

**ar219**

**COLLABORATORS**

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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## ar219

### 1.1 Amiga Report Online Magazine #2.19 -- June 10, 1994

Turn the Page



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d#      ###b      g#00  `N#0"  _agN#0P0N#      d#
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.#]##   _P ##L   jN##F   ###    g#0"      .#]##
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.dF'   ]##   jF   ##0  ##F   ##F   `##k    d##   .dF'   j##
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```

International Online Magazine

"Your Weekly Source for Amiga Information."

Copyright 1994 Skynet Publications  
All Rights Reserved

//

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%//%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% June 10, 1994          \\\          Issue No. 2.19 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

### 1.2 Amiga Report Main Menu

Columns and Features  
News, Reviews, and More!

About AMIGA REPORT  
Staff, Copyright information

Dealer Directory  
Amiga Dealer Addresses and Numbers

Commercial Online Services  
Sign-Up Information

FTP Announcements  
New Files Available for FTP

AR Distribution Sites  
Where to get AMIGA REPORT

```

// | | //
%| |%| Amiga Report International Online Magazine | |%
% \// | Issue No. 2.19 June 10, 1994 | \// %
%| |%| "Your Weekly Source for Amiga Information" | |%
| | | |

```

The Editor's Desk	Amiga News	Dealer Directory
Distribution BBS's	Product Announcements	Emulation Rambler
UseNet Reviews		AR Contest

SPECIAL FEATURES

```

GNU C Compiler .....Marco van der Heide
Amiga MultiMedia .....Douglas Nakakihara
Wierd Science NetWork CDROM .....Robin Edwards
Forge Review .....Kelly Petlig
Lock-n-Load .....Jason Compton
Secrets of Binary Numbers .....David Tiberio
More SX-1 News .....Jason Compton

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

```

DELPHI

PORTAL

FIDO

INTERNET

%%

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

```

### 1.3 The Editor's Desk

%%

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

%%

Boy! Waiting for official announcements from C= is getting to be quite boring!! Meanwhile some of the employees at C= are moving to a new building. ...I don't know what this suggests to you ..but it give some indication that work there at C= is not final. C= is still keeping some employees although many have moved on to work for other companies such as SCALA.

As far as I'm concerned The Amiga isn't dead until all the ones in my house poop out and there isn't any left to buy. Call me a "die-hard" ....or hard headed. I feel that something is going to happen in which the Amiga will continue to be produced.

Why!??

Because it is a good platform. The Amiga has been lost in the minds of the computer users simply because of Commodore. Definately not because it's a bad machine. It was the wonderful multitasking abilities of a UNIX box, without the expense and the power needed to make it actually do something besides give a "login:" prompt. It has an interface that has become standardized and extremely easy to learn...while keeping it powerful.

In the past the Amiga has become part of an extraordinary catch-22.

Commodore makes the Amiga, doesn't market it though. It relies on the comsumers to spread the word...and to tell you the truth, the consumers did a remarkable job...I can't imagine any other platform that survived under this concept. Commodore can't afford to market the Amiga ...it costs too much...but without marketing you can't sell. If you can't sell, you can't make money.

On the other side of the wheel you have the developers who have the ability to make great products for the Amiga. Some did. Some did but decided it can't make enough money to justify the effort so they move on to the Big Blue world. I can understand their reasoning. Lets say you make the most elegant, beautiful, most needed product in the world and sell only a few. Let's say it costs \$100 to make the product, but you only sell enough to bring in \$50. Would you do it again?

Ok...enough babble. I'm telling you this because IF and WHEN someone ever comes along and takes up the rights to make Amigas again, I hope they have the money, the power, and the commitment to get onto our television screens and say "The Amiga is out there!!" ...and actually show the people that there is a reason that the Amiga die-hardhs have hung on to this fabulous machine for so long.

## 1.4 Delphi

```

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

```

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

### SIGNING UP WITH DELPHI

=====

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

JOIN -- DELPHI

-----

Via modem, dial up DELPHI at 1-800-695-4002  
then...

When connected, press RETURN once or twice  
and....

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

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

For more information, and details on other plans, call  
DELPHI Member Services at 1-800-695-4005

### SPECIAL FEATURES

-----

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

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

Large file databases!

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

Business and world news, stock reports, etc.

Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!



### 1.5 Editor

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

```

Robert Niles

```

Portal:                RNiles
FidoNet:               1:3407/103
Internet:              rniles@hebron.connected.com
Fax:                   509-248-5645
US Mail:               P.O. Box 8041
                       Yakima, Wa 98908

```

### 1.6 Emulation Editor

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

```

Jason Compton

```

Internet:              jcompton@bbs.xnet.com
FAX:                   708-741-0689

```

### 1.7 European Editor

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

```

Jesper Juul

Internet: norjj@stud.hum.aau.dk

### 1.8 Contributing Editor

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                               CONTRIBUTING EDITOR                               %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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David Tiberio

Internet: dtiberio@libserv1.ic.sunysb.edu

### 1.9 Amiga Report Mailing List



%%%

HAYNIE JOINS SCALA AS SENIOR SYSTEMS ENGINEER

~~~~~

WASHINGTON, D.C., JUNE 8, 1994 - David Haynie, former senior system hardware design engineer for Commodore International Limited, has joined Scala, Inc., the leader in computer-based television information systems, as senior systems engineer. In this position, Haynie will oversee all computer-related hardware research and development activities in Scala's R&D office in Exton, PA.

Scala's vice-president of engineering Jeff Porter said, "Dave has been a key hardware design and development person for the Amiga. His expertise and experience will enable us to evaluate and develop computer-related hardware for the information super-highway."

Besides his tenure with Commodore, Haynie has been employed by General Electric and Bell Laboratories. He holds a Bachelors Degree in Electrical Engineering and Mathematics from Carnegie Mellon

"It [Scala] is the next big thing." Haynie said when he joined Scala. "I will advise set-top box manufacturers how to develop a sophisticated, yet inexpensive multimedia computer in next generation set-tops. I will also be doing software work on Scala's MMOS." Scala's Multimedia Multitasking Operating System (MMOS) is an object oriented kernel (OS) to be used in future products.

Scala, founded in 1987 in Norway and incorporated in the U.S. in 1992, develops and markets computer-based television information solutions. Available in ten languages, Scala's multimedia tools are used by 45,000 users in more than 40 countries.

Notes:

Scala and MMOS are registered trademarks of Scala, Inc.

=====

Bithead Technologies announces GameSmith

~~~~~

The GameSmith Development System!

Why? Games are fun! Besides that, about 99% of the games out there just aren't quite up to your standards.

"C" and assmebler programmers, this is your answer! AMOS and blitz users: tired of BASIC restrictions? Tired of so-so tools? Do you want commercial quality results without spending years in development? Then check out what GameSmith has to offer.

Three years in the making, the GameSmith Development System provides all of the low level muscle your programs require, freeing you to concentrate on the things you really want to spend time on - GAME CREATION! With the introduction of Commodore's exciting new CD32 game machine, more people than ever want to get in on the action. Amiga owners are in luck, because the GameSmith Development System allows even novice programmers to create stunning results. GameSmith

significantly reduces development time. No matter what model of the Amiga you're targeting, no matter what operating system level.

What is it?

The GameSmith Development System comes with a linker library of highly optimized games systems and several utilities for game creation. Most of the system was written in assembler, giving you true arcade performance. Your programs can make use of any or all the individual pieces in the linker library.

The major components of the toolkit include:

-The most sophisticated programmable animation system available today, and all at arcade speed. Using animated objects has never been easier!

-A sound sample/effects player of unrivaled ease. Very efficient!

-An ILBM picture loader. Load any picture with a single function call (including encrypted graphics), or merely interrogate the file (get dimensions, color, etc.). Optionally fill a color table at load time and/or allocate one or two bitmaps to hold the picture.

-Sophisticated display system for taking over the Amiga's display.

-Many utility routines: Joystick polling, Vector routines, and many more!!

The system comes with roughly 400-500 pages of manuals. You get a User's Guide, a Library Reference, and the CITAS manual.

Compatibility:

GameSmith Development System (GDS) works with every Amiga, and will run on any system with WorkBench 1.3 or higher.

What if I want to sell something I make with this system:

No problem! there are no distribution royalties whatsoever. In fact people won't be able to tell you've even used this system for your program.

What do I need in order to use GDR?

You'll need either a "C" compiler or an assembler. Programmers should be familiar with either "C" or assembler. You don't have to be an expert, but you should be familiar with basic things like pointers, structures, hexadecimal notation, and how bitplanes are combined to form a bitmap for display.

How can I see for myself?

Demos (including source) and the include files are available for download from the support board. They are also File Requestable on FidoNet. (Core Link 303-427-9165, 1:104/302)

Price?

---

GDS is available direct from BitHead Technologies for the special introductory offer of \$79.95US. this is more than a \$50 savings from dealer pricing! Sorry, no dealer sales at this price. Direct sales for end users only.

BitHead Technologies  
GameSmith Developement System  
8085 North Raleigh Place  
Westminster, CO 80030-4316  
USA  
(303)427-9521

=====

THE AMIGA CONVENTION '94

~~~~~

Yup even with the news lately this event is still running at full speed!!!

Ok here is some final information about it

Where : Hotel Howard Johnson Plaza  
475 SHERBROOKE WEST, MONTREAL (QUEBEC, CANADA)

When : 10th of July 1994 (it is a sunday)  
from 9am until 7pm

Cost : \$7 CDN

This event is for all people interested in the AMIGA platform, that wish to meet other users using the amiga. See new products (software & hardware), watch some demonstrations and presentations (video toaster, desktop publishing etc...)

There will be 4 main competitions held at the convention

- 3D Animations
- 3D Images
- Music compositions
- Games competitions on a CD32

Prizes for each competition will be approximately \$200 CDN!!!

To get more informations about it leave e-mail at  
AF666@FREENET.HSC.COLORADO.EDU

or at Frederic Tessier  
922 DesChamps, Sainte-Julie  
QUEBEC  
J3E 1N9  
CANADA

or call 514-649-9756 after 6pm or at 514-394-8718 from 8am until 5pm

If you are an amiga dealer, software/hardware developper and want a stand there, please contact us as soon as possible (places are limited). For 50\$ CDN, you will be able to get 2 tables of 6' by 2' + 1 full hour in the conference room for doing presentations!!! Of course you are

authorised to sell any amiga products.

=====

Custom Services Continues Support of the Amiga

~~~~~

What we sell:

STU, The Amiga System Test Utility. \$34.95  
This utility test your memory and disk drives. It works  
on \*ALL\* Amiga Models.  
Version 7.1 is available now for all registered users.  
Upgrades are free if you use the support BBS. Mailed updates  
require you send in a \$5 handling fee.

Other things we do:

Citadel BBS program, Citadel is a freeware port from the IBM version.  
It is a complete BBS system with utilities, external protocols, and  
many features only found in a Citadel! Source is available.  
Citadel is fully supported, full featured BBS program. A great way  
to try out being a SYSOP. Cost: \$0.0, free.

Custom Services has also written several doors which not only run  
under Citadel, but also CNET, DLG, and several other popular BBS  
programs. These are:

- Nuclear Warfare - Computer Players, General Warfare.
- Citadel Space Empire - Greatly Enhanced Space Empire, The best!  
and several other doors for Citadel support.

The Bottom line is Custom Services is committed to the Amiga. We will  
continue to support our existing products, our registered users, and  
have new products in development that will be on the Amiga. We have  
supported the Amiga since 1985 and will continue to do so in the future.  
Our support is not contingent on what happens in the days and weeks  
ahead.

Custom Services  
P. O. Box 254  
Moorestown, NJ 08055  
BBS: 24 hr, 14.4K, The Amiga Zone, 609-953-8159  
Owner: Tony Preston

apreston@isd.csc.com or Tony-Preston@portal.com

### 1.11 compt.sys.amiga

%%%

%% compt.sys.amiga by  
Jason Compton  
%%  
%% Hold on.... jcompton@bbs.xnet.com %%  
%%%

Well, there's not much else to do but hold on and hope the ride gets a bit better...

CEI confirmed for me this morning that they did indeed put forth a bid for Commodore. According to Chuck in Marketing, though, C's trustees hadn't made any decisions yet.

(For those of you that don't know, CEI is Commodore's US distributor)

CEI also tells me that Microcosm is shipping to them. That means that all the US CD32 owners with the infamous coupon WILL INDEED get it! At least, that's what I'm told...

CEI ALSO tells me that their new Amiga Ethernet board is coming soon. Package design may be done this week. The board is manufactured by Ameristar. I wasn't able to get an expected price.

Paravision's president, Cheryl Hamilton, called me this morning. I found out from her that the beta SX-1s are expected to be ready "real soon". (Actually, she didn't call to tell me that, she called because she's trying to find a certain Amazing Computing author, but I managed to ask anyway.)

CD32 games still dominate the UK top 10 chart, with the most entries and the #1 entry. However, it's lost ground to only have 5 on the chart.

Remind me to never again do indexed-percentage reviews. My Emplant/A-Max finale caused more controversy than I think I'm worth, with some c.s.a.emulations readers not understanding, misinterpreting, or flatly refuting my conclusions and scores. All I can say is that I won't use that system again...

My personal project, the conversion of ReadySoft's CD titles (beginning with Dragon's Lair) to CD32 format has not been launched yet, assuming it will be at all. Dave Foster of ReadySoft and I have talked and the mood is that RS would be interested in CD32 versions if it did not take much of their time and money to make them and if someone continues to actively make them. Enter DigiForte Designs, my small software company with time to kill...I'll tell you if any of this actually goes somewhere. Don't get me wrong, this is NOT a done deal, but I have some good impressions from their end.

Dave Haynie has left Commodore for Scala. An E-mail from him to that effect proves it. This, of course, completely rules him out from having his name etched on Amiga motherboards, but DOES free him up for DiskSalv MM, which will directly spool salvaged files to video in NTSC or PAL format and allow mixing with any AmigaDOS partition.

(portions of the above are satire)

The Coverdisk is looking up! I have about 5 distribution BBSes lined up and will probably be able to secure a couple more before my targeted June 19 release. I've been telling people June 15, but since I want to make it a policy to post the contents of the disk in the issue of AR directly preceding the Coverdisk, I have to push it back a bit.

---

Since I have received zero submissions, look for it to include Apple2000 (V1.1 for sure, V1.2 if Kralian has it done by then) and some of the more clever items from my WBStartup drawer. :)

Watch for the disk and any other twists I may choose to throw in soon. Until next time...when someone tells you to buy a PC or a Mac, just ask them if you can grab the screen and yank it up and down.

## 1.12 GNU C Compiler

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% GNU C Compiler                                     by Marco van der Heide %%
%%                                                    marco@xecho.wlink.nl %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

### PRODUCT NAMES

GNU C COMPILER, ported by Philippe Brand and Fred Fish.  
 GNU C++ COMPILER, ported by Philippe Brand and Fred Fish.  
 Several GNU utilities by several people.

### BRIEF DESCRIPTION

These GNU programs can be used to compile C programs and C++ programs on Amiga computers. The utilities provide Amiga versions of most of the POSIX commands like rm, ls, mkdir, etc.

This review assumes that you are familiar with these products from using them on other platforms.

### AUTHOR/COMPANY INFORMATION

All the programs are available on the Aminet ftp sites: GCC version 2.5.8 is split into 5 archives:

```

gcc258-1.lha  dev/gcc  basic gcc distribution, all what you need is there.
gcc258-2.lha  dev/gcc  C++, Objective-C binaries, headers and libraries.
gcc258-3.lha  dev/gcc  docs in man & TexInfo formats, includes InfoView &
                    man
gcc258-4.lha  dev/gcc  extra binaries in /bin (UN*X utilities).
gcc258-5.lha  dev/gcc  Full Gcc sources amiga ready.

```

Or you can update your version 2.5.6 (or higher) version to 2.5.8 with the archive:

```

gcc258.lha    dev/gcc  update from 2.5.6+ to 2.5.8.

```

The author of the Amiga port can be reached at:

Philippe BRAND

---



Fidonet: Ramses The Amiga Flying BBS 2:320/104.21  
Email: phb@colombo.telesys-innov.fr  
Ftp: 192.70.117.81  
(sorry, DNS messed up at our regional coord).  
/pub/incoming/uploads.

#### LIST PRICE

All programs are licenced according the GNU Public Licence, which generally means that they can be freely used by everyone. Read the licence for details.

#### MACHINE USED FOR TESTING

Amiga 1200, 14 MHz 68EC020 CPU and 68881 FPU  
2MB Chip RAM, 4MB Fast RAM

#### ABOUT THE USAGE

The usage of the compilers is exactly like on POSIX machines. All the optimisations of the POSIX gcc are there in the Amiga gcc.

The compiler is provided with include files and a library (ixemul.library) to create an environment which is practically the same as the POSIX environment. This means that most of the POSIX library functions, such as fork and pipe, can be used on any Amiga.

The distributions also contains an Installer script which makes the installation a lot easier.

#### THE COMPATIBILITY

The compiler is fairly compatible with its POSIX counterpart, but it also can be used to compile Amiga specific programs. The Amiga library (in the SAS world known as amiga.lib) is also included in the library to give the user the ability to use the Amiga ROM functions.

As the compiler uses a different kind of prototypes, the "clib" directory of the 3.1 includes has been translated.

#### THE C++ PART

The distribution also contains a port of the g++ compiler, which enables the user to make use of the C++ language. It is also possible to compile Amiga-specific C++ programs which use the Amiga ROM functions.

The use of templates within C++ is possible.

#### THE OTHER UTILITIES

Some of the other utilities which are provided seem to be "not so

---

stable". This is caused mainly because most of these utilities are direct ports from POSIX source. Here problems with the stack occur. Most of the problems can be fixed by raising the Amiga stack.

Marco van der Heide (marco@xecho.wlink.nl)

### 1.13 Amiga MultiMedia

%%  
%% Amiga MultiMedia by Douglas J. Nakakihara %%  
%% dnakakihara@bix.com %%  
%%

/\*\*\*\*\*  
NOTICE: This is the originally submitted text for an article that appeared in the May 16, 1994 issue (#123) of MICROTIMES magazine. (There are some slight edited differences between the published version and this one.)

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

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3470 Buskirk Ave.  
Pleasant Hill, CA 94523  
(510)934-3700

MICROTIMES is available free at various distribution points (usually computer stores) throughout California. The Northern edition is over 300 pages, while the Southern edition is a little less than 200 pages. This is a multi-platform magazine, which includes Amiga coverage. About 200,000 copies are distributed each month.

SUBSCRIPTIONS (13 issues):  
US: 3rd Class \$32 (allow 3-4 weeks for delivery), 1st Class \$60 (allow 1-2 weeks for delivery).  
MEXICO & CANADA: Surface Mail \$50 (allow 4 weeks for delivery). Air Mail \$70 (allow 1 week for delivery).  
OVERSEAS: Surface Mail \$50 (Allow 6-10 weeks for delivery). Air Mail \$165 (Allow 1 week for delivery).

SAMPLE ISSUES: \$4 (\$6 for overseas) to cover postage.  
BACK ISSUES: \$6.

Although, efforts have been made to ensure the above information is correct, there is no guarantee and prices are subject to change without prior notice.

/\*\*\*\*\*  
Amiga Multimedia  
By Douglas J. Nakakihara

While attending a tradeshow put on by the company I work for, I noticed that a booth run by one of our subsidiaries lacked much interest from the hundreds of attendees. This was in spite of the fact that I know their service would be of considerable interest. The problem was that they needed to inform attendees of their service without scaring them away.

A short, but catchy, video presentation would surely do the trick. No one would feel like they were being imposed upon by a salesman and they wouldn't have to read a brochure. Passersby would merely have to stand back and watch TV. I often write about how easy and inexpensive it would be to do a great multimedia presentation using the Amiga. It was time for me to put my money where my mouth is.

In this article, I'll show you how I went about creating a demo presentation, including selection and use of hardware and software, with a particular emphasis on Scala Multimedia 300.

#### Hardware

Choosing the Amiga 1200 as the delivery hardware was a "no-brainer." The photo-realistic color and animation capabilities of the AGA chip set was a necessity. Furthermore, the 1200's built-in RF and composite video outputs allow it to be directly connected to any standard TV. Portability was also an issue. Though the 1200 cannot be labeled a true portable computer because it requires AC power and doesn't have a built-in screen, it's compact size and built-in keyboard makes it very transportable.

A comparable IBM PC-compatible PC would require a fast 486 processor, an accelerated video card, a sound board, and a video converter. (The video converter is needed to change a PC display signal to standard NTSC video and a good one costs several hundred dollars.) This setup's price tag would have busted the budget with lesser performance, not even considering a portable model. An Amiga 1200 with a 2.5-inch 60MB hard drive and 6MB of RAM has a street price of under \$1,000.

#### Software

For "kick-but" presentation performance, there is no other choice for presentation software, but Scala Multimedia 300. Scala takes full advantage of the Amiga's graphics and audio capabilities, and really shines on an AGA machine. Scala carries a price tag of about \$400, bringing our total package to \$1,400.

Now remember that this is basically a delivery-only system. Although you could develop the presentation using the same configuration, you would want to add a paint package, an image

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processor, and maybe a 3D animation package to add some spark to presentations. A good paint program will run you about \$150 and an image processor about the same. 3D animation programs cost from \$250 on up. Though not a necessity, a scanner or video framegrabber can add even more pizzazz to a presentation, by allowing you to quickly incorporate pictures.

### My Setup

I have an Amiga 4000, 3000 and CDTV networked with Spectronic's AmigaLink. My 4000's hard drive is filled with--what else--VideoToaster software, so I run Scala on the 4000, but the software is actually stored on my 3000's hard drive. Only Scala's fonts are stored on the 4000. The network allows me to perform CPU intensive tasks like modifying graphics and audio on the 3000 at full speed, while testing presentations on the 4000.

I digitized some photographs for the presentation using MacroSystemUS's VLab, though I could have also used my VideoToaster. The images were then cropped and scaled using Art Department Pro (ADPro) from ASDG. For smooth transitions during presentations, it is important to keep the resolutions of all screens the same. The correct resolution was easily determined by simply loading one of the Scala backgrounds into ADPro and noting its size.

### Scala Stumble

I needed to have a screen where a user could input numbers on an imaginary adding machine and then do some calculations. The results of which would appear on subsequent screens. Unfortunately, user-interactivity on a single screen is somewhat limited in Scala.

I solved the problem by writing the calculation program using Helm from Eagle Tree Software, whose forte is creating just such applications. By calling an ARExx script from Scala, I was able to seamlessly integrate the Helm application into the Scala presentation. Innovatronics' CanDo could have also been used instead of Helm. However, since CanDo displays an annoying startup screen unless you pay a license fee for a special player program, Helm' freely-distributable player was better suited for the task.

### Flying Logos

From the very beginning I knew I needed some "eye candy" (i.e., a 3D animation). I wanted something spectacular, but I didn't want to spend a whole lot of time on it. Since the company's service involved the citrus industry, I settled for the company's name revolving around an orange.

Using the VideoToaster's Lightwave 3D animation package, I made a 90 frame animation. Setting up the animation was a snap. Lightwave had a pre-made ARExx script to set up the letters in a circle. The orange was just a ball with the orange (fruit) texture. I used a nice steel-gray background generated with JEK's ProFills.

At first I converted the Lightwave 24-bit image frames to HAM8 with ADPro and ProControl (also from ASDG), but the anim file ended up a

couple megabytes in size. Although, Scala has an option to spool animations from disk, super-smooth animations must be run from RAM. It was also questionable if the 1200 could play it back at 30 fps--the resolution was 704 x 480. So I reduced the number of colors further to 256. The animation still weighed in at 1.5MB.

Then I realized that the company name appeared twice on the revolving ring and made one revolution. As such, I was able to use just the first 45 frames and repeat it with no visual difference. The animation was now under 1MB, yeah!

### Scala

Each Scala screen is called a "page," which are displayed in a vertical list. You can graphically arrange them anyway you wish using the mouse. Pages are generally executed from top to bottom, but there are provisions to jump around in subroutine-like fashion. A typical page consists of a background image, with some text placed on it. However, they can also indicate the start or end of a music module, an animation, an ARexx script, etc. Scala supports Tracker-type music modules, so using my networked CDTV, I pulled a nice song with a jazzy beat and catchy melody, from a music module CD.

A page can be "wiped" onto the screen using any one of a number of built-in effects. You can also set how long a page is visible or if it should be user-controlled. Scala also has a feature where it will record the timing of pages while you go through it once manually--a very handy feature if you want to synchronize events with music.

### Custom Backgrounds

Although Scala includes many pre-made backgrounds, I wanted to use a custom-tailored one for the informational text portion of the presentation. I started with a beautiful close up of some fresh citrus fruit and then created a grayscale 16-color embossed version using ADPro. This was accomplished by first changing the color image to black-and-white, and then making it into a negative. This image was embossed, with the result saved as a 16-color hi-res IFF file.

Since Scala uses a special palette color order, I loaded one of the pre-made backgrounds into my paint program and modified the palette for a grayscale picture. The embossed picture was loaded and remapped to the modified palette. The final image was saved in the Scala backgrounds drawer. During the presentation, the full-color version fades into the embossed version--an interesting effect--which serves as a background for the subsequent informational text.

### Adding Text

Adding text to a page is as easy as selecting the font and typing on the page. Every line of text is it's own object and every aspect of the text can be modified including alignment, color, outline, shadow, and 3D-look. Text can be moved by just dragging it on the screen with the mouse.

For optimum speed, I only used bitmapped fonts and not Compugraphic outline fonts. If you have to, you can convert Compugraphic

fonts to bitmapped using the AmigaDOS Fountain program. However, Scala already comes with a ton of nice large bitmapped fonts.

You can also import graphic brushes. However, if you make custom ones, make sure the brushes use the same palette (or a subset) as the background, otherwise results may be unpredictable. Scala ships with many pre-made two-color symbol brushes.

#### Text Wipes

Wipes can also be applied individually to text and other objects on a page, with separate on and off wipes supported. An effect can be applied to a group of objects by chaining them together. The speed and timing of the effects are configurable as well.

#### Palette Optimize

One 256-color picture I used didn't have the right palette to acceptably display the mouse pointer. So I used the "optimize palette" feature. I then noticed that before this image would appear there was a long pause, which I determined must be when Scala was remapping to the optimized palette. To eliminate this, I just saved the background from Scala, so the modified palette would become the default palette. (Incidentally, you also have the option of saving the entire page including Scala objects.)

#### The A1200

Since I chose to use an unaccelerated 1200, there are limits to the type of text and page wipes that can be used. I shied away from effects that moved a lot of graphics around. Most of the wipes worked fine, but a few would be slightly jerky. (Incidentally, an accelerator would have only added about \$200 to the purchase price.)

The completed project, including background and audio files, was copied to an A1200 by connecting it to the network (I disconnected the CDTV). The Scala project script is an editable ASCII file, so with a standard text editor, it was easy to replace certain path names with ones that would work on the A1200.

#### The Results

Everyone who saw the presentation, including the President of the company, was very impressed and couldn't believe the Amiga 1200 achieved the results it did. So far, no Amigas have been purchased, but the seed has definitely been planted.

#### CD32

Scala has reportedly developed a system that uses a CD32 with MPEG module, networked to an Amiga 4000 using their serial ports. The CD32 becomes a player device for Scala MM running on the Amiga 4000. This innovation will minimize the cost to develop CD32 titles using MPEG, since it allows use of CD32's inexpensive MPEG hardware. Of course this only helps for decode/playback development.

#### Scala for the PC

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Scala, Inc. is currently working on a version of Scala for the PC. Don't expect Amiga performance on a PC, however. PCs lack a standardized graphics blitter chip, so the available wipes will be limited on the PC version. This is in spite of the fact that a VESA Local bus PC is required!

Although you will be able to launch Scala from Microsoft Windows, Windows will be "frozen" and put aside, while the Scala software takes over the machine. This feat will obviously take a tremendous amount of RAM. Also, the PC's lack of a true multitasking OS prevents pre-loading graphics in the background, which will have a detrimental impact on page transitions. However, the PC version will not have a dongle like the Amiga version does. (Who said life was fair?) My guess is that it will still fair very well against existing PC packages in any event.

Next month we'll take a look at Scala Inc.'s InfoChannel. This product takes Scala to the next level by offering remote site capabilities.

\*\*\*\*\* SIDEBAR \*\*\*\*\*  
Commodore Financial Woes

For the second quarter ended December 31, 1993, Commodore reported a net loss of \$8 million. The Wall Street Journal, quoting a Commodore press release, reported "In the absence of additional resources and a restructuring, the company may become subject to reorganization or other liquidation proceedings."

I honestly believe the Amiga technology is too good to just disappear. Debt restructuring may be a possibility; however, Commodore would still need a large cash infusion for marketing and promotion. A more likely senario would be another company acquiring Commodore (or just the Amiga technology) and continuing to produce Amigas.

All of the developers and dealers I spoke with were still optomistic about the Amiga's future. Supplies of A4000 are plentiful; however, Amiga monitors and A1200s continue to be in short supply. Not surprisingly, I have also learned that the U.S. launch of CD32 has been postponed.

\*\*\*\*\*

A1200, \$599  
CD32, \$399  
Commodore Business Machines  
1200 Wilson Drive  
West Chester, PA 19380  
(215)431-9100

Scala MM300, \$399  
2323 Horse Pen Rd., Ste 202  
Herndon, VA 22071  
(703)713-0900

Art Department Pro, \$299  
ProControl, \$90  
ASDG, Inc.

925 Stewart Street  
Madison, Wisconsin 53713  
(608)273-6585

CanDo, \$199.95  
INOVAtronicS, Inc.  
8499 Greenville Ave., #209  
Dallas, TX 75231  
(214) 340-4991

Helm, \$129  
Eagle Tree Software  
P.O. Box 164  
Hopewell, VA 23860  
(804)452-0623

ProFills, \$49.95  
JEK Graphics  
12103 S. Brookhurst St., Ste E-125  
Garden Grove, CA 92642-3065  
(714)530-7603

Video Toaster 4000, \$2,395  
NewTek, Incorporated  
1201 South West Executive Drive  
Topeka, Kansas 66615  
(800)847-6111

VLab  
\$499.95  
VLab External  
\$549.95  
MacroSystemUS  
24282 Lynwood Dr, Ste 101  
Novi, MI 48374  
(313)347-6266

## 1.14 Wierd Science Network CD Rom

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Wierd Science Network CD Rom                                     by Robin Edwards %%
%%                                                                 robin@bodyshop.demon.co.uk %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Following my article on the CD32 (AR 2.10) I found this new CD from Wierd Science and simply MUST tell the whole Amiga world about it. As its name suggests, it is a CD of networking utilities for the CD32, CDTV, A570 and other CD Rom devices.

Put simply, this is THE MOST USEFUL CD I HAVE EVER COME ACROSS !! It doesn't do anything spectacular, or anything that your or I couldn't have come up with, but it does it, does it well, and does it for a bargain price!

From a CD32 point of view (for 'tis what I own), it autoboots, sets up



all of the config stuff for Parnet, Sernet, TwinExpress and some cli-based file transfer progs. It also disables the reset mode of the CD32 so you can take CDs out whilst still using workbench. It uses a heavily customised, and quite attractive desktop that is easy to use (I think it uses Magic WB).

The main advantage of using this over setting up a RAD-based workbench are that it sets itself up quickly, and doesn't use up precious RAM. In fact, it almost gives you a fully useable (albeit portless) A1200. Using sernet or Twin Express on my A500+ over a null modem cable means I can have a fully fledged network up and running in about a minute - fab!

Also included on the disk are 500 very high quality images of animals, cars vistas, people etc, the best image viewers/converters around, a large section of the latest Fred Fish disks, a Photo CD viewer (that works!) and numerous other toys and utils.

I cannot say it enough (although I've tried), if you have a CD Rom machine, and particularly if you have another Amiga, you need this CD. It only cost me 15 UK Pounds from a United PD distributor (you should be able to get it from any good CD supplier) and has made my computing life a lot easier.

Ten out of ten for the Wierd Science Network CD. I want to have its babies!

Keep on smiling, we may be able to buy our Samsung Amiga A5000's yet.

Robman

## 1.15 Forge v1.0

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Forge version 1.0                                     by Kelly Petlig %%
%%                                                       kpetlig@halcyon.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

[This is a review of version 1.0 of Forge, which I received in the mail just last week. This is my overall first impression of Forge and how it lives up to the press release in the Apex newsletter. I will assume the reader has a working knowledge of 3D rendering on the Amiga. I also won't attempt to teach the reader how to use Forge, or it's companion products, Essence volume I and Essence volume II. All three are products from Apex Software, 405 El Camino Real Suite 121, Menlo Park, CA 94025, phone number 415-322-7532. List prices are: Forge ver 1.0, \$60; Essence I ver 3.0, \$140; Essence II ver 3.0, \$140. I have no affiliation with Apex Software.]

Apex has added another great 3D rendering product to it's fantastic line of tools, Forge. It's named Forge, suitable since it's a tool to forge new textures with Essence. You must have Essence version 3.0 or later in order to use Forge effectively. Theoretically you could use Forge with older versions of Essence or Imagine's own textures, but since they weren't created with Forge in mind, like Essence version 3.0 is, they are missing internal information that Forge needs to properly load them. It is beyond the scope of this article to reiterate a review for

Essence, but I will briefly introduce it to those who are unfamiliar.

Essence is a library of algorithmic textures for Imagine, and now Forge. Using fractal noise and a bit of magic, Essence comes up with bump maps and color maps to make realistic looking textures that can be applied to surfaces in Imagine. Ranging from crumpled paper to cedar shingles, the patterns are seemingly random, yet infinitely precise and reproducible. There are two volumes of Essence as I write this, and who knows how many to follow. Before the release of Forge, Imagine was required to tap the powerful textures of Essence.

Installing Forge from a single disk using the Commodore installer is painless and quick (it took me a less than a minute.) Forge requires AmigaDOS ver 2.04 or later, at least one meg of memory, and because of the mathematically intense nature of Essence and Forge, a math coprocessor or 68040 processor. As an option you can install the 68040 optimized version, which will take maximum advantage of the 68040 instruction set. It is recommended to install it in the same directory as Imagine, but not required. This is especially true if you don't even have Imagine.

Forge itself is a simple program, as the textures really do all the work. Forge opens a 16 color (256 for AGA) high res custom screen at 704 by 441 (using TEXT overscan prefs) and will preview images dithered with twelve colors (252 colors for AGA) in a window on this screen. Forge can also render in full 24 bit at most any resolution, generating IFF, JPEG, TIFF or PPM files. Down the right half of the screen are all the variables of a texture represented with number and slider gadgets. When moving the slider gadgets, the preview window in the upper left corner will update automatically. Using pull down menus, you can load up to ten textures at a time. You can also animate textures by defining two sets of texture parameters and morphing between them.

Before Forge, users of rendering packages other than Imagine have missed out on the power of Essence textures. Now a Lightwave user can use Forge to render fantastic textures in full 24 bit and import them as a brush map. Forge will also render in 8 bit grey scale to be used as bump maps, but unfortunately it doesn't render altitudes as brightness levels but just a grey scale version of the color output. Rendering Essence bumpmaps to import to Lightwave is difficult to say the least. When saving 24 bit textures for use in 3D programs it is best to stay with color variations and not height variations.

You could render 24 bit brushmaps to use in Imagine, but there would be little point since it is much more efficient to allow Imagine to render the textures directly. Forge renders textures about the same as if in Imagine, which makes sense, since Essence seems to do most of the render work. You can save an attribute to be loaded into the Imagine attribute requestor, and even save a collection of them to be used later.

Even though Forge is a tool, it's amazing how much entertainment you can derive from it. If you're the type to endlessly play with Mandelbrot or Julia sets, you'll have that and more with Forge. Essence not only has Mandelbrot and Julia sets, but the TreeBark and BBCourt sets. You can make the most beautiful or the ugliest textures you've ever seen. There's even a "Randomize" pull down menu that will randomly vary all the texture settings. Ever wanted a Reptile Skin Workbench backdrop? Just

load the "Reptile Skin" attribute from Essence and change the view to "Repetition Map." Render at almost any size and you will have a brush that can be tiled for a wild backdrop. One could make a living selling these things to Windows users.

Forge does have limited ARexx support, about fifteen commands. In fact, this is how Forge executes "Randomize" and how it displays to the 24 bit boards it supports. Forge can launch up to ten ARexx scripts with their own entry or you can call any ARexx script with a file requestor. ARexx scripts can not only be launched at program start or shutdown, but also before or after each sequence or each frame. With all this, you would think that ARexx is an important element of Forge, but to be truthful, it could use a bit more work. One bug I found was if you launch an ARexx script from Forge that has an error it will not give any error code and once caused Forge to crash completely.

As quoted from the manual: "The AREXX commands themselves will not be documented in this manual, mostly because it is much easier just to present demonstration scripts for you to examine." Just the same, it would've been nice to at least include a short summary of their functions. There are at least two commands that aren't in any of the demo scripts that I found by loading Forge into a word processor. For the record, here are all the commands I know of: QUIT, GETNAME, GETMIN, GETMAX, GETVAL, GETSTEPS, SETVAL, DUMPPREVIEW, SHOWSTATUS, PAUSE, RESTARTPREVIEW, UNPAUSE, REFRESHSLIDERS, FORGETOFRONT, FORGETOBACK.

The project menu has a selection labeled Iconize, which will open a small window of not much more than a title bar on the Workbench. This frees up valuable chip memory for serious multitasking. Clicking on the close gadget of this window will uniconize the program, and abortize any rendering if you confirm the requestor. I wish Amiga developers would follow a rule on this point, as some programs quit, some uniconify and this one uniconizes. If "WB Render Meter" is turned on from the prefs, it will also open another small window with frames remaining and a percent finished meter on the workbench.

The prefs requestor is fairly basic, but includes things that make your rendering life easier. Among the parameters changeable are setting screen background color and whether or not you want Forge iconified when rendering. Also in prefs there are three different task priorities, allowing you to change the importance of CPU time for Forge when rendering, pushed to the back, or front and active (which I think should be in ALL programs of this nature.) This way, Forge won't be sharing the important CPU time with your stellar conquest battle simulation program. I do wish the prefs requestor had an OKAY button, all it has is SAVE and CANCEL.

Forge has a real time preview window with a maximum size of 237 pixels wide by 249 high. Real time being defined as constantly updating and refining even as you change parameters via sliders. If your processor is fast enough, it only takes a several seconds to see details of your changes. Soon after a change takes place, the window refreshes with 32 by 32 pixel blocks, then down to 16 by 16, then down to 8 by 8, etc., until it finally fills in details pixel by pixel. Any time during this process you can move a slider and it will instantly update. This system works great if you make a mistake and instantly get the garishly colored checkerboard texture (read the Essence manual.) Using the pull

down menu you can transfer the preview window to a 24 bit framebuffer like Firecracker or Opalvision.

Imagine has the ability to load two objects, or two textures, and morph between them. In the case of animating textures with Forge, you would define two sets of parameters and morph between them. Good examples of animation using Essence would be polkadots growing or clouds dissapating and reforming. When using 3D programs other than Imagine, you would have to render a sequence of texture brushes, which most 3D programs accept as animated brushmaps. Forge can preview the animation either by storyboard or actually showing them animate in a postage stamp size window. The animating preview is done by copying the storyboard views to the anim preview in sequence. You can preview at 30fps and it didn't even seem to slow down the real time updating on my machine.

Overall, I like Forge quite a bit. Like almost any program, the first release can always be a bit more refined, Forge has a very solid foundation to start. I don't know of any program like it on the Amiga, so it's in a class of it's own. If you already own Essence, either volumes, I highly recommend getting Forge. It will save much time tweaking those texture values. If you're planning on buying Essence soon, Forge is even more important since it is extremely useful in finding out what Essence can and can't do. I commend the Apex team on a job well done.

## 1.16 Lock-n-Load

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Lock-n-Load                                     by Jason Compton %%
%%                                                jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

I've tangled with the Fred Fish and AmiNet CD-ROMs on some local BBSes before. They're nice compilations, but sometimes it's hard to find what you're looking for. NorthWest Public Domain has its own entry to the CD-ROM market for compilations of PD material, and they call it Lock 'N Load.

"Hundreds of games ready to run on most AMIGAS" reads the CD label (rather nice blue tone to it, I might add) and they're right. This CD is games-only, for the most part. One of the rather nice non-game inclusions is a version of Workbench 1.3, 2.0, and 3.0, meaning that virtually anybody can use this disc and find everything they need on it. It also means that CDTV and CD32 users alike can boot off of it. This is a rather nice feature.

Let's say you boot off a CD32 like I did. After a considerably lengthy wait (Workbench usually goes faster from floppy than this, but I won't complain too much), you're treated to a rather nice picture of a jet fighter cockpit with the Lock 'N Load logo above. (Clever, eh? It's firing on another jet...) The CD32's joypad is supported by a somewhat helpful program called JoyMouse, which means you can chunk the pointer around the screen, usually with more accuracy as holding down shift and doing the keyboard combination. It doesn't support a right mouse button on the pad, though, which is sort of silly

considering all the buttons we have to spare. Then again, the program wasn't written specifically for the pad. At any rate, there are two primary divisions on the disk: Assassins disks and "Mega-Games", which could just have easily been called "Everything else". Anybody who has had an Assassins disk knows what they look like-if you don't, they're floppy collections of, oh, usually 2-5 PD games. The menu is accompanied by a decent mod and the game is selected by keyboard. (CD32 USER ALERT) The Mega-Games directory is broken up into some smaller, fairly logical subdivisions, which are also in turn divided, and so on, until you find the program you want to play.

This is when fun things start to happen. A fairly good job has been done to make sure that all of the games will run-I saw an awful lot of Nico Francois' PAL 1.0 and Jolyon Ralph's KillAGA popping up in the scripts that launch when you double click (or single click with the joystick) on a game. Sometimes, it doesn't always work, though. I had a good handful of programs not react well with the script, and a couple actually had scripts that failed because of incorrect assigns or commands. The former can usually be fixed by booting ECS or OCS (I try to make it a habit of doing so with this program unless I KNOW I'm playing an AGA game), and the latter...well...you'll have to tinker a bit and not use the icons.

So how does it rate as a compilation? If memory serves, about 300 megs or so are used up on the disk. Not bad. I wouldn't have minded 300+ megs of other things, but some people may have been upset by repeats of things they already have. The assigns are, for the most part, helpful and welcome. The bootable option is great, and the CD32 support isn't bad. Of course, the CD works in ANY SCSI Amiga CD-ROM drive (actually, probably the IDE ones, too) and has the Parnet software on it, so it's probably more suited for a full-Amiga user. The other option is to hook up a mouse and a keyboard (remember, that keyboard adapter is \$5 at Radio Shack...) on a CD32 and plug away.

I won't bore you with listing the compilation. There are, of course, the good and the bad on this. With the Assassins, you can always go and look up what the first 150 or so disks held, so that should give you some indication. The Mega-Games are, of course, random chance, but there ARE things worth playing-case in point, Megaball 3 AGA.

This is a disc you've got to look around...Card games are classified under "Strategy"...which is true, to a point, it's just that I never thought of it. "Strategy" clicks wargame images, not Klondike AGA, but that's just me, I suppose.

One very pleasant surprise was the Spectrum Emulator V1.7... complete with about 30 games! Granted, they're not speed-demon-esque on an 020/14 CD32, but they're not bad, either, and were quite a bit of fun.

My final decision? For less than \$25, for someone who doesn't already own PD compilations, it's a good buy, especially if you're handy with Degradar or the like.

NPD knows about the assign problems and is fixing them for the next Lock 'n Load, scheduled for July or August. Other than that, a very well presented, well put together CD.

NorthWest Public Domain  
P.O. Box 1617  
Auburn, WA 98071-1617 USA  
(206) 351-9502

## 1.17 Secrets of Binary Numbers

%%%

% Secrets of Binary Numbers by  
David Tiberio  
%  
% dtiberio@libserv1.ic.sunysb.edu %  
%%%

What is the best way to use numbers? Most people are used to using only the decimal system, with 10 digits. The theory behind it is that humans have ten fingers, so miraculously the decimal system became popular. Some suggested using base 12 instead, which has 2 more digits. the reason behind this is that 12 is easier to work with in some cases, since it is easily divisible by 0, 1, 2, 3, 4, 5, 6, 8, 9, and 10. Others use base 8 (octal) and 16 (hexadecimal) for programming, but the undisputed champion of all numbering system is binary, using only 0 and 1. Of course you could try using unary systems, with only one digit, but then each number would be even more of a pain to count. :)

Now, let's investigate the magic of binary. Find an unsuspecting person and ask him or her how high he can count on his fingers. Tell him that he must show, with his fingers, a given number such that it is not mistakable. In other words, he cannot say that counting ten fingers will also be good for 20 or 30, etc. Most people should say that they cannot count higher than 10 on their fingers without repeating fingers. Respond by telling them that you can count to 1024!

Here is an 8 bit binary number I saw on a license plate last Friday: 01101001. This number, in decimal, equals 105. Each bit position carries a different weight. For example, let's look at 105 in decimal.

1	0	5	= 105
(1 * 100) +	(0 * 10) +	(5 * 1)	= 105
(1 * 10^2) +	(0 * 10^1) +	(5 * 10^0)	= 105

Each digit in the number 105 carries a different value based upon the number 10, which is the base value. The first digit, 1, is multiplied by 10^2 (10 squared). The 0 is multiplied by 10^1 (just 10 will do), and the 5 is multiplied by 10^0 (anything to the power of 0 is 1).

Now let's look at the binary equivalent. Each number will be generated in the same way, except using base 2 instead of base 10.

$$0 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 = 105$$

$$(0 * 2^7) + (1 * 2^6) + (1 * 2^5) + (0 * 2^4) + (1 * 2^3) + (0 * 2^2) + (0 * 2^1) + (1 * 2^0) = 105$$

FIGURE 1:

10000000	$2^7 = 128$	00001000	$2^3 = 8$
01000000	$2^6 = 64$	00000100	$2^2 = 4$
00100000	$2^5 = 32$	00000010	$2^1 = 2$
00010000	$2^4 = 16$	00000001	$2^0 = 1$

So, substitute from the table and get:

$$0*128 + 1*64 + 1*32 + 0*16 + 1*8 + 0*4 + 0*2 + 1*1 = 105$$

Here are the decimal and binary numbers from 1 to 16:

FIGURE 2:

1	0001	9	1001
2	0010	10	1010
3	0011	11	1011
4	0100	12	1100
5	0101	13	1101
6	0110	14	1110
7	0111	15	1111
8	1000	16	10000

Now here is why it works this way. In decimal, let's say you have 100. You know that the number before it is 99. And when you get up to 1000, you know the previous number is 999. In binary, it works a little more interestingly. Let's say you have the binary number 1000. this is  $2^3$ , or 8 in decimal. Since binary only has the numbers 0 and 1, the number before 1000 is 0111, or 7 in decimal. On the above chart, decimal 16 is 10000 in binary. Subtract 1 and you get 15 decimal, or 1111 in binary.

Now for more fun. Let's say we have 4 people, named: Mr. Ali, Mr. Fish, Mr. Luck and Mrs. West. We want to know who will be attending the party. Each person will either attend (TRUE) or not attend (FALSE). If TRUE, a 1 is used. If FALSE, a 0 is used. Each person is also ordered alphabetically. The data is stored in a binary number.

Mr. Ali is the man of honor, so he is attending. TRUE

Mr. Fish was busy backing up his disks with BRU, so he can't attend. FALSE

Mr. Luck hasn't been to the offices in a while, so he is going. TRUE

Mrs. West found a job working out of state, so she can't attend. FALSE

Now in binary, we are storing the answers in the order of the person's name, alphabetically. So we have a TRUE, a FALSE, a TRUE, and a FALSE. Above, we defined TRUE as equal to 1, and FALSE as equal to 0. This makes the binary number 0101 (or F-T-F-T). NOTE! The numbers are stored in REVERSE ORDER! If we had just 1, it would be no problem. If we add another numeral, such as 0, it would be 01, so that 1 keeps the same

place ( $2^0$ ).

Now, the question is, is Mr. Luck going? We have the data 0101, and we know Mr. Luck is the 3rd digit from the right. We would check the number 0101 against the value used to define Mr. Luck. Since Mr. Luck is the third position, he takes  $2^2$  ( $2^1$  is the second position, and  $2^0$  is the first position). Now,  $2^2 = 4$  in decimal, so that is what we assign to Mr. Luck. Now, let's convert 0101 to decimal.

$$0 \cdot 2^3 + 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0 = 0 + 4 + 0 + 1 = 5 \text{ in decimal}$$

Okay, our data equals 5. We take 5 and use the AND operation to check it with 4. In C this might look like: `if(DATA && MR_LUCK)` or `if(5 && 4)` in decimal or `if(0101 && 0100)` in binary.

Now let's look at the binary comparison:

```
0101
0100
^
```

This is the position. Since 0101 AND 0100 both have that bit set to 1, Mr. Luck is attending. Now in decimal, we have 0101 = 5 AND 0100 = 4, or 5 AND 4. The only way to make 5 is by adding the numbers ( $2^2$ ) and ( $2^0$ ), which is ( $2^2 = 4$ ) = ( $2^0 = 1$ ), or  $4 + 1 = 5$ , so we have proven that 4 is included in the numbers of the binary places that add to 5 (see FIGURE 1).

There is much much more to using binary, and it may be hard to understand or read at first, but hopefully now you will know how to count to 1024 with just ten fingers. To give you a hint, try calculating  $2^{10}$ !

I took this from the Amiga Online Reference Manual (with permission), to show you what some number conversions look like. Take a look at the patterns formed in the binary numbers and compare them with the decimal. Note the numbers denoted by an "x".

#### Index 7 ASCII Conversion Table

	BINARY	OCTAL	DECIMAL	CHAR	HEXD
x	00000000	000	000	NUL	00
	00000001	001	001	SOH	01
x	00000010	002	002	STX	02
	00000011	003	003	ETX	03
x	00000100	004	004	EOT	04
	00000101	005	005	ENQ	05
	00000110	006	006	ACK	06
	00000111	007	007	BEL	07
x	00001000	010	008	BS	08
	00001001	011	009	HT	09
	00001010	012	010	LF	0A
	00001011	013	011	VT	0B
	00001100	014	012	FF	0C
	00001101	015	013	CR	0D
	00001110	016	014	SO	0E



00001111	017	015	SI	0F
x 00010000	020	016	DLE	10
00010001	021	017	DC1	11
00010010	022	018	DC2	12
00010011	023	019	DC3	13
00010100	024	020	DC4	14
00010101	025	021	NAK	15
00010110	026	022	SYN	16
00010111	027	023	ETB	17
00011000	030	024	CAN	18
00011001	031	025	EM	19
00011010	032	026	SUB	1A
00011011	033	027	ESC	1B
00011100	034	028	FS	1C
00011101	035	029	GS	1D
00011110	036	030	RS	1E
00011111	037	031	US	1F

- AMINET REFERENCES -

Check comp.sys.amiga.programmer for more information on the binary system.

bilol.lha game/think 6K\*Binary Logic: Think game, requires Kick 2.

As Edward Cayce might say, that is all for the present...

dtiberio@libserv1.ic.sunysb.edu

### 1.18 More SX-1 News

%%%

%% More SX-1 News by Jason Compton %%

%% jcompton@bbs.xnet.com %%

I can tell some people are really getting tired of hearing about this thing. Some are even calling it vaporware. It's not...at least, if it is, it's vaporware that's being marketed by the manufacturer quite heavily. I got a fax from Paravision (owners of MicroBotics, remember them?) about it. There's some good news and bad news.

The good news first: AT keyboard support and a 32-bit SIMM slot are standard on the SX-1 now.

The bad news: AT keyboard support and a 32-bit SIMM slot are standard on the SX-1 now.

Well, it's good because you don't have to pay "extra" for them, although it has raised the cost of the standard unit some.

It, and the recent unavailability of parts due to Commodore's...whatever you'd like to call what they've done.

Since the SX-1 requires proprietary chips, and Commodore's inventory is locked up, Paravision is buying from other sources at inflated prices.

Here's the breakdown, from the fax, of the new pricing, in suggested retail:

Standard SX-1 (Serial, disabling switch, parallel, RGB, floppy, IDE internal and external, AT Keyboard, audio in, SIMM, MPEG passthrough, clock) : \$277

SX-1 with 4 megs RAM: \$395

SX-1 with 40 meg HD: \$401

SX-1 with both: \$569

They will be available in quantity the week of June 27.

Paravision also has a new CEO and President: Robert Maynard, described by the fax and himself as a "turnaround man", having taken several companies from thousands to millions. He looks to do the same with Paravision, through strongly hyped-up marketing and "aggressive pricing." He is shooting to re-create the mass appeal Creative Labs has been able to generate with their SoundBlaster packages.

Paravision can be contacted at 214-644-0043 voice, 214-644-0227 FAX, and 744144.2363@CompuServe.com and microbotics1@bix.com on Internet. They have an 800 number, but I've misplaced it. My apologies, I'll tell you when I find it.

(incidentally, my SX-1 is scheduled for about June 16th...)

## 1.19 AR Contest

%%

%% AR Contest

by

David Tiberio

%%

%% Enter and Win!

dtiberio@libserv1.ic.sunysb.edu %%

%%

- THE PRIZE FOR NEXT MONTH -

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

The prize this month is the Amiga/Toaster Reference Manual v2.221,

from Area52. This is a 1,000 page help system for the Amiga and Video Toaster, covering the Workbench, AmigaDOS, Lightwave, and more (\$34.95).

The second prize choice is the FutureShock audio CDROM, which was produced using Amiga computers by SideWinder. There are some Sidewinder music modules on Aminet that you may want to look at for a sample of the audio CD (\$12.95).

Previously we have offered the ARExx Reference Disk by Merrill Callaway, which was awarded to a previous winner. Contact Whitestone for more information (505) 268-0678.

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

- THE MONTHLY DRAWING -

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

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

- THE PUZZLE -

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

Decrypt the following encoded message: 17851 47932

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

- TO ENTER -

To enter, simply let your fingers do the talking and write an email and send it to dtiberio@libserv1.ic.sunysb.edu. You MUST put the word CONTEST in the subject line of the email header! Otherwise you run the risk of having your email deleted (don't ask, it is a long story!) or send a post card or letter to:

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

Is it possible to win via snail mail? You might think that your chances of winning are better by entering in email (much faster of course), but last month's winner send in a letter that arrived the day before his winning number was drawn!

---

In your letter or email, please provide the following:

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

You must also include a brief one sentence overview of the editorial in this issue of AMiga Report. Just to make sure you are reading it. :) You must also include the issue number. For example, if you read this in AR213, then include that in your correspondence. Also, a prize winner will be determined by a random number generator. Choose a number from 1 to 262,144. The closest winner or winners to the randomly generated number will receive the prize in the mail. Anyone who does not provide a number will have one assigned to him randomly.

All prizes will be mailed within one week after I get my hands on the published version of AmigaReport. I am doing this for a few reasons. First, every winner so far has given the correct puzzle solution before I have received the editon of AmigaReport that announced it. :) Second, I don't like to go to the post office every day if I can avoid it. Third, you never know when someone's power supply might blow up (right Mr. Editor?!).

- RULES AND REGULATIONS -

1. In the evnt that the editor's power supply fries, the contest for that month will have its deadline postponed to a later date, to be announced. Any contest entries for the random drawing will be added to the next month's drawing, to be held once per month near the beginning of the month.
  2. All prizes are donated. I cannot be held responsible for any damage caused by a prize. For example, if you leave your prize on the stairs and your grandmother slips on it, I will not pay her medical bills.
  3. We are not doing this for any profit, and cannot be held responsible if we go out of business or are otherwise financially unable to give you anything! We are actively looking for submissions from other software authors.
  4. Good things come to those who read the rules and regulations! Here is a tip to help you win: every problem is a trick problem, or gives you clues that are not part of the problem itself. Read the whole entire contest entry looking for clues. And read my other articles for more clues. I give some very obvious clues :).
  5. If for any circumstance you are awarded a prize but do not receive it, contact me at (516) 476-1615. I will promptly attend to any mistakes that have been made.
  6. These rules are subject to change at any time without warning!
-

- THE DISCLAIMER -

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

- THE CHANCE YOU WILL WIN -

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

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

dtiberio@libserv1.ic.sunysb.edu

## 1.20 Emulation Rambler

%%%

```
%% Emulation Rambler                                     by
                Jason Compton
                %%
%% Between Jobs....                                     jcompton@bbs.xnet.com %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Well, I'm between jobs right now. Actually, that's not quite true, as I have MaxDOS sitting here waiting for me and there's a Vortex 486 board that needs my attention.

Both are giving me problems, though...MaxDOS' is probably minor, while the 486 keeps locking up. I haven't had a chance to explain the problem to the necessary parties, though. I have confidence that they'll work.

In the meantime, here's a "first-impressions" review and overview of MaxDOS V1.0.

From Media4 Productions, a company with some very nice stationery, is MaxDOS, which provides Workbench/AmigaDOS access to Macintosh HD floppies and any Mac SCSI device, including CD-ROM drives and the like through their Mounter program. The catch is that you need mfm.device (from the CrossDOS package, standard on WB 2.1 and above) for the Mac floppy access.

Installation: Uses the Commodore installer. Simple. Quick. Effective.

Operation: Well, it all pretty much centers around the Mounter

program, which is straightforward. The hardest part is telling it the device you want to use to read the configuration from (such as specifying mfm.device for floppies or your relevant SCSI device for SCSI partitions and the like) and getting the unit number right. For floppies, it's 0-3, and for SCSI devices, it's the SCSI unit number. Take a floppy as an example. Put it in the drive and watch PC0: and your virus checker chew on it, then run Mounter using mfm.device. Hit "read configuration" and immediately and conveniently, all of the relevant facts about the disk come up (sector size, cylinders, sectors, surfaces, sectors/track and capacity) Then you can mount the volume and even create a mountlist for future reference (thereby skipping the Mounter program altogether). Not bad. MF0:, as it is now known, appears and can be accessed as a legal AmigaDOS device. Mac files are split into forks: one is the filename of the program, the other is the filename with a superscript 2 (in other words, squared). The data fork, the smaller one, is very often less than half a k and only identifies the file and a few other Mac-like things. For self-extracting archives, it contains the extractor. The main body of programs seems to escape unscathed.

Problems: Well, at present, I've tested floppy and my Amiga-formatted HD with an AMAX: partition. MaxDOS is supposed to recognize it and hasn't. I've told Mr. Landwehr (blandwehr@bix.com) about it, and I think I'll remind him again, since I haven't received a reply yet.

This, of course, isn't the end. I plan to try a CD-ROM drive soon, and to fix the hard drive problem. I'm merely introducing the topic.

Speaking of introductions, Jim Drew has introduced himself to the Mac magazines. He's featured in MacWeek, or at least some quotes are... like a 486 emulation for the PowerPC 8100 that will run faster than a Pentium. Sound incredible? Sure it does. He claims that it is based on his work with emulators on the Amiga...meaning that we see our 486 emulator before the PowerPC people do. What will happen? You'll have to wait like everyone else to find out. Insignia Solutions, the SoftWindows (formerly SoftPC, but that was too scary of a name for Mac users, apparently), don't seem to believe it's possible.

This is all rather like a soap opera sometimes. Keep the emulators warm.

## 1.21 Portal

```

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

```

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information

---

The Portal Online System is the home of acclaimed Amiga Zone, which was

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

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

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.

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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.

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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.

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---

An entire general interest newspaper and computer news magazine.

Portal feaues 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.

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2400/9600bps non prime # PCPursuit			1.00	20.95	24.95	29.95	49.95

\* plus cost of phone call if out of Portal's local dialing area  
 Direct rates also apply to connections made to Portal using the UNIX "telnet" program from an account you may already have on an Internet-connected system.

% 9600 bps Sprintnet in over 300 cities areas

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# 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 availble for both USR HST modems, and any V32/V32.bis modems. There are dozens of direct-dial high speed lines into Portal. No busy signals!

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

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

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

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

That number again: 408-973-9111.

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

## 1.22 Dealer Directory

%%  
%% Dealer Directory %%  
%%

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BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
Email: nighty@gmatter.twics.com

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

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

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

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

## 1.23 BIX

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

Lots of information!

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

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

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

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

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

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

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

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

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

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

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

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

INTERNATIONAL USERS:

If you wish to connect internationally through Tymnet or SprintNet, please contact your local PTT. BIX accepts prepaid international calls, direct dial, or telnet connections. In order to make a "collect" (not prepaid) call to BIX, your account must be verified before the charges

are accepted. When you complete the registration, we'll mail you a BIX Membership Agreement by regular US Mail. When you receive it, sign it and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

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

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

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

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

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

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

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

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

At the Name? prompt, type bix.amrpt

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

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

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

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

## 1.24 RCS\_TTX v1.0

### TITLE

RCS\_TTX - Integrate TurboText and RCS

### VERSION

1.0

### AUTHOR

Daniel J. Barrett  
barrett@cs.umass.edu

### DESCRIPTION

I was inspired by the recent review in comp.sys.amiga.reviews of the DICE 3.0 C Compiler, which integrates RCS support into its programming environment. And so, I have written 3 simple ARexx scripts that integrate RCS with the TurboText text editor. One script "checks in" the current document, one displays the recent changes in the current document, and one displays the change log of the current document.

TTX\_RCS is useful both for programmers and for any other TurboText users. You can "check in" versions of any text file for safe-keeping, not just program source code.

TTX\_RCS is currently a simple hack that I designed and wrote in one evening. However, it is quite useful, and I tested it even as I wrote yet. Yes, TTX\_RCS was used to maintain \*itself\* as it was being created. :-) (Thanks to TurboText's interactive ARexx console!)

### SPECIAL REQUIREMENTS

AmigaDOS 2.04 or higher. (Untested under AmigaDOS 1.3.)  
TurboText 1.03 or higher.  
HWGRCS (From Aminet: /pub/aminet/dev/misc/HWGRCSp8f.lha).  
ARexx.

### HOST NAME

Any Aminet ftp site, such as wuarchive.wustl.edu (128.252.135.4).

### DIRECTORY

/pub/aminet/util/rexx

### FILE NAMES

RCS\_TTX.lha

---



## PRICE

Free.

## DISTRIBUTABILITY

Copyright 1994 Daniel J. Barrett. The files in this archive may be freely distributed as long as they are distributed in their entirety.

Later versions of RCS\_TTX will probably be placed into the public domain. I want to add more features and eliminate bugs (if any) before then.

## 1.25 The BoB Shop Demo v0.9

## TITLE

The BoB Shop

## VERSION

Demo 0.9

## AUTHOR

Brian Lloyd  
428 King William St.  
Hamilton, Ontario  
Canada  
L8L 1P7

905-522-7105

brianlloyd@canrem.com

## DESCRIPTION

The Bob Shop is a Sprite/Bob editor written in Amos Pro V:2.0. It is a paint program designed specifically around the creation of sprites/bobs for use in games and animations with an emphasis on creating animated sequences.

## FEATURES

- Full set of drawing tools line, free hand, curve, fill, polygon, rectangle, circle and ellipse.
  - Four built in brush shapes plus the ability to clip custom brushes from any area of the screen.
  - Registered version can be run directly from the Amos editor as an accessory.
  - Page flipping allows you to interactively compare previous frames to current frame while drawing.
  - Play animated sequences using VCR type controls.
  - Variable zoom.
  - Hot Spot placement.
-

- Pattern fills.
- Demo version is time limited to 15 minutes.

**SPECIAL REQUIREMENTS**

- Amos 1.3 or 2.0 (must have 2.0 to run as accessory)
- 1 meg recommended.

**HOST**

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

**DIRECTORY**

pub/aminet/dev/amos

**FILENAME**

TBSdemo9.lha

**PRICE**

Registration fee of \$20. Canadian  
plus \$3.00 S&H within Canada or \$5.00 S&H international

**DISTRIBUTION**

The demo version of The BoB Shop may be freely distributed,  
uploaded to bbs's and/or distributed in any way, so long as no  
profit is realized from the distribution, with the exception  
reasonable duplication charges.

## 1.26 ShowAmiga v1.1

**TITLE**

ShowAmiga

**VERSION**

1.1

**AUTHOR**

Dr. Peter Kittel, Commodore Germany  
email: peterk@cbmger.de.so.commodore.com

**SHORT**

An Information System about Amiga by C= Germany

**TYPE**

demo/euro

**DESCRIPTION**

The ShowAmiga Information System was uploaded to AmiNet demo/euro. The executable program is ShowF+A2.run (Basic, compiled with AC/Basic). The source text is ShowF+A2. All files should be kept together in one subdirectory.

This archive contains my "Amiga Propaganda Texts" ("What you always wanted to know about the Amiga") in both German and English, plus a demonstration and viewing program for them. The program is rather (not fully) secure against false inputs, so you could give it a try and let it run in a shop unattended. This implies that it's multitasking hostile by intention. It's easy to create another language version of this all. It's also easy to strip off the control lines from these texts and thus regain pure ASCII texts. And being pure ASCII, it's also easy to update the contents of these files always current with new products/situations.

The program runs on practically every Amiga known, on PAL and NTSC, I only did not test with 3rd party graphics cards (Topaz 8 and 9 hardcoded).

HOST NAME

Any AmiNet host such as ftp.wustl.edu

DIRECTORY

demo/euro

FILE NAME

ShowAmiga.lha (79393 Bytes)

DISTRIBUTABILITY

Free, and I invite everyone to spread this as far as possible!

Best regards, Dr. Peter Kittel // E-Mail to \  
Commodore Frankfurt, Germany \X/ peterk@cbmger.de.so.commodore.com

## 1.27 Serial Stratego v1.3

TITLE

Serial Stratego

VERSION

1.3

AUTHOR

Daniel Oberlin

---



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 %%

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%%%

## 1.29 Columns and Features

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

Amiga News  
 News and Announcements

compt.sys.amiga  
 Hold on....

UseNet Review  
 GNU C Compiler

Amiga MultiMedia  
 Setting up a presentation

Wierd Science NetWork CDROM  
 Connect it!

Forge Review  
 A 3D rendering product

Lock-n-Load

A review

Secrets of Binary Numbers  
01101001 .... eh??

AR Contest!  
Enter and win!!

Emulation Rambler  
Between Jobs...

More SX-1 News  
Vaporware??

## 1.30 About Amiga Report

For Starters  
Where to get AMIGA REPORT

AR Staff  
The Editors

In Closing  
Copyright Information

## 1.31 The Editors

Feel free to contact any of the editors!

Robert Niles  
The Editor-in-chief

Jason Compton  
The Emulation Editor

Jesper Juul  
The European Editor

David Tiberio  
Contributing Editor

## 1.32 Commercial Online Services

Delphi  
Getting better all the time!

Portal

---

A great place for Amiga users...

InterNet  
Subscribe to the AR Mailing List

BIX  
For Serious Programmers and Developers

### 1.33 Files Available for FTP

RCS\_TTX v1.0  
Integrate Turbotext & RCS

The BoB Shop Demo v0.9  
Sprite/Bob editor demo

ShowAmiga v1.1  
Interactive Demo of the Amiga

Serial Stratego v1.3  
Stratego via the Serial or IRC

~~~~~  
The most downloaded files from wustl.edu during the week until 5-Jun-94  
Most popular file on top.

| File                 | Dir        | Size | Description                                |
|----------------------|------------|------|--------------------------------------------|
| KingCON_1.3.lha      | util/shell | 128K | Replaces CON: (Review, menus, TAB-exp...)  |
| TheGuru.lha          | dev/misc   | 37K  | Explain specific GURU numbers.             |
| Irving_the_Butt.lha  | pix/misc   | 14K  | Samsung's negotiation with C=              |
| SuperView2_5.lha     | gfx/show   | 50K  | MultiGfx Viewer/Converter/ScreenGrabber (n |
| SuperView-lib6_1.lha | gfx/show   | 261K | Multi-GfxFormat loading, saving + displayi |
| bBaseIII.lha         | biz/dbase  | 107K | Full-Featured database program             |
| anb104.lha           | docs/mags  | 26K  | Amiga Newsbits #1.04 - 15-May-94           |
| BootUte.lha          | util/boot  | 44K  | Allows more old pgms run on 1200/4000      |
| ReqChange3_2.lha     | util/misc  | 182K | Patches OS, ARP & REQ for ReqTools.        |
| cd32bits-0694.lha    | docs/mags  | 242K | CD32Bits - June 94                         |

~~~~~

### 1.34 NOVA

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

Cleveland, Tennessee

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

## 1.35 In The MeanTime

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

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

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

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

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

## 1.36 PIONEERS BBS

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

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



## 1.37 Biosmatica

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

## 1.38 Amiga Junction 9

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

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

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

Internet: user\_name@junct9.royle.org

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

## 1.39 BitStream BBS

\* BITSTREAM BBS \*  
 The BBS of the Nelson (NZ) Amiga Users Group  
 Official Amiga Report Distribution Site  
 \* Running Xenolink 1.0 Z.3 \*  
 Glen Roberts, Sysop  
 FidoNet 3:771/850  
 +64 3 5485321 Supra V.32bis 24hrs - 7 days  
 Nelson, New Zealand

## 1.40 Realm of Twilight

\* REALM OF TWILIGHT BBS \*  
 Official Amiga Report Distribution Site -- Canada  
 \* Running Excelsior! BBS \*  
 Thorsten Schiller, Sysop  
 Usenet: realm.tdkcs.waterloo.on.ca  
 UUCP: ...!uunet.ca!tdkcs!realm  
 FIDO: 1:221/302

Fish: 33:33/8  
 24hrs - 7 days  
 519-748-9365 (2400 baud)  
 519-748-9026 (v.32bis)  
 Ontario, Canada

Hardware: Amiga 3000, 105 Meg Quantum, 213 Meg Maxtor, 5 megs RAM

## 1.41 Metnet Triangle

METNET TRIANGLE SYSTEM  
 Official Amiga Report Distribution Site  
 UK Support for Mebbsnet  
 \* Running Mebbsnet and Starnet 1.02a \*  
 Jon Witty, Sysop  
 FIDO: 2:252/129.0  
 24 hrs - 7 days  
 Line 1: 44-482-473871 16.8 DS HST  
 Lines 2-7: 44-482-442251 2400 (6 lines)  
 Line 8: 44-482-491744 2400  
 Line 9: 44-482-449028 2400  
 Voice helpline 44-482-491752 (anytime)

Fully animated menus + normal menu sets.  
 500 megs HD - Usual software/messages  
 Most doors online - Many Sigs - AMIGA AND PC SUPPORT  
 Very active userbase and busy conference  
 Precious days and MUD online. AMUL support site.

## 1.42 Omaha Amiganet

\* OMAHA AMIGANET \*  
 Official Amiga Report Distribution Site  
 \* Running DLG Professional \*  
 Andy Wasserman, Sysop  
 24 hrs - 7 days  
 FidoNet: 1:285/11  
 AmigaNet: 40:200/10  
 Line 1: 402-333-5110 V.32bis  
 Line 2: 402-691-0104 USR DS  
 Omaha, Nebraska

## 1.43 Amiga-Night-System

\* AMIGA-NIGHT-SYSTEM \*  
 Official Amiga Report Distribution Site - Finland  
 \* Running DLG Professional \*  
 Janne Saarme, Sysop

24 hrs - 7 days  
InterNet: luumu@fenix.fipnet.fi  
FidoNet: 2:220/550.0  
+358-0-675840 V.32bis  
Helsinki, Finland

## 1.44 Ramses Amiga Flying

\* RAMSES THE AMIGA FLYING \*  
Official Amiga Report Distribution Site -- France  
\* Running DLG Professional \*  
Eric Delord, Sysop  
Philippe Brand, Co-Sysop  
Stephane Legrand, Co-Sysop  
Internet: user.name@ramses.gna.org  
Fidonet: 2:320/104  
+33-1-60037015 USR DS 16.8  
+33-1-60037713 V.32bis  
+33-1-60037716 1200-2400

Ramses The Amiga Flying BBS is an Amiga-dedicated BBS running DLG-Pro on a Amiga 3000, 16MB RAM, 2GB Disk space, 3 lines.

We keep a dayly Aminet site mirroring, NetBSD-Amiga complete mirror site from ftp.eunet.ch (main site), Amiga Report, GNU Amiga, Ramses is the SAN/ADS/Amiganet French coordinator.

## 1.45 Gateway BBS

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

## 1.46 EMERALD KEEP BBS

\* Emerald Keep BBS \*  
Official Amiga Report Distribution Site  
\* Running DLG Professional \*  
Michael mac Nessa, Sysop

24 hrs - 7 days  
 FidoNet: 1:2250/2  
 AmigaNet: 40:206/1  
 618-394-0065 USR 16.8k DS  
 Fairview Heights, IL

## 1.47 Amiga BBS

\* Amiga BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior! BBS \*  
 Alejandro Kurczyn, Sysop  
 FidoNet 4:975/7  
 First Amiga BBS in Mexico  
 (5) 887-3080 9600 V32,MNP  
 Estado de Mexico, Mexico

## 1.48 The Stygian Abyss

\* THE STYGIAN ABYSS BBS \*  
 312-384-0616 14.4 USR Courier HST  
 312-384-6250 14.4 Supra V.32 bis (FREQ line)  
 312-384-0716 2400 USR Courier

FIDONet-1:115/384.0 CLink-911:6200/2.0 NWNNet-206:310/0.0--206:310/1.0  
 PhantomNet Central States Cooridinator-11:2115/0.0--11:2115/1.0  
 FaithNet Central States Cooridinator-700:6000/0.0--700:6000/1.0  
 AMINet Chicagoland HUB-559:2/5.0  
 Chicago, Illinois

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

## 1.49 Amiga Do PC BBS

\* AMIGA DO PC BBS \*  
 Official Amiga Report Distribution Site - Brazil  
 \* Running Excelsior! v 1.18 \*  
  
 +55-192-33-2260  
 Weekdays: 19-07 (-3 GMT)  
 Weekends: 24 hours  
 Fidonet: 4:801/44  
 RBT: 12:1212/1  
 Virinet: 70:101/17

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

Freq AREPORT for the newest issue available.

## 1.50 Comm-Link BBS

\* COMM-LINK BBS \*  
Official Amiga Report Distribution Site  
\* Running Excelsior Pro \*  
604-945-6192 USR DS 16.8  
24 hrs - 7 days  
Fido: 1:153/210.0  
AmigaNet 40:800/9100.0  
InterSports: 102:540/305.0  
PussNet: 169:1000/305.0  
InterNet: steve\_hooper@comm.tfbbs.wimsey.com  
Steve Hooper, Sysop  
Port Coquitlam, B.C. Canada

## 1.51 Phantom's Lair

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

## 1.52 Tierra-Miga BBS

Tierra-Miga BBS  
Software: CNet  
Gib Gilbertson  
24 hours - 7 days  
FidoNet: 1:202/638.0  
AmigaNet: 40:406/3.0  
Internet: torment.cts.com  
Line #1: 619.292.0754 V32.bis  
City: San Diego, CA.

## 1.53 Freeland Mainframe

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

## 1.54 LAHO

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

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

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

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

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

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

Welcome on board!

## 1.55 Falling BBS

\* FALLING BBS \*  
Official Amiga Report Distribution Site -- Norway  
\* Running ABBS \*  
Christopher Naas, Sysop  
+47 69 256117 V.32bis 24hrs - 7 days

E-Mail: naasc@cnaas.adsp.sub.org

## 1.56 Command Line BBS

```
* COMMAND LINE BBS *
Official Amiga Report Distribution Site -- Canada
Canada's Amiga Graphics & Animation Source
* Running AmiExpress BBS *
Nick Poliwko, Sysop
416-533-8321 V.32 24hrs - 7 days
Toronto, Canada
```

## 1.57 Leguans Byte Channel

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

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

## 1.58 Stingray Database BBS

```
* STINGRAY DATABASE *
Official Amiga Report Distribution Site -- Germany
* Running FastCall *
Bernd Mienert, Sysop
E-Mail: sysop@sting-db.zer.sub.org.dbp.de
+49 208 496807 HST-Dual 24hrs - 7 days
Muelheim/Ruhr, Germany
```

## 1.59 T.B.P. Video Slate

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

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

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

## 1.60 Amiga Central

```

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

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

## 1.61 Continental Drift

```

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| ::\  /::: |
| :::\ /::: |
| :::/ \::: |
|   V  V   |
|  \  /   |
|   /\   |
+-----+
          C O N T I N E N T A L   D R I F T   B B S
          Official Amiga Report Distribution Site
          Running *DLG Pro* BB/OS Software
          Supporting the Amiga 100% Only!
          Sysops: Murray Chaffer & Andre Lackmann
          FIDO: 3:714/911           PH: +612 949 4256
                              (Sydney, Aust.)
  
```

## 1.62 Amiga Online Bs Heemstede

Amiga Online Bs Heemstede

\* Headquarters of Online Products \*

Official Amiga Report Distribution Site -- The Netherlands

\* Running Xenolink 1.90 \*

Your SysOp is Michiel Willems



24 hours a day - 7 days a week

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

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

Heemstede, The Netherlands, Europe, The Earth

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

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

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

## 1.63 Guru Meditation

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

## 1.64 Moonlight Sonata DLG

M O O N L I G H T S O N A T A D L G  
 \* Amiga Report Official Distribution Site \*  
 \* DAS ModPlayer Support \*  
 2 Nodes \*FREE PUBLIC\* Amiga BBS  
 MIDI-tunes, MIDI-utils, Modules, Amiga-files  
 Messages, Door-games, MUD...  
 Also patches for several synths!  
 (About 100MB of ProTracker Modules!)  
 Node #1 - +358-18-161763 - ZyXEL V32b 19200  
 Node #2 - +358-18-161862 - HST DS V32 14400

Fidonet: 2:221/112.0

Keyboards: Erno Tuomainen

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

## 1.65 LINKSystem LINK-CH1

LINKSystem LINK-CH1

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

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

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

## 1.66 Doom of Darkness

\* Doom of Darkness \*

\* Home of AmBoS \*

Official Amiga Report Distribution Site -- Germany

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

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

## 1.67 RedEye BBS

REDEYE BBS

\* Running EXCELSIOR/UUCP/AFAX \*

"Official Amiga Report Distribution Site Germany/Europe"

Sysop: Thorsten Meyer

Internet: sysop@redeye.greenie.muc.de

Line 1: +49-89-5460535 (V.32b, Zyxel EG +)

Line 2: +49-89-5460071 (USR Courier V32b terbo)

24hrs - 7 days

Munich, Germany

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

## 1.68 Virtual Palace BBS

\* Virtual Palace BBS \*  
 \* Official Amiga Report Distribution Site \*  
 916-343-7420  
 300-14400 Baud V.42bis  
 AmiExpress 2.40 700 Mbytes  
 P.O. Box 5518  
 Chico, California 95927  
 Tibor G. Balogh (Tibor), Sysop  
 Sysop Email: tibor@ecst.csuchico.edu  
 Leland Whitlock (Leland), Co-Sysop

## 1.69 Where to find Amiga Report

%%

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

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

FidoNet Systems  
 -----

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

```
          OMAHA AMIGANET
.....Omaha, Nebraska

          NOVA
.....Cleveland, Tennessee

          PIONEER'S BBS
.....Edmonds, Washington

          BIOSMATICA
.....Portugal
```

AMIGA JUNCTION 9  
.....United Kingdom

BITSTREAM BBS  
.....Nelson, New Zealand

REALM OF TWILIGHT  
.....Ontario, Canada

METNET TRIANGLE  
.....Kingston Upon Hull, England

AMIGA-NIGHT-SYSTEM  
.....Helsinki, Finland

RAMSES THE AMIGA FLYING  
.....France

GATEWAY BBS  
.....Biloxi, Mississippi

EMERALD KEEP BBS  
.....Illinois

AMIGA BBS  
.....Estado de Mexico, Mexico

THE STYGIAN ABYSS  
.....Chicago, Illinois

AMIGA DO PC BSS  
.....Campinas, Brazil

COMM-LINK BBS  
.....Port Coquitlam, BC, Canada

PHANTOM'S LAIR  
.....Glendale Heights, Illinois

Tierra-Miga BBS  
.....SanDeigo, Ca

MOONLIGHT SONATA DLG  
.....Finland

CONTINENTAL DRIFT  
.....Sydney, Australia

AMIGA ONLINE  
.....The Netherlands  
Non-FidoNet Systems  
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IN THE MEANTIME  
.....Yakima, Washington

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FREELAND MAINFRAME  
.....Olympia, Washington

LAHO  
.....Seinajoki, Finland

FALLING  
.....Norway

COMMAND LINE  
.....Toronto, Canada

LEGUANS BYTE CHANNEL  
.....Germany

STINGRAY DATABASE  
.....Muelheim/Ruhr, Germany

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

AMIGA CENTRAL  
.....Nashville, Tennessee

GURU MEDITATION  
.....Spain

LINKSystem LINK-CH1  
.....Basel, Switzerland

DOOM OF DARKNESS  
.....Bremen, Germany

REDEYE BBS  
.....Munich, Germany

Virtual Palace BBS  
.....Chico, Ca

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