

ar133

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Chapter 1

ar133

1.1 Amiga Report Online Magazine #1.33 -- November 12, 1993

Open Magazine



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International Online Magazine

"Your Weekly Source for Amiga Information."

November 12, 1993

No. 1.33

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/
/                               Winners Don't Use Drugs                               /
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1.2 Where to find Amiga Report

/// WHERE TO FIND AMIGA REPORT
Distribution Sites!



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 BBS
.....Cleveland, Tennessee
- CLOUD'S CORNER BBS
.....Bremerton, Washington
- BIOSMATICA 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

////////////////////////////////////
/ Non-FidoNet Systems /
////////////////////////////////////

- IN THE MEANTIME
.....Yakima, Washington
- FREELAND MAINFRAME
.....Olympia, Washington

LAHO BBS
Seinajoki, Finland

FALLING BBS
Norway

COMMAND LINE BBS
Toronto, Canada

RENDEZVOUS BBS
New Zealand

LEGUANS BYTE CHANNEL
Germany

STINGRAY DATABASE
Muelheim/Ruhr, Germany

T.B.P. VIDEO SLATE
Rockaway, New Jersey

1.3 From the Editor's Desk

/// From the Editor's Desk

"Saying it like it is!"

» Taking the PC Plunge: A few corrections «

Last week when I wrote "Taking the PC Plunge," I made an error. I had forgotten that OS/2 requires a true SCSI adapter, not one on a sound card. So, the CD ROM setup I included in the total wouldn't have worked. In fact, the main reason I included one is so you can install software more easily. OS/2 installs automatically in about fifteen minutes from CD. Anyway, add \$50-100 to that price total for the PC system.

A few people responded asking why I didn't include a CD ROM in the Amiga setup. I didn't mainly because there isn't a lot of Amiga software on CD. About all you can use (to my knowledge anyway) are some of the GIF and MOD discs. But, you can get a stripper external SCSI drive that doesn't have Photo CD capability for \$160 mail order. Or, use the same drive I liked for the PC, for about \$400 if you want all the bells and whistles. On the 3000, SCSI is already built in. But on the 1200, you'd have to swap out the MBX1230XA for a CSA 12-Guage instead, since it has SCSI as well as the accelerator. Or use the GVP RAM/SCSI+ if you don't need the 030. There are so many combinations to choose from!

Here are a few of the letters:

#1

6-NOV-1993 03:46:16.78

NEWMAIL

From: BOS::16BITTER
To: ROB_G
CC:
Subj: Letter to the Editor

Hi Rob!

I just wanted to point out what i feel are some discrepancies in the article 'Taking the PC Plunge!' in AR 1.32. I own and use both an Amiga and PC extensively so i think i can approach this with a SOMEwhat unbiased view. :) First off i am assuming the OS/2 comparison is being based on the latest 2.1 version. A 386SX is the minumum and, i agree, it's definitely far from the recommended system. On a 486DX2/66 machine though, OS2/2.1 is definitely not even a bit slow. 8MB is the minumum but as with everything the more the better. It will run on 8MB without a performance hit in most cases unlike Win3.1. Also OS/2.1 IS huge if the user does a full install and the casual user doesn't so they can discard the networking parts of the OS thus bringing the OS down from 30MB+ to appx 15MB in size which compares favorably with Win3.1 + DOS 6.0. You have an OS that will run OS/2.1, Win3.1 ENHanced mode and DOS.

The CDROM is growing for the PC market but it's an edge it has right now over the Amiga market but it certainly isn't a necessity.. it's just a really nice bonus to have one. If it's added to the price of the PC I feel it should have been added to the price of the Amiga setup as well just to be fair since like i say both are more than functional without one. Later in the article you state that 'OS/2 will not run on anything but a pure SCSI'. The only people who REQUIRE SCSI for OS/2 are people who want to install the OS from CDROM. Apparently in order to install OS/2 2.1 from CDROM one needs a SCSI CDROM linked to a SCSI controller from Adaptec, IBM, Future Domain and two others i think which i can't recall. Other than this the average user can cope without SCSI.

A Soundblaster does not meet the quality of standard Amiga audio. It has problems with minor crackling and hissing occasionally... noticeable but not terribly annoying. Soundblaster Pro in my opinion and many others who own both setups and listen to mods side by side compares very favorably. The Sound Blaster does not have 'pre-sampled sounds in ROM' as was stated in the article. If THAT was the cased the sound would definitely be superior. Sound Blaster cards use FM synthesis. A Wavetable card can be added to some of the newer sound cards on the market which have a ROM with 'pre-sampled sounds'. The sounds of these cards are very rich and bring them to the level of Roland sound cards. The Amiga, fortunately, doesn't use FM synthesis and, unfortunately, cannot be enhanced with a wavetable board of some sort. (Discounting the excellent Sunrize boards for the Amiga which are more for professional use and not for everyday common uses such as Windows, OS/2, games etc. - mainly because they would be overkill and are exceedingly expensive for the average user). So to meet Amiga audio standards a Sound Blaster Pro fits the bill at appx \$110.

I'm probably nit-picking here but one can get a quality .28 1024x768ni monitor for appx \$299 (I won't mention brands or companies but they're in plain view on the many pages of Computer Shopper.) Amiga user's generally have to spend a little more especially if they have an AGA machine due to

the need for a multiscan so they can scan at least from 15khz to 31khz.

One last disagreement i had was with the use of an A3000 as the comparison due to it's '030/25mhz cpu. The only Motorola processor available for the Amiga that approaches the power of a 486DX/33 is an '040. Thus either an A4000/040 or an '040 equipped A2000 should have been used to even it up. Of course the article's focus seemed to be on the usability of comparatively equipped systems and that is somewhat subjective i suppose... So if that's the case then i will end my letter on that note! Thanks again for AR!

-Tom
16BiTTER@delphi.com

*** Area: AMIGA Date: 7 Nov 93 18:50:00
*** From: JOHN COVINGTON (1:151/115.0)
*** To : ROBERT GLOVER
*** Subj: Re: Amiga? To be or NOT!

RG> Keep your eye on this week's Amiga Report Online Magazine. We're
RG> running a piece entitled, "Taking the PC Plunge." It's for those
RG> considering bailing for an IBM compatible. It details what you'll need
RG> to have a system equal to your Amiga.

Rob, I certainly hope, when you say, "equal to your Amiga", that you will be so kind as to make the following comparisons in your article:

(1) Enlighten us about the PC that can run a graphical user interface the equivalent of Workbench AND multitask with anywhere from 512K up to 2 megs of total system ram.

(2) Enlighten us about the PC system that will allow someone to build a TEN-LINE BBS that operates in real time--using ONE computer.

(3) Enlighten us about the PC which produces an NTSC-compatible, interlaced display suitable for film production.

(4) Elighten us about the PC graphical system which produces OVERSCAN in its display--something we all know is critical to television production work.

(5) Enlighten us about the PC graphical system that will allow us to do 30FPS full screen, overscanned 256,000-color animations in real time.

(6) What about Toaster compatibility, or the lack thereof?

There is much more I could add to this list, as I'm sure you know. I hope your article will address these points. If not, then I'd ask you to remove the phrase "equal to your Amiga" from the article as it would be a complete misstatement to say so. Also, please understand that many of us use the Amiga for far more than "text readers" and

"picture book drawings." A lot of us, like me, push the platform to the limits and beyond...We know what it can do, and what we can do with it. And that, I suppose, is why I am not alone in declaring that there *ain't* no "equal" to the Amiga on the "other side of the fence"...

Now onto other things. Be sure to read the Dave Haynie conference transcript. There are a LOT of goodies in there about future Amigas and future plans. It's nice to see that good things are happening at C=, rather than the doom and gloom portrayed by our two nameless DEEP fellows from that botchery on GENie some time ago. Some people's kids.

We have a big issue this week. A lot of it is due to the Portal Conference, being about 50K of it all. Also, there are a LOT of new FTP announcements, as Dan Zerkle has been really busy and enlisted the help of a friend to help edit and post them in c.s.a.announce. Seems there was quite a backlog.

That's about it for this week. Have fun!

Rob @ AR

1.4 Delphi

/// Delphi: It's Getting Better All The Time!

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

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=====

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1.5 AR Staff

/// The Amiga Report Staff

Dedicated to serving you!

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1.6 CPU Status Report

/// CPU Status Report

Late Breaking Industry-Wide News

**** Atari Sues Sega ****

Alleging that Sega's scrolling of displays in video games has violated Atari's patents, has caused Atari to file suit against Sega of America Inc. in U.S. District Court in San Francisco. Atari also claimed in the suit that Sega may have infringed two other Atari patents.

Atari has been working on a Jaguar "interactive" video game system that will be produced by International Business Machines Corp. and be powered by 64-bit chip with over 16 million colors and produces three-dimensional shapes. Most current video-game players and games work on 16-bit chips.

Sega, which has been challenging Nintendo for supremacy in the \$5 billion U.S. video-game market, is a subsidiary of Sega Enterprises Ltd., Japan. Analysts believe Sega has taken away considerable share from Nintendo's lead due to its success with its 16-bit "Sonic the Hedgehog" games.

**** Sony to Enter Game Market ****

Sony Corp. is forming a new company, Sony Computer Entertainment Inc., to enter the video game machine market next month.

Reports say the new firm, to be set up jointly with Sony Music Entertainment (Japan) Inc., will unveil a next-generation game machine in Japan at the end of next year. The same report says, "The new machine will offer three-dimensional computer graphics, using several powerful microchips used in workstations," the wire service said, adding the initial year sales target is set at a million units.

**** CD-ROM Software Sales Rise ****

Computergram International's recent survey showed that CD-ROM software sales in North America totaled around \$56 million in the first half of

this year. The sales are estimated to represent 2.3 million disks.

Content-based compact disks represented 40% of sales and games 30%. "Presumably the balance is applications software and manuals as optical disk becomes more popular for distribution," says the newsletter.

**** New Printers from Hewlett-Packard ****

Hewlett-Packard Co. has introduced the lowest-priced true 600-dots-per-inch printers that it has ever offered: the \$1,229 HP LaserJet 4P and the \$1,729 HP LaserJet 4MP.

The LaserJet 4P and 4MP printers are designed for business and home-office users who want a low-cost laser printer that produces high-quality, professional-looking output on a wide variety of media sizes and types. The LaserJet 4P and 4MP replace the LaserJet IIIP and IIIP PostScript printers, and are compatible with other printers in the LaserJet 4 series.

HP also introduced its first ink-jet printers with desktop functionality, color support and portability: the \$379 HP DeskJet 310 for notebook PCs and the \$379 HP DeskWriter 310 for Macintosh PowerBooks.

**** Research Frontiers to Demonstrate Flat-Screen Products ****

Officials with Research Frontiers Inc. say the firm has agreed to acquire components for its active matrix flat-panel displays and will demonstrate the products for prospective licensees next year. The firm says its flat panels, for use in computers, televisions and other electronic devices, will use its suspended particle displays, which will compete against liquid crystal displays.

**** North American Semiconductor Sales to Pass Japan's ****

According to the Semiconductor Industry Association, worldwide semiconductor shipments are expected to grow by 29% and reach \$77.3 billion this year. The North American market is expected to rise to 34.5% to reach \$24.8 billion in shipments this year, while the Japanese market, is expected to rise to 22.3% in 1993 to \$23.7 billion, for the first time since 1985.

By 1996, shipments in the North American market are expected to be \$32.5 billion, while Japan's market is expected to reach \$31 billion.

**** New Generation of Intel Flash Chips ****

A new generation of "flash memory" products designed for the mobile market has been unveiled by Intel Corp., which says new products are based on its fourth generation technology. They include the largest-capacity flash memories now in production. Intel said its new chips include 16-bit and 32-bit components and storage cards with capacities as high as 40MB.

An Intel statement said, "Since it can be easily be erased and re-programmed, uses little battery power and offers much higher performance than magnetic disk media, flash memory is ideal for the new types of mobile and handheld products such as mobile companions and cellular phones."

Flash memory chips currently have a market of about \$200 million annually, but that analysts believe the revenues will grow ten-fold by 1995. Research firm Dataquest has said Intel held 69% of the "flash" market last year.

** Pocket Modems from PIICEON **

Piiceon has enhanced its Dispatcher line of proprietary-slot and PCMCIA data communication products with new pocket modems. The units are 2.25 inches wide, 4.25 inches long and less than 1 inch deep. They include MNP 2-5, V.42bis, comply with CCITT and Bell protocols and standards, and are Hayes AT compatible. The 14.4/14.4 bps version includes MNP 10 (cellular error-correction) and can transmit data at a top speed of 57,600 bps with a maximum 4-1 throughput. It's priced at \$335. The 2,400/9,600 bps model costs \$122.

The units operate with IBM-compatible PCs and portables, as well as Macintosh systems and the Apple Newton MessagePad. All of the modems, with the exception of the Apple models, are bundled with Trio's data/fax communications software. Piiceon's Apple products are bundled with FaxSTF and Microphone LC.

** AT&T Product Can Send Graphics and Data With Voice **

A product that enables users to send and receive graphics and/or data while simultaneously talking on the phone has been announced by AT&T Paradyne Corp. Reports say the unit, called the AT&T DataPort 2001 Multimedia Sommmunicator, uses a new AT&T Paradyne technology called VoiceSpan that "increases the capacity of existing telephone lines by splitting them into two bands, one transmitting high quality audio, the other transmitting high speed data, including images."

** Motorola Looks For On-Line Niches **

A new unit of Motorola called INFO Enterprises is searching out, and finding, small high-value niches in the on-line business.

Spokesman Marilyn Teplitz discussed the strategy after the company announced EnGenius, a new database on electronic components aimed at product engineers. "It's run by a distributed network on Sun workstations under Unix," she said. "It's a combination of technologies Motorola developed, which includes some patented technologies."

Earlier, the company had rolled out LegaLink, a document conversion service for the legal community marketed by Arthur Andersen.

"These are the first of what we hope are many services," she added. "We look at several issues when determining what vertical markets to

enter into. We want to see a large number of information providers, and a large number of users with computers. The other key issue is a market where the data is mission-critical, where you have to have current information now, where the data is changing. There's lots of services with archival information," and Motorola isn't interested in that market.

For EnGenius, Motorola is offering an introductory price of \$20 per month, plus line charges, through March. After that the charge goes to \$39 per month, but large firms can subscribe a wide area network for \$65 per month. There is also volume pricing available, Teplitz said.

** Online Comment Leads to Lawsuit **

An Oregon biotech company called Epitepe Inc. has filed suit because of derogatory electronic comments made about it last summer on the Prodigy information service. Reports say the suit "stems from actions Aug. 2, when an individual called William Smith filed a message.. The message warned that the odds of Oregon biotech company Epitepe receiving approval for a blockbuster product were lower than the odds of seeing Elvis in Malibu." Reportedly, the message said, "Be careful out there" and included a number of allegations, most of which Epitepe denies.

Epitepe's suit alleges "William Smith" actually was A. Karl Kipke, a broker from Mission Hills, Kan., who, the company says, stood to make money if Epitepe's stock price fell.

Kipke, not Prodigy, was named in the suit.

** First Prison Sentence for Software Counterfeiting **

The U.S. District Court in San Francisco has imposed the first prison sentence for software counterfeiting in the U.S. Benny S. Lee was sentenced to one year of imprisonment plus one year of probation as a result of his guilty plea to a felony indictment for manufacturing and selling counterfeit MS-DOS operating system software.

Benny Lee and co-defendant Norman Chan, both former employees of Everex Systems Inc., were previously found liable by a jury in a civil trial for copyright and trademark infringement in June 1991. The defendants failed to honor the \$5.3 million monetary judgment awarded to Microsoft and Everex in the civil suit, and the case was subsequently referred to the U.S. Attorney's office for criminal prosecution.

Lee and Chan, in association with the original defendants, are estimated to have manufactured and sold at least 25,000 copies of counterfeit MS-DOS. Microsoft estimates that displaced sales from the counterfeit software had a street value of \$1.8 million.

** Intel and AMD Trial Postponed **

A trial expected to start this week between Intel Corp. and Advanced Micro Devices Inc. was postponed until Nov. 15. The trial, which will

be centering on Intel's complaint that AMD unfairly copied microcode in its 287 chip, has been described as "pivotal" by experts but both parties are expecting a fairly quick decision.

**** Compaq Cuts Prices and Unveils 46 new PC Models ****

Compaq Computer Corp this week launched 46 new PC models and enhanced the performance of many existing models. Compaq also unveiled multimedia CDS models in the Presario 600 Series and the new Presario 800 Series of "ready-to-run" multimedia PCs with a built-in CD-ROM drive, microphone, speakers and more than a dozen pre-installed software and CD-ROM packages.

Compaq also enhanced the price/performance of its other PCs, announcing price cuts of 10 to 23% on Deskpro/M, ProLinea and Portable 486 families and 17 to 35% on portable options.

**** Microsoft Introduces "DOS for Dummies" ****

This week Microsoft Corp. introduced a new version of DOS -- for dummies! MS-DOS 6.2 Upgrade for Dummies is a new version of the old disk operating system that is specially packaged for those who aren't too familiar with its crotchety ways. The dummies upgrade is bundled with a special edition of the best-selling computer book "DOS for Dummies," written by Dan Gookin.

The upgrade has a retail price of \$77.95, but will probably sell for about \$50 in stores. The new DOS version will also be licensed to computer manufacturers to sell with their machines.

**** Time Warner Interactive Joins in CD-ROM Craze ****

This week Software Sorcery - known for producing games with detailed graphics and digitized sound effects, all intertwined with actual video and photographs - and Time Warner Interactive Group - a leading developer and publisher of interactive multimedia software titles for home entertainment and "edutainment" markets - announced a publishing agreement.

It is hoped that the agreement will put Software Sorcery multimedia games on every CD-ROM platform. The initial three offerings will be "AEGIS: Guardian of the Fleet," "Fantasy Fiefdom" and "Dead Zone".

Software Sorcery's innovative, high-quality products have taken a technological edge in the software industry by incorporating multimedia techniques such as digitized video, voice and sound effects, rendered 3D sequences, hypertext and breathtaking VGA and SVGA graphics in the creation of exciting, interactive game play.

**** IBM Stops ThinkPad 500 Shipments ****

Due to customer reports of battery problems, IBM says it is stopping the shipment of its ThinkPad 500 subnotebook until it can fix the

problem. IBM said the problem affects only the ThinkPad 500 model and not other computers in the ThinkPad line.

According to an IBM spokesman the company is considering all its options, including a recall of this model, which was launched in June. He said IBM should announce its plans by the middle of this month.

**** Clarion Shipping Beta Version of Windows Database Developer ****

Clarion Software has announced beta release 1.0 of its new Clarion Database Developer for Windows. The beta release is now available to users of Clarion Database Developer 3.0 or Professional Developer 2.1.

The final release is set to begin shipping in mid-1994. Registered users of Clarion can purchase the product during the introductory period for \$495. The final release of the product will be priced at \$995. Runtime license fees or royalties aren't required.

**** Tandy Increases Sales ****

Tandy Corp. - the nation's largest retailer of consumer electronics, including personal computers - reported an 18% sales increase in its U.S. retail operations in October. Total sales were \$317.1 million, compared to \$268.7 million last year.

**** AST Offers New Pentium System ****

A new Premmia LX P/60 personal computer that uses Intel's Pentium 228 processor has been launched by AST Research. Reports say the 64-bit unit will carry estimated sales prices beginning at \$3,325.

"The Premmia LX P/60 line is available in the Model 3, which has 8 megabytes of random access memory expandable to 128MB, and Model 543W with 16MB RAM and a 540MB hard drive."

**** Rasterops Offers Graphics Unit ****

TrueVista Pro EISA, described as a professional quality frame buffer, has been unveiled by RasterOps Corp.'s TrueVision Inc. Officials of the company said this is the first of a number of products based on its new DVR architecture. Reports say the product is a broadcast-quality frame buffer for use in IBM/compatible PCs.

**** Lexmark Demonstrates 'Microsoft At Work' Printer ****

Lexmark International Inc. has demonstrated a high-resolution desktop laser printer based on the Microsoft At Work printing software. The software, the same type used in the Microsoft Windows Printing System, makes the printing function a Windows-based application, delivering higher performance and improved ease of use.

Lexmark says it worked closely with Microsoft to develop the demons-

tration printer. Lexmark also announced that it will support the Microsoft At Work software in selected future printer products.

Microsoft At Work software is designed to make office machines such as printers, fax machines, copiers, handheld systems and telephones easier to use, more cost-effective and better integrated with desktop computers and one another.

Lexmark, the former IBM printer and typewriter division, showed the 600 dots-per-inch, 8 page-per-minute laser printer as a technology demonstration at a Microsoft-sponsored event.

**** Microsoft Slashes Price Of Multimedia Encyclopedia ****

Microsoft has cut the suggested retail price of its Encarta multimedia encyclopedia to \$99 through December 31, 1993. The product has been priced at \$395.

Encarta is currently available for Microsoft Windows-based PCs. The company says it will release an Apple Macintosh version early next year.

**** STB Intros Dual-Monitor Accelerator Card ****

If you need to display two applications simultaneously and don't want to do it with Windows, you'll be happy to hear that STB Systems Inc., has released a dual monitor graphics accelerator card that can drive two monitors at the same time.

STB says the card, designated the MVP-2X, integrates two video channels versus the usual single channel. The card supports a full suite of Windows 3.1, OS/2, and DOS applications, including AutoCAD release 12.

STB says the MVP-2X is based on two Tseng Labs ET4000-W32 video chips, and allows users to view two different monitors at the same time via two independent video ports. Windows and OS/2 users can work in a virtual screen environment which provides one virtual screen across both monitors. Windows, OS/2 and DOS users can utilize a port switching mode that permits two different applications to run at the same time, one on each monitor. The card is backwards-compatible with all existing STB MVP video cards based on the Tseng ET4000 video controller chip.

The cards come with drivers for Windows 3.x, Windows NT and OS/2. Panacea's DLD386-VGA Deluxe Autodesk drivers are available as an upgrade option for CAD/CAM (computer-aided design/computer-aided manufacturing) users.

The MVP-2X will begin full production runs this month, and has a suggested retail price of \$1,099.

**** IBM Ready To Launch OS/2 Without Windows ****

Unhappy at paying royalties to rival Microsoft Corp., IBM is preparing to launch a version of its OS/2 operating system without built-in code to run applications written for Microsoft's Windows operating

environment.

The Windows-less OS/2 would let users run Windows applications provided they already had Windows installed on their PCs. OS/2 would establish where the Windows code was stored and would call on it directly when asked to run a Windows application.

Sources said an announcement can be expected by mid-November. The Comdex/Fall trade show, which begins in Las Vegas Nov. 15, would be a likely venue.

**** AMD Gets "Windows-Compatible" Logo, Intros New Chips ****

Advanced Micro Devices has introduced two new members of its 486-based microprocessor line and said it has signed a licensing agreement with Microsoft Corporation that gives AMD the right to use the "Windows-compatible" logo on its 386 and 486-based chips.

The company announced a 40 MHz 486DX-based microprocessor that incorporates power management features, and a clock doubled 486DX2-66MHz chip.

**** New Apple Monitor ****

Apple officials announced this week the launching of the new Apple Color Plus Display, a 14-inch monitor priced at \$305. The 640 x 480 pixel display compliments its line of new, aggressively priced PCs.

**** Apple Offers Powerbook Rebates ****

Apple announced this week a \$100 and \$500 instant rebates on select Macintosh PowerBook computers and peripherals. Customers who purchase and take delivery of a PowerBook 165 or 165c will receive an immediate \$100 rebate. Those who buy a PowerBook Duo 230 4/160 with a duo dock and express modem will receive an immediate \$500 rebate. These prices are good only at participating resellers, while the supplies last, and thru January 31st, 1993.

**** Apple's Fourth Quarter Profits Drop 97% ****

Apple Computer Inc.'s fourth quarter profits dropped 97% to \$2.7 million (or 2 cents a share), compared to \$97.6 million earned a year ago.

» New War On Modem Standards Set for Comdex «

BOCA RATON, FLORIDA, U.S.A., 1993 NOV 8 (NB) -- Businesses and individuals seeking faster modems face a new war on standards this month at Comdex.

Following Hayes' release of a new 28,800 bits per second (bps) modem based on the interim V.FC standard, Boca Research has announced a 24,000bps product that also conforms to the V.FC standard. Boca indicated that more companies are expected to join its move to V.Fast, using a new Rockwell chip set which also transmits faxes at six blank pages per minute, or 14,400 bps.

While the new modems will be a big advantage to companies which want to link offices at higher speeds and bulletin board system operators, their utility is limited. Most packet networks maintain 9,600 bps as their highest speed, and most fax machines transmit at a top rate of 4 blank pages per minute.

With continuing confusion on standards and speeds going higher than that, it's unlikely many networks will commit to any upgrades. Most networks, in fact, have yet to offer 14,400 bps service even though the V.32bis modulation and V.42bis data compression and error correction standards are well-established.

Boca said that the starting price of its new V.Fast Class product, \$395, is about the same as 14,400 bit/second modems were selling at earlier this year. The 14,400 bit/second product now carries a street price of about \$150. Lower prices are made possible by standardized chip sets based on digital signal processing technology and a host of modem makers, resulting in fierce competition with high-quality products.

Boca was founded by Tim Farris, who had formerly started another add-in board company called Quadram in the early 1980s, which was eventually folded into National Semiconductor. At Quadram, Farris was the technical expert, and Boca has maintained a reputation for quality even while expanding its product line.

» Atari Jaguar Intro'd, Can Atari Meet Demand? «

SUNNYVALE, CALIFORNIA, U.S.A., 1993 NOV 9 (NB) -- The Atari Jaguar, introduced last Thursday in New York, has impressed Wall Street, but may not be able to meet demand. The enthusiastically received \$250 video-game player is priced hundreds of dollars below the competing 3DO product and has the backing of IBM and Time Warner.

About 50,000 Jaguars are expected to ship before Christmas, with 10,000 slated for the European market and the remaining 40,000 divided between stores in the New York and San Francisco areas. But Newsbytes sources said already the machines are almost sold out and manufacturing more, in time for a planned national rollout in January, could be difficult. IBM is contract manufacturing the Jaguar at its facilities in Charlotte, North Carolina.

Atari said the Jaguar runs on a 64-bit chip and can display over 16 million colors as well as three-dimensional (3D) objects. A compact disc

read-only memory (CD-ROM) drive can also be added. Several well-known game developers announced support for the system including: ID Software, Virgin Interactive Entertainment, Accolade, Interplay, Microprose Ltd., Microprose US, Gremlin Graphics Ltd., 21st Century Software, and UBI Software.

The Jaguar is targeted to bring Atari back into markets now dominated by Nintendo and Sega. Atari has faced hard times, but Wall Street appears to be enthused about the company's comeback, as the stock price has climbed from dismal levels of below a \$1 per share in April to close Friday at 11 and 3/8. The company is publicly held with the chairman holding 46 percent and Time Warner holding another 25 percent.

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1.7 Afterburner A4050/030

» Afterburner A4050/030 Accelerator card «

Computer Services Eureka
Attn: Frank Hoen
Kapittellaan 124
NL-6229 VR Maastricht
The Netherlands
Phone: +31(0)43-613742
Fax : +31(0)43-619077

The Afterburner is a 50Mhz 4000/030 accelerator. Giving two times the speed of the A4000/030 and adding a high speed local bus RAM interface. It has a 60ns 'burstable' Ram interface performance that's intended to be superior to the A4000/040. The Afterburner clocks its 68030 processor as well as optional coprocessor at 50Mhz. The 'burstable' memory interface and optional local bus ram should more than double the performance from the original rams utilizing 60 ns rams. It's 32 bit local bus interface should be three times faster than the original onboard ram and can be expanded to 525MB using highspeed (60ns) 32 bit SIMM's. A Kickstart image may be mapped in this 32bit RAM The CPU, a ceramic 68030 has a fully usable MMU and the (optional) co-processor can be of the PLCC, or the cheaper PGA type. Sockets for both types are present on the board.

Software included is user-friendly auto-installing configuration software, a benchmark program as well as testing software. Warranty on this board is 2 years.

SPECIAL REQUIREMENTS

An A4000 Amiga computer. A version for the A3000(T) is also being developed And should be available shortly.

PRICE

The Afterburner should be on display at the coming WoC in Cologne, Germany. It's tentatively priced at US\$ 599 for the entry model.

OTHER

A high resolution JPEG image of the product will be uploaded to AmiNet. Look for a file called ABurner.LHA.

» Computers Tap State Department's Security System «

Travelers with a personal computer now can reach a new electronic bulletin board run by the State Department to get information about security or crime problems abroad.

Users of the board, known as the Consular Affairs Bulletin Board, or CABB, have free access to information from a system established in 1987 to keep the internal business community informed about security. The system maintained by the department's Bureau of Diplomatic Security, recently became available to the public.

In addition to security information, the CABB contains data about emergencies involving American citizens abroad, entry requirements for Americans visiting other countries and travel advisories. There is also information about visas for foreigners wishing to visit the United States, acquisition and loss of United States citizenship and international adoptions.

In addition to a computer, access to the bulletin board requires a modem and communication software. After dialing in to (202) 647-9225, callers are prompted on the screen to enter their name, city and state. No password is required.

Callers are presented with a series of questions about their computers to establish the best possible communications. To reach the information, callers follow screen prompts to choose items from the menu.

The State Department says that both Consular Affairs and Diplomatic Security bureaus update the bulletin board every day.

Individuals with questions or comments on the Material provided may write the Department of State, Bureau of Consular Affairs, Public Affairs Office, Room 5807, Washington, D.C. 20520.

1.8 IPISA '93

IPISA '93

Incontro dei Programmatori Italiani per lo Sviluppo Amiga
Third Edition

Saturday, November 20 1993

Milano, Italy

IPISA is an annual meeting autonomously organized by a group of people interested in computer science, programming and applications of the Amiga line of computers.

The meeting is dedicated to the presentation and diffusion of projects, experiences and non commercial products which have been developed using Amigas. As in the previous events, it will be possible to discuss research programs or job contacts with people otherwise difficult to reach.

The meeting, which is one day in length is laid out as a series of twenty minute and forty-five minute talks. During these talks the Italian language must be used to communicate. The proceedings consists of paper documentation and software on magnetic support. The paper documentation will be edited by the editorial board of the electronic magazine AUGS Newsletter.

Conference talks:

Vittorio Calzolari

The Zorro bus and the AutoConfig(TM) standard

Ettore Cauria (Commodore Italiana)

The european Amiga Developer Support Program
CD32 and Full Motion Video module

Stefano Iacus

Amiga Census 1993 --- a survey of the world Amiga users

Fabrizio Lodi, Reinhard Spisser and Sebastiano Vigna
Inspector, a new debugging tool for the Amiga

Fausto Passariello

A library of matrix functions

Sergio Ruocco

Towards a Macintosh file system for the Amiga

Valentino Spataro

Cornucopia BBS

Conference proceeding papers (not including the talk papers):

Daniel Barrett

10 Amiga programming tips for the real world

Micheal Cianflone and Neil Coito

The 2 Meg Agnus Project

Papers accompanying conference talks are written in italian. Related programs and documentation on disk will be in italian and, possibly, in english. Papers from Daniel Barret and Micheal Cianflone are in english.

Proceedings will also include other material and software tools, commonly

available to Internet users and licensed by respective authors.

The Proceedings include printed papers and a four disks set, and will be distributed at the Conference Reception, or sent by mail upon request.

The subscription cost includes a copy of the Proceedings and either entrance fee to the Conference hall or expenditure costs of the Proceedings.

To attend the Conference or receive Proceeding by mail send L. 25.000 (about \$15 or DM 25) before November, 13 1993 to

Ruocco Sergio
Via Di Vittorio, 4
I-20019 Settimo Milanese (MI)

Organizing committee: Roberto Attias, Vittorio Calzolari, Fabrizio Lodi, Sergio Ruocco (chair), Carlo Santagostino, Paolo Silvera, Reinhard Spisser, Carlo Todeschini, Sebastiano Vigna, Marco Zandonadi.

Proceeding Orders and questions

e_mail: ruocco@ghost.dsi.unimi.it
attias@ghost.dsi.unimi.it

1.9 RexxVar 1.0

» RexxVar 1.0 «

TITLE

RexxVar

VERSION

1.0

COMPANY

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

Contact: Stephen Rondeau
Phone: 206-246-6077
email: sbr@halcyon.com

DESCRIPTION

RexxVar is a simple but powerful way of exchanging data between ARexx variables and any program that uses input and output files. The output from a command or program (including a meaningful error code) can be placed in either one ARexx variable or in a stem array, while

the input to a command or program can be read from either an ARExx variable or stem array.

For example, to sort the values in a stem array called "lines." (whose indices ranges from 1 to n, and n is in "lines.0"), one would type:

```
Address REXXVAR 'Sort from REXXVAR:lines. to REXXVAR:sorted_lines.'
```

The "sorted_lines." stem array would be created with an increasing integer index, starting at 1. The total number of "sorted_lines." values is placed in "sorted_lines.0". One can also sort words in a variable in a similar fashion.

Substrings in a variable as well as stem array values can be delimited by any character (or none) on input or output.

Support is also included for arbitrary (i.e., not necessarily numeric or increasing in order) stem index values. For example:

```
indices = 'TED BILL'
fullname.BILL = 'William'
fullname.TED = 'Theodore'
fullname.BOB = 'Robert'
Address REXXVAR "Type from REXXVAR:fullname./nl/indices"
```

will output only the values relating to the desired indices:

```
Theodore
William
```

In combination with AmigaDOS commands and programs, this facility can provide a familiar and quick-coding means of importing and exporting file data (COPY command), passing data among AREXX programs (COPY command with PIPE:), listing of stem variable values (TYPE command), creation of stem arrays from variable values and vice versa (COPY command), extraction of environment variable values (GETENV command), editing of a variable's or stem array's values (your favorite editor), and more.

SPECIAL REQUIREMENTS

- * AmigaDOS/Kickstart(TM) 2.04 or higher

PRICE

RexxVar Facility and Online Documentation: \$25
All prices are in U.S. currency.

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

DISTRIBUTABILITY

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

1.10 TrapFax v1.0

» TrapFax 1.0 «

TITLE

TrapFax

VERSION

1.0

COMPANY

Village Tronic Marketing GmbH
Wellweg 95
D-31157 Sarstedt
Germany

Tel: +49 (5066) 7013-0

Fax: +49 (5066) 7013-49

BBS: +49 (5066) 7013-40

AUTHORS

TrapDoor Development:

Maximilian Hantsch

Rene Hexel

Martin Laubach

DESCRIPTION

TrapFax 1.0 is the first release of a new general-purpose fax software for the Amiga. It is designed to work with CCITT TR29.2 "Class 2"-compatible fax modems to send out and receive faxes. Faxes can be generated from any application that prints to Amiga preferences printers. Incoming faxes can be viewed in a variety of scales and resolutions.

The package comes with an extensive manual in either German or English. TrapFax works on all Amiga models under AmigaOS 2.0 and higher, starting with 2.1, you can use a German localized user interface in addition to the English one.

FEATURES

- * state of the art fax software
- easy operation and handling through Workbench
- requires and fully supports AmigaOS 2.04 and higher
- low memory requirements, works on 512k Amigas
- easy installation using the Commodore Installer utility
- compatible to CCITT TR29.2 Class 2 modems (e.g. ZyXEL, Supra,

- Everex, CSR, ...)
- localization with AmigaOS 2.1 and higher
- easy configuration via Preferences programs
- uses the IFF data format for data interchange with other products
- logfile: detailed transaction protocol
- ARexx support

- * printer driver

- generate faxes from out of your favourite programs (ProWrite, ProPage, DPaint, PageStream, ...)
- supports all fax resolutions (204x98 dpi, 204x196 dpi, 200x200 dpi)

- * network aware

- client/server architecture allows operation across a network
- locking protocols to ensure 100% reliable operation

- * queue manager

- sophisticated phone book management
- delayed transmission
- automatic retransmission
- automatic sending and receiving in the background

- * fax viewer

- display faxes in various scales and resolutions
- supports all amiga screen modes
- print faxes to all printers capable of printing graphics
- aspect adjustment -- automatic sizing to adapt to current screen mode
- automatic printing of incoming faxes
- drag and drop fax icons into the viewer

SPECIAL REQUIREMENTS

Hard disk, CCITT TR29.2 "Class 2"-compatible fax modem, AmigaOS 2.0 or higher.

PRICE

Recommended Retail Price in Germany: DM 198,- (German Marks)
Special Introductory Offer of DM 179,- during the "World of Commodore mit Amiga '93" show (see OTHER).

DISTRIBUTABILITY

Commercial product.
Copyright (C) 1993 by Maximilian Hantsch, Rene Hexel and Martin Laubach.
All rights reserved.
Distributed by Village Tronic Marketing GmbH.

OTHER

The software will be available starting at the "World of Commodore" show in Cologne (Koeln), Germany, from 5.-7. November 1993. There is a special introductory price of DM 179,- on the show. The authors

will be present at the show, and will be showing off the software. They may be bugged with questions at the show, and appreciate their fans popping in for a visit. :-)

1.11 FLI Player v1.05

» FLI Player Available for FTP «

TITLE

AmiFlick

VERSION

v1.05

AUTHOR

Garrick Meeker
email: gmeeker@soda.berkeley.edu

DESCRIPTION

FLI files are animation files popular on IBM's. They are typically 320x200 in 256 colors. FLC's are FLI's in higher resolutions (640x480 is the most common. AmiFlick plays FLI and FLC animations on all Amigas. It fully supports AGA and can also write frames as IFF pictures.

SPECIAL REQUIREMENTS

None. (Runs under all OS versions since 1.2.)

HOST NAME

AmiNet (ftp.wustl.edu is one AmiNet site)

DIRECTORY

/pub/aminet/gfx/show/

FILE NAMES

AmiFlick.lha (Binary and doc)

PRICE

Free!!!

DISTRIBUTABILITY

Freely distributable

1.12 Bootman v1.0

» BootMan 1.0 available for FTP «

FORM

BOOTMAN v1.0 AVAILABLE FOR FTP

TITLE

BootMan - Boot Manager

RELEASE

1.0 public

AUTHOR

Daniel Bachmann
(bachmann@bobsbox.rent.com, bachmann@rvcc.raritanval.edu)

AmigaGuide documentation: Ray Kulberda
(raytrace@cup.portal.com, kulberda@eden.rutgers.edu)

SHORT

Allows multiple startup-sequences with selection at boot-up.

DESCRIPTION

A boot manager program that allows you to select a startup-sequence at boot time using the mouse or keyboard. Also allows password protection and a timer to load a default startup if none is selected. Includes a preference editor for easy modification and startup.

BootMan is useful for users who wish to have different machine configurations, such as a shell-only startup, a ray-trace startup, a BBS startup, a full blown startup with cache software, and a memory conserving startup.

SPECIAL REQUIREMENTS

BootMan requires an Amiga running KickStart 2.0 or higher.

FEATURES

- display startup-sequences by file names or text description
 - default startup-sequence with optional user settable timer
 - no messy scripts - GUI driven
 - (most) everything can be controlled by mouse OR keyboard
-

- password option
- preference editor for easy configuration
- documentation in AmigaGuide format

HOST NAME

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

DIRECTORY

/pub/aminet/util/misc

FILE NAME

BootMan10.lha

PRICE

Free! Registration/updates only require a letter and/or postcard.
See documentation for details.

DISTRIBUTABILITY

The archives are freely distributable in original and unmodified form. See documentation for details.

BootMan is (c) Copyright 1993 by Daniel Bachmann.

1.13 MUI v1.4

» MagicUserInterface V1.4 Available for FTP «

TITLE

MUI - MagicUserInterface

RELEASE

1.4

AUTHOR

Stefan Stuntz (stuntz@informatik.tu-muenchen.de)

SHORT

A system to create and maintain GUIs.

DESCRIPTION

MUI is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view,

using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary.

On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

This distribution is interesting for both, users and programmers. Please have a look at the supplied demo programs and at the documentation to see what MUI has to offer.

SPECIAL REQUIREMENTS

MUI requires AmigaDOS 2.04 or higher.
For developers, MUI comes with C, Oberon, Modula, Amiga-E and Assembler interfaces.

NEW FEATURES

*** major changes since version 1.3 ***

Rearranged preferences program. Instead of many different windows, page groups are used and should make things a lot easier.

Implemented palette gadget for public screens.

Implemented background pattern for screens (V39 and above).

Improved text rendering speed about 20% (maybe even more if you have some data cache).

Made cycle popups blazingly fast and more configurable.

Implemented virtual (scrolling) groups.

New color oriented classes: Colorfield, Coloradjust, Palette.

HOST NAME

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

DIRECTORY

/pub/aminet/dev/gui

FILE NAME

mui14usr.lha - libraries, classes, prefs, demos, user docs
mui14dev.lha - programmer interfaces and docs

FIDO FILE REQUEST

2:246/46 (+49-8151-78880) magic name "MUI"
1:267/131 (+1-518-883-5326) magic name "MUI"

PRICE

Registered versions of MUI are available for \$15US.
See documentation for details.

DISTRIBUTABILITY

The archives are freely distributable in original and unmodified form. See documentation for details.

MUI is (c) Copyright 1993 by Stefan Stuntz.

1.14 PhoneBill v2.1

» Phonebill 2.1 Available for FTP «

TITLE

Phonebill

VERSION

2.1

AUTHOR

Raymond Penners

Internet: raymond@stack.urc.tue.nl

Fido: 2:283/410.15

AmigaNet: 39:157/101.15

NLA: 14:105/2.15

DESCRIPTION

'Phonebill' is, simply said, a logfile analyser. What it basically does is scan the logfile(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. Features:

- * Supports new 3.0 features (new look menus, ...).
 - * Nice gadtools compliant GUI.
 - * User-definable callrates, supporting rate exceptions for certain days and dates. Handles fees and time-units with up to 4 decimals (e.g. \$1.2344 dollars per 30.5678 seconds) for extra accuracy.
 - * Supports logfiles generated by:
 - * AmigaUUCP Timelog
 - * JrComm
-

- * MagiCall
- * NComm
- * TrapDoor
- * Term (Term action-log and Term call-log)
- * Terminus

* Automatical logfile truncating.

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

* Context-sensitive online help.

NEW FEATURES

Now it's possible to enter time units with upto 4 decimals, for example: \$1,2345 per 12,3456 seconds. Adding and editing calls from within the binary logfile editor is new too. Furthermore some minor bugs have been removed.

SPECIAL REQUIREMENTS

Workbench 2.04 or higher.

HOST NAME

ftp.wustl.edu (128.252.135.4)

DIRECTORY

/pub/aminet/comm/term

FILE NAME

pbill21.lha (81642 bytes)

PRICE

Shareware fee of \$8 US.

DISTRIBUTABILITY

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

The package is (c) 1993 Raymond Penners

1.15 AudioScope v3.0

» AudioScope 3.0 Available for FTP «

TITLE

AudioScope Spectrum analyzer

VERSION

Version 3.01

AUTHOR

Richard Horne (RHorne@cup.portal.com). Comments or questions welcome.

DESCRIPTION

AudioScope is a real-time audio spectrum analyzer for the Amiga. AudioScope uses a 512 point Fast Fourier Transform (FFT) to process audio data received through your audio digitizer to produce a high resolution display of audio signal amplitude vs frequency. AudioScope can be used to evaluate the frequency content of sounds of all kinds.

NEW FEATURES

AudioScope 3.01 is an update to version 2.01 on Aminet. Now, in addition to the real-time display of signal amplitude vs. frequency, a display option providing a continuous scrolling color display of audio signal amplitude vs. time vs. frequency is available.

Also, documentation is now available for either AmigaGuide or MultiView.

SPECIAL REQUIREMENTS

AudioScope 3.01 requires AmigaDOS 2.0 or higher and an accelerated Amiga because of the high computational load. A 68020 or better microprocessor is mandatory. An audio digitizer is also required. Perfect Sound 3, Sound Magic, Sound Master, DSS 8, and many generic digitizers are supported.

The new scrolling color display mode is a severe test of both processing power and display capabilities. A 68040 CPU and AGA is recommended for truly amazing performance in this mode.

HOST NAME

AudioScope 3.01 is available via FTP at all Aminet sites, such as ftp.wustl.edu (128.252.135.4).

DIRECTORY/FILE NAME

AudioScope 3.01 is located at systems/amiga/aminet/util/misc as AudioScope30.lha

DISTRIBUTABILITY

AudioScope 3.01 is free public domain software.

1.16 BackUP v3.91

» BackUP V3.91 now available on Aminet «

TITLE

BackUP - A hard drive backup program for the Amiga

VERSION

Version 3.91

AUTHOR

Felix R. Jeske (fjeske@amiganet.xnet.com)

DESCRIPTION

A hard drive backup program that features a custom Intuition interface, multi-floppy drive support, high-density drive support, incremental/full backups, on-the-fly compression via either LhLib (supplied) or XPK packers, optional verify, two types of backup logs and a restorable configuration.

NEW FEATURES

As an update to V3.88 on FF884, version 3.91 is now available in German and includes support for XPK packers.

SPECIAL REQUIREMENTS

BackUP requires WorkBench 2.x and supports 3.x features such as the new disk formats (International and Directory-Caching). A minimum of 1 MB of RAM is also necessary.

HOST NAME

Aminet (wuarchive.wustl.edu and its mirrors)

DIRECTORY

BackUP is available on Aminet in pub/aminet/disk/bakup

FILE NAMES

The BackUP archive is name BackUPV391.lha

PRICE

Shareware fee: US\$20

DISTRIBUTABILITY

Freely distributable, shareware.

BackUP V3.91 (c) Copyright 1993 Felix R. Jeske All Rights Reserved

1.17 EGSPrint

» EGSPrint now available on AmiNet «

TITLE

EGSPrint - Graphic dumping program for EGS and native Amiga

AUTHOR

Dietmar Heidrich s_heidri@ira.uka.de

DESCRIPTION

This program prints the contents of the frontmost screen, no matter what depth it has or if it's a true EGS screen or a screen of an EGS workbench emulation. This even works if there's no EGS at all or if the screen has a colour resolution of 24 bits (but then, only 12 bits are printed as the printer device supports no more than that).

EGSPrint needs a lot of memory, especially for EGS screens. EGSPrint needs EGS version 6 or higher. Verify that you have the file "EGS:egsclasses/PlaneMap12.class". Printing occurs on the standard Workbench printer.

SPECIAL REQUIREMENTS

Enhanced Graphics System Version 6 or higher. "PlaneMap12.class".

EGS, the Enhanced Graphics System, is a high-performance 24 bit true colour window system for the Commodore Amiga computers. It's the first system that brings 24 bit drawin capabilities to the Amiga. A demo version of EGS for the native Amiga chipset is available on AmiNet. EGS is available for a lot of graphics boards, among them EGS Spectrum, Piccolo and EGS 110.

HOST NAME

AmiNet servers, e.g.
ftp.wustl.edu (USA)
ftp.uni-paderborn.de (GERMANY)

FILE NAMES

AmiNet: /pub/aminet/gfx/show/EGSPrint.LHA

PRICE

Free.

DISTRIBUTABILITY

Public domain.

OTHER

The usage of this program is similar to the system program GraphicDump.

1.18 EGSDVI

» EGSDVI now available on AmiNet «

TITLE

EGSDVI - DVI Previewer for the EGS window system

AUTHOR

This is a XDVI port.

Eric Cooper, CMU, did a version for direct output to a QVSS. Modified for X by Bob Scheifler, MIT Laboratory for Computer Science. Modified for X11 by Mark Eichen, MIT SIPB. Additional enhancements by many others. EGS port by Dietmar Heidrich (s_heidri@ira.uka.de).

DESCRIPTION

EGSDVI is a program which runs under the EGS window system. It is used to preview DVI files, such as are produced by TeX. EGSDVI needs EGS version 6 or higher. TeX is a text-formatting program by Donald Knuth for producing high-quality text output of articles, scientific papers, books etc. DVI files contain the type-set output of TeX and can be viewed on-screen (for which this program has been written) or printed. Public domain TeX for the Commodore Amiga is available on AmiNet and other FTP sources.

This program has the capability of showing the file shrunken by various (integer) factors, and also has a 'magnifying glass' which allows one to see a small part of the unshrunk image momentarily.

SPECIAL REQUIREMENTS

Enhanced Graphics System Version 6 or higher.

EGS, the Enhanced Graphics System, is a high-performance 24 bit true colour window system for the Commodore Amiga computers. It's the first system that brings 24 bit drawin capabilities to the Amiga. A demo version of EGS for the native Amiga chipset is available on AmiNet. EGS is available for a lot of graphics boards, among them EGS Spectrum, Piccolo and EGS 110.

HOST NAME

AmiNet servers, e.g.
ftp.wustl.edu (USA)
ftp.uni-paderborn.de (GERMANY)

FILE NAMES

AmiNet: /pub/aminet/gfx/show/EGSDVI.LHA

PRICE

Free.

DISTRIBUTABILITY

Public domain.

1.19 EGSShow

» EGSShow now available on AmiNet «

TITLE

EGSShow - GIF and JPEG viewer for the EGS window system

AUTHOR

Dietmar Heidrich s_heidri@ira.uka.de

This software uses JPEG code from The Independant JPEG Group Version 4 and the GIF decoder written by Steven A. Bennett.

DESCRIPTION

EGSShow is a viewing program for GIF and JPEG files on the EGS window system. This program is able to read the JPEG format as well as the GIF formats GIF87a, GIF89a and all future GIF files compatible with both of the above. The format of the file is detected automatically.

EGSShow needs a lot of memory for bigger pictures (> 640 x 480) and EGS version 6 or higher.

SPECIAL REQUIREMENTS

Enhanced Graphics System Version 6 or higher.

EGS, the Enhanced Graphics System, is a high-performance 24 bit true colour window system for the Commodore Amiga computers. It's the first system that brings 24 bit drawin capabilities to the Amiga. A demo version of EGS for the native Amiga chipset is available on AmiNet. EGS is available for a lot of graphics boards, among them EGS Spectrum, Piccolo and EGS 110.

HOST NAME

AmiNet servers, e.g.
ftp.wustl.edu (USA)
ftp.uni-paderborn.de (GERMANY)

FILE NAMES

AmiNet: /pub/aminet/gfx/show/EGSShow.LHA

PRICE

Free.

DISTRIBUTABILITY

Public domain.

1.20 FastCache v1.1

» FastCache v1.1 Available for FTP «

TITLE:

FastCache

VERSION:

1.1

AUTHOR:

Philip D'Ath
fido: Philip D'Ath at 3:774/605 (contact me here if you can)
internet: pid@sol.cs.waikato.ac.nz (until approximately Dec. 93)

DESCRIPTION:

FastCache is a fully associative cache for speeding up devices like hard drives. Some of its features include:

- * Fully associate cache (one of the best algorithms)
- * LRU cache replacement policy (one of the best)
- * Can handle multiple drives
- * Can handle removable media
- * All cache settings are determined at run time
- * Optional write retention
- * Does not require large continuous chunks of memory
- * Uses a hashing system to locate data (one of the best)
- * Performs both forward and reverse prefetching
- * Will utilize the blitter to move data, if possible

NEW FEATURES:

- * Much faster.
 - * GUI based statistical monitor.
 - * Found a bug where if two or more copies of FastCache V1.0 were running, and one was quit then the other(s) could crash.
 - * Found a bug in the write back monitor process. This bug causes
-

the cache to be flushed far more frequently than it was supposed to be (wasting time).

- * Added an AReXX port to control FastCache, and to allow statistical information to be obtained about the caches performance.

SPECIAL REQUIREMENTS:

KickStart V2 or better is required, and at least 512Kb of free RAM, preferably 1Mb. A device to cache (like a hard drive or a floppy drive).

HOST NAME:

wuarchive.wustl.edu

DIRECTORY:

/pub/aminet/disk/cache

FILE NAME:

fcache11.lha

PRICE:

A fee of \$US20, \$A20 or \$NZ20 (whichever is most convenient) is requested after a three month trial period.

DISTRIBUTABILITY:

FastCache is distributed under the concept of shareware.

1.21 GadOutline library v2.4

» GadOutline Library v2.4 available for FTP «

TITLE

GadOutline Library - font-sensitive gadget layout library

VERSION

2.4

AUTHOR

Dianne Hackborn

E-mail: hackbod@xanth.cs.orst.edu

DESCRIPTION

Gadoutline.library is intended to provide you with a means of

describing the general layout of your GUI in a font-independent manner, and take care of the details of determining the exact placement of the individual elements of the display and the drudgery of creating and managing all of the gadgets. In addition, it provides a very generalized mechanism for tracking the state of all of its gadgets to support automatic resizing and closing and opening of a window without loss of context, automatic hotkey support, a vector based drawing module that can be used for everything from drawing frames around groups of gadgets to creating custom images for BOOPSI gadgets to adding complex drawings and textual information to a window, the ability to transparently use both GadTools and BOOPSI gadgets, and to use new GadTools and BOOPSI gadgets without having to write a single line of code.

Note that this library is based around the existing GadTools and BOOPSI structures as provided by the operating system, and provides no custom gadgets of its own.

WHAT IS A "GADOUTLINE?"

The library draws its name from the primary data structure used to describe the entire gadget layout - a ULONG array 'outline' which is composed of individual 'commands.' A command is used to define a single element of the display - a gadget, the wrapper around a group of gadgets, or an image - and additional 'control' commands are used to control how groups are organized, provide additional information to the library, and mark the end of the array. This array is an entirely static structure; the library only uses it to determine the dynamic data which is needed by the layout and after that it is never referenced again. This brings a number of important consequences:

- An application almost never refers to the elements of the outline in terms of pointers. While ultimately all of the commands are referenced as normal pointers to C structures, the application almost entirely refers to the commands and their associated gadgets in terms of an ID code which is assigned to the command. Every command must have either a unique ID code, or the special "none" code of 0, and everything from assigning hotkeys to setting a gadget's attributes uses this unique ID code to determine which command is being referred to.
 - Almost all of the information needed to create a gadget is localized into one place in the outline array, making it much easier to see what a gadget actually is. In addition, the layout of the gadgets is primarily determined by their position in the array, so it is relatively easy to understand their relationship to the rest of the window. Moving the layout around is as easy as using cut and paste in your text editor.
 - Defining connections between objects no longer requires absolute pointers to them. Instead, you simply include the command ID along with the rest of the definition of your gadget, and the library takes care of resolving the pointer when the gadget is actually created.
-

- All of the tags used to define the original layout are dynamically tracked by the library as the gadgets are changed and your program makes changes, so that the layout and all of its objects can be restored to their previous state even when closing a window and opening it on a new screen. And because all of the library's state tracking is based on the object's tags, new kinds of gadgets are automatically tracked by the library.

With the addition of a "translation" callback hook, automatic localization can easily be implemented, or it is even possible to design a method of removing all absolute memory references within the static outline so that it could, for example, be loaded off disk when needed by the application.

NEW FEATURES

This is a slight update to version 2.0 of my layout library, as previously uploaded to Aminet. See the gadoutline2_4.readme file for a list of the changes since that version.

This update is mainly for bug-fixes.

SPECIAL REQUIREMENTS

OS 2.04 or greater; tested up to 3.0.
No other software requirements.

Only tested with SAS/C; no assembly language header files provided.

Has not been tested on a 68000 processor.
[But it *should* work... right? ;)]

HOST NAME

Uploaded to the Aminet site ftp.etsu.edu (192.43.199.20).

Should be available on all other sites.

FILE NAME

/pub/aminet/dev/gui/gadoutline2_4.lha

Example public screen manager program:

/pub/aminet/os20/util/psm1_0.lha

PRICE

Shareware. A fee of \$20 is asked for programmers using the library who would like more support than the documentation provided with it.

DISTRIBUTABILITY

Copyright (C) 1993 by Dianne Hackborn.

Freely distributable as long as the contents of the archive

are kept intact.

1.22 ImageDex v1.0

» ImageDex v1.0 Available for FTP «

TITLE

ImageDex

VERSION

1.0

AUTHOR

Zach Williams (zachws@ids.net)

COMPANY

Precision Imagery
PO Box 20676
Cranston, RI 02920

DESCRIPTION

Utility program will take a series of image files (any format) and create an image index of scaled down "thumb-nail" pictures, labelled appropriately. The program acts as a graphic front-end to Art Department Professional 2.2 (or higher).

Useful for cataloging images, textures and anim frames, allowing them to be stored off the main system.

FEATURES

- Full graphic interface
- Harnesses power of ADPro for graphic processing
- Capable of reading any file format ADPro knows
- Outputs multiple formats
- User-selectable number of images per page
- Unlimited files can be processed

SPECIAL REQUIREMENTS

- AmigaDOS 2.0+
- Art Department Professional 2.2+
- ARexx

HOST

Aminet FTP sites (ftp.wustl.edu, ftp.luth.se, etc)

DIRECTORY

pub/aminet/gfx/misc

FILENAME

ImagDx10.lha

PRICE

ShareWare, \$10 reg. fee.

DISTRIBUTION

Freely redistributable as long as archive is intact. All rights reserved. Not to be re-sold, except duplication/disk costs.

1.23 PicCon v1.02

» PicCon v1.02 Available for FTP «

TITLE

PicCon (which is short for Picture Converter).

VERSION

Latest version is 1.02.

AUTHOR

PicCon was written by Morten Eriksen.

email address: mortene@idt.unit.no

Ordinary address:

Morten Eriksen
Jonsborgvn. 18
7563 Malvik
NORWAY

DESCRIPTION

PicCon is a "programmer's pictureconverter". That is, it is not in the usual 'packed format -> packed format' style, but it is a program that convert packed pictures to RAW format, ready for inclusion in programs you are writing. Parts of pictures might also be cut out and saved.

Features:

- * uses datatypes.library (with the appropriate datatypes installed, you can load JPEGs, GIFs, or any other format)
- * handles AGA pictures
- * palettesaving in many formats (ECS/OCS, AGA, ECS/OCS/AGA)

copperlists, ++)
* RAW saving in numerous formats (bitplane, interleaved, chunky, sprites (including AGA sprites) ++)
* choice of saving as binary or source (both assembly and C)
* screenmoderequester
* correct handling of HAM6, HAM8, EHB and dual playfields
* some nice timesaving features, like autocrop, flipping ++

Note: the 1.02 demoverision contains a bug that makes 5 Enforcer-hits, these are not dangerous. This is fixed in the registrated version (which is free for any Mungwall-or Enforcer-hits whatsoever).

SPECIAL REQUIREMENTS

As the datatypes.library is used for loading the pictures, you need version 3.0 (or later) of the operating system. The program do work on rekicked machines (AGA chipset is not needed).

HOST NAME

Available via anonymous FTP at:

nic.funet.fi in /pub/amiga/graphics/applications/convert/PicCon-102.*
ftp.wustl.edu (128.252.135.4) in /pub/aminet/gfx/conv/PicCon-102.*

...and any aminet mirror site.

FILE NAMES

PicCon-1.02.lha (20034 bytes)
PicCon-1.02.readme (1156 bytes)

PRICE

Shareware fee is \$15 (or an equal amount in your own currency).

DISTRIBUTABILITY

The demoverision is freely distributable, the registered version is shareware and copyright Morten Eriksen.

1.24 AGA Screen Color Requestor v1.01

» AGA Screen Color Requester Available for FTP «

TITLE

Screen Color Requester (SCR).

VERSION

Version 1.01

AUTHOR

Richard Horne (RHorne@cup.portal.com). Comments or questions welcome.

DESCRIPTION

The standard Amiga 3.0 WB Preferences Palette Requester is very limited in that it only operates on the first eight screen colors. Screen Color Requester solves this problem for AGA Amigas by providing palette controls that allow you to change, copy, swap, spread, and cycle all individual colors of the workbench or any public screen. You can also load and save modified screen palettes for various applications. If you are a programmer, you can link the included object file with your own programs to save yourself the work of programming a color requester of your own.

SPECIAL REQUIREMENTS

SCR 1.01 requires AmigaDOS 3.0 or higher.

HOST NAME

SCR 1.01 is available via FTP at all Aminet sites, such as ftp.wustl.edu (128.252.135.4).

DIRECTORY/FILE NAME

SCR 1.01 is located at systems/amiga/aminet/os30/util as SCR.lha.

DISTRIBUTABILITY

SCR 1.01 is free public domain software.

1.25 VCLI v7.04

» VCLI 7.04 Available for FTP «

TITLE

Voice Command Line Interface (VCLI).

VERSION

Version 7.04

AUTHOR

Richard Horne (RHorne@cup.portal.com). Comments or questions welcome.

DESCRIPTION

This is an update to Version 7 of Voice Command Line Interface (VCLI) VCLI will execute CLI commands, ARexx commands, or ARexx scripts by

voice command. VCLI allows you to launch multiple applications or control any program with an ARExx capability entirely by spoken voice command. VCLI is multitasking and will run in the background, listening for your voice command even while other programs may be running. VCLI also has its own ARExx port so that internal functions and options can be controlled by ARExx command. Documentation is provided for both AmigaGuide and Multiview. This is the fastest and most accurate version of VCLI yet, and it fully supports DSS 8, Perfect Sound 3, Sound Magic (Sound Master) and many generic audio digitizers.

NEW FEATURES

This new version fixes a few bugs, plugs a memory leak, improves gadget functions by providing keyboard alternatives, and increases the sensitivity of the voice.library recognition functions so that you don't always have to speak so loudly.

SPECIAL REQUIREMENTS

VCLI 7.04 requires AmigaDOS 2.0 or higher. An audio digitizer is also required (DSS 8, Perfect Sound 3, Sound Magic or a generic digitizer).

HOST NAME

VCLI 7.04 is available via FTP at all Aminet sites, such as ftp.wustl.edu (128.252.135.4).

DIRECTORY/FILE NAME

VCLI 7.04 is located at systems/amiga/aminet/util/misc as VCLI704.lha.

DISTRIBUTABILITY

VCLI 7.04 is free public domain software.

1.26 Amiga Report Online

/// Amiga Report Online News

Around the World in Thirty Seconds!

» Portal/Usenet News «

.../Files & Messages/Message Bases/Press Releases/Saddam Virus on Fish CD!
19249.3.131.1 from usenet
11/8/93 11:34 125/5858 Harv

[these are two postings to Usenet this date by Fred Fish...]

Newsgroups: comp.sys.amiga.misc
Path: portal!sdd.hp.com!swrinde!emory!europa.eng.gtefsd.com!darwin.sura.net
!sgiblab!majipoor.cygnus.com!fnf
From: fnf@cygnus.com (Fred Fish)
Subject: Re: WARNING (Was: New Fish CD is here.)
Message-ID: <CG4wrz.BDK@cygnus.com>
Keywords: Fish, CDROM
Organization: Cygnus Support, Mountain View, CA
References: <2b6388INNbr@life.ai.mit.edu>
<2bilh3\$336@urmel.informatik.rwth-aachen.de>
Date: Sun, 7 Nov 1993 18:31:10 GMT
Lines: 27
Portal-Origin: Usenet
Portal-Type: text
Portal-Bytes: 1452
Portal-Location: 17311.3.12654.5

In article <2bilh3\$336@urmel.informatik.rwth-aachen.de>, Stefan Becker <stefanb@hathi.informatik.rwth-aachen.de> wrote:

>I talked with Fred on the WoC in Cologne. He'll destroy the first run of
>the CD and produce a new version without the file. Everyone will get the
>new version for free. I'm sure he'll post an official statement on this
>when he gets back to the US.

I managed to find an internet connection here in Cologne so I could telnet back home to read my mail and news postings about this issue. Stefan is correct (thanks for posting in case I couldn't), the first CD does contain a virus and I will have to make a replacement CD-ROM. This replacement will be available about Nov 20-24 and will be free to anyone that wishes to return the original for replacement. I'm not going to insist that people return their original CD-ROM if they understand the issues involved and wish to keep it for personal use. However, if the CD-ROM is to be made publically accessible such as via ftp, or via a BBS, then it must be replaced with the virus-free version. I will send a letter to all subscribers who received the CD-ROM directly from me, explaining the problem and offering the replacement CD-ROM. I will do this immediately upon my return from Germany, on Nov 12th.

We destroyed about 500 CD-ROM's here at the Cologne WOC show, where I carved up the optical side with a knife and signed the front, and gave them away as souvenirs.

-Fred

(I've also mailed this to the comp.sys.amiga.announce moderator but I wanted to get it posted as soon as possible so please excuse the duplication here. -Fred)

On Nov 2nd, two hours before I had to leave to get on a plane to go to the WoC show in Cologne Germany, I got a FAX that said there was an active Saddam Hussein virus on disk 919 in the BBBF submission. This was later confirmed when I arrived in Cologne on Nov 4th.

Because the contents of disks 911-930 are on the Oct Fresh Fish CD-ROM, this problem also affects that CD-ROM.

The details, as I understand them at the moment, are:

- (1) The virus is on disk 919 in the BBBF submission. The exact filename is "BBBF/FileVirLib/VirusToTest/Saddam_Hussein_virus".
- (2) The virus is only dangerous if you are running kickstart 1.2 or 1.3. However it is a **very** dangerous virus.
- (3) In order to infect your system you would need to execute the file containing the virus. Under normal use of the CD-ROM, there is no danger from the virus.

User's might legitimately ask how such an error could occur, including an easily detectable virus (using most virus checkers) and one with an obvious name as well! The only explanation I can offer at this point is that we obviously didn't run a virus checker over all files on the CD-ROM (though we do normally have virus checkers running on the test systems that will detect viruses when they get run), and that the person working for me on that batch of floppy disks didn't realize that this was an actual working virus and not just a test file that simulated a virus or a castrated virus that would be no danger. It's still my responsibility though, so any blame for including it must fall on me.

As soon as I return home, on about Nov 12th, I will reissue disk 919 with the virus removed, and send copies of the replacement floppy to all of my direct subscribers. I will also send a letter to all of my direct CD-ROM subscribers, notifying them of the problem and offering a replacement CD-ROM at no charge, should they wish to return the virus infected one. I will not insist that all CD-ROM users return their CD-ROM's, except those that use the CD-ROM in such a way that the file containing this virus is publically accessible, such as on a BBS or ftp server.

Once we were certain that the CD-ROM contained an active virus we halted further distribution of the CD-ROM. This meant that I had to destroy approximately 500 CD-ROM's at the WoC show in Cologne, much to the frustration of local German users who begged to be allowed to purchase them. The optical side was carved up with a knife, I signed the front, and we gave them away as souvenirs of the show.

Ultimately I expect this virus to cost me about \$3,000 to \$5,000 in lost productivity time, CD-ROM replacement production costs, and shipping charges. So you can be very sure I'll be doing everything in my power to avoid future virus problems.

I am very disappointed that Safe Hex International apparently offered no warning that their distribution included an actual working virus rather than just a file simulating a virus or a castrated, harmless virus. Furthermore, to pick such a dangerous virus seems to me to be very irresponsible. I'm not contemplating any sort of legal action at this time since I don't feel that the submission had any malicious intent, though I'm also not ruling such action out for now, or in the future should I discover new submissions containing trojan horses or

viruses.

Because of the time I will lose dealing with this problem, the next Fresh Fish CD-ROM may be delayed a week or so. My best estimate at the moment is that the December Fresh Fish CD-ROM (aka the second monthly CD-ROM) should ship about the second or third week of December.

-Fred

» Fido News «

*** Area: AMIGA Date: 6 Nov 93 3:23:00
*** From: Adam Sternberg (1:209/216.0)
*** To : All
*** Subj: Mr. Dvorak

I want to put to rest a little thing I have noticed about the trends of Mr. John Dvorak. A friend of mine just told me that he found an article of his in an old computer magazine where Mr. Dvorak was praising the Amiga and how lovely it's 16-bit, standard audio was. he went on and on about this when he really had no clue to the fact that anyone with a trained ear could realize that the Amiga, in fact, has 8-bit audio. Mr. Dvorak over the years has spewn out nothing but negetivity towards the Amiga, or anybody that disagrees with his close-minded view of the computer community in the same fanatical way that Rush Limbaugh chastises any person with a different opinion than his own. Mr. Dvorak is an inconsistant person who supports his opinions with the strength of a lunar wind. One minute, he loves the PC, the next he is damning it in praise of the Mac, while all the while he pokes fun at the Amiga unprovoked. For example, the following is taken from an article of his in the August 1992 issue of PC Magazine entitled, "My Wife Thinks I'm Nuts."

...My earlier reluctance (from switching to OS/2) stemmed from my observation that the OS/2 promoters acted like the crackpot Amiga users who think that all mankind is crazy because the whole world doesn't use the Amiga. This is a different crowd from the Mac fanatics, who are just plain arrogant. But at least teh Mac fanatics don't whine so damn much as the Amiga users do...

Now I have pointed out MANY fanatics of this caliber that write on this echo from time to time (not to mention any names like John Covington) but this is a very stereotypical statement coming from such a person. Needless to say, I don't know many people that consider anything Mr. Dvorak says to be worth it's weight in mud, but even still, a person badmouthing another platform, and it's user base in a major computing magazine is both obnoxious and unprofessional. It is true that Mr. Dvorak has made good points as to the current status of the Amiga, yet his constant negetivity is a reoccurring theme that makes the Amiga sound like an old 8-bit remnant of yore. But in fact, even with it's 8 year-old technology base, the Amiga is still a dominant figure in

desktop video...such a figure the PC and the MAC have been trying to attain for years now. Contrary to what some say here, or on many other Amiga based echos, the Amiga is simply not the best at every single aspect of desktop computing and to deny that is simply ignorant and naive. However, what the Amiga does specialize in, it does DAMN well and that is something to be proud of in this day and age where many competing companies spend more in a year in advertising than Commodore is WORTH. There is nothing shameful in admitting that the Amiga might not have the best games, or the largest software base, or the cheapest add-on hardware, rather we should all be proud that there is such a strong user support to make up for such a lack of company support. If it were not for the strong spirit of people such as Fred Fish, the Amiga would be just another corpse in the graveyard of outdated computers. People like Mr. Dvorak are complainers that are never satisfied with what they have or don't have. If the next Amiga had a R4400, 16-bit sound card, RTG, 24-bit graphics, and cost \$50, Dvorak would complain that the Amiga had an ugly shade of beige that clashed with the wallpaper in his computer room and therefore was a sorry excuse of a computer. Well to that and all the Dvoraks of the world, I hereby say PPBBBBTTTHHH!!!! :P

<<<Soapbox Mode OFF>>>

*** Area: AMIGA Date: 4 Nov 93 19:48:00
 *** From: Tony Belding (0:10/8.0)
 *** To : All
 *** Subj: CD32 3DO EMULATOR

* This msg is forwarded from VID_GAME
 * Originally From: Frank Eva in FidoNet
 * To : All
 * Date: Sunday 31 October 1993 09:31:15

Posted by the Video Sigop of the Safe Harbor Amiga BBS:

Utilities Unlimited, makers of the Emplant emulator board, is working on -- get this -- a 3DO emulation module for the Amiga CD32. This was revealed the other day in a post from UU on one of the national boards. Apparently, the 3DO module either will emulate the special 3DO chipset or will use a licensed set. The 3DO Company is in fact licensing these chipsets to interested manufacturers. Other news:

* UU expects the module to run around \$299. Meaning that a CD32 with a 3DO module would retail for less than a real 3DO at current suggested prices.

* The module would make use of the CD32's chunky-to-bitplane graphics conversion routines in hardware, to keep speed up.

* The module would convert 3DO 24-bit graphics to HAM8 in hardware.

* The module would run at least as fast as a real 3DO. According to

UU, while 3DO uses a RISC processor, it is rated at only 12 Mhz, and the CD32's 14 mhz 68020 can handle that.

* The 3DO comes with 3 megs of RAM. CD32 comes with 2 megs. The Emplant 3DO emulator would not come with extra RAM, but should provide a pass-through port for RAM add-ons.

* No word if this module would function simultaneously with Commodore's promised MPEG video module.

* The 3DO Emplant will work only with CD32, and most likely not with any CD32 peripherals that Commodore may offer for the A4000 or A1200.

All in all, this is tremendously good news. If UU pulls this off, CD32 immediately adds to its potential market. It's not a sure thing, because 3DO, for all its impressive hardware, is not a sure thing. But it can't hurt!

By the way, news of this reached a non-Amiga-specific game forum on GENie this weekend, and most people there were incredulous. "Impossible" was the most frequently used comment. However, UU showed it possible to emulate a color Mac at normal or better speeds on an Amiga with its first Emplant emulation module, putting the lie to people who said THAT was impossible. It's vaporware until we see it, but UU has a track record of success, so let's wait and see.

A Sega unit is in development in Germany for Emplant, as well.

UU says that Emplant will run multiple simultaneous emulations, with the restriction of one emulation per platform (e.g., you could emulate one Mac, one PC and one Sega machine all at one time, but no more than one each).

*** Area: AMIGA Date: 6 Nov 93 1:48:00
*** From: Jon Peterson (1:383/25.0)
*** To : All
*** Subj: FF1000th Aniv Update

Here is the list of donors for the fourth week of the FFish 1000th Anniversary thingy.

Jon Peterson
Matthew L. Schultz
Chris Nelson
Asha DeVelder
Marshall Freedland
Jeremy Friesner
Michael Phipps
Darrin & Lisa Zimmerman (Amiga Un-Sig of Southern Michigan)
Eric V. Peterson (Canada)
Eric Zimmer
Fred M. Hamilton

Michael Meredith (England)
David Jennings (Australia)
Gary Delzer
David Gomme (appreciation to FFish)

(This is finally getting international.... Where's Hong Kong??)

Total donations as of 10/30/93 are \$300.00. Got a ways to go folks to purchase the A4000T. Please talk this up with all concerned (Amiga users) and pass the word on to your Users Groups. If you haven't joined the effort, slip that hand into the pocket and pull out some bucks, put it into any envelope and send it in. Let's show what the Amiga community is all about. Check over some of the programs you have benefitted/are benefitting from. Register them and/or pitch in for FishFund. *Reminder to everyone PLEASE!!! pass the word at any Users Group meetings you attend. This should be a group effort on behalf of all the Amiga users throughout the world. Please donate whatever you can afford - or even better - what you honestly think FFish's work has been worth to you through the years. You think speed kills? Try apathy! Let's make this thing happen. Thanks.

*** Area: AMIGA Date: 6 Nov 93 21:21:00
*** From: Jack Helser (1:343/10.0)
*** To : All
*** Subj: GOLD SERVICE?

Anyone know what's going on at the CBM Gold Service Depot in Memphis?

I sent my new A3000 to them via FedEx around 9/8 for a serial port problem. When I originally called to make arrangements to return it, the CBM rep. said they'd repair and return it in 1 week. I didn't start calling them until 3 weeks had elapsed. They've used a number of excuses: parts shortages, understaffed, lots of machines ahead of mine, more parts shortages, blah, blah.

One week ago when I called I was told "your machine is next to go on the bench...". I learned on Friday 11/5 that it was still on the bench, running with the lid off, but no one could find the technician to see what the status was.

The phone rep. supposed that they were waiting for parts again.

It's now been 8 weeks, and I'm out of patience.

Anyone have a similar experience with the Depot? How long did it take you to get your machine back? And did they fix it right?

I'll be calling and FAXing CBM on Monday. I'm going to ask for a refund if they can't get it back to me fixed right by 11/12 (9 weeks). Or, they can always just ship me an A4000 and keep the A3000. :)

*** Area: AMIGA Date: 9 Nov 93 9:53:57
*** From: Mike Barsoom (1:285/11.9)
*** To : Jack Helser
*** Subj: GOLD SERVICE?

In a message of 6 Nov 93 Jack Helser wrote to All:

JH> Anyone know what's going on at the CBM Gold Service Depot in Memphis?
JH> I sent my new A3000 to them via FedEx around 9/8 for a serial port

I sent my A3000 earlier this year, and it was back in 3 days, but they screwed something else up and I had to send it back again, which took another 3 days. All in all it was gone for 1 week. But I think another company had taken over gold service and now that's why its soe bad.

When they contacted me about an extedned warantee, they wanted approx \$300 for one year. How stupid do they think amiga users are, a brand new A3000 is only twice that.

*** Area: AMIGA Date: 6 Nov 93 1:36:37
*** From: Jonathan Gapen (1:121/6.11)
*** To : All
*** Subj: Doom not spoken here

Okay all you naysayers of the echo, I have four words for you:

SIERRA'S BACK IN TOWN!

Yes, we will see King's Quest VI on our AGA Amigas! Of course, if you get Amiga World, you probably have read that by now. That, and an AGA Wing Commander. *Maybe* an AGA Day of the Tentacle from LucasArts.

KQ VI won't be another cheap Sierra port, oh no, it'll be done by Revolution Software of England. Sounds great, doesn't it?

Amiga World lists 50 AGA games that are under way or out. They did have to stretch a little with some PD and a rumor, but there's still 50 games listed. The AGA games are really coming now. Even some of the "big boys" are back in the Amiga arena, so it's not all gloom 'n doom as some people are so fond of claiming.

We've got some great, amazing productivity software coming soon, great Amiga games and a fair amount of ports from Clone games. CD\$^3\$\$^2\$ is selling extremely well in Europe, which could bring even more developers into or back to the market. Commodore plans to advertise, bringing more recognition for the Amiga name.

I suppose you can look at it in two ways. It's simply that markets change. You can look at the loss of the old as bad omens or the new potential. I'll look at the bright side.

*** Area: OMAHA Date: 6 Nov 93 7:40:06
*** From: Clete Baker (1:285/15.69)
*** To : All
*** Subj: Quote without comment

As many of you know, from time to time I pass along a tidbit regarding trends in entertainment technology from the trade rags I receive. Here's an excerpt from Barry Fox's column in the October issue of Studio Sound, a British recording industry journal, on the topic of "confusion in consumer electronics".

Perhaps the only industry-ese which might be unfamiliar to general readers is the reference to various "color-book" documents. These books contain the standards for the various flavors of Compact Disc data. The Red Book standard delineated the familiar audio CD. As CDs were enhanced with various other types of data, new color-coded 'books' were released delineating those standards; Yellow Book for CD-ROMs, Orange Book for recordable CD media (either WORM or rewritable), etc. Here then is the excerpt (quoted without permission) verbatim:

To subvert John Donne, 'no industry is an island' -- so if the consumer electronics companies can spark enthusiasm for new audio and video formats, consumers will buy more music and movie software. And if the consumers spend more money, things look up for the studio business. On the other hand, if the new formats fail, then people will be more likely to spend their spare cash on holidays or video games.

The recent International Audio and Video Fair in Berlin -- traditional launch pad for new electronics in Europe -- left a clear and depressing impression: the people selling these new formats are selling boxes. They do not understand the technology or the key issues like compatibility. Worse still, they do not see how their ignorance is creating confusion which encourages the buying public to 'wait and see'.

Repeatedly at the Berlin IFA, large companies held press conferences without having anyone on hand to answer technical questions. Take interactive multimedia (the great white hope for home entertainment): if you set aside the shoot-'em-up games platforms sold, or promised for sale, by Sega, Nintendo, Commodore and Atari, the field narrows to CD-I, developed by Philips and supposedly backed by Panasonic, and

3DO, developed in California and most definitely backed by Panasonic. CD-I is already on sale and 3DO is promised for sale this winter.

The two systems are wholly incompatible, although both players will play audio CDs, DC+G discs (that have simple graphics buried in the audio subcodes) and Photo CDs.

There is now a digital video compression standard, MPEG-1, for putting 74 minutes of full-motion video (FMV) on a CD. This winter, Philips will start selling a plug-in MPEG adaptor which allows a CD-I player play back FMV discs. 3DO promises a similar adaptor.

Philips, Panasonic, Sony and JVC recently agreed [upon] a new White Book standard for Video CD, or Digital Video CD with MPEG FMV, but without the control codes which a CD-I player uses to provide full interactivity. Video CD is a 'linear' format, like a video tape -- you play it and watch it from start to finish.

Video CD follows the CD-ROM XA 'Bridge' standard, like a Photo CD. This allows a Video CD to play on a personal computer equipped with CD-ROM drive and an FMV decoder, or a new generation of Video CD player which is broadly similar to an audio-only CD player but has a built-in FMV decoder.

Because the CD is a ROM XA disc, it has a Yellow Book data flag in the bit stream. This flag will (or should) mute all the outputs of an audio-only CD player to prevent speaker damage. This kills the idea of using an add-on FMV decoder to make Video CDs play back on a conventional CD player equipped with a digital output.

[CD manufacturer and research leader] Nimbus have suggested that this problem can be solved very simply, by making the Video CD follow the Red Book standard -- not have a data flag -- but this would stop the Video CD playing on a CD-I player or ROM drive, as both are designed to treat any Red Book disc as a music disc. These machines would try to decode the FMV data on an unflagged Video CD as audio data -- and fail.

Also, the White Book now specifies control codes for VCR-like functions such as fast search and freeze-frame. Consequently, the FMV decoder must feed control signals back to the CD player drive. There is no input for these control signals on any existing audio-only CD player.

Words cannot describe the confusion which has swept the audio and video world over this scenario. And it all stems from the clumsy wording of a joint statement put out in late June by Philips, JVC, Sony and Matsushita (parent of Panasonic). This statement on the White Book promised playback of Video CDs on "modified CD players (with a digital data output) with an add-on Video CD box".

What was meant was that there will be a future generation of audio CD players, built slightly differently, to play either Red Book audio CDs or Yellow Book Video CDs when connected by a digital output to a video decoder. What people very reasonably understood it to say was that Video CDs will play on existing Red Book audio-only CD players that already have a digital output and which may be connected to an

add-on video decoder.

Confusion has piled on top of confusion. Just as we thought everything would finally be clarified by statements to be made in Berlin, the same four companies put out another statement which repeated the error, this time without even the word "modified":

It read: "Video CD discs can be played on... CD players (with a digital data output) with an add-on Video CD adaptor".

The bottom line, which the four largest electronics companies in the world seem incapable of drawing is that there will be at least two types of FMV CD. One will be a CD-I/FMV disc which plays back with full interactivity on CD-I players when equipped with an FMV decoder. These discs will not play on other players. The other version will be a White Book linear digital video CD; this will have very limited interactivity but will play on CD-I players with FMV adaptors, on personal computers with CD-ROM drives and FMV adaptors and on a new generation of Linear Video CD player which will work with both Red Book audio CDs and White Book Video CDs.

1.27 Amiga Online Reference Manual

```
/// The Amiga Online Reference Manual
```

```
-----  
by Robert Niles  
(rniles@imtired.itm.com)
```

What is a linked file? How do I make one?
What's the shell used for? How do I use it?
How does redirection work?
How can I create a network? Does the Amiga have networking capabilities?
What is ARexx for? How do I use it?
What is the ixemul.library for?
Can I run Macintosh programs on my Amiga?
Why should I own an Amiga? What can it do that other platforms cannot?
What movies or TV shows have been done with an Amiga?
Does Wil Weaton really use an Amiga? Who's Wil Weaton?

If you have ever asked any of these questions and possibly alot more, then the Amiga Online Reference Manual (AORM) is for you!

The AORM is a project taken up by David Tiberio of Area52. Essentially it is one huge FAQ (Frequently Asked Questions) document in AmigaGuide format.

AORM explains what the Amiga is, it's capabilities, how to use it, and what it has been used for. It explains the inside of the Amiga, compares the Amiga so that you can get a good idea of what you have...or what you are looking for. It tells you what those funny

files in your S: directory are for, and explains how they can be changed and customized. It even has a nice section on Lightwave.

It answers alot of questions that you have always had, and alot you have never thought of.

Installation is quite easy. Basically you want a hard drive, although it is not required, it will make things alot easier. AORM uses CBM's installer, making the installation process much easier. Select the level of interaction you want, and then it decompresses the files and places them where you specified.

Once finished you simply click on the AORM icon and you are on your way. Trying to cover every subject that AORM covers would require a FAQ of my own...as it covers alot.

First is the Table of Contents. There we have Frequently asked questions, The Amiga Hardware, The Amiga Operating System, Workbench Applications, Top 10 Amiga Advantages, Using the Amiga, and Famous Amiga Uses and People.

Opening up the first section, Frequently Asked Questions, brings use to 18 more choices, dealing with AmigaDOS to Emulators to the Workbench. Clicking on AmigaDOS brings us to more options...which explain various items such as keyboard shortcuts to scripts.

The Amiga Online Reference Manual is a must have for beginners, and a definite 'should have' for advanced users. If you have a question about the Amiga, there aren't too many places to get good answers. AORM will help fill that need.

1.28 Amiga Report Mailing List

/// Amiga Report Mailing List

Are you tired of waiting for your local BBS or online service to get Amiga Report each week? Have you been spending more money that you want on long distance phone calls to download it from one of our Distribution Sites? If so, have we got a deal for you!

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to Amiga-Report-Request@gnu.ai.mit.edu. Your account must be able to handle mail of any size to ensure an intact copy. For example, GENie has a limit of about 40K per message, and most of our issues are well over that limit.

Please do not send general Email to Amiga-Report-Request, only requests for subscription additions or deletions (or if you are not receiving an intact copy). All other correspondence should be directed to the editor at ROB_G@Delphi.COM.

Many thanks to Bob Caron for setting this service up for us!

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

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

1.29 SHI Retires!

///
 SHI Coordinators Retire!

```
*****
* PUBLIC ANNOUNCEMENT PUBLIC ANNOUNCEMENT PUBLIC ANNOUNCEMENT *
*
* Date: 01-Nov-93 *
* From: Jim Maciorowski, Safe Hex International/Florida *
* Michael Arends, Safe Hex International/Washington *
*
*
* Today we are formally announcing our "retirement" from the Safe *
* Hex International organization. *
*
* It has come to our attention that the work involved in running a *
* "Regional Virus Center" has become increasingly overwhelming. *
* Due to certain Differences of opinion we Have with the MAIN SHI *
* center, We are stepping down as coordinators. Perhaps SHI will be *
* looking for new "Regional Virus Center" coordinators but nothing *
* has been said at this time. *
*
* We understand that this will come as a shock to some. To others *
* it will be no surprise. To even more (unfortunately) you will *
* have absolutely no idea who we are or the work we did. To give *
* a brief summary: *
*
* • We translated the information sent to us from SHI Headquarters *
* in Denmark into a more readable format for those in the USA. *
*
* • We collected new viruses for the purposes of updating the anti- *
* viral programs you may use (VirusZ, Virus Checker, etc). *
*
* • We distributed SHI's anti-viral disk, THE NEW SUPERKILLERS *
* (two versions) as well as other disks. We even offered *
* subscriptions to SUPERKILLERS so that people can have the best *
* updated killers mailed to them every month. *
*
* • We encouraged people to make donations to the anti-virus *
* programmers who spend literally thousands of hours updating *
* their programs and who ask for little or nothing in return. *
*
* • We helped people with their virus problems. *
*
*
*****
```

```

* · And we did it all NOT FOR PROFIT.
*
* While we have had some disappointments with the general reaction
* of computer users towards our work, we have for the most part
* been happy to serve an organization whose fight against computer
* viruses was unique in the Amiga community. But now we feel it is
* time to move on to other projects.
*
* Any user who subscribed to THE NEW SUPERKILLERS from Michael or
* Jim will continue to have their subscriptions honored until they
* expire. However, no new subscriptions will be accepted.
* We will try to release updates more frequently than they have
* been in the past and will continue to provide all users with the
* same rapid service as before.
*
* Sincerely,
*           Jim Maciorowski and Michael Arends
*
* PUBLIC ANNOUNCEMENT   PUBLIC ANNOUNCEMENT   PUBLIC ANNOUNCEMENT
*****

```

1.30 Usenet Review - Hired Guns

```

/// Usenet Review:  Hired Guns
-----

```

```

By David W. Lowrey
(dw110@juts.ccc.amdahl.com)

```

PRODUCT NAME

Hired Guns

BRIEF DESCRIPTION

An "adventure" game for 1-4 players, where each player controls one or more of the computer characters.

AUTHOR/COMPANY INFORMATION

```

Name:           DMA Design (distributed by Psygnosis)
Address:        29 Saint Mary's Court
                Brookline, MA 02146
                USA

```

LIST PRICE

I paid \$44.95 (US) at a "full service" Amiga store.
I don't know the list price.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

At least 1 Meg of memory.

If you have a 2 meg Agnus chip, the program will use extra sound effects.

It works on my 68020-based Amiga, so I would imagine that other processors are supported.

Supports up to 4 floppy drives.

A special parallel adapter can be bought, or made, that allows 2 additional joysticks to be used.

The game also allows you to use a modified Sega "Joypad" in place of a joystick.

SOFTWARE

?

COPY PROTECTION

Look up a word in the manual. The disks are copyable, and the game is hard disk installable.

The "look up a word...." scheme isn't too bad as the game doesn't always ask you! I would rate the copy protection as acceptable.

MACHINE USED FOR TESTING

Amiga 2500
68020 processor board with 2 meg Fast RAM
2091 SCSI controller with 2 meg Fast RAM
(total of 5 meg memory, of which one meg is Chip RAM)
AmigaDos 2.1

INSTALLATION

The program either runs off of floppies, or off of your hard drive. The hard disk version of the game does not take over the system. You can pause the game and switch to the Workbench. The game returns to the Workbench when you exit. The floppy version takes over the system, and you have to reboot when you are finished with the game.

Floppys do not require any installation, other than the judicial practice of copying the originals and playing from the copies.

To install the game on a hard drive, drag the Install icon into the drawer you wish to contain the HiredGuns directory. Then double-click the

Install icon. 5 languages are supported.

You have the choice of installing the complete game, including the extra music, or just a minimal configuration.

The disk comes on 5 floppies, and takes about 1.5 meg of hard drive space.

REVIEW

NOTE: I have had the game for 24 hours now, so this is really a first impression. If my opinion changes, or if I have the facts wrong, I will send in an update.

Hired Guns is somewhat like an RPG, or "adventure" game, where you have a party of "adventurers", and you go on a quest of some sort, solving puzzles and fighting bad guys along the way. You usually have a "window" that shows what the party sees.

Hired Guns is like that, plus a whole lot more. Up to 4 players control 4 computer characters at the same time. The players can use up to two mice, the keyboard, or joysticks to control the computer players. Each input device can control one or more computer players. The program supports a parallel port joystick adapter. Other games, such as Gauntlet, use this same device.

When there are only one or two players, they have to use a mouse. That means that for a two player game, you need two mice. Three or 4 players have the option to select the input device.

Each computer character can also be told to "follow the leader", so you can move up to 4 characters at once. This "Auto Leader" mode will cause the computer characters that have the mode enabled to follow the currently moving character.

Each computer character has its own view window, so each can be in a different place at the same time. If player 1 is standing in front of player 2, then player 2 sees player 1 in front of him.

You have your choice of 12 different computer characters. You cannot edit their "stats" nor add your own characters. However, you CAN edit the graphics for each character using any Amiga paint program. Each character has an ILBM IFF file containing the different views of that character. You can edit the pictures, perhaps replacing them with your own picture, and use that in the game.

The view windows are in "3D" style, so you get the illusion of depth. The graphics are relatively detailed, but they do not blow you away.

The purpose of the game is for the players to eradicate the area of the various mutants that happen to be there. You are provided various weapons, and more are found that allow you to do this.

You move your computer characters around the a landscape consisting of grass, trees, multi-level buildings, tunnels, and rocks. There are also water channels, sometimes multi-leveled, that you can (or have) to wander

around in. There are devices available (you hope) that will allow humans to breathe, and keep robots sealed for a few minutes.

There are stairs and elevators that move you up and down. There are big blocks that you push and pull around to allow you or another computer character to get across a chasm or water channel. There are force fields, teleport fields, and doors that need to be removed, accessed, or opened. Many of the puzzles require cooperation between computer characters to complete.

And, of course, there are the "Bad Guys." There are many different ones, each with their own strengths and weaknesses. It is up to you to figure out the best defense and the appropriate weapons that are necessary to deal with each creature.

Each character has an inventory of items, called a "store". Items can be picked up, dropped, and equipped, using each computer character's store window.

If a computer player has the appropriate device, a map of where he or she has been is automatically kept, and is displayable.

The game has several modes. There are "Training" missions, "Short Campaign" games, and the "Full Campaign" game. The training missions start out easy and get progressively harder. The "short campaign" games can usually be completed in one sitting. When there are more than one "human" playing the game, they can compete with each other to see which one completes the level first. The "Full Campaign" has about 20 different sites you have to visit, each with different puzzles and varying degrees of difficulty. Fortunately, you can save your "Full Campaign" game between playings on floppy, Hard Drive, or in RAM.

DOCUMENTATION

The program comes with 4 different manuals. However, I am not impressed with the contents. Much of the information you need is either spread out between the manuals, or not there at all.

The manuals are: "Amiga Instructions", which tells you how to install and operate the game; "Game Manual", which describes the various games, and some of the objects in the game; and "The Luyten System, a Background" which describes the bad guys and weapons. It also describes and the local planetary system, which is for "color" only and not necessary to play the game. Finally, the "Countdown To Graveyard" manual gives a history to what is happening, and also describes the Good Guys.

All of the apostrophes (') are missing in the manuals!

None of the manuals describe any sort of strategy that might be of help.

LIKES AND DISLIKES

I really like having 4 independent characters to control. You have each character's view in front of you at all times.

I also like the balance between fighting and problem solving. The problems are just as important as the fighting. They are also logical problems, such as "how the heck can I get down 4 stories without killing myself," as opposed to being randomly teleported somewhere for no apparent reason.

I like the hard drive installability, and the relatively non-intrusive copy protection.

I like the ability to play with 3 other players (which I haven't tried, yet).

COMPARISON TO OTHER SIMILAR PRODUCTS

There was a demo of this program released earlier this year. The play is basically the same, but items such as "group mode" work much better.

BUGS

None found, yet.

CONCLUSIONS

This is a much waited-for game, and it was well worth the wait!

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1.31 Portal

/// Portal: A Great Place For Amiga Users

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information

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

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

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

- Over 1.5 GIGabytes of Amiga-specific files
 - The *entire* Fred Fish collection of freely distributable software, online.
 - Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
 - Twenty Amiga vendor areas with participants like AmigaWorld, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.
 - 35 "regular" Amiga libraries with thousands of files. Hot new stuff arrives daily.
 - No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
 - Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. Famous Amiga folks aren't the exception on Portal, they're the norm.
 - Vast Message bases where you can ask questions about *anything* Amiga related and get quick replies from the experts.
 - Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi, Director and Landscapes are fed right into the Zone message bases. Read months worth of postings. They don't scroll off, ever! No need to clutter your mailbox with them.
 - FREE unlimited Internet Email. Your Portal account gets you a mailbox that's connected to the world. Send letters of any length to computer users in the entire industrialized world. No limits. No extra charges. No kidding!
 - Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
 - Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.
 - The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
 - Portal features an exciting package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. Free to all Portal customers with your account.
-

Internet Services is a menu driven version of the same kinds of utilities you can also use from your Portal UNIX shell account.

- All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.
- Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

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

Portal Signup or for more information:

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

or enter "C PORTAL" from any Sprintnet dial-in in the USA,
 or enter "portal" from any Tymnet "please log in:" prompt, USA & Canada
 or telnet to "portal.com" from anywhere.

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

	Startup Fee	Monthly Fee	Fee Per Hour	Total Cost 1 hr. Per month	Total Cost 5 hrs. per month	Total Cost 10 hrs. per month	Total Cost 30 hrs. per month
	\$	\$	\$	\$	\$	\$	\$
Portal	19.95	19.95					
2400/9600/14.4Kbps, *direct 24 hrs			0.00	19.95	19.95	19.95	19.95
2400/9600bps nonprime Sprint or Tymnet			2.50	22.95	32.45	44.95	94.95
2400/9600bps prime Sprint +% or Tymnet			5.50-10	29.95	69.95	119.95	varies
2400/9600bps non prime # PCPursuit			1.00	20.95	24.95	29.95	49.95

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

Direct rates also apply to connections made to Portal using the UNIX "telnet" program from an account you may already have on an Internet-connected system.

% 9600 bps Sprintnet and Tymnet available in over 300 cities areas
 + \$10 rate prevails at smaller US Cities

PCPursuit is a service of US Sprint. Portal is a PCPursuit

"Direct Access Facility" thus connection to Portal with a PCP account is simply a matter of entering C PORTAL,PCP-ID,PCP-PASSWORD at the SprintNet login prompt instead of C PORTAL.

Note:

Portal Direct 9600/14400 bps service is available for both USR HST modems, and any V32/V32.bis modems. There are dozens of direct-dial high speed lines into Portal. No busy signals!

SprintNet 9600bps service is V.32 modem protocol only.
Tymnet 9600bps services is V.32 modem protocol only.
Again, Portal does NOT surcharge high speed modem users!

Portal subscribers who already have an account on an Internet-capable system elsewhere, can use that system's "telnet" program to connect to Portal for \$0.00 an hour. That's right ZERO. From anywhere in the world. If you're in this category, be sure to ask the Portal reps, when you signup, how to login to Portal from your existing Internet account.

Call and join today. Tell the friendly Portal Customer Service representative, "The Amiga Zone and Amiga Report sent me!"

[Editor's Note: Be sure to tell them that you are an Amiga user, so they can notify the AmigaZone sysops to send their Welcome Letter and other information!]

That number again: 408-973-9111.

Portal Communications accepts MasterCard, Visa, or you can pre-pay any amount by personal check or money order. The Portal Online System is a trademark of Portal Communications.

1.32 Portal Confernece with Dave Haynie

/// Portal Online Conference: Dave Haynie, Commodore Engineer

This is an edited transcript of a special *live* chat conference, held on the *Portal System in the Amiga Zone chat area, on the evening of November 7, 1993. This transcript is Copyright 1993, The Amiga Zone, and may be freely distributed provided no further editing of any kind is performed on it. User Groups may reprint this transcript in their newsletters and it may be posted on Bulletin Boards, Usenet, and FTP sites.

Our special guest speaker was Mr. Dave "Hazy" Haynie, of Commodore West Chester. The conference took the form of a question & answer session with Dave.

This conference took almost exactly four hours in real time. Much superfluous yakking and hellos and g'byes have been edited out to make for a cleaner read. Thanks to Brian J. Cerveny for his yeoman's job of editing this capture of the conference. Thanks to

hazy: We have looked at all of the RISC chips. No decision has been publicly announced, however. Keep in mind that chances are, the chip we pick will need to be servicable at all levels of computing, from our high enough down through the games level. However, I don't imagine we would be going with a chip `_not_` on the list you have given, if that's enough of a clue for you (it's all you're gonna get).

ScottJ: I hope its not SPARC, that chip's a dog. Thanks, Dave.

hazy: The next generation high-end systems will use a CPU independent local bus, so the RISC decision isn't particularly critical at this point.

Timeus: Will there be a display enhancer for the A4000 similar to the A2000's? When?

hazy: The planned display enhancer for the A4000 has been tabled at present. That means that no one is currently working on it, not that they never will. I believe the design was offered to 3rd parties, though I don't know if any of them picked it up or not. I'm not certain it's much advantage over some of the existing 3rd party display cards.

soft-logik: Dave, do you have any guess as to who bought a lot of Commodore stock last Thursday?

hazy: Rumors abound. The rumor mill has been quite active lately, with talk of some financial improvements and some possible takeovers. However, I don't know what's going on.

soft-logik: Well, good luck to ya.

hazy: In fact, one of best sources for rumors couldn't make our Friday lunch this past week, so I'm at least a week behind on the best gossip.

Bjarian: Hazy, thanks for your inputs. My question is about UNIX. The Amiga was first in V.4 and beat even SUN. It is the only viable PC platform. What is being done now for Amiga UNIX?

hazy: Currently, nothing is being done on UNIX. Sorry, I liked it too. It doesn't seem that Commodore management was willing to support it, though.

Bjarian: RUPUGHE!

hazy: That has nothing to do with the troubles of the past year, it was a much earlier decision, something nobody in Engineering was happy about. But that does happen sometimes.

mykes: Is there any truth to the rumor that Dave's currently busy designing the dream Amiga?

hazy: Basically, yes. I'm currently working on several things, all of which involve the AAA chips to some extent. But of course, I don't design the Amiga chips, I design the system they go into.

After the A3000 went out, I started thinking about What Next, as you might imagine. A bit over two years ago, I formally started writing up a new system architecture. We are NOW starting to implement that architecture. If all goes well, that will be the first AAA machine.

DonM: I know you aren't/weren't marketing. Maybe you have a feel, though for how things are going. Ex: I just got a ToysRUs catalog. as they look to me? They GOTTA start marketing these things whatever fiduciary finagling goes on. ga

Harv: [Note - Commodore has SAID (at WOCA) they will be introducing CD32 to the USA as of Consumer Electronics Show in Vegas in January]

hazy: The US market has grown so small relative to the rest of the world, I think they pretty much take any sales as good, as long as they don't cost anything.

I have, as Harv said, heard they plan to introduce CD32 in January here, but that they didn't have the quantities available to hit every market for Christmas '93. However, this is apparently not a repeat of last year, when we simply couldn't make enough systems due to supply problems. As far as I know, the factory in the Phillipines has been running CD32s at full force on 3 of the 4 production lines. That's full production for a Christmas rush.

Harv: Dave - quick Q from me... tell us about the Phillipines plant, if you can. what's it making and how many?

hazy: I don't really know numbers. It's set up for surface mount, which is what everything is these days. They have four production lines. The fourth has been running A4000s and I suppose, anything else they needed, over the Christmas rush time (it's hard to get away from the low end at all this time of the year).

Aurelius: Hi Dave, Which of your current projects is the most exciting to work on? the one you can talk about anyways?

hazy: The next generation system project. Everyone's heard about AAA, of course, and I did build a AAA prototype machine, which we have running in the labs of course. However, while that's fun, it's not as cool as when I get to build My Own Thing. That will be the system that "houses" the AAA subsystem.

Aurelius: does AAA include PAULA upgrade/replacement?

hazy: The AAA system has a thing called "Mary", which is kinda-sorta Paula on steroids. And then some.

David-L: Was the A4091 turned over to a third party? If so, who?...

hazy: Yes, the A4091 has been turned over to a third party. Management has for some time been trying to get out of the peripherals biz, even while acknowledging that sometimes, we have to make them. I don't know if the third party involved has been officially announced, but having used some of their stuff and all over the years, I think they're a good company.

David-L: Do you know where I go for support?

hazy: I don't know how the support end is managed, though I don't suppose they're taking over the software anytime soon, so ultimately C= Engineering will still be dealing with problems at the technical level.

I really don't know what happens at the user level.

David-L: What's Doin w/ DiskSalv - I sent my money - should I expect somethin'?

hazy: As for DiskSalv, I spent all last week stuffing envelopes. Anyone who registered at any level should get something in the mail very soon. If you registered for updates and/or the commercial version, you'll get the V11.28 update disk too.

colins: Dave, it seems that the PCI bus has been embraced by much of the computer industry. What chance is there that CBM might incorporate the PCI bus in a future Amiga? Also, will AmigaOS survive the transition to a RISC based Amiga?

hazy: There is a very good chance Commodore will endorse the PCI bus sometime in the future. No official announcement has been made yet, of course. However, PCI is very much a solution to a problem I started working on over two years ago. It's very close, in fact, to my solution to this problem. And standard, as well. Draw your own conclusions :-)

fredness: Are there plans for an AGA Amiga with SCSI-II on the motherboard?

hazy: The A4000T (T=floorstanding) is an AGA machine with SCSI-2 on the motherboard. That's the same NC53C710 SCSI-2 you get on the A4091, only integrated into the motherboard. This machine isn't out yet, I don't know the status of it, but the samples seem fairly complete. This is a Greg Berlin project at present. No other AGA/SCSI-2 system has been discussed.

CarmenR: Hazy: Do the RISC chips [or DSP if you're gonna use them for that matter] handle multi-tasking as elegantly as the Motorola chips do?

hazy: RISC chips are generally as good at multitasking as the Motorola chips. Some have a slightly greater task-switch overhead, but that's really no big deal if you're going that much faster to begin with. They vary in their abilities at other things. Some handle interrupts as well, others used a more primitive interrupt model. Same goes with exceptions, MMU table walks, etc.

CarmenR: Is IDE here to stay? :) ==> GA

hazy: Industry-wise, IDE isn't going away anytime soon. Even though it presently doesn't go much beyond 4MB/s, there are mental patients out there building IDE controllers for VL-Bus and PCI. And the PC industry is planning an enhanced IDE that supports four channels, more addressing, and greater speeds. As for Commodore... I believe it'll always make sense for the low-end systems. I don't like it for high end systems, and I think we have taken some steps in the next generation architecture to bring the cost of SCSI down relative to IDE. But we'll see -- if it's free, and there's a low cost SCSI option, you shouldn't complain too loudly.

Harv: Dave - Any comment on Colins' "Will Amiga OS survive transition to a RISC based CPU"?

hazy: Oh yeah. I believe it has to. The reasoning -- low end systems. You can argue in favor of WindowNT or UNIX for high-end systems. And in fact,

I think both of those are good options, especially something like NT, which should essentially be shrink-wrapped for any CPU supported. However, no one's going to see any sense in outfitting a \$500 RISC low-end or CD machine with the \$1200 worth of RAM, Hard Disk, etc. necessary just to boot one of those.

Also, there are rather dubious Multimedia characteristics in those OSs. Most of what people call "Multimedia" are a set of realtime problems. The industry still hasn't figured out that GUI is a realtime problem. I don't know how long it's going to take them to get the Multimedia thing figured out properly.

colins: That was my worry Dave, something like Scala won't look too hot on WinNT. Thanks.

Pjotr: Let me describe a scenario: The new line of computers CBM will concentrate on. One main RISC architecture, Windows NT (f ex?), Multimedia libraries (incl video) as primary advantage over NT PCs etc, Interfaces for Video CD cable, PCI(?), Video conferencing standards etc.

Q: How will the next Amiga stand out without being propriery?

hazy: On the hardware side, you'll still have Amiga chips. There are things in AAA which will make a very impressive difference in many of the things we're doing with computers these days. But hardware is expensive, and time consuming to design. If we have to build every piece of the system from scratch, it's going to take longer and cost more than comparable "standard architecture" systems. Everyone has pretty much figured this out, except maybe Sun. DEC and Apple certainly have. I think you have to concentrate on the things that will make your system stand out.

On the software side, like I said, I think we'll still have AmigaOS around. Check out the last BYTE for their preceived effect of NT or OS/2 on your hardware, relative to Windows.

From C='s point of view, supporting NT isn't a big deal if the shrinkwrap version is available for your processor, so why not? Yet I think the processors (RISC-based) need to run Amiga binaries to make the system an Amiga straight-off. Of course, keep in mind I'm not the management or the software group, but that's the way I see it.

Furr: I would like clarification on the Z3 BUSTER DMA mess; I've gotten conflicting stories from different people. I have an A3000, and I want to know if there is a new BUSTER available for this machine that fixes the Zorro 3 DMA problems. I am considering a Z3 board that this is apparently a consideration for (the GVP Spectrum/24).

hazy: The Buster chip in the A3000 (Rev G or -07) does not support Zorro III DMA. That feature was simply left out, to get the machine out on time. You can get the latest, Rev K or -11, which supports Zorro III DMA and also fixes a bug in the Zorro II DMA to Chip RAM on the A3000. I suppose in the USA, you would have to order this part through your dealer or one of the C= parts specialty places. I don't know who's in charge of replacement parts anymore, it might be SMG.

Furr: Also, when might the first machines based around the AAA

chipset actually reach market, and will those first AAA machines still use 680x0 processors, or the as-yet undecided RISC chip?

hazy: The first AAA machines will ship with 680x0 processors, hopefully the 68040 and 68060 will both be options, assuming Motorola's silicon development keeps paces with ours. For RISC, you would simply plug in a RISC CPU module.

KyleW: Is it true that AAA will not work on AGA machines (my UG refuses to upgrade it's antique A500 because of that rumor) and will AAA be available for older machines (I have way too much money in my 2500 to upgrade any time soon).

hazy: The AAA chip set is a radical departure from anything you have seen before. Everything in it was designed new, from the ground up. There is no way possible to retrofit it into any older system other than building a Zorro III card for A3000/A4000 class systems. That certainly could be done, it's up to management to order this or not. It's not practical to implement AAA on a 16-bit card (I won't say impossible, but it would be a great deal of trouble).

LadyHawke: Hi Dave, nice to see you again, we owe you at least a cement-mixer full of macadamia nuts by now ...

hazy: That's a rather curious image.

LadyHawke: My question is more of a dilemma than a question. I have an A3000. The A4000T at the show looked good, more slots, two hard drive controllers, AGA.

Harv: [and two video slots!]

LadyHawke: I am at a loss as to whether to continue to upgrade my A3000, since every dollar spent on that is a dollar less to save for a new system, and now we have even further developments. I'm worried that there is less support for the 3000 than I expected, and then RISC machines on the way. What would you do if you were a high end consumer? (and computer artist)

hazy: Well, part of the question is, just what do you want for the A3000? Barring a DMA upgrade, Zorro is Zorro. AGA is a big improvement for some, maybe especially if you're into art.

I still have an A3000 here. It's got an '040 card, a 3rd party display card, ab18MB and about a gig of hard disk space. I'll admit the A4000T is a bit tempting, but I don't know (I didn't work on it, so I don't necessarily get a freebie or anything).

Harv: [a friend of mine has an 040 3000 with 84 meg of ram.. I hate him :-)]

hazy: It's always going to come down to new stuff coming along. The very nature of this business is Faster, Bigger, More, ASAP.

I have a long-term goal to make systems far more modular than they have been, and we just might get that in the next generation. It hasn't been technically feasible before.

LadyHawke: Dave, how long before another system comes along?

hazy: Lew says AAA will hit sometime in '94. Don't expect it for another year, though, to be reasonable about it. I'll guarantee you someone buys an A4000 the day we announce the new machines. These things always happen.

Jim-Guy: My question is about using my Video Toaster on the A4000 with a 1960 monitor.. C= was supposed to build an adapter? Has this been built.. will I ever be able to use my 1960 on my A4000 so I get full AGA support?

hazy: I have seen these around the labs. Apparently the first batch came in from soemme cave in China marginally functional. They do exist. I think they're probably just in short supply at present.

Jim-Guy: What is the relationship or how is the relationship between CBM and NewTek?

hazy: We seem to get along fine with NewTek these days, at least from what I can tell. Personally, I have a blast every time I get together with those guys.

Teletran: Dave, What's the general feeling at C= in regards to how well the CD^32 has doneso far (acceptance, sales, etc.)?...
ALso, any thoughts (personal and/or professional) regarding 3-DO?

hazy: For whatever reasons, we're often the last to know about sales. But the word on the street, or by the coffee machine, is that CD32 is doing well. I will admit to being a real skeptic during its development. But I think it was done very well on both the software are hardware levels. And they kept the proice pretty reasonable.

Also, MPEG is as cool as Jeff Porter originally claimed it would be. I think you have to give the coolness edge to 3DO, of course. CD32 is a big upgrade to existing games machines, but 3DO could be out of this world. Then again, what do expect me to say -- I have all the respect in the world for Dave and R.J., and every day more of my friends work for 3DO :(They're aren't a guaranteed success yet, though. Remember back when CDTV came out and everyone hard that zillions of companies would be making Phillips CD-I players. Seems I can still count CD-I players on one finger. 3DO will certainly do better than this, since it's going into lots of places other than "game machine"

The price point is a problem now, no other CD machine has been successful up there, at least in the volumes they were after. They'll need 3DO-specific games. They will have some, but they'll also have ports of PC games. They may have to count on stuff filtering down from embedded arcade machines before they really differentiate themselves. The SGI technology is very cool, at least on a \$10,000+ workstation.

What you'lll get in the home for \$250 is another story. Nintendo may be able to play the old game of CPU power vs. cool display hardware to some extent. But if they wind up with an embedded R3000-derivative rather than a semi-decent R4x00, they won't be much beyond the 3DO's CPU.

lbperez: Greetings...just wondering when are we going to see the expansion

box for the CD 32.

hazy: I haven't heard any release dates on it. It's real, though, a number of the low-end guys asked me about various bits and pieces for it. And I suppose you may have noticed, if you have been pricing CD-ROM drives, that the CD-32 is about the same price. I'm certain interface solutions will be quick in coming.

wms: Last time I heard you in conference here on Portal, was after some bloodletting at C= and ewhac asked "Is the light still shining, so to speak?" You replied that you were withholding judgement for the moment. How do you feel now? And how is morale in general?

hazy: Well, it's a tough call. There are good things happening, no doubts. AAA is progressing, management has made commitments for new chip revisions on an actual schedule, etc. CD32 seems to be doing what A1200 was supposed to have done last Christmas -- make some money. And I am getting to work on the architecture I have been designing for the last two years. On the other hand, there has been lots of attrition in Engineering.

I expected this, having been through exactly this same kind of thing back in '85-'86, but it's never something to build morale. While it's impossible to say, I believe a great deal of this could have been prevented with some good management. As well as morale in general. Things may even be turning on these points, too, though perhaps it's too early to tell. We are getting some new hired in HW to replace a few who have left. I imagine SW is too, though they lost more key people than we did.

elc: Motorola driven AGA is slow...will Motorola driven AAA be faster? Say the Indy were to drop in price why should my next computer purchase be an Amiga? What is it really offering that I can't get anywhere else...

Harv: [go price an Indy. if you want 24 bit and a hard drive I hope you have \$10,000 handy]

hazy: AGA is, in general, slow. Slow, certainly, as compared to what you expect in modern 32-bit systems. There's a good reason for this -- it's based largely on the ECS architecture.

elc: The Amiga always seems to be just shy of what the Amiga community is looking for, will the next generation Amiga wait for "perfection"?

hazy: AAA is completely new. While I don't expect it to be the fastest system known to man for all things, it will be a substantial improvement. For instance, a demo in the lab is blitting around 24-bit images substantially faster than AA can move an 8-bit image. It has lots of good features, compressed-video modes to speed up animations, copper-programmed-blitter to help offload the CPU, etc.

The current system architecture plans call for additional system support to speed things like RAM to Chip RAM transfers. You can have either 8MB or 16MB of Chip RAM, depending on system configuration. A VRAM system consumes no chip bus bandwidth for video fetch. Lots of good stuff in there.

I don't know how you compare it to an Indy, they're different systems. An R4000 is faster than any 68040, and we don't know what the '060 will do just yet.

MarcR: Will there be a Laptop Amiga? Will there be more "specialized" Amigas like CD32 but for professional and other uses? Will AAA be out too late?

hazy: They have no plans for a laptop Amiga at present. I want one too, I think it may take a 3rd party to actually get one (keep in mind most 3rd party video displays run on a VGA of some kind).

There will definitely be more "specialty" Amigas. I don't work on them, but we do have a group focusing on that kind of thing. I suppose if they went high-end, I might even get involved. One big advantage of the next generation high-end architecture is that it's designed to implement modular systems. Most previous architectures did one thing well, and got in your way when you tried to do something else with them.

I don't think AAA is coming out too late, though it's later than I (and all of you, of course) would have liked. There's still not a big move to 4MB floppies yet, everyone's still trying to work out just how to do multimedia, and I think AAA supports much of this in hardware, the right way.

MarcR: Would C= license the Amiga chips for someone to make a laptop, etc.?

hazy: I know C= is much more interested in licensing, and does have plans for chipset deals, at least into the markets they're after. Jeff Porter might know more about this.

JWolf: What are all the details about the AAA chipset? Any other new custom chips? Details? Also, when is AmigaDOS 3.1 due out? What new features are in AmigaDOS 3.1 (both under the hood and over the hood)?

hazy: Well, I would need hours to discuss all of AAA, and I'd probably have to read the manuals.

I can tell you it consists of four custom chips: Andrea, Mary, Monica, and Linda. They are all full 32-bit chips, and actually, Linda and Monica have a 64-bit mode. The chips support 8 MB of Chip RAM in 32-bit mode, 16MB of Chip RAM in 64-bit mode. RAM can be DRAM or VRAM, and can actually be mixed in a system on 1MB/2MB boundaries.

Andrea is the Agnus/Alice replacement. It supports the old 16-bit registers, new 32-bit registers, enhanced Blitter and Copper, Burst mode to Chip RAM, and display rates up to 110MHz.

Mary is the Paula replacement. It has 8 16-bit audio channels, an enhanced floppy interface that can handle 4MB floppies, 150KB/s CD-ROM, and probably even ST-506 hard disks if anyone cared to dust one off and interface it.

Linda is a smart Line Buffer chip. It takes data from Chip RAM, as directed by Andrea, and assembles it into a scan line. This allows bursts from Chip RAM to go long, and allows the chip bus rate to be decoupled from the pixel speed.

CD-ROM support was kind of a freebie. The Mary chip has a few data formats, as low-level data formats, one of which is the CD-ROM format. While we expect 4x CD-ROMs soon, and CD-ROM on SCSI as the standard way in a high-end machine, the CD-ROM format through the floppy interface does illustrate how fast the floppy interface is now.

Monica is the Denise/Lisa replacement. This handles a variety of planar and chunky display modes, HAM and some new compressed mode included. It can handle all kinds of resolutions, and with the variable pixel clock, they can be just about anything you want, assuming the system can provide that clock.

The chip designers name the chips.

NES-Bill: Serial ports Dave?

hazy: Two buffered serial ports.

DeckApe: 1) Has the A4000T hit the stores yet? If not, when is it expected to? What is its list price....

hazy: Far as I know, the A4000T has not shipped. I don't know any details on price.

DeckApe: 2) Will the A4000T be outdated technology within 24 months of it's release?

hazy: Will it be outdated? Well, on some level, anything that ships is outdated, since work on its replacement is already underway. It certainly won't be useless. A machine remains what it was when you bought it. However, better stuff will always come along.

Harv: [lots of people still use Amiga 1000s. I bet some people here are using them right now]

DeckApe: [Won't bet - *I* am one of the 1000 users!]

hazy: My dad bought a C= PC-10 III system maybe 4-5 years ago. That's a 12MHz 8088 or some-such. At a computer faire today, I saw a stack of 8088 machines going for \$25 each. He paid around \$500, C= discount at the time. You have to decide when it's right to upgrade and when it isn't, and I can't tell you what your needs are.

Aaron: With whatever RISC Chip that C= Chooses/chosen (PowerPC I hope) will they be doing the same as Apple with Emulation Q. This Would allow the software to run in 68k Mode but if it is Compiled for the PowerPc it can run in PowerPC Native mode Giving it a the full power of the very powerful Power PC chip.

hazy: Again, I'm not the software group, but I anticipate a 680x0 emulator would go into any RISC OS we ship. It's really not that difficult, in that only user-mode stuff has to be emulated. They can play tricks with the OS, using the emulator or native code as they see fit. And of course, the underlying hardware is the same, so you don't have to emulate it. That's perhaps the worst thing a PC Emulator has to do.

Aaron: Second Question: How expensive is it to make the AGA chipset compared to the Future AA+ and AAA. If the AA+ or the AAA is the same or just a bit more will C= put them in the CD32. Would this not bring the CD32 power up past the 3DO's??

hazy: As far as chip prices, AGA is chip. Real chip. Like, cheaper than ECS, as I understand it, since it yields much better. AAA will cost more, though much less than we originally guessed, thanks to the downsizing of chips (AAA takes about a million transistors).

A AAA game machine is certainly possible, though I'm not sure if it's the right direction.

AAA has a lot of features than make more sense in a computer than a game machine. I mean, 3DO certainly didn't waste any silicon making sure you could get 1280x1024 noninterlaced.

AmiGadget: Dave, it's obvious CBM is convinced, that there are plenty TOMORROWS for Risc Amigas, AAA chipsies 4000-T's, etc. This stuff is two years late, now. By the time you get it engineered, there'll be ZERO Amiga software developers with any capital to support it. With all due respect for you personally and NO respect for C=, I see no sense of urgency, yours or CBM's, to DO something NOW. DO you ... think there's plenty of time? Or should we all just set our clocks for 2099, when that year's LAST year's technology will then match what we can buy on several other platforms now.?

Harv: [for you IRC people... AmiGadget publishes a magazine by the same name]

hazy: Well, I can't make things happen any faster than I'm making them happen. I wish they were moving faster, but we're doing what we can. I think you'll find this new system isn't lacking as a '94 machine. I can't get into too much detail, only to say that [a] I have been working on this architecture for two years, something that never happened at C= before (two weeks was more like it in the... old days), and [b] I'm doing things with system throughput no one else is doing, or at least talking about, now. No big surprise, really, though. There's little incentive to get too fancy in "standard" architecture. Apple doesn't build clever hardware, and they seem to be wanting out of the hardware business anyway.

AmiGadget: ALSO... you keep saying "high end"- what kinda money? \$12k, \$4k?

hazy: C= "high-end" is \$4k and below, generally. I think it should start at about \$1.5K-\$2K, less if possible. High end is the stuff that's not game oriented. "That which does not suck" one might say. I don't think we're going for \$10K systems ever, there's no market there.

mykes: Has C= considered distributed computing? ...

hazy: We have done some distributed computing. Nothing real fancy, but useful nonetheless. It started out with a renderer and a custom CPU server that allowed one machine to request CPU time of anyone participating over the network. This wasn't formalized, but it's a good model, and could be formalized

over Envoy without too much trouble. There has also been some work with a distributed database model, though I don't know much about that one.

mykes: Which 3rd party gfx board do you own, if any? ...

hazy: I have a thing called oMniBus, designed by a guy named Oliver Bausch in Germany and marketed through ArMax. This is a passive bridge card that puts Workbench up on the VGA card of your choice. It's cool, it works, it's faster at many things than AGA, does 256 colors (true color with a special loader program), and works under 2.x and 3.x. This never made the US market, unfortunately, and probably scared off Bridge Card users. But it does me just fine, at up to 1280x1024.

mykes: ISA is faster than ECS...

hazy: Actually, the ISA/Zorro II CPU to RAM interface is 1/2 that of the CPU to AGA interface speed. But the VGA card never blocks CPU access.

mykes: Do you feel that C= will be able to crawl out of the niche market and into mainstream? ...

hazy: Well, at least we can pursue the niches. I would like to see us grow and hit the mainstream, at least some mainstream. But increasingly, the mainstream is defined by the the software you run, it has NOTHING to do with your hardware platform. Or, at least, it shouldn't, and won't if MicroSoft has their way. What can you do against that, I don't know.
[a] SGI only sells in niche markets [b] SGI machines run Windows NT, a mainstream OS.

mykes: When's the new R.E.M. album coming out? And do you have it on your workbench along with your other prerelease stuff? :-)

hazy: Last summer, REM said the new album would be out this fall and they'd do a tour. Now they say the album will be out maybe in the winter and they might not tour before 2000.

mykes: most important question of all :-)

Furr: As far as the IDE/SCSI business goes, there are now some MS-DOS systems that use IDE for the primary hard drive, and have a chip socket and connector on the motherboard for SCSI, if the user wants it. I think this would be an excellent route to go, in that it gives you an inexpensive HD interface, and no-slot SCSI access for those who need it; what do you think?

hazy: Well, the high performance SCSI chip we use now is a 160 pin PQFP package, it doesn't exactly drop into a socket (well, anything like a production-worthy socket). I do agree with the spirit of this -- If you do go IDE, SCSI should be a simple addition, it should not require a full expansion card with all the inherent costs of such a card. My personal opinion, of course.

Furr: Now that we're getting one-chip Ethernet interfaces, how long do you think it will be before a 10baseT port is standard on the Amiga motherboard? Artisoft [maker of the LanTastic networking

software for the MS-DOS world, for those who don't know] is already calling their ALICE chip "The Serial Port of the 90's."

hazy: Actually, most of the UNIX and all the networking magazines seem to be pushing 10-Base-T as a kind of serial port-ish solution. Which is appropriate, since you can't really use it directly to network anything. However, given that 10-Base-T chips are getting motherboard-cheap, and transceivers over to 10-Base-2 are also cheap (as low as \$50), I would definitely support 10-Base-T as the most practical networking solution for motherboards.

Furr: Are there any new BridgeCards or other similar emulation items coming from Commodore, or will that market be left to 3rd parties?

hazy: There has been nothing beyond the '386SX BridgeCard, at least discussed in public.

Furr: What is your personal opinion of the Commodore Stockholder's Movement?

hazy: As a stockholder, of course I'm concerned about the relatively minor investment I have in C= stock. As a C= employee, I'm far more concerned about the long term viability of C=. Since it seems to me that the Commodore Stockholder's Movement has only the Amiga and, as a result, Commodore's best interests in mind, I couldn't rightly do anything but applaud the efforts.

RMills: I work at Warner bros. animation and see plenty of SGI and Macs come in for testing and wondered who or if Commodore would do this?...who should I get in contact with there? Getting my A4000 in my office was like pulling teeth.

hazy: Technically, that kind of request should go through Marketing. But I don't know who would be in charge of that.

RMills: Can you give me a name?

hazy: I would recommend talking to Jeff Porter at Commodore, in Engineering.

RMills: ok I really think stations set up at Warners could be a great plug for Commodore and they seem to miss this as a viable thing for them.

hazy: Jeff does a fair share of Evangelizing in addition to running what's basically the "multimedia" branch of engineering.

Harv: [Jeff P did a good job with his speeches at WOCA in pasadena]

hazy: Well, the US does have new Marketing Prez. If his hands aren't tied too much, maybe he's interested in doing something.

Timeus: Dave, How hard would it be for a developer to put external instruction cache on an a4000 accelerator card?

hazy: You could build a cache into the design of a CPU card -- the first C='040 prototype had a 128K cache. However, it's probably not worthwhile. You can just about always get more performance by going faster than caching, at least until you run out of clock speed (eg, you can't get '040s beyond 40MHz). We got between 5% and 15% speedup in most code

with the 128K cache. As for Apple, I assume they didn't sue Commodore because they had insufficient legal grounds for a suit.

Timeus: So you actually looked into it. Impressive. And why didn't Apple sue Commodore over look and feel as it did to Microsoft and HP. The Amiga has the better interface and the Mac is a poor copy of Amiga.

hazy: Keep in mind that Microsoft licensed some stuff from Apple for Windows 1.0, and since HP's NewWave is built on top of Windows, anything that can be said for Windows can probably be said for NewWave, at least legally. There were plenty of elements in the Amiga's GUI that didn't enter the Mac's until later. So it was also possible that C= would have had just as much on Apple as they could have dug up on C=. Of course, C= probably could have done like NeXT and paid Xerox PARC for a GUI license, which should sufficiently stymie Apple's attempts at any suit.

KyleW: the window/icon interface was developed by U of AZ and is PD!

RedWine: Do you foresee any conflict between the interests of RTG and the apparent functionality of the AAA chipset? Or is it safe to assume that anything AAA will support will also be available to any other cards that come along from other parties?

hazy: No. In fact, some features of AAA, such as chunky pixel support, require at least a degree of RTG to be built into the system. There's a good chance that most vanilla chunky display cards won't even need a full RTG driver as a result, since that mechanism will be built-in for AAA.

RedWine: With respect to the slow memory system of the 4000, why was the decision made to not include a more appropriately fast memory capability on the 68040 card itself?

hazy: The card that's in the A4000 was designed to be the lowest cost '040 card possible without going to custom logic. That necessitated some compromises, but it did help on cost. Welcome to the world of the desktop system. :-)

RedWine: What's the standing the CD-ROM drives for AGA machines, and is it technically feasible to include the advantage of chunky->planar hardware from the CD32's Akiko chip?

Aaron: Is the Chunk->planar Feature included in AAA and AA+?

hazy: Well, I thought about buying a CD-ROM drive for my A3000 today. The CD File System is built in to 3.1 and beyond. You don't need any special magic to get one. The chunky-to-planar conversion (what we call corner-turn memory) is in Akiko, it's not possible to add that as-is to any other system. I expect my version of corner turn memory (which predates Hedley's, though <he didn't know about it> will show up in the AAA systems.

RedWine: I'd really LOVE to get a 4000 keyboard hooked to my 1200. Is this a real tough task, or is it something a college senior in computer engineering like me could take on? :)

hazy: The A1200 is a tricky one, since the keyboard micro (normally in your

keyboard0) sits on the A12000 motherboard. You can't easily get at the CIA serial port lines that connect between that micro and the CIA. Also, like the A500, the A1200 gets its reset via a dedicated line from the keyuyyboard, it doesn't understand the encoding used on "high-end" keyboards. So if you did hook it in, C-A-A wouldn't work.

LadyHawke: Re: CD^32, Dave. When I first saw/heard about it \$400 for a game machine felt a little consumer-pricey on thinking about it some more, the other way around, with it as a CD-ROM play with cache, memory, fast CPU, that is, a FREE computer attached, it took on a different appeal. So how feasible is it to make it into a whiz-bang CD-ROM for multisession, multiplatform?
(with a FREE computer attached)

hazy: A few developers have already expressed interest in providing the "multiplatform" solution.

LadyHawke: \$365 for the most awesome CD-ROM player on the market takes on a whole different perspective

DeanF: Julie...not unless there's awesome software for it

LadyHawke: Dean, if it's multiplatform, there *is* software for it

Harv: julie - you talkin about playing ANY CD-ROM format in it? Mac? MPC? CD-I? 3DO? etc.? is that what you mean?

LadyHawke: Yup, Harv, I mean multiplatform capability/interfaces

hazy: Yeah, I mentioned earlier looking at CD-ROM drives today at the computer fair. \$175 for a Teac 150kB/s, \$350 or so for a Sony 300kB/s. I didn't buy one, but I am still in the market :-)

Harv: \$150 for an NEC CDR25 from NES-Bill (see him outside :-)

Aaron: Heck \$360 for double speed Multisession CD Rom drive alone isn't that bad.. with the CD^32 you get a game machine and computer with it....

CarmenR: Hazy: First of all, I'm assuming that when you refer to "Next Generation" and "Hi/Low End" and "A5000", you're talking about the same thing. How much of the A5000 will be 32-bit? How much 64-bit [zorro slots, etc]. Will there be any part of it higher than 64 bit? The CPU slot perhaps?

hazy: Basically. "Next Generation" defines the architecture. "A5000" would define one instance of that architecture. Most of the system will be 32-bit, though generally everything will have upward/downward paths to full 64-bit implementations.

AAA register-wise is all 32-bit (except where necessary for backward compatibility), though display fetching (the GD and VD buses, to get technical) are either 32 or 64-bit, depending on the configuration.

The system's Fast RAM will certainly be 64-bit (yes, even feeding a 32-bit processor), though we have looked into 128-bit versions, and may use this if it improves things even more.

No enhancements are planned to the Zorro III architecture, though certainly we'll have a much better implementation.

Data bus width isn't everything, throughput is what you really care about. There's perhaps an aggregate bandwidth of 400-600MB/s in a basic next generation machine.

JimB: Will allowances be made for more than 5 slots???

hazy: We may have more slots, certainly I would expect more in a tower system.

CarmenR: And will the case be more attractive than the A4000 case [pretty please]? :)

hazy: I don't know what they'll plan for a case. It's virtually certain we'll be using more standard parts, like we did in the A4000 and even moreso in the A4000T case (which most maybe haven't seen yet).

Harv: the 4000T case is very pretty (there's a pic of it in the library here).. has a cool smoked plastic door in the front too.

CarmenR: Dave: I've seen the A4000T case.. It's decent.. I love the A3000 case.. The A4000 case bites it.

hazy: I like the A4000T case too. And keep in mind that uses more standard parts than the A4000. They'll always do a custom bezel of some kind. The A4000 case was a compromise -- it was supposed to be the "universal" case, for Amigas and PCs. Only, the PC guys got in there first, then we stopped making them.

Pjotr: Can you tell me the status and plans for the software side of AAA development? (OS support, multimedia support etc)

hazy: Some AAA stuff will get "built-in" like with the current chips, some may only be available via RTG drivers, and I suspect some will get really hot under specialfx.library.

Pjotr: Workbench is TM CBM? I have seen Workbench used for other software, why not sue?

hazy: I believe they have a TM on Workbench, but who knows. AT&T has a "writers workbench" a zillion years ago. My great grandfather had a workbench in his wood shop. It may be hard to defend.

Pjotr: How's your kid doing? Old enough for a CD32 now? :)

hazy: Sean is in his two's. He's old enough to demolish a CD32 in short order, though I suppose I will be setting up something for him before long. Brat #2 is due in March. She's the last one.

NES-Bill: Dave, last time you were we were chatting here you mentioned some work you were doing on the side with a hack for the 4000 that would allow for more motherboard memory. Something similar to the old 'piggyback memory' hack for the 1000. What, if anything, has come of that? Needless to say, I think that a lot of people would be interested in the

potential for 64M on their motherboards. :-)

hazy: Yeah, uh, umm, well, er... Seriously, though, it's still alive and well and fermenting in my mind. No real trick, though, other than tracking down someone who'll lend me some 8MB or 16MB SIMMs to play with. I have been really busy with DiskSalv stuff, that's my only excuse.

Harv: THAT'S IT! DAVE WE CAN'T THANK YOU ENOUGH FOR SPENDING NEARLY FOUR HOURS IN HERE ANSWERING ALL THESE QUESTIONS.

[many lines of "applause" and salutations deleted].

What follows is a listing of the names of everyone in attendance at this special conference. The format is the output of the "who" command in Portal's chatting software, which is "log in name (chat handle)". In total, 84 people attended, although not all of them asked questions.

Aaron Mustang Smith (Aaron)
Amiga2 (AHD)
Amiga2 (Pjotr)
Amiga2 (RedWine)
AmiGadget (AmiGadget)
Andy - Finkel (Andy - Finkel)
Aurelius (Aurelius)
Bjarian (Bjarian)
bobschulien (bobschulien)
Brian - Dziki (Brian - Dziki)
Bronx (Robert E Wanser)
CarmenR (CarmenR)
Chris-W (Chris-W)
Cole (Cole)
colins (colins)
Daniel J McCoy (DMcCoy)
David-L (David-L)
DeanF (DeanF)
DeckApe (DeckApe)
devasoft (devasoft)
DeVoid (DeVoid)
djjames (djjames)
DJWalker (DJWalker)
DocPierce (DocPierce)
DonC (DonC)
DonM (DonM)
Drakon (Drakon)
DrAllosaurus (DrAllosaurus)
DrGandalf (DrGandalf)
DrTed (DrTed)
elc (elc)
ferg (ferg)
FPW (FPW)
fredness (fredness)
Furr (Furr)
grog (grog)
gsarff (gsarff)
Harv (Harv)

HAWK (HAWK)
hazy (hazy)
Imaginer (Imaginer)
JeffH (JeffH)
JeffW (JeffW)
Jeric (Jeric)
Jim - Marias (Jim - Marias)
Jim-Guy (Jim-Guy)
JimB (JimB)
JoeKJr (JoeKJr)
joeles (joeles)
John D Short (Jodash)
JohnG (JohnG)
JWolf (JWolf)
Kerry - Stratford (KerryS)
Kirk (Kirk)
KyleW (KyleW)
LadyHawke (LadyHawke)
lbperez (lbperez)
MarcR (MarcR)
Michael - Meshew (Michael - Meshew)
mykes (mykes)
NES-Bill (NES-Bill)
PKB (PKB)
Prolific (Prolific)
Rabell (Rabell)
RCleav (RCleav)
RMHarrold (RMHarrold)
RMills (RMills)
Robert-CCN (Robert-CCN)
Russ (Russ)
ScottJ (ScottJ)
soft-logik (soft-logik)
SteveBurroughs (SteveBurroughs)
SteveX (SteveX)
Syl (Syl)
ted-c (ted-c)
Teletran (Teletran)
thomas (thomas)
Thomas William Clarke (TomC.)
Timeus (Timeus)
Tragedy (Tragedy)
wms (wms)
Worley (Worley)
WTSmith (WTSmith)

== end of transcript ==

1.33 Holonet

/// Holonet: Inexpensive Internet Access

*** HOLONET ***

HoloNet is an easy to use Internet Access BBS.

HoloNet is based on custom BBS software which provides an easy to use menu driven interface. HoloNet is ideal for those looking for an easy way to use Internet services. HoloNet does not currently provide UNIX shell access.

Services include:

- o Convenient Access
A local call in 850+ cities nationwide.
- o Online Publications
Include USA Today Decisionline, Newsbytes, Datanet Computer News, Eeeekbits, and Boardwatch Magazine.
- o USENET
Averages over 30MB of USENET news per day. The following news readers are available: NN, TIN, and RN.
- o Internet E-Mail
Members have an Internet E-mail address similar to:
member@holonet.net
- o Internet Access
Access to telnet, talk, finger, IRC, and FTP.
(note: you must comply with the policies of any networks you use)
- o Single and Multi-player Games
Board, card, fantasy, and puzzle games.
- o Support for Eudora
Excellent off-line Macintosh e-mail reader.
- o UUCP E-mail and USENET feeds
Link LAN E-mail systems and BBSes to the Internet.

How to try HoloNet for FREE:

Telnet: holonet.net

Modem: 510-704-1058 (Berkeley, CA) at 1200, 2400, 9600, or
14400 bps. There are free demo numbers nationwide, for an
automated response containing a list of access numbers, send
e-mail to access@holonet.mailer.net

How to get more information:

E-mail: info@holonet.net

Modem: 510-704-1058 at 1200, 2400, 9600, or 14400bps

Voice: 510-704-0160

Fax: 510-704-8019

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1.34 The Emulation Rambler

```
/// The Emulation Rambler
-----
By Jason Compton
(jcompton@tcity.com)
```

How have they done it?

How have Dan Gookin and his contemporaries created a market for themselves?

Let me clarify what I'm rambling about. Dan Gookin is the author of the wildly selling books designed to promote pride in computer illiteracy, namely the "<insert topic here> For Dummies" series. It is bad enough to look on the cover of a book as silly in concept as "Mac For Dummies" and see that millions of these books have been sold to people who truly believe that Mr. Gookin is the only one in the world who can explain what pointing and clicking is, or that DIR /P is an awfully nice way to manage their directory reading. Now Microsoft has joined the fray, releasing the "MS-DOS 6.2 Upgrade for Dummies", complete with Gookin's book. Wow. For \$77.95, you apparently will get compression that actually WORKS, along with a big book telling ou how to insert the disk in your A: drive and typing "install". Incredible, especially when the normal 6.0-6.2 upgrade will sell for \$9.95.

This all happens at the same time we in the Amiga community talk about how intelligent we are for owning Amigas, and rip on the company that's producing them. Apparently, it's supposed to be the other way around.

Shall we revise the slogan to "Only Amiga makes it possible, you dense headed moron!"? Or, how about "DirOpus for Dummies", for those who can't grip a directory manager? "Workbench 2.1 For Dummies" if you just haven't ever figured out how to use snapshot?

Enough of that. The point is, people out in the Mac and IBM world allow themselves to be insulted by these people, and at the same time they feel okay about not having a clue what they're doing, since Gookin'll fix it all.

On to the Amiga: No progress has been made in obtaining an Emplant for the magazine, but there is a considerable amount of talk about BridgeBoard upgrades on CSAEmulations. There are two interesting notes to be made.

1. I was told that 286 bridgeboards could be upgraded in speed by installing a 286/12 or 286/16 chip and a faster clock. According to a poster on CSAE, the bridgeboards may have had design flaws making this less than 100% functional.

2. Cyrix has come out with a snap-on attachment aimed at surface-mount 386sx chips, those you'd find in a 386 bridgeboard, for example. The \$200 attachment apparently gives you the power of a 486sx. Considering that the difference between the prices of 386 and 486 bridgeboards is more than \$200, this might be something to keep in mind for any IBM emulation moves. Apparently, this attachment is in Computer Shopper. Any more info about how the thing actually WORKS would be appreciated.

Another rumor off of CSAE: Amax IV is in beta version. This takes me by surprise since I'd never actually seen Amax III released.

That's it for this week, everybody. May all of your emulators be 100% compatible. Bye for now.

1.35 BIX

```
/// BIX - Byte Information Exchange           Lots of information!
-----
```

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

BIX is divided into areas called conferences, each devoted to a particular area of interest. They range from algorithms to windows, from writers to amiga. Conferences are categorized into groups, usually referred to as exchanges, so that you can browse through whatever groups interest you and see a list of the conferences it contains.

These are some of the exchanges on BIX:

```
amiga.exchange - the place for Amiga developers and enthusiasts
byte - the full text of each issue of BYTE magazine; source code too
e.and.l - Entertainment and Leisure; music, pets, games, more
ibm.exchange - everything from OS/2 to PC clones
mac.exchange - Mac news, support, software, advice
professionals - consultants, engineers, financiers gather here
programmers - some of the best brains in the business!
wix - the Information Exchange for Windows; Windows Magazine online
writers.ex - the professional and amateur writer's exchange
```

*** FULL INTERNET ACCESS! ***

BIX also features access to the Internet - you can use FTP to transfer files from sites all over the world, telnet to log on to other online services, schools, and research sites, and send Internet mail to millions

of people at services like DELPHI, CompuServe, America Online, MCI Mail, and other sites and services. Services like "WHOIS" and "Finger" are also available, with more features on the way (like USENET newsgroups; our newsreader is currently being tested and should be available very soon!) There are no usage fees or special charges for Internet access - it's all part of your BIX subscription.

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

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

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

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

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

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

To find your local SprintNet number, call SprintNet at (800) 877-5045, ext. 5. Internationally, call (404) 859-7700.

To find a local Tymnet number, call Tymnet at (800) 937-2862. Internationally, call (703) 442-0145.

=====
 There is no surcharge for 9600 bps access via either telecom carrier.

There is no surcharge for up to 10mb of Internet mail per month (sent and received). There will be a charge of \$1 per 100,000 bytes thereafter.

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

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

INTERNATIONAL USERS:

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

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

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

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

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

You may have your company invoiced for one or more BIX memberships with a BIX Corporate Account. To do so, send by US Mail or fax a Purchase Order including a Purchase Order number, invoice address, contact person, a phone number where we can reach the contact person, and the company's fax number. Please direct it to the attention of Connie Lopes, who handles corporate accounts. Our fax number is 617-491-6642. Your corporate account will generally be set up within 24 hours.

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

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

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

At the Name? prompt, type bix.amrpt

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

Using the above procedure will allow users in the 48 contiguous United States to take advantage of our special "5 for \$5" offer. This offer lets you use up to 5 hours of evening/weekend time on BIX during the current calendar month (whatever month you sign up in), for \$5.

Additional time is \$1.80 per hour (\$1 per hour for telnet). At the end of the calendar month, you will be placed into our standard rate plan, at \$13 monthly plus connect charges. You may also join the 20/20 Plan at this time.

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

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

1.36 Dealer Directory

/// Dealer Directory

Serving our readers!

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

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

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

Armadillo Brothers
753 East 3300 South
Salt Lake City, Utah
VOICE: 801-484-2791
GENie: B.GRAY

CLICK! Microcomputer Applications B.V.B.A.
Boomssteenweg 468

B-2610 Wilrijk - Antwerpen
Belgium - Europe
VOICE: 03 / 828.18.15
FAX: 03 / 828.67.36
USENET: vanhoutv@click.augfl.be
FIDO: 2:292/603.9
AmigaNet: 39:120/102.9

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

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

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

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

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

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

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

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

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

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

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

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

1.37 AR Confidential

/// AR Confidential

We heard it through the grapevine!

- Hollywood, Calif.

TV Guide reports that Paramount plans to head up its new TV network,

```

Hardware · Software · Corporate · R & D · Imports
////////////////////////////////////
/
    DELPHI
    ·
    PORTAL
    ·
    FIDO
    ·
    INTERNET
    ·
    BIX
    /
////////////////////////////////////

```

1.41 Columns and Features

From the Editor's Desk
Saying it like it is!

CPU Status Report
Computer Products Update

AfterBurner A4050/030
030 Accelerator card

IPISA '93
Annual meeting for Amiga programmers

RexxVar v1.0
Exchange data between ARexx and programs

TrapFax v1.0
New powerful FAX program for the Amiga

Online Weekly
The lines are buzzing!

Amiga Online Reference Manual
Get those questions answered!

SHI Retires
The US regional virus centers shut down

Usenet Review
Hired Guns

Portal Online Conference
Dave Haynie, CBM Engineer

Emulation Examiner
AmigaDOS for Dummies

AR Confidential
We heard it through the Grapevine!

The Humor Department
Jokes, Quotes, and Shameless plugs!

1.42 About Amiga Report

For Starters
Where to get AMIGA REPORT

AR Staff
The Editors, and Contributors

In Closing
Copyright Information

1.43 Commercial Online Services

Delphi
Getting better all the time!

Portal
A great place for Amiga users...

Holonet
Inexpensive Internet Access

InterNet
Subscribe to the AR Mailing List

BIX
For Serious Programmers and Developers

1.44 Files Available for FTP

FLI Player v1.05
Plays MS-DOS FLI animations

BootMan v1.0
Boot manager

Magic User Interface v1.4
Object Oriented system for GUIs

PhoneBill v2.1
Logfile analyzer

AudioScope v3.0

Audio spectrum analyzer

BackUP v3.91
HardDrive backup program

EGSPrint
Graphics dumping program for EGS

EGSDVI
DVI Previewer for EGS

EGSShow
GIF and JPEG viewer for EGS

FastCache v1.1
Cache for speeding up devices

GadOutline library v2.4
Font sensitive gadget layout lib

ImageDex v1.0
Creates image index of picture files

PicCon v1.02
Programmer's picture converter

AGA SCR v1.01
AGA Screen Color Requestor

VCLI v7.04
Voice Command Line Interface

1.45 NOVA

* NOVA BBS *

Official Amiga Report Distribution Site
* Running Starnet BBS *
Wayne Stonecipher, Sysop
FidoNet 1:362/508
An Amiga Software Distribution Site (ADS)
615-472-9748 USR DS 16.8 24hrs - 7 days
Cleveland, Tennessee

1.46 In The MeanTime

* IN THE MEANTIME BBS *

Official Amiga Report Distribution Site
* Running AXShell *
Robert Niles, Sysop
rniles@imtired.itm.com
509-966-3828 Supra V.32bis 24hrs - 7 days

Yakima, Washington

***** Notice *****

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus we will no longer be accepting File REQuests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted. For the west coast call

Cloud's Corner
to FREQ the latest edition of Amiga Report.

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

1.47 Cloud's Corner

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

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1.48 Biosmatica

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

1.49 Amiga Junction 9

```

* AMIGA JUNCTION 9 *
Official Amiga Report Distribution Site -- United Kingdom
* Running DLG Professional *
Stephen Anderson, Sysop
Internet: user_name@junct9.royle.org
Line 1 +44 (0)372 271000 14400 V.32bis/HST Fido 2:253/510
Line 2 +44 (0)372 278000 14400 V.32bis only Fido 2:253/520
Line 3 +44 (0)372 279000 2400 V.42bis/MNP Fido 2:253/530
Sysop Email: sysadmin@junct9.royle.org

```

1.50 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

```

1.51 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: 1:221/202
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

1.52 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.

1.53 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

1.54 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.pp.fi
 FidoNet: 2:220/550.0
 +358-0-675840 V.32bis
 Helsinki, Finland

1.55 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.

1.56 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@technet1.jcte.jcs.mil
 FidoNet: 1:3604/60.0
 (601)374-2697 V.32bis
 Biloxi, Mississippi

1.57 Freeland Mainframe

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

1.58 LAHO

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

+358-64-414 6800, V.32/HST
+358-64-423 1300, V.32 MNP
Seinajoki, Finland

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

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

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

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

1.59 Falling BBS

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

1.60 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

1.61 Rendezvous BBS

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

1.62 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"

1.63 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
```

1.64 T.B.P. Video Slate

```
* T.B.P. VIDEO SLATE *
Official Amiga Report Distribution Site
An Amiga dedicated BBS for All
* Running Skyline 1.3.2 *
Mark E Davidson, Sysop
      24 hrs - 7 days
201-586-3623 USR 14.4 HST
Rockaway, New Jersey
```

Full Skypix menus + normal and ansi menu sets.
Instant Access to all. Download on the first call.

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