* No, the decision for which RISC processor has not been made. Once
             it is they will be approached for the proper tools and support.
[alex-CEI]* ?

[jdow] Bill_L: "Does Apple's recent announcement that it will be licensing the
        Mac OS affect your marketing strategy?
[alex-CEI]* No, not at all. AmigaOS stands heads above the Mac System.
[alex-CEI]* ?

[jdow] dray: Q: If you drop AAA, would you allow 3rd parties to license it?
[alex-CEI]* If the design stage is sufficiently far along for AAA to be
             useful to developers of course.
[alex-CEI]* ?

[jdow] twalsh: If you win the bid, acquire C= lock, stock, and barrel, is
        there a one-, two-or five-year business plan you could briefly outline;
        i.e., distribution, European market development, product strategies?
[alex-CEI]* I have written books on this question literally.. let try
             the Cliff Note version here.
[alex-CEI]* The A4000 can be migrated upward to take advantage of the

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              68060 with a number of enhancements and then unto RISC.
[alex-CEI]* The low end (A1200) still has a lot of life as a low end
              computer (68030,040, etc)
[alex-CEI]* We will control a variety of niche market in which the Amiga
              excels:
[alex-CEI]* Videography, 3#d rendering, multimedia and entertainment.
[alex-CEI]* By getting the Amiga name recognize as the ultimate graphic
              machine the machine will blossom
[alex-CEI]* into new vertical applications.  We have reached tentative
              agreements with Europen distributors and
[alex-CEI]* dealers to support the Amiga in those markets.
[alex-CEI]* That's the Cliff Note version.
[alex-CEI]* >

[jdow] Do you need a brief recess? {^_-}
[jdow] (I have LOTS more queued up.)
[alex-CEI]* No, let's continue for the next 15 minutes.
[alex-CEI]* ?

[jdow] jcompton: What sort of lines of communication between "ATI" and the end
       user do you see?
[alex-CEI]* Friendly, :), technical support and cooperation.
[alex-CEI]* ?

[jdow] bobr1: Q: Do you plan to make a laptop or lunchbox portable, or if not
       license the chipset to interested outside developers?
[alex-CEI]* It does not make sense to develop a laptop with the current
              AA technology.  My understanding is
[alex-CEI]* that the next generation will be better suited for this
              application.  If someone is interested
[alex-CEI]* in making a "luggable" we will be more than happy to
              entertain offers.
[alex-CEI]* ?

[jdow] twalsh: If a co. wanted to buy/inspect the Phillipine plant, do they
       contact the trustee, the Phillipine gov't., or ???
[alex-CEI]* Call the trustee, serious inquiries are being accomodated.
[alex-CEI]* ?
[jdow] (I'd call the insurance agent first.)

[jdow] dray: Do you plan on having both/either internet and phone support for
       both developers and user??
       (Hopefully continueing here on BIX, jdow {^_-})
[alex-CEI]* yes, communication is important to the new management team.
              Plans include having a constant online presence.
[alex-CEI]* ?

[jdow] jcompton: Q: Will that sort of manufacturing/distribution of peripherals
       continue?  Will there once again be a truly "full" package from one
       company at once?
[alex-CEI]* All aspects of manufacturing and distribution will be
              controlled by the new company.
[alex-CEI]* ?

[jdow] twalsh: Any discussions with MicroSoft, Claris, Adobe, etc. we should
       know about?
[alex-CEI]* We are not able to discuss ongoing conversations in this forum.
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[alex-CEI]* ?

[jdow] elminster: Speaking of inducements to s/w companies - what are you
        going to do to keep SAS making compilers for Amiga?
[alex-CEI]* Whatever it takes. SAS is an important developer.
[alex-CEI]* ?

[jdow] bobr1: Q: Will the CD32 be continued and enhanced for the long haul, or
        do you see it as the end of the line as far as game consoles & the amiga
        are concerned?
[jdow] In line with that I know several kiosk manufacturers who are VERY eager
        to get CD32s.
[alex-CEI]* I love the potential of the CD32 and expect to continue and enhance
            the product. But it is not very realistic to
[alex-CEI]* fight a battle with the Titans (Sony, Nintendo, Sega) at this time.
            We think there is a great market for the CD32 as a low cost
            multimedia delivery platform.
[alex-CEI]* The CD32 will continue to do well in Europe as a game console and
            once a deal is finalize new software should be coming online.
[alex-CEI]* ?

[jdow] jbasile: Q: Do you plan to continue support of PCMCIA, and the just
        release PCMCIA III, aka, "PC Card 94" on new machibes?
[alex-CEI]* Have not discuss this issue with engineering.
[alex-CEI]* ?

[jdow] Keith Burns: Will you constant online presence maintain the developer
        conference on BIX? (I invite him to examine it. I can ask Carloyn to
        "let him in." jdow)
[alex-CEI]* Yes.
[alex-CEI]* ?

[jdow] Two together again:
[jdow] twalsh: C= often spoke of "infomercials" for CD32 that never happened.
        Planning some?
[jdow] twalsh: Also, QVC is rumored to have bought/leased the W. Chester bldg.
        Some of the former C= management approached them to market CD32. Has CEI?
[alex-CEI]* It appears that the "infomercials" have not been succesful for
            Phillips.
[alex-CEI]* I am familiar with the discussions of C= and QVC, there is always a
            possiblity to further those discussion but not agreement or decision
            has been reached.
[alex-CEI]* ?

[jdow] IanG: Alex, as information is available could you please find away to
        get it to the nets? Reliable.
[alex-CEI]* Yes, more than happy to. We'll let Jason know and he'll tell the
            world.:}
[alex-CEI]* ?

[jdow] jcompton: Can you realistically see the Amiga being sold in the same
        markets as a Mac or PC in the future? ("Home Office", that sort of
        marketing lingo...)
[alex-CEI]* No initially, we are directing the marketing funds towards
            the market were we have a significant chance of winning. If we
            are succesfull there then we'll take the challange.
[alex-CEI]* ?

[jdow] (Appears to be comment instead of question....) lhinckley: The AmiExpo
       team is still around and interested!
[alex-CEI]* Good news.
[alex-CEI]* ?

[jdow] Bill_L: Mac OS again - providing Mac compatibility in a bundle could
       sway purchasers to the Amiga. Do you see this as a good possibility?
[alex-CEI]* Yes, we saw this opportunity early on, that's why we bundled
            Emplant with the A4000.
[alex-CEI]* ?
[jdow] hughcrawford: Are there any plans to do a Amiga on a board to fit in a
       slot of a computer such as a PC clone or the pci slot of the upcoming
       Power PCs, sort of a reverse BridgeBoard?
[alex-CEI]* There are a lot of discussions on that topic but nothing solid yet.
            I like the idea of introducing the world to the Amiga OS. This
            would also solve a lot of problems for the Amiga developer
            breaking into the PC market.
[alex-CEI]* ?

[jdow] elminster: When will the new version of RKM (revised to cover 3.1 or
       higher) be released? Is there already something in the works?
[alex-CEI]* As we speak I am almost finished with the new RKM:)
[alex-CEI]* ?

[jdow] ecarroll: Both Apple and IBM have announced TCP/IP support in future OS
       releases. Will CEI follow suit?
[alex-CEI]* This time we will follow, next time we will lead.
[alex-CEI]* ?
[jdow] VaxBrat: Any Plans for A FEDERAL sales group. Support of Amix or Posix
       type O/S?
[alex-CEI]* The Federal government has purchased substantial amount of Amiga
            products in the past. We expect to rebuild that part of the market
            slowly. Don't expect a new division of new OS soon.
[alex-CEI]* ?

[jdow] Demetri: Since time is the biggest factor, what will you do to try to
       keep the remaining Amiga users stick with the new C=?
[alex-CEI]* The one thing C= did right was excellent deals on Power Ups.
            If we can bring new exciting machines to market with reasonable
            pricing and upgrade paths there is no reason to lose the loyal
            users.
[alex-CEI]* ?

[jdow] jcompton: Presuming you win in 3 weeks or so, what will you be doing
       for the Winter CES?
[jdow] geocresswell: any plans to hit NAB next year?
[alex-CEI]* If we can complete the acquisition in time my marketing guys
            have come up with a wild event for CES. Yes, trade shows
            including NAB are important to our goals.
[alex-CEI]* ?

[jdow] whavens: Q: How soon will there be developer support once you know
       you've got it?
[alex-CEI]* Immediately. We need to get the developers onboard and move
            the Amiga forward.
[alex-CEI]* ?

[jdow] elminster: What are the remaining C= engineers doing now? Are you
        working with them RIGHT NOW?
[alex-CEI]* There remains 18 engineers working for the trustee. A good number
            of engineers have expressed the willingness to return upon
            acquisition.
[alex-CEI]* ?

[jdow] bobr1: Q: Will you release a dartboard with Irving Gould's picture on
        it, or other similar promo items? :-)
[alex-CEI]* Call us later and we'll tell you our plans. My staff won't
let me discuss these plans online.:)

[jdow] One last serious one then....
[jdow] dequeen: What should we expect in terms of worldwide marketing? Will
        there be efforts made to let more people in on the secret of the Amiga?
        whavens: Q: What will the relationship be between CEI and CBM UK if you
        win? If not?
[alex-CEI]* A two part:
[jdow] Um - oh well - two crept into the buffer
[alex-CEI]* The best sales tool for the Amiga computer is to have people
            experience the Amiga and its operating system.
[alex-CEI]* If we can get consumer awareness success will come naturally, to
            that extent we will work to educate the consumer through the
            right marketing channels.
[alex-CEI]* As far as the Commodore UK group, I will repeat myself a thousand
            time, I have left the door open to work jointly if we are
            succesfull. The Amiga needs friends and supporters not waring
            factions.
[alex-CEI]* ?

[jdow] Re floor polishers from the C= auction....:
[jdow] jcompton: I'm not asking you to set a date yet, but will there be a CEI
        victory party? And will the owner of the floor scrubber be invited?
[jdow] jcompton: (Please ask this before Alex leaves:) Alex, can you please
        detail your plans for keeping the ATI office floors properly scrubbed?
[alex-CEI]* We might not have time for a party there is a lot of work for
            developers, dealers, supporters and ourselves. As far as floor
            scrubbing I understand you excel Jason.
[alex-CEI]* ?

[jdow] That's about it, Folks. Alex tells me he is tired.
        (And now a brief word from our sponsers...)
[jdow] jdow: Remember folks, this event is Copyright by Delphi Internet
        Services. There will be an official "capture buffer" posted in the
        near future to Delphi and CIX. Shortly thereafter it will be released
        to the networks. Please do not post your own as it will confuse issues.
[jdow] And...

[jdow] jdow: On behalf of BIX and its Amiga Exchange and all our members I want
        to thank you EVER so much for taking the time to be here tonight, Alex.

[Valorie]* And thanks to Joanne, Rich, and Nancy for taking time from
            their busy schedules to support this event.
[jdow] I hope we did not exhaust you too much. And it looks like it would be a
        "good thing" if you win. Good luck!

[alex-CEI]* Thank you for your time, interest and support. I hope to let
            all of you in a secret real soon. Goodnight!!!!!!!!!!!!!
[jdow] Capture off

< And a couple snippets from the ensuing discussion ED >
< effusive thanks from all concerned >
[jcompton]* Especially for fielding yet another floor scrubber question.
[jcompton]* YAFSQ. That's going to be an anagram in the Amiga lingo if it's
            the last thing I do.
[bobr1] Just what is the deal on the floor scrubber? What is the joke?
[jcompton] bobr1: At the Commodore US auction, along with piles of technology
                  and computers and electronics equipment, was a floor scrubber,
                  with a full-color picture and paragraph-long description.

1.17   PD/ShaReviews. LOTS of them.

%%%
%% PD/ShaReviews: GAMES!   By: Robert Van Buren %%
%% Quite a lot.   Robert_Van_Buren@sacbbx.com %%
%%%

[Robert has quite a few of these...this is just a small sample, believe it
or not. -Ed]

Title: ALIEN BLAST
Author: Wayne Morledge
Genre: Arcade
Language: AMOS
Rating: *

In the scroller, the author notes that he'll not apologize for the
simplicity of the game/graphics (one or both...I forgot), that the game is
a first attempt and just an excuse to kick some alien butt. Well, I can't
fault him there...good call. But I hope he won't fault me for calling 'em
as I see 'em. Poor title page, jerky scroller, garish backgrounds and
mediocre gameplay. It's really not so awful that it is unplayable, it's
just not worth one's time with so much really BITCHIN' stuff out there!
In the game's defense, it IS uncompiled (hence the jerkiness?) and it is
still better than most of what you'll find in the PD scene on other
computers (or equivalent to...)

    *   *   *   *   *   *   *

Title: ALL ROUNDER - A CRICKET SIMULATION
Author: Gary L. Brown
date: 1992
Genre: Sports
Version: 1.03
Language: AMOS
Origin: UK
Availability: 17 Bit Disk 2225
Rating: ***

Author Brown has ported his own Cricket game from its original versions on
the VIC-20 and BBC computers, this time out offering a more realistic

simulation of the game (in other words, the computer team is not perfect).
This version saves averages, scores and league data. Upon loading the
game, you'll note the slick title page and info screen...nice touch.
Shame that after that, the text overwrites the graphic screen boxes (an
AMOS bug, I believe). This mess is seen on the Main Menu and subsequent
screens. From that menu, you may choose to view or reset the leagues and
averages, or you can play a single match or continue league. After moving
into the game choice, you'll need to select the competing teams, match
length, and control (human, CPU, summary). A coin flip determines who has
the option choice over batting or fielding. From this point on, it is the
simulation itself, which features reasonable graphics, but just barely
tolerable sound. Many of the menu boxes are designed in such a way that
they look like a PC program, so that's not good. Otherwise, this is
probably the best PD/shareware cricket sim you'll find.

        *   *   *   *   *   *   *

Title: AUTOMOBILES
Author: Tero Heikkinen/Overflow Productions
Date: 1994
Genre: Racing
Language: AMOS
Rating: **

Apparently inspired by the PC game SLICKS & SLIDE, this is an overhead
racing game for 1-3 players (3-player mode only available for 14Mhz+
systems). Blitz Basic has its commercial baby SKIDMARKS and now AMOS has
this, although this is not necessarily a good promo for AMOS. The title
page looks nice enough, but wait states on the Options screens are too
sensitive on accelerated systems. The game comes with 9 tracks and
promises more to follow...quite personally I'd rather see better control
of the cars, as they handle much the same as all other overhead racing
games (except SKIDMARKS). The potential seems to be here for a good game,
but it needs a bit more polishing off first.

        *   *   *   *   *   *   *

Title: BIONIX II - THE CHALLENGE
Author: Mirage
Genre: Shoot-em-up
Origin: Holland
Rating: ****

For PD, this is pretty spiffy. The intro delivers some nicely digitized
speech before loading the vertically scrolling space shooting action,
which is somewhat on the average side. There are 55 enemies to shoot at
and 14 different enemy types. They come charging at you, and you simply
blast them to smithereens. According to the programmer, he uses
Quatro-Buffering (4 buffers) to move the enemies in 32-color real-time. A
decent diversion.

        *   *   *   *   *   *   *

Title: BLEED - A JOURNEY THROUGH VIOLENCE
Author: Zaz/Dual Crew
Genre: Adventure
Origin: Sweden

Rating: ***

Apparently this is a port of a C-64 adventure game by THE GNN (?) and is
ported to the Amiga by Dual Crew, a team of graphics coders, trainer
makers and (I assume) crackers. The text parser is loaded with
obscenities, as one would expect from this crowd. Likewise, there are
many sick references and violence that could only appease young teenage
cyberpunks. You play Brad Nixon, a 27 year old NYC traffic cop, circa
1985. If you try to play a serious game, you'll find yourself
investigating a schoolhouse slaughter, but you'll not be playing a serious
game, so... The interface is nice for a text adventure, but somewhere,
you should be informed that you have to use the spacebar to play.

    *   *   *   *   *   *   *

Title: BLEED II
Author: Zaz/Dual Crew
Genre: Adventure
Origin: Sweden
Rating: ***

Well well well - back for more sickness, eh? Damn kids! Essentially,
more of the same. A music soundtrack has been added, but a toggle would
have helped since you grow quite sick of the toon through your
exploration. The text element continues with more nihilistic, racist,
homophobic humor (?) that also shows a total disregard for children, the
elderly and animals (I'll bet Liberals LOVE this game!). Resetting is
tougher since the ninnies locked the keyboard from reboots (sigh).

    *   *   *   *   *   *   *

Title: BOUNCE 'N' BLAST (aka BOUNCE AND BLAST)
Author: Falcon/Digital Realms
Date: 1991
Genre: Platform
Origin: UK
Availability: Assassins Disk 30 / 17 Bit Disk 2171
Shareware: $10, $5
Rating: *****

Simply splendid piece of shareware. This commercial quality platform
arcade game gets your attention from the start with their shareware plea
(a more reasonable deal you'll not find!) and offers not only the right to
play this game, but a poster for their upcoming release (THE COMPLETE
DUNGEONEER, a 3D RPG) and a discount on that game as well. Those gifts
aside, this game is a great value on its own. Like in most games of the
genre, you play a cute young boy who walks, hops and bounces across
colorful Nintendo-ish platforms and walls, killing bugs and other
psychotic enemies. Power-ups will give you more powerful weapons. Avoid
pits of lava (at least it LOOKS like lava to me) and getting hit too many
times by the baddies. This game is a gas!

    *   *   *   *   *   *   *

Title: BRAZIL - THE QUEST FOR POWER
Author: Allen Wittenauer/Crispy Software
Date: 1994

Genre: Online
Version: 1.3
Origin: USA
Rating: ***

Yet another online game based on a slew of others. It all started with
ARENA, which spawned its more popular clone FOOD FIGHT. Loads of clones
of the latter appeared before BRAZIL, but the game sat in limbo in its
MS-DOS counterpart for one reason or another. It has transmogrified from
its MS-DOS Pascal beginnings up to this Amiga SAS/C version for DLG
Professional BBS. From that point, it's the basic fighting stuff that
you find in its predecessors (and clones).

    *   *   *   *   *   *   *

Title: DIRTY MOVES
Author: Questor
Date: 1990
Genre: Adult
Rating: **

A joystick waggler...one of those games where you have to waggle the
joystick back and forth as fast as you can. An animation on screen has
you jacking on a...well, you get the idea. (Yet Another Masturbation
Simulation?!?). The original release of this game takes a crap on our
more modern systems, so the hackers of the Amiga community have graced us
(okay...) with a version fixed for OS2.x+ and 680x0 machines. Now you can
waste your time with this garbage on your A4000! Joy.

    *   *   *   *   *   *   *

Title: DRIP
Author: Art Skiles
Date: 1989
Genre: Arcade
Origin: USA
Rating: *****

Wow! I still remember my disbelief when this first came out...never
before had I seen such a polished public domain offering. In reality,
this could have easily been a big performing commercial effort, since it
eclipsed so much banal product out at the time (actually, a lot of what
is still being released!). Drip is the main chracter, a drip of water who
has the task of getting to the 16th floor (15 levels) by moving across the
pipes, rusting them all, which allows you to advance to the next floor.
No mean feat, since you have enemy forces to avoid, like acid, plasma,
ice cubes which shoot from the pipes, clouds which clean the pipes,
lasers, electric bubbles and coils, and crystal balls – all with their own
particular characteristics. It's offset by two help thingies: bubbles,
which will allow you to ride in them, making your job more swift, and
balloons which will carry you across pipes that you normally must follow
on track. The sound and graphics are near perfect, with cuteness
plastered all over them. But don't be fooled – the strategy element is
fierce, so don't expect to make it to floor 16 any time soon! Get this
game!

    *   *   *   *   *   *   *

Title: E-TYPE II
Author: Matt Hall
Date: 1992
Genre: Shoot-em-up
Language: AMOS
Origin: UK
Shareware: £5
Rating: ****

This sequel is chock full of beautiful graphics, you can't take that away
from it. And the programming is also quite sharp, so if you like the
game, send Matt the requested fiver, okay? E-TYPE II is, like it's
parent, an update on the ASTEROIDS theme, only with spiffy visuals. There
are some problems, though. As you shoot at the rocks repeatedly, they
just take the shots in a static way until they've been blasted enough and
then they finally explode...hard to swallow that concept. And it's still
just ASTEROIDS with fancy duds on, but that's not a completely bad thing
to be. If classic arcade shooters appeal to ya, you can't go much wrong
here.

        *   *   *   *   *   *   *

Title: FANTASY
Author: Michele Berionne
Date: 1994
Genre: Shoot-em-up
Language: AMOS
Origin: Italy
Availability: AMOS PD Disk 619
Shareware: 10 lira
Rating: ***

Maybe *** is a bit hopeful, but it's a simple enough waste of time. If
you have seen the Blitz game ZOMBIE APOCALYPSE, then you know the idea (if
not, how about OPERATION WOLF?). This was whipped up in 9 hours and is
fairly generic, with minimal graphics...not the real problem. The sound
is unusually chiding, sort of like Atari VCS sound on steroids. 4 levels
of mayhem that doesn't quite equal ZOMBIES.

        *   *   *   *   *   *   *

Title: FORMULA ONE CHALLENGE
Author: Steven Rennocks/AmiVision
Date: 1992
Genre: Racing
Version: 4.1
Language: AMOS
Origin: UK
Availability: 17 Bit Disk 2025 (v3.0)
NOTE: Full version from Deja Vu Licenseware
Rating: ****

Let me begin by noting that this game (v3.0) is neither PD nor shareware,
although you CAN try this version out in a non-saving demo. Author
Rennocks has apparently spent a great deal of time and put a lot of work
into this product, which features music (two toons) & sfx, as well as

graphics. It is more of a management simulation than an arcade racer,
which is why you'll want to register the game for saving your season(s).
The included season is 1992, which autoloads. As the game loads, you
choose how many players (1-4), skill level (easy, average, tricky, or
impossible?), and choose a team (from 15 cars). After that, it's time to
spend your money (£1,000,000) on your engine (14 choices), tires (or
tyres, as the Brits call it), and driver (50 choices). With all of that
out of the way, the Main Menu lets you choose info on Championship,
drivers (including tables for career points, wins, pole positions, and
pitstop times), records if any, weather conditions & forecast, cars &
drivers of players, race details (with track details, season, country,
circuit & lap info), load/save, credit screen, and finally, The Race,
which displays the racers and weather before loading the game screen. The
race is 72 laps and is played on a split screen; the bottom half is the
track with its cars flashing by, while the top half displays racing
statistics as they happen. The positions are listed and updated each lap
with incidentals posted as they occur (car failures, wrecks, pitstop
times, fastest laps, spins, rejoins). The sound of cars racing past is
aggravating with its sloppy thump at the start of the sample. At the end
of the race, several conclusion screens display winners and placers,
however quite often the text is too large for the screen which simply runs
off the screen – this seems to be fixed in the 4.x version(s). Apart from
these minor shortcomings, the game is thorough and loaded with managerial
fun.

        *   *   *   *   *   *   *

Title: GOLF RECORDER
Author: Peter Wilson
date: 1991
Genre: Sports
Version: 1.6
Origin: Scotland
Rating: ****

One of those Euro-stats-sports type disks that they seem to enjoy making
so much for every sport, but I must say that I was impressed with the
slick interface and smooth look and feel of it all. It looks like it was
created with some sort of multimedia authoring system, but the Lattice C
code holds its own against the pack. The program itself keeps accurate
records of your courses and your current handicap, while also offering
system info, author info and some cleanly digitized greyscale images as
well. Recommended!

        *   *   *   *   *   *   *

Title: HIGHWAY PATROL
Author: Jeff Parker/A.G.M. (Amiga Graphix Maniax)
Date: 1990
Genre: Shoot-em-up
Language: SEUCK
Origin: USA
Rating: *

Even the stunning 10 lives given to you by this game cannot save its poor
gameplay and horrid graphics. Apparently, you are a 'futuristic cop' on
the highway armed with 'atomic shotfire', ridding the roads of violent

criminals (so how do you explain the mysterious things on the sides of the
road that randomly fire in all directions?). Awful vehicle, horrendous
use of maps/tiles (this is a tutorial in how NOT to use game maps!) and
average sound. Couple this with the below par title page and you have a
useless waste of disk space. The fact that it's the author's first
attempt doesn't excuse its worthlessness.

        *   *   *   *   *   *   *

Title: INSECTOIDS 2
Author: Mark Sibly
Date: 1993
Genre: Arcade/shoot-em-up
Availability: Assassins Disk 114
Language: Blitz Basic 2
Rating: ****

Quite nicely done, nostalgic arcade shoot-em-up in the mold of GALAXIANS,
GALAGA, etc. This PAL treat needs no instructions – just load it up and
start shooting. Like its arcade ancestors, there are attack waves that
come every fourth attack wave. When you shoot the passing-by overhead
saucer, it drops tokens which give such bonuses as faster movement, faster
shooting, extra shots, double firepower and extra lives. Certainly worth
a look!

        *   *   *   *   *   *   *

Title: JELLY QUEST – JELLY QUEST PART II
Author: David McGuire
Date: 1993
Genre: Arcade
Langauge: AMOS
Origin: Ireland
Shareware: £3.50
Rating: **

The distributable version of this game is a bit stripped down, while the
registered version contains 40 new levels (rather than 9) and a whole
bunch of other k00l stuff spread out across two disks! But the version I
looked at failed to make an impression on me. The routines were slow and
annoying: the title screen gives you options to play game, enter password,
view high scores or get in-game help. Upon choosing any of them gives you
a redundant animation that is slow and jerky. Even loading the game
itself is slow and cumbersome (I loaded it from RAM!!! and even still had
to hear my hard drive grinding away...and the game was NOT packed!) – and
still the display was messy with text, even though the font assigns were
correct. Game-wise, in a Q*BERT-style, your character (Jelly) hops across
various blocks, each with different values and actions. His object is to
rescue the jelly beans that were kidnapped from General Jelly and taken to
Castle Jelly (are we back to the redundancy check again?). There's more
to the story (MUCH more...), but space is at a premium and I really didn't
like the game due to lowsy control and ill thought-out bothers.

        *   *   *   *   *   *   *

Title: KLAKTRIS
Author: Tony Hosier

Date: 1992
Genre: Arcade/puzzle
Origin: UK
Availability: 17 Bit Disk 2174
Rating: ****

The Tetris clone rears its ugly head again...well, not exactly. To begin
with, this is not ugly - in fact, the graphics are quite pretty! As you
may have gathered from the name of the game, it is a cross pollination of
two hit games, KLAX and TETRIS. There are three levels of difficulty
(Easy, Medium, and Hard - duh!) and each feature their own unique
background and drop piece design. Each high score table is separately
created for that level of gameplay. As in its parent games, the 3
interlocked blocks drop to the bottom of the well and you can shift the
color in a loop. The idea is to create matches of three colors or more in
order to wipe out that pattern. The assembly language coding makes for
smooth play, if a tad sensitive. Command line alterations will let you
use your own choice of music for the game (NoiseTracker mods). I only had
one problem with the game and that is the poorly written documentation
(being the English purist that I am) - somebody should tell this guy to
put spaces after commas and periods, among other awful grammatical errors.
I know this is nit-picking, but I didn't bother reading it due to this
annoying writing style. The game, however, is quite enjoyable and very
durable.

    *   *   *   *   *   *   *

Title: LAME ST-PORTS (aka ST BASH)
Author: J. Kertel/Cheeseware
Date: 1990
Genre: Shoot-em-up
Version: 3.0
Origin: Germany
Availability: 17 Bit Disk 607
Rating: ****

"...blast as many ST's and aliens as possible...blast your way from the
520 level up to the Mega level and beyond...", so claims the title page to
this anti-Atari arcade excursion. And quite a good shooting frenzy it is!
As the game loads its nice little pics and anims, we here the strains of
Queen's "Another One Bites the Dust" before the robot from Lost in Space
blasts the Atari logo <grin>, then a selection screen gives us a host of
choices, such as 1-2 player game (always a plus) and level of difficulty
(normal, easy, medium, missile, block, fire). The action is as fast and
furious and challeneging as any SPACE INVADERS clone I have played (and
yes, it IS a SPACE INVADERS clone) and is a competent shooter even without
the esoteric undertones.

    *   *   *   *   *   *   *

Title: MAD RACE
Author: Tobias Richter/AgaTron
Date: 1988
Genre: Racing
Origin: Germany
Availability: 17 Bit Disk 307
Rating: *

Horrible racing game from 3D freak Richter. This does more than show its
age, it shows how really bad a racing game can be - something by which any
contenders for the turkey award should be judged. Anyone with a
reputation like Richter should never have unleashed such an unplayable
hunk of dreck on the general public, since it is now here to haunt him
forever. But you can only discover this level of poorness after degrading
the system to 512k, lest ye be prepared to crash. Just don't bother,
unless you are a glutton for abuse.

    *   *   *   *   *   *   *

Title: MANGLED FENDERS (DEMO)
Author: Pete W. Storonskij/Incinerplex Games
date: 1994
Genre: Racing
Origin: USA
Language: Blitz2
Shareware: $10, £10, FIM 50, DM 15
Rating: ****

Hey, I can't really find too much problem with this nifty little
Demolition Derby arcade game. The car/vehicle sprites may take a couple
of seconds to figure out which end is which, but once you get going, it's
a real blast! You are given $50,000 (or £50,000 - depending on whether
you are in NTSC or PAL...a nice touch!) which you may spend on various
doo-dads for your vehicle. Without going into too much detail, here's a
wrap-up of the features: NTSC/PAL support, Quitting (ESC or tilde), cheat
mode, 6 vehicles (which can be played simultaneously) to pick from, 6
backgrounds (which I assume could be replaced with your own designs?!?), 7
power-ups, 6 damage upgrades, and many other nice features that you should
discover yourself. The author insists on the demo being called a demo
(between that and his shareware plea, the brevity of his doc is pushed to
the max). Hell, register this game...it is better than many commercial
outings.

    *   *   *   *   *   *   *

Title: A NIGHT AT THE TOP
Author: Trygue Jensen
Date: 1992
Genre: Text adventure
Origin: Norway
Availability: 17 Bit Disk 1810
Rating: **

Yes, another text adventure. Take the disk, CD to the ANATT directory (or
open the drawer icon) and read the extremely long-winded text file
ANATT.hlptext for a lot of mumbo jumbo about the state of gaming, text
adventures, global politics, programming, etc. I don't know why, but it's
there. Anyhow, onto the game...despite the long talk, the parser is still
somewhat limited, the use of English is stunningly abysmal (run-on
sentences, misspellings, grammatical errors, and general
incomprehensibility) and a general lack of interest all combine to make an
unsatisfying adventure experience. I also found it far too easy to lose
the game in under a minute, which certainly disdained my interest.

      *   *   *   *   *   *   *

Title: NIGHTWORKS
Author: Ber And Yep
Date: 1988
Genre: Gambling
Origin: UK
Availability: 17 Bit Disk 1407
Rating: **

Yet another arcade fruit machine. The graphics are flashy, the sound is
The Bangles' "Walk Like An Egyptian" in a loop, and the gameplay – well,
it's a fruit machine, yes? And there is an in-game help screen. How many
ways can you describe it? If you likes them, then plays this. If not,
then avoid.

      *   *   *   *   *   *   *

Title: OLEMPIAD '92
Author: Richard Evans
Date: 1992
Genre: Sports
Origin: UK
Availability: 17 Bit Disk 2209
Number of Disks: 2
Rating: **

A possible good idea that is flawed due to flaky graphics and piss-poor
gameplay. The game is a cross between LEMMINGS (only by association) and
TRACK & FIELD. Let me start you off with the terrible excuse for a
storyline: in the future (I assume), the population of Lemmings is slapped
in the face with a recession (silly, innit?), so to prevent the spread of
crime and poorness the government decides awarding cash prizes in a
Lemmings Olympics will solve the problems (Clintonomics?). All that
nonsense for a simple waggling TRACK & FIELD game? It's worse – the
graphics are so simple that they are revolting, it's a waggler but you
waggle with the mouse (joystick waggling was bad enough, but this?), and
lastmost, you haven't a clue how well you are doing until after the event!
You compete in the 200 Metre Race, Horse and Cart Race, Javelin Throw,
Long Jump, Rowing Race, Skateboarding, and Swimming competitions, but no
amount of choices can make the gameplay work.

      *   *   *   *   *   *   *

Title: PETER'S QUEST: FOR THE LOVE OF DAPHNE
Author: David W. Meny
Date: 1989-91
Genre: Platform
Version: 1.2
Origin: USA
Availability: 17 Bit Disk 1409 (v1.0)
Rating: **

Coded by a 17-year old junior, this game borrows a lot of inspiration from
SUPER MARIO BROTHERS (plotwise only, since none of the NES banner game's
playability made it to the translation). The story: the evil Brutus has
taken away Peter's girlfriend Daphne, so in order to rescue her, Peter

must follow the trail of (and collect up) hearts which are littered along
various platforms. The 20 levels of the game are obliterated by deadly
porcupines and other such menaces, while a dosage of bonus may also be
obtained (coins, mushrooms, etc.) to help you in your quest. Each level
must be completed within a time limit. Sounds okay? Now the bad news:
this is yet another attempt by an American programmer to create an arcade
environment in the C language. Created on a 512k A1000, the game suffers
from graphic glitches (probably only goes away when using the exact
system the game was written on!) and slow, aggrivated sprite movement.
The sound samples of Daphne are so irksome that it may induce madness
before you even complete one level. Even updated versions from 1991
contain the same wretched weaknesses. I wouldn't bother if I were you.

        *   *   *   *   *   *   *

Title: PLANET FALL
Author: George Lancaster/Black Sun Games
Date: 1994
Genre: Arcade
Language: AMOS
Origin: USA
Shareware: $10.
Rating: ***

Perhaps not the best of the genre, but nonetheless playable. A couple of
the old 8-bit classics will pop to mind, namely THRUST. You are assigned
various missions in which you man your spaceship and maneuvre it to
docking stations using directional and thrusting skills. Along the way,
the missions become more strategic with foreign enemies awaiting you with
firepower, so docking becomes the least of your worries! It's all a bit
slow moving and some of the between level routines become annoying but
it's not a total loss.

        *   *   *   *   *   *   *

Title: PUSSY QUEST 1 - A QUIET WEEKEND IN THE BUSH
Author: The Heavyweight/Sick Minds Software
Date: 1992
Genre: Adventure/adult
Language: AMOS
Origin: Australia
Rating: **

An adult adventure game coded in 1½ days for a demo party. Load, save or
delete characters (your girl) with characteristics. A prompt will ask you
questions such as your name, girl's name, and slang words for certain body
parts and sex acts, among others. The spelling and prose is rather crude,
and the expected horny boy storyline is rather predictable (in an
adolescent sort of way) with the expected boolean choices and results. A
juvenile fantasy that may appeal to young boys (or those with similar
mentality), but the rest of us will want to pass, as it is neither erotic
nor humorous. Allegedly the first in a series - it is easy to see why no
others followed.

        *   *   *   *   *   *   *

Title: ROLL OR DIE

Author: Animators
Date: 1992
Genre: Arcade/sports
Number of Disks: 2
Grade: ***

Hmmm...dunno quite where to begin on this one, as there really is no equal
that I have ever seen. And I thought the BLEED games were crude! What is
it I am babbling on about, you ask? A very sick idea that is executed in
a very slick way (sorta). Animators is a Euro Demo coder group who
created this here game that pokes fun at those who are bound in
wheelchairs. Although they do apologize and stress that they have nothing
against the handicapped, they still put a lot of work into quite a sick
joke. TRACK AND FIELD was never like THIS! There are four events: 1)
MOUNTAIN ROLLING, one of those waggling games I hate so much, in which you
waggle the joystick left to right at your fastest speed (until your arm
collapses) in an attempt to build up enough speed to get your cripple up
the mountain to the finish line; 2) ROAD ROLLER is a fairly well done
racing game with our wheelchair bound victim replacing the vehicle and
dodging the many obstacles along the way; 3) LONG JUMP is sorta like the
javelin throwing events or a real long jump, only you waggle to a fast
enough speed to send your paraplegic through the air and onto his head;
and finally, 4) HOSPITAL RACE is a bit of a maze wherein you move your
character through the hospital maze without hitting dead ends or patients.
Most events are close to impossible to win...probably not the point
anyway. At the end of the events, you are instructed to insert the second
disk or the on-screen victim will be killed. Obscenities are dispersed
liberally throughout the game. Sounds pretty worthless, yes? Well, I
cannot deny that this crew really have some good programming skills, as
the game is better quality than many commercial games. The sportscasters
resemble quite closely those found in the TV SPORTS series of games! The
music soundtrack (by Jeff) is also quite nice, consisting of mostly BP
Soundmon and JamCracker toons. The ending displays a high score table and
an option to save your scores, then proceeds with the usual demo greetz
and messages. If the descriptions found in this review are offensive to
you, then by all means avoid. But if you are more daring (or liberated?),
then you may want to indulge in the carnage and give it a go.

    *   *   *   *   *   *   *

Title: SCHOOLYARD SLAUGHTER (aka SLAUGHTER 2)
Author: Rupert
Genre: Shoot-em-up
Language: AMOS
Rating: ***

The classic (?!) Atari PD game really DOES exist on the Amiga! Well, I'd
heard the rumors... Tasteless game in which you have no other purpose
than to gun down helpless school children. Only shots to the head count.
Charming...

    *   *   *   *   *   *   *

Title: THE SHEPHERD
Author: Obbe Vermeij/Materia Magica
Date: 1993
Genre: Strategy/sim

Version: 1.1
Origin: Holland
Availability: 17 Bit Disk 3111
Rating: *****

A 'temporary' version of the game which features 3 levels and 7 animals,
with the final version claiming to support 100 levels and 40 animals.
With that out of the way... So how does this all figure in? Well, it's
sort of a God sim. Your objective is to buy animals which you place on a
map for breeding. You are in a race against the computer god, with your
animals represented as red and the computer as blue. Strategically, you
must take into account food supply, which can be countered by purchasing
trees for forest growth. Then there's weather and other forces of nature
to contend with. A lot of care and detail here, right down to the fully
custom icons on the disk. But the real care is in the game itself. The
interface should be familiar to fans of POPULOUS and its sequels and
lookalikes. The graphics are very presentable, as is the sound. Quite an
impressive affair, considering one man did it all here – certainly this
exceeds the traditional PD fluff of clones of SPACE INVADERS, MINES,
SOLITAIRE and TETRIS! Highly recommended!

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Title: STAR FIGHTER
Author: Maciej Sawicki/Equinoxe
Date: 1993
Genre: Who knows...
Language: AMOS 3D
Origin: Australia
Number of Disks: 2
Shareware: $15 (US), $20 (Australia)
Rating: *

Playable demo version (with no save) that is distributed in floppy version
(single drive only – lame) or hard drive version. Unfortunately, I
chanced upon the floppy version (lha'd no less!!!) that looked like the
hard drive version (with the Disk1 & Disk2 files in the root dirs – what
an annoying waste of time this caused). That cost this game a point...
irritation is always a setback when I have to make disks myself (note to
author: DMS!!!), to say nothing of the sparse documentation. After all of
the unsuccessful attempts at running the game from RAM: or hard drive, I
finally made the appropriate disks (yes, assigns failed too!). And oh yes
– that second disk drive is far too advanced a concept for the game to
understand. After getting past the decent looking, yet flickery menu page
and my mission was chosen, the game continued its annoying disk swap
nonsense before kicking me back to the system (which it takes over, by the
way). What went wrong? Is Kick/OS 2.x too advanced? Is it incompatible
with my 68030? Who the hell knows – after almost 45 minutes of hacking
with this nonsense, I'd rather spend my time on yet another Minefiled or
Tetris clone (at least they work!) – I never even determined what type of
game this is!!!
UPDATE: I went ahaed and gave it another try (it's my job!) and booted
from the disks and the game actually ran. That out of the way, I flew my
ship (?) through some starfield–like space and did absolutely nothing. No
encounters with other ships or aliens, although I was able to shoot.
Although a patient guy, I bailed after five minutes of this tripe. Also
worth noting is the disk swapping is immediate when entering the game and

there is no sound to speak of. My * grade stands.

    *   *   *   *   *   *   *

Title: THE TEXAS CHAINSAW MASSACRE
Author: Bryan Turnock/BSY
Date: 1992
Genre: Arcade
Language: AMOS
Availability: Assassins Disk 121
Origin: UK
Shareware: £3.50 (free copy of COR! game from BSY)
Grade: ***

Not bad arcade game where you play Leatherface, hero (?) of the highly
success film series and true-life exploits with the title tool. Travel
across the screen yard and home with your chainsaw, slashing up any victim
that comes your way! Great fun! You have a limited fuel supply which
must be monitored and tended to, so after every five murders, a new gas
can appears which you must pick up in order to continue the carnage – all
before the time counter reaches zero. After picking up the gas, the
counter is reset and you can massacre more folks. Not entirely unplayable
little game – a bit shallow, but certainly worth a look. One quibble is
that is MUST be run from its floppy since the game looks for its graphic
screens on the disk you booted from (even "assign sys: DF0:" did no
good!). That is a major flaw and really screws up American users who are
running OS/KS 2.04+.

    *   *   *   *   *   *   *

Title: THRUST DUEL
Author: Paul Hamilton/Spanner in the Works
Date: 1993
Genre: Arcade/shoot-em-up
Version: 1.2
Language: AMOS Professional
Origin: UK
Shareware: £1
Rating: **

A 2-player space dogfight game best sums up this one. You'll recognize
references to THRUST and ASTEROIDS in the game. Your object: score 25
points by shooting spaceships or waiting for the other player to die.
Fair enough. If you know the game of THRUST, you'll be aware that you can
shoot, and you can land – just don't crash land. Thrust carefully to drop
land safely. Die by not crashing down, getting hit by spaceship or
getting hit by the other player. Oh, and look for ricochet bullets.
Unfortunately, this is just another arcade game with no real
distinguishing marks whatsoever. The music score is Ultra Vivid Scene's
"Mercy Seat".

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Title: UTG
Author: Chris Hurley
Date: 1993
Genre: Adventure

Version: 0.95
Origin: USA
Rating: ***

If I was into ULTIMA-style adventures, I'd probably have given this a
higher rating, hence the ***. Otherwise, I played it longer than any game
in this genre yet. The story takes place in the kingdom of Agima (!) and
you, a mere serf, are on a quest to find the missing king who vanished,
which started a string on unpleasant events in the community, such as wild
dogs, snakes and other nasties, attacking travellers. Phew! It was nice
to have Amiga 8-channel music for the soundtrack, rather than the usual
crap music accompanying this type of game. The graphics, while not great,
are better than usual. A few Liberal jokes are tossed in unneccesarily as
well. The docs and such as all in AmigaGuide format, the program uses the
CBM Installer, and everything seems to have been fairly well thought out.
If you are into Ultima-style games, this is your best bet.

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Title: WELLTRIX
Author: Gary W. Milliorn/Valcan Inc.
Date: 1990
Genre: Puzzle
Origin: USA
Availability: 17 Bit Disk 781 / 17 Bit Disk 1710
Rating: ****

The PD version of Spectrum Holobyte's WELLTRIS is, in fact, far superior
to that questionable variation on the most addictive of all puzzle games.
This is superior to WELLTRIS in every way...more visually appealing,
better sound, more addictive (I never even cared for the commercial
version) and this version has some user programmable features (colors,
sounds, etc.). And it's nice to not have to deal with manual-based
look-up protection in order to play! For the uninitiated, this is TETRIS
played in a 3D well, where you combine multiple shapes in order to create
the filling shape. There are three levels of difficulty to choose from,
and you can play in Normal or Clock mode. Control is handled via the
keyboards, but read the docs, as the keys change depending upon the mode
you are playing. And speaking of docs, they are quite well written and
couldn't be much improved upon, outside of being printed in manual form!
In-game help is available and the game even multitasks! Grab this game up
soon!

     *   *   *   *   *   *   *

Title: WILLY WORM AND HIS BUNNY ASSAULT
Author: Animators
Date: 1993
Genre: Arcade
Rating: ***

An average game with a twisted storyline attached from Euro demo coder
group Animators. It is nothing more than a 2-player snake game that plays
like Tron cycles. But get a load of this pubescent storyline: Willy, a
decidedly non-Hermaphrodite (?) worm, escapes from his laboratory home
with another worm, Masturbating Manny (!). Both are vying for the
affections of the same bunny and must battle it out in the Worm Battle

Arena. Some objects play into the picture that may be picked up for
various effects, including a syringe for worm-doping, ice block to freeze
enemies and test tube for invulnerability. The worm with 7 bonus points
wins, achieved via the opponent worm crashing or by collecting hearts.
The joystick control is odd in how it changes direction randomly. Aside
from the far-fetched plot, it's quite average.

        *   *   *   *   *   *   *

Title: ZALYCON
Author: Jag/Fanatix
Genre: Arcade
Language: AMOS
Number of Disks: 2
Rating: ****

A very good example of what can be done with AMOS. An arcade fest with
loads of things going on, which I'll try to give you a taste of. In the
year 2176, space travel becomes commonplace and the Moon colonizes. 20
years later, the Moon of Zalycon employs you as a Solar System Scout to
protect it from the alien invasion of Zalycon's moonbase. This requires
several feats, the first of which is getting there by flying your
spaceship through an asteroid field. This is similar to the bonus level
of PROJECT X, only with collision avoiding of those arcade rocks, rather
than the caves. Next comes a moon buggy level where you must attempt the
impossible – getting to the end! Too many jumps and too many obstacles
make for a difficult job that I wasn't able to pull off. A wonderful
music score is ripped from the likes of The Silents, SAE and 4-Mat of
Anarchy, among others. The Options screen allows you to toggle sound/
music/both (good call!), instructions on/off (quite useful, actually),
music test (test the toons first hand!), score save (see next option), and
easy/normal/hard. The difficulty level has its price: on Easy, there is
no score save or end sequence, the Medium level offers only the score
save, and the Hard levels gives you everything (like you'll achieve it!).
As a whole, this is a beautifully done work, with an exception of the
annoying flashing text on the info screens (may not occur on systems that
have no accelerator). One final quibble is the lock on quitting – why do
programmers do that? The game even multitasks, but will not quit! That
one cost you a point! Long review, I know, but I'm gonna run and try to
get to the next level! <grin>

1.18   AR Commercial

        %%%
%%   AR Commercial   %%
%%%

            Area52
         David Tiberio wants to sell you hardware.

         Editor's Choice
         Selected products that Compton likes.

1.19   The Humor Department

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Humor Department                                                 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Harv Laser had an entertaining solution for the Commodore Buyout conflict.

"I think we should settle this by holding a no holds barred hot oil grudge
match monster truck slug'it'out between amor and pleasance in the seattle
king dome."

```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
                        Who's bought Commodore?
=========================================================================
```
1. Barney: The new Amiga's will have 16-bit sound, but will only play
   "I love you, you love me...". It will have 16 million colors, but
   all of them are purple.

2. Atari: The only company that can do *WORSE* than C=.

3. Sony: Unfortunately, all software is now shipped on MiniDisks.

4. Samsung: Your Amiga will now glow in the dark.
    (Remember the Korean nuclear problem?)
    Who cares about megabytes, when we've got megatonnes?

 5. Me! Hey, if Irving can do that bad, I can't do any worse. :-)

 6. Microsoft: A new chip will be added - the Bill chip, which sucks
    money out of you. The operating system will now be dos only. A
    $200 program will replace workbench, running on top of AmigaDos,
    and attempts to multitask. When it fails, it will load solitare.
    If you have 30MB of ram and a 1000 MHZ 68080, you can buy the
    $500 program to replace the above programs.

 7. Hyundai: Now you can drive your Amiga to work. Don't forget to park
    the Hard Disk!

 8. Lego: Playing with your Amiga takes on a whoe new meaning, and you
    don't need to worry about running out of those blue connectors. :-)

 9. IBM: They'll grant licence to everybody else, release an XGA Amiga,
    remove the ZII and ZIII slots, (leaving the ISA, naturally) and then
    there'll be a proliferation of self-conflicting, useless standards
    that nobody cares about, and then you'll have to decide what type of
    non IBM Amiga you'll buy.

10. GoldStar: The new machine will be GO-AMIGA which by itself is more
    adverticeing that has been done in the last 3 years. A definate
    improvement. Added to this marketing insight will be the cheap parts,
    cheap manufacturing etc.

11. Sam Walton: Okay, fine he's dead, but either way, Walmigas would be
    cool.
    When you boot, a person will greet you and show you today's specials.
    Here's where a certain manufacturer could learn a thing or two about
    SERVICE.
    Service means more than one nice guy in the service department.
    Hundreds of nice guys should be around to help you.

12. HP: Amigas will now have built in printers, so you won't need to worry
    about drivers.

13. Apple: There will now be a new food group: Chips & Amigas. You can take
    a byte out of your computer when you're hungry.

Got another buyer? Send it to me at Mark_Yovorsky@comnet.cbmtor.gts.org
Special thanks to Mark Brister, Bruce Gasson, and Calum Tsang for # 9, 10,
and 1l1.
(Just fill in their names in my email address instead of mine to contact
them :-)
- -
[Taken as-is...the joke wasn't quite elaborate enough to warrant a re-
format...:)]

*** "WINDOWS(tm)" *** MACHINE INDEPENDENT, DEBUGGED VERSION ***

WINDOWS is undoubtedly one of the most widespread user interfaces within the
realm of computer technology. Due to the success of the IBM PC (and its many
clones) in the past decade, a demand eventually rose for other means of
communication than the DOS prompt; something like the graphical point-and-click
interface of the Apple Macintosh would be "kinda neat", some people thought.
WINDOWS was the answer.
WINDOWS was capable of performing almost every DOS command without demanding
any mental effort from the user (however, a great deal of patience was needed,
 because WINDOWS is so amazingly slow, that it is sometimes hard to tell if it
 is doing anything at all (a small joke on the behalf of the developers,
I suppose)).
"Kinda neat", people said. "Look, my PC has a GRAPHICAL USER INTERFACE with
MOUSE POINTER and STUFF", people said, not realizing that virtually any
other system already had the same (like with graphics and sound cards, by
the way). "Kinda neat", the RAM manufacturers thought, knowing that WINDOWS
would create an instant and excessive demand for RAM, or else it would refuse to
run. "Kinda neat," Bill Gates thought, "I think I'll pretend that this is my
invention and make another billion". And so he did, although the whole lot is
ripped off from the MAC OS Finder & Amiga OS Intuitution. "Kinda neat", Intel
stockholders thought, "people will actually BEG us for faster processors". "Kinda
neat", the hardware dealers thought, "if we get them to believe that this thing is
a "must",then we will see them again upgrading in the near future!". And if a few
bewildered sheep actually failed to see the neatness, there was advertising
 a lot of it! And so, in spite of the sacrifices as for processor power
and RAM, and the total lack of multitasking, people were happy. They were
all happy. The emperor had got his new clothes.

Now, why do you need this system? BECAUSE this is NOT the official WINDOWS
from Microsoft, but an improved (yet compatible) version. In my effort to
disassemble the PC-version, I stumbled upon some minor flaws, which I have
done my best to correct when converting it. The program is written in assembler
for improved speed and efficiency, and as an extra bonus, the program doesn't

take up quite as much precious HD space or RAM as the original. The program
is written for Amiga, but even for some PC-users, it may be an advantage to
assemble the included source code and replace the old WIN.EXE file. So why
do you need this system? Here is why:

[*] It does just as much as the original WINDOWS, yet it is very much faster.
[*] The familiar WINDOWS feel is still there (as skilled programmers will tell
just from a quick glance at the code).
[*] All bugged and obsolete routines have been removed, which saves a lot of HD ↩
    space.
[*] Uses less RAM than the original and instantly gives it back upon exit.
[*] It is machine independent, just assemble and run on virtually any processor.
[*] Benchmarks from the C64 show it to do just as much good as Microsoft WINDOWS
[*] on a PC486 --- only it is slightly faster!
[*] Thorough documentation of all advanced features.
[*] The full, commented source code for you to study and improve upon.

;Begin Windows(TM) Sourcecode

Windows:
        NOP
        RTS

;End Windows(TM) Sourcecode

Talking about value for the money! Therefore, I see absolutely no reason for
you to discard this piece of quality software. You will be using one of the
most popular operating systems in the world, and you will not regret it.

Copyright notice.
This program is the product of years of hard labor, but I have decided to
release it on the free market, anyway. If you use this program and you like it,
please note that it is BANANAWARE. To become a registered user, you must mail
a banana with your name to the queen of England in Buckingham Palace, and
within three weeks, you will recieve a registered version on a disk signed
by the queen herself. Also, it is strictly forbidden to run this program on
any machine involved in the production of anything containing pineapple.
This also applies to persons, who are involved in the production or
distribution of pineapples or who have relatives working with pineapples.
 I really hate pineapples.
A special rule applies to commercial software distributors. You are NOT
allowed to distribute this archive without the prior, written consent of
the PKK, the Khmer Rouge, Allan Cowboy, and Che Guevara (that was the catch).

History:
v0.9 (never released). A fully working version, but a little slower than
I had hoped.
v1.0 (this one!). Weeded out the last remaining, obsolete routines.
Removed two NOPs to gain speed.

Future:
In the near future, I hope to be able to add some additional graphics
(just for the kinda neat look of it), however I hope to be able to preserve speed.
Maybe some optimizing of the main programme to gain even more speed
(I already have a few ideas).

1.20 AmiKiss v1.1

TITLE

        AmiKiss

VERSION

        Version 1.1

AUTHOR

        Victor Ng Thow Hing
        e-mail: victorng@dgp.toronto.edu

DESCRIPTION

        AmiKiss stands for Amiga Kisekae. Kisekae is Japanese for "changing
clothes". This is a popular game for little girls where they are given
paper dolls and a set of clothes to put on them. In particular,
numerous Kiss data can be found on the internet that feature collections
of popular Japanese Anime/Manga characters and sets of clothes that they
can try on. Kiss programs have been found already on Mac, PC, and X-window
platforms. AmiKiss is an Amiga implementation for playing Kiss.
The player can click and drag items of clothing onto the characters displayed
on the screen. Three sample data sets are provided with this archive.

SPECIAL REQUIREMENTS

        Requires AmigaDos version 2.04 or above.
        Amigaguide.library is needed and is included in archive.
        Should have at least 1 MB chip ram.

HOST NAME

        wuarchive.wustl.edu [128.252.135.4] (aminet sites)
        venice.tcp.com [128.95.44.29]

DIRECTORY

        /pub/aminet/game/misc at wuarchive.wustl.edu
        /pub/anime-manga/software/KISS/kissprog at venice.tcp.com

FILE NAMES

        AmiKiss11.lha, size: 110282 bytes

PRICE

        This is shareware. If you like this software, please send $5.

DISTRIBUTABILITY

        Public Domain. (C)Copyrighted by Victor Ng Thow Hing 1994.

1.21 EyeCandy03

```
TITLE

    EyeCandy03 - Generates various designs:
                 Spirograph(tm?) simulator of the spiral-drawing toy,
                 "YarnBall", "CircleStar", "RotoBoxes", "RotoAngle"
                 and "PolyGen".  Simple, fun and addictive!

VERSION

    This is version 03 which replaces EyeCandy02.
    See "NEW FEATURES" below for enhancements.

COMPANY

    No company, just an AMINET upload by "yours truly".

AUTHOR

    EyeCandy03 was written by me, Chuck Kenney.  My particulars
    (address, etc.) are included in the user document in the archive.

DESCRIPTION

    EyeCandy03 generates various "eye candy" graphics.  Currently these
    are:  "SpiroDraw", "YarnBall", "CircleStar", "RotoBoxes", "RotoAngle"
    and "PolyGen".  All designs have different values that can be changed
    by the user which dictate the final appearance of the designs.

    "SpiroDraw" simulates the SPIROGRAPH(tm?) drawing toy.
    "YarnBall" generates designs that look like balls of yarn.
    "CircleStar" generates designs that look like 3D checkerboard stars.
    "RotoBoxes" generates "spirally, tunnelly" designs using squares.
    "RotoAngle" is a bit like "RotoBoxes" but uses lines and angles.
    "PolyGen" generates "tunnelly" designs using concentric polygons.

    "EyeCandy" Allows the user to specify different values for many of
    the parameters which dictate the sizes and shapes of the designs -
    "Drawing Wheels, Drawing Rings", number of "YarnBall" spokes, sizes
    and angles of change, etc.  There is also a "Random" function for
    each design.  The use of a computer to generate the various SpiroDraw
    and other designs actually enhances some of the capabilities!
    "EyeCandy02" is all mouse-driven (MENUs, GADGETs, etc.).
    It is a fun _and_ addictive program!  .. but I'm biased, of course!

    EyeCandy03.lha also contains a very nice little freely distributable
    "screen-to-IFF" saver utility by Preben Nielsen (thanks, Preben) so
    that "EyeCandy" designs can be imported into and animated with
    "paint" programs.

    "EyeCandy" is shareware but does not nag the user in any way (except
    if the user selects the "About" MENU item) and all features are fully
    functional.

NEW FEATURES
```

The major new enhancement is that EyeCandy can now accommodate
font-sizes up to 15 (though 13 is the practical limit).

A bug in the SpiroDraw "Set Data..." function, "In/Out" was fixed.

User Selection of SCREEN resolution has been moved from a selection
window into the main "Preferences" MENU.

EyeCandy03 has also been compiled under a new version of the compiler,
"ACE" by David Benn, which enabled further enhancement and enjoyment
of the user-interface in terms of look, feel and functionality.

SPECIAL REQUIREMENTS

There are no special requirements that I know of.
EyeCandy03 has been tested on an Amiga 2000HD (OS 2.1)
and an Amiga 1000 (OS 1.3).

HOST NAME

EyeCandy03.lha has been uploaded to the AMINET site,
ftp.etsu.edu (192.43.199.20) and is also available on
all other AMINET sites.

DIRECTORY

EyeCandy03.lha and EyeCandy03.readme reside in the
"aminet/gfx/misc" directory.

FILE NAMES

EyeCandy03.lha is 81,335 bytes long.

PRICE

The asking shareware price is the amount sent to me by my first
shareware contributor to SpiroDraw, EyeCandy's predecessor.
This requested shareware fee is $5.00 (US), in the hope that
many little sharewares will add up to more than a few bigger ones!

DISTRIBUTABILITY

This program is freely distributable as long as the documentation
accompanies the program but is a copyrighted (1994) shareware
program by me, Chuck Kenney. If this program is included in any
CD-ROM collection, I ask that a copy of the CD-ROM be sent to me.

OTHER

EyeCandy03, and other programs in progress are coming out of my
basement as a result of the availability of a truly wonderful
"BASIC-but-much-more!" compiler, "ACE" by David Benn. I would
like to sincerely thank Mr. Benn for renewing my enthusiasm in
programming and for making it possible for me to make my programs
available to more than just my friends and immediately family!

1.22   Making Music with Bertie Bunny

```
TITLE

    Making Music with Bertie Bunny

COMPANY NAME

   WindShadow Software
   77 McIntyre Court
   Newmarket, Ontario
   CANADA
   L3Y 8B9


   Internet:       gordon.wilkes@canrem.com
   FidoNet:        gordon wilkes (1:229/15)
   Relaynet(RIME):gordon wilkes ->CRS


   Voice: 1-905-836-4400
   Fax:   1-905-836-4400

DESCRIPTION

   At last there is a product for the Amiga computer where young
   children can have fun learning about music! WindShadow Software has
   introduced "Making Music with Bertie Bunny". This is a product that
   is only available for the Commodore Amiga computer. It fully
   employs the multimedia capabilities of the computer.

   There are many features to enhance your enjoyment:

    - Fun for children of all ages. Even a 2 year old can "Bang Keys"
      to control Bertie. Bertie Bunny will  automatically move from
      place to place on the display. The child can simply bang on the
      keys to cause Bertie to choose an  instrument or tune.

      Older children can use the mouse. This makes it quicker to make
      selections and helps them to develop fine motor skills.

    - Learn to recognize the sound of various musical instruments.

    - Learn to recognize various musical tunes from one or more of 4
      different parts: the melody, a counterpoint to the melody,
      an obbligato  accompaniment or a rhythmic accompaniment.

    - Hear how different instruments sound in combination with each
      other.

    - Use the computer keyboard as a musical instrument. You can
      select which instrument sounds are to be used and then play
      notes (up to 4 at a time will sound) and see the corresponding
      key-presses on a piano keyboard.

    - Readily installs on a hard drive. Installation uses Commodore's
      Installer utility.  The Installer program is supplied
      under license from Commodore.
```

- Supports the NTSC and PAL video standards and 6 languages.

- Multitasks on the more powerful models of Amiga. Other
  software can run in the background at a low priority, for example,
  3D rendering, compiling large programs, or downloading batches of
  files.

- the manual is in AmigaGuide format. The AmigaGuide program
  is supplied under license from Commodore.

This product is unusual in that it is easy to use for children as
young as 2 years old, while providing creative opportunities for
older children to explore.

WindShadow Software is a Canadian company providing products for the
Commodore Amiga which are sold world-wide.

SPECIAL REQUIREMENTS

AmigaDOS 2.0 or greater and 1 megabyte of RAM.

PRICE

The single-copy list price is $34.95 (in U.S. funds) plus $5.00
for shipping and handling. If you purchase the product before
October 31, 1994, the price is $27.96 (a 20% reduction) plus $5.00
for shipping and handling. If you are willing to receive the
product by email as an LHA archive, there is no charge for shipping
and handling.

A special offer has been mailed to many User Groups which provides
discounts up to 50% when members combine their orders. If your
group has not yet received the offer, please contact me as soon as
possible.

Payment may also be made in other currencies. Please inquire
to get the latest prices. Note that the Canadian dollar price is
discounted a little bit more.

DISTRIBUTABILITY

This is a commercial product Copyright (C) 1994 WindShadow Software

Now more than ever, software piracy will drive developers away from
the Amiga.

Gordon Wilkes
    President
    WindShadow Software

1.23 ProCrypt V1.0

TITLE

ProCrypt

VERSION

Version 1.0

AUTHOR

Mathias Kretschmer

DESCRIPTION

ProCrypt is a brand new tool which encrypts the data on selected
partitions. ProCrypt can be the perfect solution for your
security problems.

ProCrypt is a powerful program which protects your data from
unauthorizied persons. It does so by encrypting blocks on a very
low level of your device during writing and reading (in real
time). If you access the file later for reading, the file gets
decrypted at once.

Once having ProCrypt installed (takes about 7 minutes) you will
soon forget that there is an online-crypter working in the
background. You will be able to continue your work without
noticing any changes to your environment. The only
difference will be the password request you have to enter after
the crypted device is mounted.

Everytime you boot your system ProCrypt will be started
automatically by mounting the partitions which are crypted. This
procedure can be "hidden" from foreign eyes. So they will never
know that there is a crypter installed in your system.

FEATURES

ProCrypt uses the two different algorithms for coding. Both are
extremly secure. They differ sligtly in security and speed.

All actions of ProCrypt are fully transparent. You will notice
only a very slight delay during file operations. You don't have
to worry about your files.

Very secure system-lock and a simple but effective protection
against random manipulation (ie. Viruses) of diskblocks integrated.

ProCrypt has a graphical user interface but can get also started
using manual editing of mountlist entries.

For the easy installation process Installer (by Commodore) is
used. Even unexperienced users will have no problems to install
ProCrypt. An OnlineHelp (using HotHelp-System from
Maxon-Computers) is also provided for easy explanation of
advanced usage.

ProCrypt is a carefully tested program (Enforcer/Mungwall and
Resource-Tracking proofed). There have been serveral testers in

germany.

SPECIAL REQUIREMENTS

        ANY Amiga and Kickstart/WB2.0+
        Maybe you should have a HardDrive but it also works
        with FloppyDisks.

PRICE

        German Version (German manual) DM 89,-
        Release date: Now available

DISTRIBUTABILITY

        ProCrypt is a commercial product.
        Order directly from:

        ProDev Vertrieb
        Eichendorffstr. 9
        D-53859 Niederkassel
        Germany

        Maybe you give us a call for more information
        or when ordering your copy:

        (+49)6556-1285 (Mo-Fr 12.00-14.00/16.00-20.00)

        Support BBS of ProDev (German-System):

        SOURCE - (+49)2208-2514 - 24h - ZyXEL E+

        Dealer inquiries are welcome.

OTHER

        ProCrypt is copy protected. That means you will receive
        a personalized copy of ProCrypt.

1.24 RevUp V1.2

TITLE

        RevUp

VERSION

        1.2 (4.9.94)

PROXITY SOFTWORKS

A cooperation of Amiga developers. Their intention is to
release high quality software under one label.

Members are:
Boris Folgmann, Ulrich Sibiller and Christian Hechelmann.

PETS

Proxity Engineering and Technical Support

Usenet: pets@amiuni.tynet.sub.org
Fidonet: 2:246/1416.0 (pets)

AUTHOR

Boris Folgmann

Address: Friedrichstra_e 7
         71546 Aspach
         Germany

Usenet: boris@prox.tynet.sub.org
Fidonet: 2:246/1416.41 (Boris)

PGP Fingerprint: 82 84 70 38 26 5E 50 5A
                 9C DB CA CA 62 0A 31 52

Phone: ++49-(0)7191-23439
Fax: ++49-(0)7191-2604

V.32bis 14.4 or HST 16.8 with ASL/V.42bis

DESCRIPTION

RevUp manages versions strings following the CBM standard for
including in own programs, e.g. '$VER: YourTool 2.4 (30.9.94)'.

It's a must for every serious C or Assembler programmer, so have a
look at it! Your makefiles together with RevUp will do all the
work for you.

RevUp <version> <projectname> {<dependency>} [REV <revision>]
                                [BETA] [NOC] [NOASM] [EXTRA] [TINY]

REV : Explicit revision number.
BETA : Generate beta information.
NOC : Don't generate C Headerfile.
NOASM: Don't generate ASM Includefile.
EXTRA: Generate extra information.
TINY : Don't print credits.

FEATURES

o RevUp generates and maintains include and header files with
  revision information.

o RevUp is 100% compatible to the CBM developer tool BumpRev,
  but offers a lot of new features.

o Multiple dependency files are supported.

o Beta count management for beta versions included.

SPECIAL REQUIREMENTS

    Kickstart 2.04
    Workbench 2.0

    Workbench 2.1 for localized DOS error messages.

HOST NAME

    Any AmiNet site, e.g. ftp.uni-kl.de 131.246.9.95

DIRECTORY

    /pub/aminet/dev/misc

FILENAME

    RevUp12.lha

PRICE

    Free

DISTRIBUTABILITY

    Freeware) 1994 by Proxity Softworks

1.25 ProxWatch V1.2

TITLE

    ProxWatch

VERSION

    1.2 (4.9.94)

PROXITY SOFTWORKS

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PETS

Proxity Engineering and Technical Support

Usenet: pets@amiuni.tynet.sub.org
Fidonet: 2:246/1416.0 (pets)

AUTHOR

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Usenet: boris@prox.tynet.sub.org
Fidonet: 2:246/1416.41 (Boris)

PGP Fingerprint: 82 84 70 38 26 5E 50 5A
9C DB CA CA 62 0A 31 52

Phone: ++49-(0)7191-23439
Fax: ++49-(0)7191-2604

V.32bis 14.4 or HST 16.8 with ASL/V.42bis

DESCRIPTION

ProxWatch is a localized font-sensitive clock program for the
Amiga.

ProxWatch uses a template for printing the time and date in it's
window. The default string is '%T' which prints the time only, e.g.
'01:23:45'.

You may change this by editing the tooltype WATCHSTRING.
For example try:
        Date: %d.%m.%y - Time %T
this may result in 'Date: 17.8.94 - Time: 16:59:12'

FEATURES

o ProxWatch is a small utility for your WBStartup drawer.

o The string used for displaying date and time is totally user

            definable.

        o The window can be opened on your favourite public screen.

        o Using a borderless backdrop window the watch text may be visually
          attached to the screen title.

SPECIAL REQUIREMENTS

        Kickstart 2.04
        Workbench 2.1 for locale.library V38

HOST NAME

        Any AmiNet site, e.g. ftp.uni-kl.de 131.246.9.95

DIRECTORY

        /pub/aminet/util/wb

FILENAME

        ProxWatch12.lha

PRICE

        Free

DISTRIBUTABILITY

        Freeware) 1994 by Proxity Softworks

1.26 Gothic Clock v1.0

TITLE

   Gothic Clock v1.0

AUTHOR

   James W Savage
   Internet: bryce@gothic.demon.co.uk
   Fidonet: 2:2501/307.13 @ Centronics BBS

DESCRIPTION

   Goth Clock is a simple titlebar clock that shows both the time
   and date in a draggable window.

NEW FEATURES

First release.

HARD- AND SOFTWARE-REQUIREMENTS

   Workbench 2.0 or better.

DOWNLOAD

   Any Aminet site, e.g.

   USA
   ftp.wustl.edu 128.252.135.4 pub/aminet/

DIRECTORY

   util/wb

FILE NAMES

   GothClok.lha
   GothClok.readme

FURTHER SOURCES

   FIDO:
   Centronics BBS +44 (0)473 273246 [2400 - VFC] 2:2501/307

PRICE

   Gothware. Send me something black and gothic.

DISTRIBUTABILITY

   Freely distributable but copyrighted.

1.27 Phonebill 3.1

TITLE

   Phonebill

VERSION

   3.1

AUTHOR

   Raymond Penners

   Internet: raymondp@stack.urc.tue.nl
   Fido: 2:286/407.60
   AmigaNet: 39:153/201.60
   NLA: 14:101/200.60

DESCRIPTION

   'phonebill' is, simply said, a log file analyzer. What it basically
   does is scan log file(s) generated by a terminal program or a mailer,
   extract all information about calls you have made by using your modem,
   and store this in its own (short) format. After extracting the calls
   'phonebill' can generate various reports in which you can find
   information on duration and costs of the calls.

   Here is a small list of the main features:

    * Very flexible user-configurable rates, supporting exceptions for
      certain days and dates. Handles fees and time units with up to 9
      decimals (e.g. $1.2344657 dollars per 30.225678 seconds).

    * User-configurable log scanners: 'phonebill' by default supports
      various log files, but for any log file that is not supported the
      user is able to create a scanner. The following is a list of log
      files that are already supported:
          * AutoPilot
          * CyberPager
          * GPFax
          * JrComm
          * MagiCall
          * MicroDot
          * Multifax (both v2.0 and Multifax professional)
          * NComm
          * Term action log and Term call log
          * Terminus
          * TheAnswer
          * TKR-BTX
          * Trapdoor
          * Trapfax
          * UUCP TimeLog
          * XenoLink

     * Log files can be automatically truncated if their size exceeds the
       maximum size.

     * Generates miscellaneous reports: statistics, total costs, ...

     * Context-sensitive online help.

     * Requires Kickstart 2.04 or higher.

     * Supports new 3.0 features (new look menus, ...).

     * Nice 'Amiga User Interface Style Guide' conformant user interface.

NEW FEATURES

   The following is a list of the most significant changes:

    * Bug fix: Updating the binary log files on MC68000-amigas could
      crash because of reading from an odd address.

  * New: Hosts can be assigned to groups, over which reports can be
    generated seperately, for example: create a group called "Poll"
    and assign all hosts you poll for mail to this group. Then you
    can view reports concerning these hosts only...

  * Changed: The cookie %a only accepted certain phonenumbers, which
    caused a lot of problems. Now %a accepts any string. So now,
    "Calling %n (%a)" and "Calling BBS (123-AMI)" match. "A BBS 123"
    and "%n %a" match too: name="A" nr="BBS 123", to resolve this "%n
     %A" should be used.

  * Added some average costs/calls/online per day to the stats. Also,
    if the <to date> is set somewhere in the future, 'phonebill' will
    estimate the total costs on that date (bill report).

  * Added German and Swedish catalogs, updated Swedish rates.

SPECIAL REQUIREMENTS

    Workbench 2.04 or higher.

HOST NAME

    ftp.wustl.edu (128.252.135.4)

DIRECTORY

    /pub/aminet/comm/misc

FILE NAME

    pbill31.lha (190967 bytes)

PRICE

    Shareware fee of $10 US.

DISTRIBUTABILITY

    The archive and its contents are freely distributable.
    See documentation for details.

    The package is (C) 1993-1994 Raymond Penners

1.28 C-Shell 5.39

TITLE

    C-Shell (csh)

VERSION

    5.39

AUTHOR

Andreas M. Kirchwitz (csh 5.20+),
based on csh 5.19 by Urban D. Mueller

E-Mail: csh-fan@zikzak.in-berlin.de

DESCRIPTION

C-Shell is a replacement for the AmigaDOS command line interface.
Many builtin Unix-like commands, very fast script language, file-
name completion, command-name completion, comfortable command line
editing, pattern matching, AUX: mode, object oriented file classes,
abbreviation of internal and external commands. Supports multiple
users.

C-Shell is easy to install and to use. Online help for all
commands, functions and various subjects. ARP-free!

NEW FEATURES

Changes since version 5.39 (summary):

 - New builtin variable "_timeout" (in microseconds) sets maximum
   response time for terminal to answer WINDOW STATUS REQUEST (for
   window bounds). Defaults to 1 (for local usage), must be set to
   higher value for remote connections. Only used, if window pointer
   is not available.
 - Removed command line length limitation (140 chars) for ARexx scripts
   that ends with ".rexx" but are started without the trailing ".rexx".
 - Removed command line length limitation (518 chars) for ARexx scripts
   and external shells (#! in first line), this was a limitation in
   AmigaOS' System() function. DOS scripts still have this limitation,
   because you cannot RunCommand() "execute".
 - Not only "*" and "?" but also "[" and "]" recognized as AmigaDOS
   pattern. (that means, to use "[" and "]" you must quote (") or
   escape (\) them!)
 - ... and much more workarounds for serious bugs in DateToStr() and
   Locale.
 - Fixed bug: making an assign to an executable and calling the
   executable by its assign crashed machine.
 - Fixed bug: builtin command "cp" sometimes used already freed memory
   for generating error messages (resulted in some strange error
   messages).
 - New flag for for command abbreviation ($_abbrev):
   8, search DOS path-list if command wasn't found in Cshell's
   internal program hash list (see "rehash" command)
 - CTRL-D now shows matching files if current word is not a directory.
   (if directory then shows contents of directory -- as usual)
   In its current implementation this may have unexpected side effects
   if current word is already a pattern.
 - Class definition for AmigaE in class.sh
 - Now internal timer (eg, %e in the titlebar) not set to zero when a
   null command is encountered. (same for return code, %x in titlebar)
 - The idea of always using the variable "_dirformat" for "dir" wasn't
   a good idea. So, "_dirformat" is only used if option -z is given
   (when "_dirformat" is unset then use first argument as format
   string).

- New control-code for line-editing: "^V" (ctrl-v) quotes next char.
- New builtin variable "_kick" holds version number of Operating
  System.
- Builtin command "assign" now prints volume name if assign points to
  an unmounted volume (eg, a removed floppy disk) and doesn't pop up
  a requester "Please replace volume ..."
- It was a stupid idea to force redirecting of all Cshell-related
  system requesters to CSH's screen, because requester windows
  inherit the window title of their "initiator". They appear now
  again on your default public screen.
- Fixed serious bug (crashed machine) with redirection and launching
  programs into background. (files closed twice)
  Known bug: it's still not possible to run pipes into background...
- When running programs into background (run, rback, &), internal
  commands and aliases are recognized and executed with "csh -c".
  Aliases WON'T be resolved on this level so they must be declared
  in .cshrc to run them into background.
- Execution of Rexx-Scripts (without trailing ".rexx") and any other
  program with "#! my_prog" or ";! my_prog" in first line of script
  now possible also from DOS search path and not only $_path.
- New builtin variable "_mappath" (see manual), enables pathname-
  mapping for commands if script starts with "#!" or ";!" in first
  line. Converts Unix pathes like "/usr/..." to "usr:...".
- New option "-w" for Cshell, don't use window pointer (useful for
  KingCON).
- New option "-V" for Cshell, send only VT100 compatible control
  sequences.
- Internal variable "o_vt100" now used (if option -t or -V is set),
  don't send control sequences that are not VT100 compatible (eg,
  special Amiga control sequences).
- Various changes/enhancements to existing commands.
- Miscellaneous bug fixes.

See file "HISTORY" in archive csh539.lha for complete listing
of changes and new features.

SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher)

HOST NAME

FTP/Internet: AmiNet and mirrors

  For example, ftp.wustl.edu [128.252.135.4].

UUCP/E-Mail : mail-server@cs.tu-berlin.de

  Send mail to the address above and put the
  line "send /pub/aminet/util/shell/csh539.lha"
  in the body.

DIRECTORY

pub/aminet/util/shell

FILE NAMES

```
    csh539.lha        (binary and documentation)
    csh539src.lha     (source code for SAS/C 6)
```

DISTRIBUTABILITY

        Freely distributable, Copyright by the individual authors.

1.29 Area52 Products

Although many Amiga mail order companies and dealers are becoming harder
to locate, it only makes room for us smaller dealers to bring you the
same products at the same prices you would expect from the largest mail
order house around. Over the summer we at AREA52 have been slowly expanding
our product line to contain hardware such as hard drives, monitors, and
accelerators, along with software from various smaller developers in the
area. Here are some of our prices, but look for more in the October issue
of Video Toaster User. We welcome you to compare prices!

```
    17" AOC SVGA monitor, digital controls, .28mm 1280x1024 NI    $625
    14" SVGA monitors, many brands, .28mm, 1024x768 NI             260
    Warp Engine 68040 for A4000, 0mhz, SCSI2                       750
    Cyberstorm 68040 for A4000, 0mhz                               750
    Personal Animation Recorder                                   1499
    Conner 540 megabyte IDE hard drive, PAR compatible             299
    Conner 810 megabyte IDE hard drive                             499
    Conner 1.0 gigabyte IDE hard drive, PAR compatible             625
    Micropolis 2210A 1.0 gigabyte hard drive, IDE, PAR compatible  699
    Micropolis 2217A 1.7 gigabyte hard drive, IDE, PAR compatible  950
    Micropolis 2210 1.0 gigabyte hard drive, SCSI2                 699
    Micropolis 2217 1.7 gigabyte hard drive, SCSI2                 950
    Micropolis 2217AV 1.7 gigabyte hard drive, SCSI2               999
    Fujitsu 530 megabyte SCSI hard drive                           350
    Fujitsu 1.0 gigabyte SCSI hard drive                           625
    Samsung 251 megabyte IDE hard drive                            199
    Samsung 426 megabyte IDE hard drive                            250
    Barracuda 2.1 gigabyte SCSI2 hard drive                       1350
    Barracuda 4.2 gigabyte SCSI2 hard drive                       2599
    Seagate 42 megabyte 2.5" IDE hard drive for A1200, A600        150
    Seagate 210 megabyte 2.5" IDE hard drive for A1200, A600       299
    Seagate 340 megabyte 2.5" IDE hard drive for A1200, A600       425
    Seagate 524 megabyte 2.5" IDE hard drive for A1200, A600       625
    External drive bays       1 drive bay $99. 2: $150, 4: $250, 8: $475

    Most drives are 2 year minimum to 5 year warranty on larger drives.
    MTBF of 23 years on all drives! Most drives are 3.5" half height.
```


Order (800) 730-0082, or FAX 24 hour orders to (516) 476-1615. NY State
residents may order using (516) 476-1615. NY State residents must add 8%
sales tax. VISA and MasterCard accepted. COD accepted by money order or
cash equivalent. Prices subject to change.

1.30   Editor's Choice

                    These are selected products, reviewed by myself, that I've liked. ←
                       So,
I've landed them and decided to sell them at the lowest price I'm
authorized.

Swifty 3-button mouse (Reviewed in AR 2.28): $22.75

Micro R+D CD-ROM Volume 1 (Reviewed in AR 2.25) $53.95
(Includes Transition graphic converter and loads of artwork)

Micro R+D CD-ROM Volume 2 (Reviewed in AR 2.26) $59.95
(Includes entire Nature's Backdrop series)

Orders may be placed via check, money order, or postal cheque, made
out to Micro R+D. Visa/Mastercard accepted via post or E-Mail.
No CODs.

Mail all orders to
                Jason Compton
                   . Orders will be
processed by Amiga Report and drop-shipped from Micro R+D.

In the US, add $5/$10/$20 for UPS shipping, ground/blue/red label,
respectively. Overseas: It is recommended that you consider $20
to be the minimum cost for shipping. If you plan to order more than
one item, E-mail for shipping cost.

1.31   Delphi

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

 Amiga Report International Online Magazine and the Amiga Report Coverdisk
 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 AMIGAUSER and press RETURN.


                            For more information, call
                      DELPHI Member Services at 1-800-695-4005

                                SPECIAL FEATURES
                                ---------------
```

Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more!
  (Internet option is $3/month extra)
SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.
An active Amiga SIG hosting conferances, Usenet, Latest wares, and
FTP Gopher coming soon
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!
```

1.32 Portal

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

```
                    The Portal Information Network's Amiga Zone

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

The Portal Online System is the home of acclaimed Amiga Zone, a full-
service online SIG (Special Interest Group) for Amiga owners and users.

You can dial into Portal to access the Amiga Zone in various ways: direct
dial to our San Jose, CA area banks of high-speed modems (you pay for the
phone call if it's not local), or though any SprintNet indial anywhere
in the USA, (with a small hourly fee) or via the World-wide Internet
"telnet" program to portal.com (no hourly fee).

Even Delphi and BIX users can Telnet into Portal for a flat $19.95 a month,
with *unlimited* use.

Portal is NOT just another shell account. Its Online system is fully
menu-driven with on-screen commands and help and you can easily
customize it for your terminal program and screen size.

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

  2.5 GIGabytes of Amiga-specific file space - we have so much Amiga
   Stuff online, we've lost count!

The *entire* Fred Fish collection of freely distributable software,
online. ALL 1000 disks!

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

Twenty Amiga vendor areas with participants like AmigaWorld, Elastic
 Reality (ASDG), Soft-Logik, Apex Publishing, and others.

38 "regular" Amiga libraries with over 10,000 files. Hot new
 stuff arrives daily.

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

Live, interactive nightly chats with Amiga folks whose names you
 will recognize. Special conferences. Random chance prize contests.
 We've given away thousands of bucks worth of Amiga prizes - more
 than any other online service.

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 Amiga related and get quick replies from the experts.

Amiga Internet mailing lists for Imagine, DCTV, LightWave, EGS,
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FREE unlimited Internet Email with 5 meg of free storage.

A FREE UNIX Shell account with another 5 meg of free storage.

Portal has the Usenet. Thousands of "newsgroups" in which
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Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun,
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 (PortalX requires Workbench 2.04 or higher)

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    1-800-433-6444 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time
    or 1-408-973-9111.
    1-408-725-0561 (modem 3/12/2400) 24 hours every day
    1-408-725-0560 (modem 96/14400) 24 hours every day

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

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!]

The Portal Information Network accepts MasterCard, Visa, or you can
pre-pay any amount by personal check or money order. The Portal Online
System is a trademark of The Portal Information Network. SLIP, UUCP
and custom domain accounts are also available.

1.33 Dealer Directory

%%
%%   Dealer Directory   %%
%%

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

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

                        Apogee Technologies
                        1851 University Parkway
                         Sarasota, FL 34243
                        VOICE: 813-355-6121

```
                       Portal:  Apogee
            Internet:  Apogee@cup.portal.com


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


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


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


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


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                     N-7002  Trondheim
                      Norway - Europe
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                        Digital Arts
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                    FAX:   (812)330-0126
                        BIX:  msears


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


                        HT Electronics
                  275 North Mathilda Avenue
                    Sunnyvale, CA  94086
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                    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:   519-645-2144
                   FIDO:   1:2401/200
                 AmigaNet:  40:550/1
```

```
                    MaxNet:  90:204/1
            InterNet: 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


                     ZipperWare
                 626 S. Washington
                Seattle, WA  98104
                VOICE: 206-223-1107


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                 Voice:  613-596-2542
                 Fax:    613-596-9349
                 BBS:    613-829-0909


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                 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
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                 Kuurinniityntie 30
                    02771 ESPOO
                 Findland, Europe
            Voice: +358 (9) 400 438 301
            Fax:   +358 (9) 0505 0037


                 Grey Matter Ltd.
                   Amiga RuleZ!
                 1-22-3,Minami Magome
                HillTop House 2F suite 201
                 Ota-ku,Tokyo 143
                      Japan
             Tel:+81 (0)3 5709-5549
             Fax:+81 (0)3 5709-1907
        and of course the BEST Amiga BBS in Japan
    BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )
         Email: nighty@gmatter.japan-online.or.jp
```

```
                   Amiga Video Solutions
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                   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
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                  Garden City MI 48135
                         USA
                   313-522-6005 Voice
                   313-522-3119 Fax
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                       Derbyshire
                        DE7 8TD
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```

1.34 X-NET

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                  X-Net Information Systems                 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


            --==>  Public Internet Connectivity Today  <==--


            - LIVE Internet        - Over 6,000 Newsgroups
            - Telnet/FTP           - Worldwide E-Mail
            - Gopher/Archie        - Internet Relay Chat (IRC)
            - SLIP/PPP             - NCSA Mosaic


A system dedicated to the Amiga, IBM and Unix user.   System Admins
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    NEW Hoffman Estates : (708) 882-1101 V.32bis       Brian Clark
           Voice / Fax : (708) 983-6064               Arthur Zards
              Internet : net.xnet.com
```

1.35 In Closing

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                  _    _     __  ___   _                        %%
%%                 /\   |\    /| || //  \  /\                     %%
%%                /  \  | \  /|| ||(< __  /  \                    %%
%%               /--- \|  \/ || || \_||/--- \                    %%
%%              /_____\                    %%
%%             /                             \                   %%
%%          Amiga Report International Online Magazine           %%
%%                October 10, 1994  ~ Issue No. 2.29             %%
%%             Copyright  1994 SkyNet Publications               %%
%%                     All Rights Reserved                       %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

%%

1.36   Columns and Features

```
         compt.sys.editor.desk
        Just some notes

             Amiga News
        News and Announcements

            Reader Mail
        The lines buzz hotly once more

        CEI Conference at BIX
        No, really, there's new stuff in here.

          Across The Pond...
        Wolf reports on a German video show

              Why?
        Maxwell Daymon's commentary...

    MiniReview: Heddley v1.1
         An AmigaGuide authoring program

         A Look at the Future
        A user speaks on how it oughta be...

        PD/ShaReviews: Games!
        This is only a small sample...

          The Humor Department
        Monster trucks, anybody?
```

1.37   About Amiga Report

```
        For Starters
        Where to get AMIGA REPORT

          AR Staff
        The Editors

         In Closing
        Copyright Information
```

1.38   The Editors

```
Feel free to contact any of the editors!


 Jason Compton
 The Editor-in-chief

 Robert Niles
 The Assistant Editor

 Michael Wolf
 The European Editor

 David Tiberio
 Contributing Editor

 Katie Nelson
 Copy Assistant
```

1.39   Commercial Online Services

```
  Delphi
 Getting better all the time!

  Portal
 A great place for Amiga users...

  InterNet
 Subscribe to the AR Mailing List

  X-NET
 An Internet site for everyone!
```

1.40   FTP and product announcements

```
   AmiKiss V1.1
 An implementation of a Japanese game (kids)

   EyeCandy03
 Another in the kaledoscope drawing series...

 Music W/Bertie Bunny
 An educational musical package

   ProCrypt V1.0
 Omnipresent encryption system
```

```
            RevUp V1.2
      A revision-organizer

       ProxWatch V1.2
      A flexible desktop clock

      Gothic Clock V1.0
      A titlebar clock

         Phonebill 3.1
      Find out how much AR downloads cost

         C-Shell 5.39
      An Amiga implementation of csh
```

```
| The 10 most downloaded files from Aminet during the week until 9-Oct-94
| Updated weekly. Most popular file on top.
|
|File                  Dir         Size Description
|------------------- ---         ---- -----------
ar228.lha             docs/mags    83K+Amiga Report Online Magazine #2.28
MagicD3.lha           pix/icon    237K+New Icons for MagicWB
csh539.lha            util/shell  246K+C-Shell (csh) 5.39, CLI replacement
CrossMAC_V1Demo.lha   misc/emu     74K+Floppy Read Only CrossMAC Demo
ABC-Patterns-1.1.lha pix/icon    433K+Update - 111 new Workbench-patterns!!!
mpegint.lha           gfx/show     13K+GUI for mpeg_play program.  WB2+
tophatwilly.lha       game/jump   114K+TopHatWilly *GREAT* Platform game by OF
justice9.lha          demo/aga    767K+AGA demo by Tone Horgan, A1200 only
term-41a-Patch.lha    comm/term   107K+Term 4.1a, Patch for Term 4.1
LibrariesGuide.lha    docs/help    30K+AmigaGuide to AmigaDOS Shared Libraries
```

1.41 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
```

1.42   In The MeanTime

```
*** System down temporarily -- Don't call except for FAX ***

                        * 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 with
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.
```

1.43   PIONEERS BBS

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

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

1.44   CIUA BBS

```
                          * CIUA BBS*
              Official Amiga Report Distribution Site -- Portugal
               * Running Excelsior/Trapdoor/AmigaUUCP/AmiTCP *
                       Celso Martinho, Sysop
                        FidoNet  2:361/9
                     Internet: denise.ci.ua.pt
           +351-34-382080/382081 (V32bis soon V34) 24hrs - 7 days.
```

1.45   Amiga Junction 9

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


  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
```

1.46   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
```

1.47   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
```

1.48 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.
```

1.49 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
```

1.50 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
```

1.51 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.

1.52 Gateway BBS

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

1.53 EMERALD KEEP BBS

```
                        * Emerald Keep BBS *
              Official Amiga Report Distribation Site
                    * Running DLG Professional *
                     Michael mac Nessa, Sysop
                        24 hrs - 7 days
                        FidoNet: 1:2250/2
                       AmigaNet: 40:206/1
                    618-394-0065 USR 16.8k DS
                        Fairview Heights, IL
```

1.54 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
```

1.55   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 Cooridinator-11:2115/0.0--11:2115/1.0
        FaithNet Central States Cooridinator-700:6000/0.0--700:6000/1.0
                     AMINet Chicagoland HUB-559:2/5.0
                          Chicago, Illinois


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

1.56   Amiga Do PC BBS

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


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


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


          Freq AREPORT for the newest issue avaiable.
```

1.57   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
```

1.58 Phantom's Lair

```
                    * PHANTOM'S LAIR *
             Official Amiga Report Distribution Site
                   * Running CNET 3.0 *
                   FidoNet:  1:115/469.0
        Phantom Net Cooridinator:  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
```

1.59 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.
```

1.60 Freeland Mainframe

```
                  * FREELAND MAINFRAME *
             Offical Amiga Report Distribution Site
                 * Running DLG Progessional *
                    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
```

1.61   LAHO

```
                            * LAHO BBS *
           Official Amiga Report Distribution Site -- Finland
                          * Running MBBS *
                        Lenni Uitti, SysOp
                   Juha Mkinen, 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
                         Seinjoki, 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.

1.62   Falling BBS

```
                           * FALLING BBS *
           Official Amiga Report Distribution Site -- Norway
                          * Running ABBS *
                       Christopher Naas, Sysop
                   +47 69 256117  28.8k  24hrs - 7 days
                    EMail:   christon@powertech.no
```

1.63   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
```

1.64   Leguans Byte Channel

```
                      * LEGUANS BYTE CHANNEL *
           Official Amiga Report Distribution Site -- Germany
                      * Running EazyBBS V2.11 *
```

```
                    Andreas Geist, Sysop
           Usenet: andreas@lbcmbx.in-berlin.de
                      24 hrs - 7 days
             Line 1:  49-30-8110060  USR DS 16.8
             Line 2:  49-30-8122442  USR DS 16.8


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

1.65 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
```

1.66 T.B.P. Video Slate

```
         _____

   / /                           /_ /\       * T.B.P. VIDEO SLATE *
    / /                         //// /       Official Amiga Report
   / /      AR Coverdisk        / / /    CoverDisk 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.
_____\/        Download on the first call.
```

```
       Hardware:  Amiga 500 Tower custom at 14 MHz, 350 Meg maxtor,
            125 Meg SCSI Maxtor, 345 Meg IDE Maxtor, 2 Double Speed CD rom,
                              9 meg RAM
```

1.67 Amiga Central

```
                      * AMIGA CENTRAL! *
           Official Amiga Report Distribution Site
                   CNet Amiga Support Site
                 * Running CNet Amiga BBS *
                    Carl Tashian, Sysop
            Internet mail:  root@amicent.raider.net
             615-383-9679  1200-14.4Kbps V.32bis
                      24 hours - 7 days
```

                        Nashville, Tennessee

Hardware: Amiga 3000 Tower 68030+882@25MHz, 105 meg Quantum, 225 meg
Seagate,
Zoom 14.4k modem

1.68 Continental Drift

```
*=======================================================================*

     /\                  C O N T I N E N T A L   D R I F T   B B S
    /  \                          (+61) 2 949 4256
   /    _____           Murray Chaffer * Andre Lackmann * Dale Cohen
  /    /      \
 /    /        \                   Amiga * IBM * Macintosh
/    /          \ : : :
:\     \    /\    \ : : :800Mb+ Online - USENET News - Internet Mail
 :\     \  /  \    \ : : Local Mail - FIDOnet Mail - Shareware Regos
: :\     \/    \    \ : :Online Games -  Aminet, FISH, Euro  CD-ROMs
 : :\          /    /: :
: : :\        /    /: : :Amiga Report * CD-32 View * Frontier Consoles
   \     /    /          * Computer underground Digest *
    \   /\   /
     \ /  \ /            **Online shareware registrations**
      \/    \/           Files daily from Aminet * ADS/SAN

*=======================================================================*
```


1.69 Amiga Online Bs Heemstede

                    Amiga Online Bs Heemstede

              *   HeadQuarters of Online Products *

         Official Amiga Report Distribution Site -- The Netherlands

                    * Running Xenolink 1.90 *

                 Your SysOp is Michiel Willems

               24 hours a day - 7 days a week

                  Fidonet   : 2:280/464.0
                  DAN Host HQ : 55:100/1.0
                  Amynet Host : 39:151/1.0
                  NLA   : 14:102/203.0
                  BOSnet Hub   : 99:999/2.0
                  e-mail SysOp : michiel@aobh.xs4all.nl

              Line 1 +31-23-282002 14400 v32bis Supra
              Line 2 +31-23-470739 14400 v32bis Supra

```
                  Heemstede, The Netherlands, Europe, The Earth


                               Very nice menu's
                        660 Megs HD online - ALOT of software
                       ALOT of messages - VERY fast BBS program
                        Point support - Lot's of doors online
                  Just freq AR of AR.LHA for the latest issue available


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

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

1.70   Guru Meditation

```
                             * GURU MEDITATION *
                Official Amiga Report Distribution Site -- Spain
                          * Running Remote Access *
                            Javier Frias, SysOp
                             +34-1-383-1317  V.32bis
                            24 hours - 7days
                                    Spain
```

1.71   Moonlight Sonata DLG

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


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


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

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


              Keyboards: Erno Tuomainen


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

1.72   LINKSystem LINK-CH1

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

                  Mails and News from/to UseNet

            contact: rleemann@link-ch1.aworld.de


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

1.73 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.ping.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.ping.de
             AR-Infoservice : kai@doom.ping.de
```

1.74 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,
         McAffee, GUS, PAS, DOOM, WINDOWS-NT, OS/2
         Online CD, Online Games, USENET, INTERNET,
         FIDO ECHOS, Developer
```

1.75 Virtual Palace BBS

```
                          * Virtual Palace BBS *

               * Official Amiga Report Distribution Site *
               * Official Amiga Report Disk 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
```

1.76 X-TReMe BBS

```
                   -*+*/+ X-TReMe BBS +/*+*-
                        Pygor & The Doctor
                        +31-167064414 (24h)
                   Internet: u055231@vm.uci.kun.nl


 _____ .__ _____
/_ .__//_/ //.___/ Bitnet: u055231 at HNYKUN11
./ //.__ .//.___/  Internet: u055231@vm1.uci.kun.nl
/_//_/ /_//____/. BBS: +31-1670-64414 (24h)
 . ___ .____ _____ ____  .    .
 . /  .\/ . // _ /_. __/ . //.__ .\   .
  / /  / / / // /_. / /./ / // __ \ / .
 /___//___//___/./_/ /___//_/. \_/
```

1.77 The Kobayashi Alternative BBS

```
      T H E   K O B A Y A S H I   A L T E R N A T I V E   B B S
      -----   -----------------   --------------------   -----
              Supporting the Central Maine since 1985!

              7 In-Dial lines (All 14.4 Compatable)
       Support for IBM/Windows, Amiga, MAC and CNet BBS Support
                    On-Line Games (over 100)
                 Internet Newsgroups and Usenet Mail
              FidoNet Echo Areas   FidoNet: 1:326/404.0
                  (207)/784-2130 \   TKA
                  (207)/946-5665  \ Local
                  (207)/353-7224  / Access
                  (207)/377-3214 /   Lines
```

1.78   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

            CIUA BBS
        ....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

          EMERALD KEEP BBS
        ....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

  Amiga Online Bs H'stede
...............................The Netherlands

Kobayashi Alternative BBS
..........................................Maine
          Non-FidoNet Systems
          -------------------


     IN THE  MEANTIME
...........................Yakima, Washington

    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

        X-TReMe BBS
................................Holland/Belgium
```