ar216

COLLABORATORS

	TITLE : ar216		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ar216

1.1   Amiga Report Online Magazine #2.16 -- May 20, 1994

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                International Online Magazine

           "Your Weekly Source for Amiga Information."

             Copyright  1994 Skynet Publications
                    All Rights Reserved

                             //
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%//%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% May 20, 1994                     \//                  Issue No.  2.16 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

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
```

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

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

                          SPECIAL FEATURES

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

                 PORTAL

                 FIDO

                 INTERNET
                         %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

1.3 The Editor's Desk

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

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

We're BACK!!!

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

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

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

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

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

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

What does that mean??

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

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

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

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

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

And until then, enjoy!

1.4 Delphi

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

%%
%%   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

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

                          Jason Compton
Internet: jcompton@bbs.xnet.com

1.7 European Editor

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

                           Jesper Juul
Internet: norjj@stud.hum.aau.dk

1.8 Associate Editor

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                          ASSOCIATE EDITOR                        %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

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

1.9 Amiga Report Mailing List

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

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

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

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

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

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

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

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

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

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

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```
Aminet

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

1.10   Amiga News

%%
%% Amiga News   %%
%%

AMIGA REPORT - MAY 12 1994

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

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

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

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

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

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

=============================

SIDEWINDER announces FutureShock II

    ARTIST
          Eric Gieseke (SIDEWINDER)
          Eric_Gieseke@fcircus.sat.tx.us

    DESCRIPTION

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

* Remixed and digitally mastered in a professional recording studio

* Hi-Fi Stereo 71 minutes 15 tracks TECHNO/RAVE/TRIBAL/DANCE/JAZZ and
  SYNTH

* Software used : Pro-Tracker 1.3 MED 3.22 Audition IV

* Hardware used : AMAS 2 audio sampler Perfect Sound audio sampler
  The Sound Expander

* Cover Gfx art done on Amiga 2500/1200 computers using Imagine2.0
  rendered at 2000 x 1336 resolution 24 bit

* limited edition first 1000 individually signed and numbered

   PRICE

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

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

   CONTACT/ORDER

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

   COPYRIGHTS
               Audio CD copyright (c) 1994 SideWinder Productions
               Cover Gfx copyright (c) 1994 Zak Jarvis

   SIDEWINDER PRODUCTIONS * SOUNDS * RECORDING * PRODUCING * AMIGA BASED

==============================

AmigaWorld --The Leading Amiga Publication--

Reinforces Position of Strong Support in Market

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

Responding to news on Friday, April 29, that Commodore was going out of
business, AmigaWorld Editor-in-Chief Daniel Sullivan stated, "Regardless
of any change in the status of Commodore's operations, AmigaWorld will
continue to provide coverage of the Amiga market for its readership. We
believe there are sound reasons to remain in the Amiga market -- namely,

an installed base of five million Amiga computers worldwide; a dedicated
AmigaWorld readership of loyal, enthusiastic users; and an innovative,
proactive group of third-party developers."

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

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

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

==============================

WhiteStone presents the ARexx CookBook and the ARexx reference disk
~~~~~~

-The ARexx Cookbook by Merrill Callaway

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

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

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

* AREXX AND POSTSCRIPT -- There are no other books dealing with ARexx
controlling PostScript, but this extremely powerful combination is
presented clearly by The ARexx Cookbook. The projects include a slick

utility to print envelopes right from the Shell or CLI.

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

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

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

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

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

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

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

- The ARexx Reference Disk by Merrill Callaway

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

* FEATURES

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

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

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

* Perfect Companion to The ARexx COOKBOOK -- The ARexx Cookbook will teach
you to program in ARexx. The ARexx Reference Disk will keep the function
definitions and formats at your fingertips while you're coding.

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

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

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

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

============================

Area52 presents the CG52 Video Bulliten Board, Version 1.0
~~~~~~
AUTHOR: David Tiberio, Area52

CG52 is a full featured video bulliten board system for Amiga
computers and Video Toaster workstations. CG52 creates automated
video bullitens including datestamp and a real-time clock. All

character generation and text placement is automated, yet may be
set using embedded codes. Special effects and transitions may also
be performed. Video may be genlocked with the character generator
using a third pary genlock board.

SPECIAL REQUIREMENTS

Any Amiga computer. Workbench 2.04 or greater recommended.

PRICE

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

AVAILABILITY

Available in April, 1994.

DISTRIBUTABILITY

CG52 Video Bulliten Board may be purchased from your local
dealer. You may also order direct from Area52. Please send all
correspondance to Area52, 6 Lodge Lane, East Setauket NY 11733.
(516) 476-1615 VOICE/FAX.

CG52 Video Bulliten Board is copyright 1994 Area52.
All rights reserved.

==============================

AugmenTek Continues Support For The Amiga
~~~~~~
TorqueWare(TM) for the Amiga
   Development system and runtime environment for creating and running
   parallel programs within one Amiga or across a network of Amigas

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

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

Plans:

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

Stephen Rondeau, President of AugmenTek

```
AugmenTek
3606 S. 180th St. C-22
SeaTac, WA 98188
USA
Phone: 206-246-6077
email: augmentek@acm.org
```

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============================
```

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

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

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

```
AVSolutions Inc.
1568 Randolph Ave
St. Paul, MN, 55105
V: 612-698-1175
F: 612-698-1066
```

```
============================
```

Prolific will continue to support the Amiga
~~~~~~
Pro-Net: Schematic Capture software for Electronic CAD

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

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

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

Pro-Plot: Create HPGL and Gerber photoplot files.

Pro-Drill: Create Drill Files for manufacturer.

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

```
Jeff Lindstrom
Technical Manager
Prolific, Inc.

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

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

==============================

CLICK! N.V. Will Continue To Support The Amiga
~~~~~~
Address:

```
Boomsesteenweg 468
B-2610 Wilrijk - Antwerpen
Belgium

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

E-mail: vanhoutv@augfl.be
```

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

2) Distributor for Belgium for:

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

- MicroVitec CubScan 1440 multiscan monitors for Amiga

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

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

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

==============================

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

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

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

Gary Nush
Product Manager
Great Valley Products, Inc.

==============================

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

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

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

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

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

info@iam.com

voice: +1 610 853 4406
fax: +1 610 853 3733

1.11 Emulation Fun!

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

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

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

Test Platform:

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

A Bad Day...

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

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

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

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

The User's Manual

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

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

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

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

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

Installation

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

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

for 16 colour operation with digital EGA and CGA type monitors.

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

Great, what's it useful for?

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

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

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

FRACTINT-Yes, it's slow, but my 4.77 MHz XT Bridgeboard can run FRACTINT,
one of the best fractal processors availible. (The Waite Group's Fractal
Creations book is an excellent value, along with a copy of FRACTINT) And
since the PC side uses no Amiga processing time (especially now that it
has it's own monitor) I can leave the fractals chugging along at a merry
pace, serving as a wallpaper. Of course this took an expensive SVGA
monitor to get...

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

Conclusion

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

1.12 The BBC Networking Club

%%
%% The BBC Networking Club   %%
%%

What is the BBC Networking Club?

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

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

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

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

What is the BBC charging for Internet access?

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

What about Amiga users?

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

How will it work?

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

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

There are places called Points of Presence (PoPs) around the country into which a Club member will be dialing. These are distributed so that wherever possible you will be making a local telephone call. The Points

of Presence will be found first of all in Cambridge, London, Bristol,
Birmingham, Manchester and Edinburgh. Initially, only about 35% of the
population will be within a local call charge, but as more people join
the Club we will be extending the number and range of PoPs accordingly.
Bringing a PoP on-line in Belfast is a priority.

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

Why this two stage process?

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

What else will be on the bulletin board Auntie?

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

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

She will be until the middle of May, but after that Internet users will
be asked to pay UKP5.00 per month. We hope to set up some scheme
whereby groups of people within an organisation can pay a block fee.
However, we will still be presenting almost all material for free
access to the Internet as a whole. So if you use the Internet and
decide not to join Auntie, you will only miss out on the conferencing.

Is the BBC trying to take over the Internet?

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

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

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

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

our charges. The quicker people join the Club, the quicker we will be
able to lower the fees. We hope!

Who do I contact if I want a subscription?

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

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

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

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

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

*Other addresses: *

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

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

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

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

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

1.13   Skid Marks Review

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

PRODUCT NAME
   SKIDMARKS

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

AUTHOR/COMPANY INFORMATION
    Acid Software.

LIST PRICE
    around 33 U.S dollars

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

    SOFTWARE
        None.

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

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

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

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

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

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

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

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

with the best time wins.

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

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

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

DOCUMENTATION

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

LIKES AND DISLIKES

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

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

COMPARISON TO OTHER SIMILAR PRODUCTS

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

BUGS

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

VENDOR SUPPORT

I've had no reason to contact Acid Software.

CONCLUSIONS

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

1.14   Reader Mail

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Reader Mail                                                    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

From: DMYERS <DMYERS@mh1.mcc.ac.uk>
To: rniles@hebron.connected.com
Date: Tue, 10 May 1994 16:19:44 BST
Subject: Annoyed?

Hopefully to all readers of Amiga Report.

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

It puts a smile on my face !

:-)

1.15   Amiga Animation at Disney

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

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

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

Amiga Animation at Disney
By Douglas J. Nakakihara

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

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

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

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

TRADITIONAL ANIMATION

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

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

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

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

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

THE AMIGA'S ROLE

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

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

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

   Trace turns the picture into a ProDraw clip that is an outline of
the original picture. Trace only draws lines where a color changes from
one to another. This is one of the reasons it is important not to have
any shading. So if you had a red teapot with a blue handle, Trace would

separately outline the teapot and handle. If the handle and teapot were
the same color, both objects would be outlined, but there would be no
separation between the pot and handle.

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

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

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

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

ANIMATIC STORYBOARDS

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

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

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

elements must be synced together.

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

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

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

  It is important to note that although Day is using two Amigas,
Showmaker and Studio 16 could be multitasked on the the same computer,
accomplishing the job using a single Amiga! Moreover, except for the
lower sound quality, the Amiga's internal 8-bit sound could also be used
in lieu of the 12-bit sound board.

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

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

1.16 Interview with SideWinder

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

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

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

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

Who's Sidewinder, you ask? Well, look back through your volumous
collection of Amiga Report-- and in AR214 you'll find in the news section
an announcement/advertisement of his latest CD, "Future Shock 2." It was
produced by Sidewinder himself, using the Amiga for CD quality sound, and
remixed on DAT at Rock House Studios. Even the cover art was rendered on
an Amiga 3000! "Future Shock 1," his previous release, is available on
cassette soon to be remastered on CD. To me, all this makes Sidewinder
fit the description of "professional musician."

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

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

wonderful new sounds.

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

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

            SIDEWINDER PRODUCTIONS
            8611 Cape Valley
            San Antonio TX 78227

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

1.17   A1200 Optimism From thr UK

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

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

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

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

Even more good news is it that I have never seen piracy at such a

low level on the Amiga (about time too). Perhaps the Amiga community
passing through unstable waters has in some way shaken off the
parasites, leaving the truly dedicated owners to start things
afresh. Probably not... Probably more to do with the fact that there
is a wealth of well tested and playable software from the A500
available at ridiculously low prices.

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

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

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

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

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

Spread the word.

1.18 compt.sys.amiga

         %%%

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

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

what will become of the Amiga line of computers.

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

Then again, maybe not.

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

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

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

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

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

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

The biggest disappointment of the day was that the entire suite of Toaster
equipment was gone, off at a show. That wasn't really the most important
part, though: I knew the Toaster was out of the range of money he was
willing to spend. It DID leave Scala, which is what I intended to be the
main attraction. For a good 20 minutes, he watched Scala demos as the
sales guy (trivia note: the same one who sold me the 2000 I had when I
began writing for AR) demonstrated how the program worked. He was
transfixed.

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

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

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

I really couldn't answer. Why not?

1.19   AR Contest Winner

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

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

THE PUZZLE:

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

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

THE WRONG ANSWERS:

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

THE WINNING ANSWER:

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

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

                    - from a previous winner who describes it best!

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

THE BREAKDOWN:

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

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

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

        This being the keyboard on most Amigas.

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

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

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

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

THE DISCLAIMER:

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

THE APOLOGY:

    None for this month!

dtiberio@libserv1.ic.sunysb.edu

1.20 AR Contest

              %%%

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

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

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

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

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

        1. Amiga/Toaster Reference Manual v2.221 from Area52.

        2. ARexx Reference Disk by Merrill Callaway.

        3. FutureShock II audio compact disc by SIDEWINDER.

- THE PRIZE FOR NEXT MONTH -

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

    The prize this month is the Amiga/Toaster Reference Manual v2.221,
from Area52. This is a 1,000 page help system for the Amiga and Video
Toaster, covering the Workbench, AmigaDOS, Lightwave, and more ($34.95).
    The second prize choice is Merrill Callaway's AmigaGuide based
ARexx Reference Manual. This is from the author of the ARexx Cookbook,
and a journalist for Amazing Computing magazine ($24.95).
    Also, as a third prize, we are offering the FutureShock audio
CDROM, which was produced using Amiga computers by SideWinder ($12.95).

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

- THE MONTHLY DRAWING -

    To enter the random drawing, select a number from 1 to 262,144
and send it to me at one of my addresses listed below, either by
the postal service or email through the Internet.
    Also, you may enter by solving the following puzzle. The winner
of this puzzle will be decided within the same time frame as the
random prize, to allow the contest information to filter through the
networks, and to allow your letters and postcards to come in.

- THE PUZZLE -

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

        Decrypt the following encoded message: 17851 47932

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

- TO ENTER -

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

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

    In your letter or email, please provide the following:

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

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

- THE DISCLAIMER -

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

- THE CHANCE YOU WILL WIN -

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

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

dtiberio@libserv1.ic.sunysb.edu

1.21   Emulation Rambler

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

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

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

Qualitative...

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

Quantitative...

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

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

with multitasking enabled for the emulator tests and the Mac Bzone

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

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

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

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

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

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

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

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

If you remember, I posed the question "What good is directing serial
output to a file?" Maxwell Daymon (mdaymon@rainbow.sosi.com) knows
more about it than I do, so I'll let him tell you.
[begin quote]
> Serial/Parallel: Configures A-Max's port emulation. Since A-Max comes
> with a Mac Printer and Modem/MIDI port, you can choose that the Modem
> and Printer support come from either the Amiga ports, the A-Max ports,
> or file, in which case all the port's output is directed to an AmigaDOS
> file.

> Can someone explain the practicality of this to me?

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

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

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

Anyhow - they are very useful features when you consider service bureau

output considerations.
[end quote]

There you have it. Serial files explained.

Bringing it all to a close...

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

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

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

Until then, keep the emulators warm.

1.22 Portal

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

                    Portal Communications' Amiga Zone

          The AFFORDABLE alternative for online Amiga information
          ----

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

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

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

  Over 1.5 GIGabytes of Amiga-specific files

The *entire* Fred Fish collection of freely distributable software, online.

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

Twenty Amiga vendor areas with participants like AmigaWorld, ASDG,
 Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.

35 "regular" Amiga libraries with thousands of files. Hot new
 stuff arrives daily.

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

Live, interactive nightly chats with Amiga folks whose names you
 will recognize. Special conferences. Random chance prize contests.
 Famous Amiga folks aren't the exception on Portal, they're the norm.

Vast Message bases where you can ask questions about *anything*
 Amiga related and get quick replies from the experts.

Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi,
 Director and Landscapes are fed right into the Zone message bases.
 Read months worth of postings. They don't scroll off, ever!
 No need to clutter your mailbox with them.

FREE unlimited Internet Email. Your Portal account gets you a
 mailbox that's connected to the world. Send letters of any length to
 computer users in the entire industrialized world. No limits.
 No extra charges. No kidding!

Portal has the Usenet. Thousands of "newsgroups" in which
 you can read and post articles about virtually any subject you can
 possibly imagine.

Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun,
 NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics
 SIG with thousands of GIF files to name just a few. ALL Portal SIGs
 are accessible to ALL Portal customers with NO surcharges ever.

The entire UPI/Clarinet/Newsbytes news hierarchy ($4/month extra)
 An entire general interest newspaper and computer news magazine.

Portal featues an exciting package of Internet features: IRC, FTP,
 TELNET, MUDS, LIBS. Free to all Portal customers with your account.
 Internet Services is a menu driven version of the same kinds of
 utilities you can also use from your Portal UNIX shell account.

All the files you can FTP. All the chatting you can stand on the IRC.
 And on IRC (Internet Relay Chat) you can talk live, in real time
 with Amiga users in the U.K., Europe, Australia, the Far East,
 24 hours a day.

Our exclusive PortalX by Steve Tibbett, the graphical "front end"
 for Portal which will let you automatically click'n'download your
 waiting email, messages, Usenet groups and binary files! Reply to mail
 and messages offline using your favorite editor and your replies are

    sent automatically the next time you log into Portal.
    (PortalX requires Workbench 2.04 or higher)

  And Portal does NOT stick it to high speed modem users. Whether
    you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low
    price.

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

Portal Signup or for more information:

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

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

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

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

* plus cost of phone call if out of Portal's local dialing area
  Direct rates also apply to connections made to Portal using the
  UNIX "telnet" program from an account you may already
  have on an Internet-connected system.
% 9600 bps Sprintnet in over 300 cities areas
+ $10 rate prevails at smaller US Cities
# PCPursuit is a service of US Sprint. Portal is a PCPursuit
 "Direct Access Facility" thus connection to Portal with a PCP account
 is simply a matter of entering C PORTAL,PCP-ID,PCP-PASSWORD at the
 SprintNet login prompt instead of C PORTAL.

Note:

    Portal Direct 9600/14400 bps service is 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.

1.23 Dealer Directory

%%
%%   Dealer Directory   %%
%%

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

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

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

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



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



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



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



                   Comspec Communications Inc
               Serving your computing needs since 1976
                        74 Wingold Ave
                        Toronto, Ontario
                        Canada   M6B 1P5
               Computer Centre:   (416) 785-8348
          Service, Corporate & Educational Sales: (416) 785-3553
                      Fax:  416-785-3668
                Internet:  bryanf@comcorp.comspec.com
                        bryanf@accesspt.north.net



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



                      DataKompaniet ANS
```

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



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



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



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



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



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



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

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


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


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


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


                       CYNOSTIC
                      Office O1,
              Little Heath Industrial Estate,
                   Old Church Road,
                      Coventry.
                       CV6 7NB
                    UNITED KINGDOM
              Tel: +44 (0)203 681687
              Fax: +44 (0)203 638508
        David Cassidy email: bsupa@csv.warwick.ac.uk


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


                    PROTONIC INC.
```

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


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

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

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


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

1.24 BIX

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

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


```
                      *** FULL INTERNET ACCESS! ***
```

BIX features access to the Internet - you can use FTP to transfer
files from sites all over the world, telnet to log on to other online
services, schools, and research sites, and send Internet mail to millions
of people at services like DELPHI, CompuServe, America Online, MCI Mail,
and other sites and services. Services like "WHOIS" and "Finger" are

also available, with more features on the way (like USENET newsgroups;
our newsreader is currently being tested and should be available very
soon!) There are no usage fees or special charges for Internet access –
it's all part of your BIX subscription.


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


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

```
SprintNet*             $3/hour evenings/weekends    $9/hour weekdays
Tymnet:**              $3/hour evenings/weekends    $9/hour weekdays
(SprintNet and Tyment 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. Whe 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 verfication 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 calender 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 calender month, you will be placed into our standard rate plan,
at $13 monthly plus connect charges. You may also join the 20/20 Plan
at this time.

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

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

1.25 VideoMaxe v04.33

TITLE

   VideoMaxe

VERSION = RELEASE

   VideoMaxe 04.33, Minor Update to 04.30.

NEW FEATURES

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

COMPANY

AUTHOR

  Stephan Suerken (s_suerke@informatik.uni-kl.de)

DESCRIPTION

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

REQUIREMENTS

  Any Amiga with OS 2.1 or better.

HOST NAME

  Any Aminet site, such as:

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

DIRECTORY

  biz/dbase

FILE NAME

  VideoMaxe433.lha

PRICE & DISTRIBUTABILITY

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

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

Freely distributable but copyrighted; earnest users MUST register.

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

1.26 Tetris_Duel v1.00s

TITLE

  Tetris_Duel

VERSION

  v1.00s

AUTHOR

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

  England

  e-mail: nlh1@aber.ac.uk

DESCRIPTION

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

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

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

NEW FEATURES

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

SPECIAL REQUIREMENTS

  1. An AGA Amiga
  2. OS 3.x

  Hard Disk and extra memory are highly recommended.

HOST NAME

This program is available on Aminet,

ftp.wustl.edu (128.252.135.4)

DIRECTORY

/pub/aminet/game/think

FILE NAMES

Tetris_Duel.lha 302731 bytes

PRICE

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

DISTRIBUTABILITY

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

1.27 Scheduler v1.20

TITLE

Scheduler

VERSION

1.20

COMPANY

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

AUTHOR

Ben Owen
benowen@bga.com

DESCRIPTION

Scheduler is a database, and appointment reminder utility
for the Amiga running OS2.04 and above. It allows you to keep
track of all your friends, relatives, and business associates.
It contains name, address, company name, 4 phone numbers, and
a notes area. It works with most modems, so you can dial their
home, work, or any number you wish. It supports CallerID so
when someone is calling you it will search the database and
show you who is calling! *The registered version contains a

call-logging feature that logs all calls coming in (with
CallerID) and out (dialing with Scheduler). It also lets you
setup several groups of entries, so you can categorize
your database. Have your friends in a group named 'Friends' and
family in 'Family'.
    The Calendar half of Scheduler makes it a very powerful reminder
utility. It shows you a graphic look at your month's schedule by
showing you how much of your month, even day is being spent! You
can set alarms for any occasion.

SPECIAL REQUIREMENTS

    + Needs AmigaDOS 2.04 or greater

NEW FEATURES

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

HOST NAME

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

DIRECTORY

    /pub/aminet/biz/dbase

FILE NAMES

    Sched120.lha

PRICE

    $20 US

DISTRIBUTABILITY

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

OTHER

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

1.28 In Closing

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                         _    _    __  ___  _                          %%
%%                        /\   |\    /| || //  \   /\                    %%
%%                       /  \  | \  /|| ||(< __  /  \                    %%
%%                      /--- \|  \/ || || \_||/--- \                     %%
%%                     /_____\                    %%
%%                    / _____ \                   %%
```

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

1.29 Columns and Features

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

          Amiga News
     News and Announcements

        Emulation Fun!
     Adding VGA to the bridgeboard

      The BBC Networking Club
     The BBC joins the Internet!

        SkidMarks Review
     An off-road racing game.

         Reader Mail
     The readers speak!

          Amiga Animation
```

```
                    At Disney!

            Interview with SIDEWINDER
            Who's that funky guy!?

            A1200 Optimism from the UK
            It's Golden!!

                compt.sys.amiga
            Optimism or Insanity?

              AR Contest Winner!!
            Congrats!!

                 AR Contest!
            Enter and Win!!

               Emulation Rambler
            Bring a sense of closure to things
```

1.30   About Amiga Report

```
            For Starters
            Where to get AMIGA REPORT

             AR Staff
            The Editors

             In Closing
            Copyright Information
```

1.31   The Editors

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


            Robert Niles
            The Editor-in-chief

            David Tiberio
            Associate Editor

            Jason Compton
            The Emulation Editor

             Jesper Juul
            The European Editor
```

1.32 Commercial Online Services

```
            Delphi
     Getting better all the time!

            Portal
     A great place for Amiga users...

           InterNet
     Subscribe to the AR Mailing List

            BIX
     For Serious Programmers and Developers
```

1.33 Files Available for FTP

```
            VideoMaxe v04.33
       Video Database Program

       Tetris Duel v1.00s
       Tetris for one or two players

        Scheduler v1.20
       An appointment reminder utility
```

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


File                  Dir          Size Description
------------------    ---          ---- -----------
GuidePrefs.lha        text/hyper   15K+AmigaGuide Prefs editor for WB
Knights2.4.lha        game/role    236K+Two-player violent dungeon bashing
SuperView_2_3.lha     gfx/show      53K+Graphics Viewer/Convert/ScreenGrabber (use
lords.lha             game/misc    321K+A strategy game set in space
Iconian1_98.lha       gfx/edit     156K+Feature loaded icon editor for OS3.x
superviewlib_3_7.lha gfx/show      217K+Library for bitmap-graphics loading, savin
MagicWB-BGs2.lha      pix/icon     130K+10 new Magic-Backgrounds for your MagicWB
AZap_v220.lha         disk/moni     63K+a new generation binary editor
Asylum.Inc.lha        demo/aga     407K+Incarcerated, an AGA-intro by Asylum
DOOM-MagicWB.lha      pix/icon     154K+MagicWB dockbrush collection and pattern


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1.34 NOVA

```
                      * NOVA BBS *
           Official Amiga Report Distribution Site
         Support BBS of The Chattanooga Amiga Users Group
                  * Running MEBBSNet BBS *
                  Wayne Stonecipher, Sysop
           AmigaNet 40:210/10.0  40:210/1.0  40:210/0.0
```

```
                        FidoNet  1:362/508.0
               An Amiga Software Distribution Site (ADS)
               615-472-9748  USR DS 16.8  24hrs - 7 days
                        Cleveland, Tennessee



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

1.35   In The MeanTime

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



                    ******* Notice *******
```

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

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

1.36   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   Talk City

```
                      * TALK CITY *
             Official Amiga Report Distribution Site
                   708-372-0190 - 2400bps
                   708-372-0268 - V32 14.4K
```

```
                          708-372-0283 USR DS 14.4K
           Fido Net 1:115/372,0  Phantom Net 11:2115/2.0  Clink Net 911:6080/4.0
                                 UUCP tcity.com


              Over 3 Gig of Files Online  |  More and More things everyday.

With Three IBM CD-ROMs online, 10 lines, support for all platforms,
and a REALLY dedicated sysop (The Mayor).
```

1.47   Amiga BBS

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

1.48   The Stygian Abyss

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

   FIDONet-1:115/384.0    CLink-911:6200/2.0  NWNet-206:310/0.0--206:310/1.0
       PhantomNet Central States 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 Distribuition Site - Brazil
                        * Running Excelsior! v 1.18 *


                          +55-192-33-2260
                       Weekdays: 19-07 (-3 GMT)
                         Weekends: 24 hours
                         Fidonet:  4:801/44
```

```
                    RBT:      12:1212/1
                    Virinet:  70:101/17

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

            Freq AREPORT for the newest issue avaiable.
```

1.50 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 Cooridinator:  11:1115/0.0-11:1115/1.0
                       708-469-9510
                       708-469-9520
          CD ROMS, Over 15511 Files Online @ 2586 meg
                    Peter Gawron, Sysop
                  Glendale Heights, Illinois
```

1.52 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 *
             Offical Amiga Report Distribution Site
                  * Running DLG Progessional *
                    John Freeland, SysOp
          206-438-1670  Supra 2400zi
          206-438-2273  Telebit WorldBlazer(v.32bis)
          206-456-6013  Supra v.32bis
                    24hrs - 7 days
               Internet - freemf.eskimo.com
                    Olympia, Washington
```

1.54   LAHO

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

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

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

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

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

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

Welcome on board!

1.55   Falling BBS

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

```
                     EMail:    naasc@cnaas.adsp.sub.org
```

1.56 Command Line BBS

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

1.57 Leguans Byte Channel

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

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

1.58 Stingray Database BBS

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

1.59 T.B.P. Video Slate

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

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

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

1.60 Amiga Central

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

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

1.61 Continental Drift

```
 +------------------------------------------------------------+
    /\
   /  \____         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 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
```

1.63   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
```

1.64   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
```

1.65   Doom of Darkness

```
                  * Doom of Darkness *
                   * Home of AmBoS *
        Official Amiga Report Distribution Site -- Germany

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


         Usenet:  user_name@doom.platinum.werries.de
        Line 1  +49 (0)4223 8355  19200  V.42bis/Zyx
        Line 2  +49 (0)4223 3256  16800  V.42bis/Zyx
        Line 3  +49 (0)4223 3313  16800  V.42bis/Zyx
     Sysop Email:  marc_doerre@doom.platinum.werries.de
```

1.66   RedEye BBS

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


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

1.67   Virtual Palace BBS

```
                   * Virtual Palace BBS *

          * Official Amiga Report Distribution Site *

                     916-343-7420

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

                    P.O. Box 5518
                Chico, California 95927

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

            Leland Whitlock (Leland), Co-Sysop
```

1.68   Where to find Amiga Report

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

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

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

                       FidoNet Systems
                       ---------------

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

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

            NOVA
.............................Cleveland, Tennessee

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

        BIOSMATICA
.......................................Portugal

    AMIGA JUNCTION 9
..................................United Kingdom

      BITSTREAM BBS
.............................Nelson, New Zealand

    REALM OF TWILIGHT
.................................Ontario, Canada

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

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

RAMSES THE AMIGA FLYING
...........................................France

        GATEWAY BBS
.............................Biloxi, Mississippi

        TALK CITY
.............................Waukegan, Illinois

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

    THE STYGIAN ABYSS
...............................Chicago, Illinois

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

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

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

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

MOONLIGHT SONATA DLG
........................................Finland
```

```
      CONTINENTAL DRIFT
.................................Sydney, Australia
            Non-FidoNet Systems
            ------------------


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

    FREELAND MAINFRAME
..............................Olympia, Washington

          LAHO
..............................Seinajoki, Finland

          FALLING
...........................................Norway

      COMMAND LINE
.................................Toronto, Canada

   LEGUANS BYTE CHANNEL
...........................................Germany

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

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

      AMIGA CENTRAL
............................Nashville, Tennessee

    GURU MEDITATION
............................................Spain

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

    DOOM OF DARKNESS
.................................Bremen, Germany

      REDEYE BBS
.................................Munich, Germany

    Virtual Palace BBS
......................................Chico, Ca
```