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WRITTEN BY		July 1, 2022	

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Contents

Chapter 1

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1.1 Amiga Report 1.14, June 25, 1993

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                 International Online Magazine
June 25, 1993
          Open Magazine
                   No. 1.14
///

        "Your Weekly Source for Amiga Information."

                       //
                     \ //
                      \/

              From STR Publications

1.2 For Starters

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                 ------------------------------------------
                             * NOVA BBS *
                       Amiga Report Headquarters
                        * Running Starnet BBS *
                       Wayne Stonecipher, Sysop
                          FidoNet  1:362/508
                 An Amiga Software Distribution Site (ADS)
                615-472-9748  Supra V.32bis  24hrs - 7 days
                          Cleveland, Tennessee
                 ------------------------------------------
                         * IN THE MEANTIME BBS *
                 Official Amiga Report Distribution Site
                        * Running Starnet BBS *
                          Robert Niles, Sysop
                         FidoNet  1:3407/104
                509-966-3828  Supra V.32bis  24hrs - 7 days
                           Yakima, Washington

             NOTE:  New phone number in effect as of July 18th!

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


                 Amiga Report can be FREQ'd from these boards each
                 week.  Use the filename AR.LHA and you will always
                             get the latest issue.
```

1.3 GEnie

```
                 -=> HOW TO GET YOUR OWN GENIE ACCOUNT <=-
                 ---------------------------------

        Set your communications software to Half Duplex (or Local Echo)
                  Call: (with modem) 800-638-8369.
              Upon connection type HHH (RETURN after that).
                      Wait for the U#= prompt.
              Type: XTX99587,CPUREPT then, hit RETURN.


                        Rates Effective July 1, 1993
```

GEnie costs only $8.95 a month, and includes four hours of free online time,
good for almost anywhere on the system. Additional hours are only $3 each.
Choose from more than 100 services, including electronic mail (with optional
Internet mail at no extra charge), online encyclopedia, shopping, news,
entertainment, online games, and bulletin boards on leisure and professional

subjects.

The Amiga RoundTable has over 1 GIGABYTE of Amiga files online and ready for
downloading. The Amiga RT staff is very knowledgeable and is more than
willing to help with problems. Help Desks are held every night at 9 pm
Eastern Time.

9600 BPS access is available ($6 surcharge) through many local nodes, or via
GEnie's own 800 Watts line.

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1.4 From the Editor's Desk

/// From the Editor's Desk   "Editorial Soapbox"

Welcome to the first AmigaGuide issue of Amiga Report! I hope you enjoy it.
A lot of initial testing and thought has gone into the layout, and this is
what we've come up with. The design and implementation was done by Robert
Niles, part of the Technical staff. We will continue to improve the design,
and certainly open to suggestions. The majority of AmigaGuide codes have been
placed at the very end of the issue, to maintain readability by normal ASCII
readers.

In last week's issue, I mentioned two programs to help combat the new F_ck
virus in a sideline of the Press Release about that virus. These two programs
are not approved by Safe Hex International, but have been tested and are what
they claim to be. Michael Arends of SHI/West wanted me to make it clear that
they do not endorse those programs, and I want to make it clear that they do
what they are designed to do. He says they hope to have an 'official' virus
killer with support for this horrible new virus available soon.

We have added another BBS to the Official Distribution Site list. Please
welcome the Cloud's Corner BBS as another site where Amiga Report can be
found as soon as the issues are available. This board is fed Amiga Report
immediately after the Headquarters board, Nova, receives it. I'm working on
getting some sites in the UK and Europe, as our sysops have been reporting
calls from Germany, Australia and Spain. If we can setup sites overseas,
that will help reduce phone bills for these people. If you are a BBS
operator overseas with an internet Email address or CompuLink account, and
would like to be a distribution site, please send me Email.

Lastly (but certainly not least), the Amiga staff on Delphi is going to try
to revitalize the area by again having weekly informal conferences. The
next one is scheduled for Thursday, July 1st at 10 pm Eastern Time. If you
have a Delphi account, BE THERE.

                          Rob @ Amiga Report

1.5 AR Staff

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/// The Amiga Report Staff                          Dedicated to serving you!
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          Roger D. Stevens     Ralph F. Mariano        R. Albritton
```

1.6 CPU Report

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/// CPU Status Report                    Late Breaking Industry-Wide News
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TWO COMPUTER EXHIBITIONS HELD IN TOKYO

TOKYO, JAPAN -- Two large computer exhibitions -- Network '93 and Windows
World Expo -- were/are being held held in Tokyo.

Network '93 has just started at Harumi, Tokyo. This is the second year the
show has taken place and, as you can guess from its name, majors on
network-related products, including both hardware and software.

A total of 87 companies are participating in the show this year, including
NEC, Sony, Fujitsu, IBM Japan, Oki Electric, Novell, Microsoft, Lotus and
Phoenix International. The majority of the products on show are local area
network-oriented, with a smattering of Windows applications.

As with all exhibitions of this type, the real focus of interest was on the
conferences. Several industry leaders, including Microsoft's Toru Furukawa and
Novell's Jan Newman, were on hand to answer delegate's queries. While Furukawa
discussed the era of "corporate resolution for Windows," Newman explained
Novell's business strategy for Netware version 4.0.

IDG World Expo, meanwhile, hosted Windows World Expo at the Makuhuri Messe in
Tokyo last year. This is another show celebrating its second year, with 67,400
people -- twice those of last year -- flooding the show site during its three
day run. Newsbytes notes that a total of 119 companies were exhibiting from
593 booths at the show this year.

The major highlight of this show was, unsurprisingly, Windows-related packages
such as Japanese Windows 3.1, Windows NT, Windows for Workgroups, Windows for
Pens, Windows for Video and Modular Windows.

The hands-on section of the exhibition had between 50 to 60 PCs on constant
display. 27 overseas companies teamed up to create the International Pavilion
at the show entrance. The foreign companies were keen to talk to distributors

interested in stocking their products.

At the keynote address, a tape of Microsoft's founder Bill Gates greeted the audience. The real Furukawa from Microsoft, meanwhile, introduced Japanese Windows 3.1 and Pen Windows.

CANADA'S NEW TELECOM ACT ABOUT TO BECOME LAW

OTTAWA, ONTARIO, CANADA -- Royal assent may be given today to Canada's new Telecommunications Act, which would replace 85-year-old legislation and unify a fragmented regulatory structure.

A spokesman for the federal Department of Communications confirmed that the act has been passed in the House of Commons and gone through third reading in the Senate, and is expected to be proclaimed very soon.

The bill asserts federal jurisdiction over telecommunications across Canada. In the past many regional telephone companies were provincially regulated, while others were regulated by the federal government.

Some provincial phone companies have accepted federal jurisdiction in the past three years, since a 1989 court decision that said the federal government had the right to regulate all telecommunications companies. That decision included companies owned by lower levels of government, but said Ottawa must first assert its authority in law. The new act will meet that requirement.

A hole in the legislation gives the province of Saskatchewan -- which owns its own phone company and has staunchly resisted federal regulation -- five more years before it comes under federal control.

Joseph Schmidt, president of the Canadian Business Telecommunications Alliance (CBTA), a lobby group of major telecommunications users, criticized this provision, saying it gives the province "five more years to shut out competition."

But Schmidt said his group is pleased with the law over all, and accepts that some compromises were necessary.

The CBTA sees the bill as promoting competition, Schmidt said. It "will help bring about a truly national dimension in communications," he said, and will give policy-makers new tools with which to do their jobs.

The Information Technology Association of Canada (ITAC), also supported the bill. A statement from ITAC said the law "acknowledges that we are on the threshold of major telecom transformations, and that Canada intends to be a leader in telecom internationally." It also moves toward a more open domestic market, ITAC said.

The original law, introduced in February, 1992, would have required all telecommunications carriers in Canada to obtain licenses from the federal government. It has since been amended to remove the licensing provision, instead giving the Canadian Radio-television and Telecommunications Commission

(CRTC) authority to enforce a rule limiting foreign ownership of licensed carriers to 20 percent.

Earlier, Toronto telecommunications consultant Eamon Hoey said the 20-percent limit on foreign ownership would effectively shut out foreign investment, since no investor would want to pour money into a venture in which it cannot hold a controlling interest.

This is bad, Hoey said, because "we don't have enough investment dollars in Canada ... to build the kind of facilities we're talking about." The result, he predicted, will be that no new telecommunications competitors will appear.

Under the new law, the CRTC would also be allowed to decide not to regulate areas of telecommunications where it judged there was enough competition to serve as an alternative to regulation.

ZENITH DATA INTROS MONITOR THAT GOES TO SLEEP

BUFFALO GROVE, ILLINOIS -- Zenith Data Systems will introduce at PC Expo in New York next week a new computer monitor that goes to sleep during periods of inactivity to lower the level of power consumption.

The company claims that the 15-inch Super VGA multisync flicker-free display unit offers resolution up to 1024 horizontal by 768 vertical pixels and is intended for graphical applications, desktop publishing, layout work, or other environments where users have to look at the display for long periods of time.

Called the ZCM-1540, the non-interlaced monitor automatically switches to lower levels of power consumption when not in use. ZDS says any application that has the capability to blank the screen, such as Microsoft Windows, or the multitude of "screen saver" software available commercially or from public access bulletin boards can automatically switch the monitor into its standby mode.

The company sats that energy consumption can be lowered by as much as 30 percent, or to less than 30 watts in the standby mode. That makes it eligible for the Energy Star designation, a voluntary standard for computer equipment makers established by the US Environmental Protection Agency.

After a further period of activity the 33 pound ZCM-1540 switches into a "rest state" in which it uses only eight watts of power. A touch of any key on the computer keyboard restores the monitor to full activity.

ZDS spokesperson John Bace told Newsbytes features include 0.28 dot pitch, auto synchronization, auto-sensing of the power voltage being supplied, support for five different resolution modes, and conformation with both US and European standards. The latter is particularly important, says Bace.

The US Federal Communications Commission and European regulatory agencies have established emissions standards, with some of the European standards being particularly tough. "The European and world-wide regulatories are absolute

killers when it comes to monitors. This unit meets the Swedish and Norwegian
standards. To be able to clear those Scandinavian regulations in particular is
very difficult, and this unit does," he said.

Price hasn't been established yet, but Bace says it will be about the same as
other 15-inch color monitors.

IT'S CHAPTER 11 FOR COMPUADD'S RETAIL DIVISION

AUSTIN, TEXAS -- Compuadd Computer Corporation announced this week that it has
filed a voluntary Chapter 11 petition in order to settle claims by its
creditors resulting from the phasing out of the company's retail stores.

Several months ago Newsbytes reported that Compuadd planned to close all of
its 110 US. retail outlets and sell its product through the direct market
channel, using telemarketing and catalogs.

Compuadd CEO Bill Hayden said that the company has tried for three months to
reach an out-of-court settlement with creditors such as landlords and
suppliers on claims that resulted from the discontinued retail operations.

"This process was consuming an unacceptable amount of management attention
that, when coupled with a substantial increase in our core business, a strong
backlog, and the need to preserve the company's 435 jobs, made bankruptcy
court protection the most orderly way to run our business in the short term,"
Hayden said.

"Strategically, we had to leave the market-place to focus on our core
business. In turn, we incurred liabilities we could not meet or resolve in an
out of court settlement. Our direct marketing sales are strong, our customer
and employee commitments will be met in a business-as-usual manner, and we'll
begin shipping a new generation of products next month. We're mounting a full
court press to emerge from Chapter 11 as quickly as possible," he added.

Compuadd claims that it will continue to fulfil customer commitments and
expects to emerge from bankruptcy protection following the filing of the
requisite reorganization plan as soon as possible. The company said its
European unit is not expected to be affected.

Compuadd spokesperson John Pope told Newsbytes: "The toughest challenge in a
situation like this is to get over the negative connotation. This is clearly
not that type bankruptcy; it's a reorganization. We are putting together a
plan and have every confidence that we will emerge quickly."

Major creditors in addition to owners of the property in which the stores were
located include Lexmark, IBM, Texas Instruments, and Samsung. Pope said the
inventory of the stores has been consolidated in Dallas and Austin, Texas and
Tulsa, Oklahoma for liquidation.

Details of the plan are still in draft stage, said Pope, and no specifics are
available, but he told Newsbytes that the plan is expected to be submitted
"very soon."

The company says it completed the closure of its retail store division last week. Calls to the closed store's phone numbers are now automatically routed to Compuadd's headquarters in Austin.

SOFTWARE PIRACY YET TO TAKE OFF IN INDIA

NEW DELHI, INDIA -- India seems to be the odd country out in Asia as far as software piracy is concerned. While the rest of Asia is reknowned for piracy, a report just out from the Business Software Alliance (BSA) says that India is very much in the minor league as far as piracy is concerned.

The news will a welcome relief to the Indian Government, which has been steeling itself against a strong set of trading rules from the US Government. Reports from the US suggest that the US might take punitive action against India under its anti-piracy legislation.,

According to the BSA, a not-for-profit association of major software vendors, around $12,000 million a year is lost in the software industry globally. Of this, around $5,400 million is lost in Asia, with China on its own accounting for $200 million in lost income.

The losses due to software piracy in Europe and the USA, meanwhile, amount to $4,500 million and $1,900 million respectively.

The BSA's reports also indicate that, in 1992, about 99 percent of the total software sold or used in Thailand was illegal. Japan came next down the list with 92 percent followed by 86 percent in Spain and 62 percent in Germany.

India's contribution to piracy losses seem negligible, judging from the simple fact that it does not figure in the BSA table.

PACKARD BELL & ZENITH ANNOUNCE ALLIANCE

CHATSWORTH, CALIFORNIA -- Packard Bell and Zenith Data Systems have announced a strategic alliance. The two companies say Packard Bell's expertise in desktop computers and ZDS's expertise in notebook computers will complement each other in a manufacturing economy of scale and in the distribution channel, meaning lower prices for the consumer.

While no specific numbers were mentioned since Packard Bell is a privately held company, ZDS says it has purchased a 19.9 percent share in Packard Bell as part of the agreement and will be represented on Packard Bell's board of directors. ZDS is a subsidiary of Bull, a company whose primary shareholder is the French Government.

ZDS President Bernard Pache said he expects the alliance to increase the sales volume of ZDS notebook and subnotebook personal computers (PCs) through Packard Bell's wide distribution network in the retail channel. Packard Bell

boasts 1992 sales were $930 million with shipments up 40 percent and a 60 percent increase in unit sales over 1991. Before the ZDS alliance, Packard Bell estimated sales in 1993 would top $1.2 billion. International Data

ZDS claims that its sales were $900 million world-wide in 1992. In addition, ZDS was recently awarded the Desktop IV contract from the Air Force which entails the purchase of 300,000 computers at an estimated cost of $800,000. The company said that the alliance with Packard Bell will offer it additional opportunity to produce and service the Desktop IV contract.

Both companies are expecting to leverage their buying and manufacturing power together to cut costs. Packard Bell President Beny Alagem denied that Packard Bell was simply looking for an infusion of cash after its failed initial public offering (IPO) last year. Alagem said the IPO didn't happen because the price of the stock was unacceptable to the company's board of directors.

While the core of the computers developed in the deal will be the same, Packard Bell and ZDS say they plan to retain their own labeling, although ZDS will supply Packard Bell with private label versions of its notebook and subnotebook PCs. Consumers can expect to see products developed as a result of the alliance as soon as September of this year.

FIRST CD-ROM ON MARS

NEW YORK -- If there are any Martians on Mars, they may be able to read all about the way we have envisioned them throughout the years, thanks to a CD-ROM project being created by a US/Russian research alliance.

The Planetary Society, in cooperation with the Russian Space Research Institute (IKI), will create Visions of Mars, a CD-ROM collection of science fiction stories, and have slated it to travel to the red planet aboard Mars 94 when it is launched to Mars next year. The probe is slated to be launched by Russia in mid to late 1994.

Visions of Mars will be a collection of science fiction stories, sounds and images on a compact disc that chronicle humanity's fascination with Mars and its imagined Martians from H.G. Wells to the present day. A copy of the disc will be placed inside each of the two small stations that Mars 94 will land on the surface of the red planet in September, 1995, say organizers.

The stations will not contain a CD-ROM drive, unfortunately, says Carols Populus, speaking to Newsbytes from the Planetary Society Headquarters in Pasadena, California. "The CD-ROM will have to be built, or saved from the past," he suggested. "It's really a time capsule to ourselves."

It is still unclear as to whether the disc will be sold commercially or a limited number of discs will be made for this one event, he added. The flight disc and CD-ROM replicas will be produced by Time Warner Interactive Group (previously Warner New Media) in Burbank, California. The CD-ROM will be designed to play on both Apple and IBM computers.

Dr. Carl Sagan, president of the Planetary Society, at the news conference in New York, said: "Before our technology caught up with our dreams, the way to

Mars was described by the great writers of modern science fiction. Those who
built and operated the first robot explorers of Mars, the Mariners and Vikings,
and those who are now designing new missions -- for robots and for humans --
often recall how they were motivated by science fiction. The first adventures
of space exploration were some mix of fiction and reality, interacting in the
minds of the spaceflight pioneers.

"Now, in 1993, we are preparing the first mobile robotic explorers of Mars,
and human exploration of Mars is becoming more and more feasible. It seems
appropriate to place a collection of these works on Mars -- as a motivation
and memento for future explorers there. These will be the first volumes in
Visions of Mars."

A label on the exterior of each lander will announce in five languages what's
inside and how to play it. A microdot on the surface of the disc will contain
additional technical information about its operation.

At the press conference to announce the disc, the editors issued a special
call for additional submissions from non-English speaking countries. All
stories will be recorded onto the disc in the language in which they were
written.

The disc will also include a portion of the Orson Welles radio broadcast of
War of the Worlds that panicked thousands of people when it aired on Halloween
in 1938; an audio recording made the night that the Viking I lander made the
first successful landing on Mars, featuring reactions from Gene Roddenberry,
Robert Heinlein, Ray Bradbury and others; and brief messages to the future
inhabitants of Mars from key figures such as Arthur C. Clarke.

A portfolio of artwork will feature images from classic science fiction
stories and films as well as works of astronomical art. Artists include Kelly
Freas, Frank R. Paul, Frank Frazetta, Chesley Bonestell, Andrei Sokolov and
Robert McCall.

ATARI ESTABLISHES MARKETING FOOTHOLD IN FINLAND

HELSINKI, FINLAND -- Atari is attempting to gain a marketing foothold in
Finland, having seen its previous efforts to establish a distribution network
in the country hit problems.

According to the Finnish media, previous attempts to create a network of
distributors in Finland were hampered by financial problems with the
importers, as well as arguments over distribution rights.

This time around, Atari has enlisted the help of Ion Finland, part of the
Lauri Valjakka group, which will import and market Atari's entire range
of computers and games consoles into the Finnish consumer market.

The only exception to this is the Falcon 030 multimedia computer, which was
unveiled in Europe at the Cebit computer show last March. This machine will be
handled by SLO Viestinta, another Finnish company.

SPECTRUM HOLOBYTE TO MERGE WITH MICROPROSE

ALAMEDA, CALIFORNIA -- As part of a larger trend within the entertainment
software industry towards consolidation, Spectrum HoloByte has announced
its intention to merge with fellow game-maker MicroProse.

The deal, worth an estimated $10 million, is not yet completed, although
the companies hope it will be finalized by June 30.

A report in the Washington Post says that the two companies combined would
account for about 17 percent of the market for computer games, excluding
cartridges for video games such as Sega and Nintendo. Spectrum holds about
four percent, while MicroProse has about 13 percent.

However, MicroProse is cash-strapped and posted a loss for 1992. According to
the Post story, Spectrum has already invested $1 million into the company this
week, and will put the other $9 million in next week.

Spectrum stands to own about 60 percent of the merged company, with MicroProse
shareholders owning the rest.

The Post report says that MicroProse owes an estimated $3 to $5 million to
Signet Bank, and the bank has agreed to extend a line of credit to the company
for daily operations while the merger negotiations continue.

MAXIS RAILROAD SIMULATION GAME ADD-ON

ORINDA, CALIFORNIA -- One of the most popular hobbies in the country is model
railroading. Probably no one knows how many basements are filled with the
complex multi-level model train layouts that include scenery, towns, people
and vehicles.

Some of those enthusiasts choose to do their model railroading on personal
computers, and that's where companies like Maxis come into the picture. Maxis
publishes software that makes you the owner of your own private railroad
company, and all that's required is your personal computer.

Now the company has announced a Macintosh version of its A-Train Construction
Set, software that allows the railroader to customize his or her terrain.

Features of the add-on software include the ability to remove items such as
buildings or animals from any scenario or saved game, or start from scratch
with a blank screen to build the city of your dreams. You can also accumulate
trains, track, land, buildings, even money, or sculpt the landscape to suit
your playing strategy or aesthetic sensibilities. You can add mountains or
valleys, lakes or rivers, forests, farms and crop fields, and operate as many
as 27 trains simultaneously using A-Train.

Since A-Train is a game, you can also give your computerized competitors
assets such as airports, ski resorts, or sports stadiums, then compete

against them in business.

A-Train is a US version of a game originally published in Japan in 1990 by
Artdink, based on a series of games that began in 1986. Maxis says the game
has sold over 50,000 copies since its US introduction by the company in 1992.
Maxis also publishes A-Train and the construction set for IBM-compatibles
and Amiga, and supports Soundblaster, Sound Master, Adlib, Roland, Tandy,
Macintosh and Amiga sound cards.

The A-Train construction set for Apple Computer's Macintosh has a suggested
retail price of $34.95, and requires a Macintosh A500 or above and two floppy
drives or a hard disk. Other system requirements include Workbench 1.3 or
higher, and one megabyte (MB) of system memory for low resolution monitors.
The company says you need at least 1MB of system memory and 512 kilobytes
of fast memory for high resolution monitors.

TINY AT-COMPATIBLE ON A CARD

TOKYO, JAPAN -- Seiko-Epson has developed an IBM PC/AT-compatible card as
small as a regular credit card, but with all the necessary features of a
PC/AT packed onto a tiny board. The firm claims it is the smallest
PC/AT-compatible card in the industry.

Seiko-Epson's PC/AT-compatible card contains Intel's 80386SL processor, an I/O
controller, a VGA controller, a 1-megabyte DRAM and a flash memory. Also, this
card has a 236-pin connector which Seiko-Epson is trying to push as an
industry standard.

Called Cardio386, the card is slated for release by Seiko-Epson in October.
The retail price is expected to be around 400,000 yen ($3,600). Total shipment
is anticipated to be around 100,000 units per month.

Seiko-Epson is targeting this PC/AT-compatible card at factory automation
firms as well as personal computer companies on an OEM (original equipment
manufacturer) basis.

Seiko-Epson is planning to release an 8086-based PC/XT-compatible card and an
80486-based DOS/V-compatible card in 1994.

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THE TANDY Z-550 ZOOMER PERSONAL DIGITAL ASSISTANT
Innovative, Ingenious, Revolutionary.

Available This Fall At Participating Radio Shack Stores and Dealers Nationwide

Consumer Electronics Show, Chicago -- Tandy Corporation unveiled today the

Tandy Z-550 Zoomer PDA, a "personal digital assistant" which combines the
simplicity of pen and paper, the logical power of a computer and the ability
to connect to the world in a pocket-sized device weighing less than one pound.

"The Zoomer PDA is a significant new electronics product for all consumers. it
saves your handwritten notes, recognizes your printing and offers a keyboard
on demand to intuitively organize your personal information, simplify complex
calculations, translate languages, retrieve reference material and talk to
your PC. It is affordable and, unlike portable computers, it has a long
battery life, off-the-shelf batteries and is much lighter to carry," said
Chairman and Chief Executive Officer John V. Roach.

The Tandy Z-550 Zoomer PDA is the much anticipated product jointly developed
by Tandy, Casio, Inc., and four major software companies -- GeoWorks, Palm
Computing, America Online and Intuit. The technology was first introduced
under the code name "Zoomer" at the Winter Consumer Electronics Show in
January.

Weighing just under one pound and operating up to 100 hours on three standard
"AA" batteries, the Tandy Z-550 serves as an electronic "note pad" and
includes a date book, address book, bank book, calculator, dictionary,
thesaurus, world clock, language translator, and more. It also includes three
entertainment (game) applications and a reference section for U.S. city and
state information, nutrition guide, U.S. and international dialing codes, and
other useful information for people "on-the-go."

The Tandy Z-550 also has a personal finance manager which provides complete
money management features for recording cash expenses, bank account trans-
ctions and credit card spending.

The Tandy Z-55O has patented features called Powerlink and Backspaceink which
allow data to be entered and edited much like a "pen-on-paper." he user can
choose three different ways to enter information: text entry by simply
tapping the Zoomer pen on a pop-up style on-screen keyboard; electronic ink,
for handwritten notes, sketches, or drawings using the pen; or, text trans-
lated through handwriting recognition. Electronic ink and text can be mixed
freely in notes, lists, sketches, maps or other fields and applications.

Built-in infrared transceivers provide wireless communication between one
Tandy Z-550 and another unit, allowing information to be transferred without
the use of cabtes. In addition, an RS-232 compatible serial port allows
information to be transferred to a personal computer, printer or other serial
device.

By using an optional modem, users can retrieve up-to-date news, weather, stock
quotes, and other valuable information by connecting to the America Online
information service. Electronic mail can also be sent and received.

The GEOS operating system that powers the Tandy Z-550 Zoomer PDA is open so
third-party companies can easily develop add-on software applications and
hardware options.

The Tandy Z-550 is built around a custom lntel®-compatible chip. It has one ←
    industry standard PCMCIA (Personal Computer
Memory Card International Association) 2.0 card slot for third-party
applications, storage, memory expansion and add-on peripherals such as
pagers and fax modems. The unit has also three additional front-panel controls

that can be used by party software developers.

Its rugged, clamshell design has round edges and a hinged cover over the LCD
screen. The cover can be folded back 360 degrees to provide a comfortable
support when rested on a flat surface. The dispiay measures 4" x 3.2" (HxW),
and the unit itself measures just 1" x 4.2" x 6.8" (HxWxD).

Priced at only $699, the Tandy Z-550 Zoomer Personal Digital Assistant will be
available in October at participating Radio Shack stores and dealers nation-
wide. The Tandy Z-550 has a one-year limited warranty. Extended warranty
plans, service and support are provided by Radio Shack

Tandy Corporation is America's pre-eminent retailer of consumer electronics
and personal computers. Radio Shack, a division of Tandy Corporation, is the
largest U.S. retailer of consumer electronics and personal computers with
nearly 6,700 outlets nationwide.

ASDG ANNOUNCES SOFTWARE SUPER-BUNDLE

We are considering creating a ''super-bundle'' which will contain several
ASDG products together at a reduced cost. To help us determine if we
should invest resources in new packaging for the ''super-bundle'', we are
test marketing the idea via electronic networks.

Included in the bundle are:

Product	List
Art Department Professional	$299
Pro Conversion Pack	$90
Morph Plus	$295
ProCONTROL	$90
T-Rexx Professional	$249
Total	$1023

All of these products together (in their full form but without their usual
packaging) are being test marketed for a combined price of $395. This test
will conclude on July 31st, 1993, and is available to end-users only.

Art Department Professional and MorphPlus need no other introduction. The
Pro Conversion Pack adds comprehensive support for the TIF, TGA, RENDITION,
X, SUN, and PICT file formats to both ADPro and MorphPlus. ProCONTROL is
an alternative user interface/scripting environment for ADPro and
MorphPlus. T-Rexx is a powerful Toaster system integrator and is such a
flexible scripting environment (with built-in command sets for many
programs including ADPro and MorphPlus), it is very useful even to people
without Toasters.

If you're interested in this bundle, give Gina a call at (608) 273 6585 for
an exact price including shipping.

FTP SITE NO LONGER IN OPERATION

The FTP site at amiga.physik.unizh.ch is no longer available for download
access and will soon disappear completely. The reason for this is the
excessive amount of bandwidth the site used (we *told* you to use the
mirrors). Aminet will probably survive, although we haven't found a
suitable replacement for our site yet. Uploads should go to ftp.luth.se
for now, but this site is *not* going to be the new Aminet center.
Whatever comes, don't expect full functionality from Aminet within the
next one or two weeks.

  -Urban D. Mueller, Chris Schneider
   (Former?) administrators of Aminet

PS: Do *not* try to log in. We've already had 13,000 attempted logins today,
    which shows how many people tried to force their way into amiga.physik
    using scripts.

1.7 ShowVic V3.01

SHOWVIC V3.01 AVAILABLE FOR FTP

TITLE

  ShowVIC

VERSION

  3.01

AUTHOR

  Matt Francis

  email: m.p.francis@newcastle.ac.uk

DESCRIPTION

  ShowVIC is picture viewer which soley supports Commodore 64 format
  pictures. Many formats are supported, including Koala, (Advanced) Art
  Studio, Image System, FLI, Artist 64 and more. Colours can be edited
  while a picture is on-screen, and any picture can be saved as a compressed
  IFF ILBM file. Many example pictures are included. Also, a program called
  ConvertFox is included which converts certain types of PageFox pictures
  to a format ShowVIC can show.

SPECIAL REQUIREMENTS

  ShowVIC was developed under Kickstart release 3.0, but has been tested

(and works fine) on Kickstart release 2.04. ShowVIC uses the ReqTools and
PowerPacker libraries, both of which are included in the distribution.

HOST NAME

  Any AmiNet site, for example litamiga.epfl.ch (128.178.151.32)

DIRECTORY

  /pub/aminet/gfx/show

FILE NAMES

  ShowVIC301.lha

PRICE

  Free.

DISTRIBUTABILITY

  Freely distributable (as long as the archive remains intact), but
  (c) Copyright 1993 Matt Francis.

1.8   UUxT V2.0

UUxT v2.0 AVAILABLE FOR FTP

TITLE
        UUxT

VERSION
        2.0

AUTHOR
        Asher Feldman, asher@shell.portal.com or Wizard0@cup.portal.com

DESCRIPTION
        UUxT is an update to UUx 1.0. UUxT is the ultimate
        uuencode/decode utility for the Amiga. Uuencoding is
        the process of converting a binary file into ASCII, so that
        it may be transmitted over a text, or "mail only" network
        such as the Usenet. Many files are posted to the Usenet daily,
        but the must be uudecoded before you can use them. UUxT
        makes the task of uuencoding and decoding simple, with its
        amiga style command interface. You can even LhA and uuencode
        multiple files in a single step. (And vice-versa) (LhA is a
        popular compression program/format that allows you to compress
        and archive multiple files) Also, UUxT will decode
        uuencoded files with multiple mail headers and other
        garbage in them. So you can download multiple part
        archives off the Usenet, and decode them without
        editing out all the headers. UUxT also allows you to decode
        multi-part archives without joining all the parts together

```
            first.

NEW FEATURES

            - Now allows you to encode multiple programs into a single
              uencoded file.

            - Decodes all files in a "multi-file" uuencoded package.

            - Ability to decode "multi-part" (split) uuencoded files, without
              having to first join them together.  The separate parts can even
              be on separate volumes, allowing floppy users to decode larger
              files.

            - Bath decoding.  UUxT can now decode multiple uuencoded files at
              once.

            - Greatly improved status messages, and improved command line error-
              checking.

            - No longer asks if you want to overwrite an exsisting file.  I liked
              this feature at first, but it got annoying so I removed it.  I plan
              on putting it back in the next version, along with a "QUIET"
              parameter.

            - The 68030 version has been removed.  The new decode routines are
              optimized and have caught up with the 030 version.

SPECIAL REQUIREMENTS
        LhA by Stefan Boberg is required to use the LhA specific
        functions.  UUxT works under all amigados revision.

AVAILABILITY
        litamiga.epfl.ch (128.178.151.32) and all other Aminet sites:
                util/arc/uuxt20.lha
                util/arc/uuxt20.readme

        (The above is once you are in the aminet directory.  The is
        usually /pub/aminet)

DISTRIBUTABILITY
        UUxT is freeware. However, the copyright is maintained by
        Asher Feldman.
```

1.9 Online Weekly

```
/// Online Weekly                              The lines are buzzing!
    --------------




From the Amiga RT on GEnie
--------------------------
```

From Sahib (A.SAHIBZADA) about his new accelerator...

Hi All!

I received the CSA 1250 (Twelve Guage) SCSI/Accelerator/Ram unit yesterday.

Here is my initial impression of it:

When I opened the box, I found the following :

A board with all the necessary electronics, a 25-pin SCSI plug (looks just
like a parallel port plug) with an attached cable, four sheets of photocopied
docs, a disk and a brochure.

The documentation is adequate, with all relevant information, though one
extremely important fact is missing : There is no mention of how to connect
the board end of the SCSI cable to the board. There is also no ReadMe file on
the disk though it has a number of utility programs.

I therefore have not connected the SCSI cable as yet, but will do so on Monday
after giving CSA tech support a call to find out the correct orientation of
the cable (one edge of it is red).

The 25-pin plug needs to be screwed into the empty socket on the back of the
1200. There is already a hole in the casing of the computer for the holding
screw.

The board itself is not difficult to install, and only takes a few seconds to
push into place. On one side is the CPU and FPU, etc. and on the other side is
a connector for a SIMM module. I have at the moment installed a 4 Mb SIMM in
this socket, though you can upgrade to 32 Mb.

System performance has improved remarkably. My computer is really flying now!

There is a program on the disk called T3 that copies ROM to RAM. This
increases performance even more, but at the expense of the loss of some Ram.

AIBB however reports that the MMU is disabled. No mention in the docs on how
to enable it. Any ideas? I'll upload an AIBB module for it in a day or two.

My overall impression of the board : Very, very good, but could do with much
better documentation.

From FidoNet's Amiga International Echo

Area: AMIGA   (MAIL:Fido/AMIGA/)
From: Erik V. Petersen   To: All
Subj: Good Amiga Press!
Date: 22 Jun 93 06:38:05

Canada has a tabloid computer paper that I've always thought of as
a beemer rag with token Mac coverage to satisfy a couple of adverti-
sers. It is published monthly on the West Coast (Vancouver) and the
Alberta edition generally runs 52 to 56 pages. Circulation is pegged
at 125,000 in Western Canada and 80,000 in Ontario. It is a freebie
paper that you pick up to browse when you've idle time on your hands.
It has just bowled me over with GREAT Amiga coverage in the last two
editions! This good happening may have gone on for longer but I've
only recently picked up the May and June issues. Last time I looked
previous to then, it was pretty solid clone fare.

Good Amiga coverage in a horizontal computer publication is a pure
act of courage. Both magazines and the pulps are advertorial in natu-
re. Advertising pays the shot and has been known to dictate contents.
Editorial purity is rare. The guys paying the bills have no ideologi-
cal generosity. I didn't see ANY Amiga advertising in either the May
or June issues but I was only exposed to the Calgary editions. One
must assume other regional Ami dealers pick up the slack.

The Canadian Computer Paper is independently published. It is
edited by Kirtan Singh Khalsa. In the May issue, Graeme Bennett, mana-
ging editor ran the mine field with a 10,000-word article on operating
systems. "Oh Yeah!" We say as we see OS/2v2.1; MS-DOSv6.0; Windows NT;
Windows v3.1; NextStep; Unix and Mac v7.1, but wait! Here's AmigaDOS
v3.0x, and what's more, we are getting a fair shake!

Early on, Bennett proves he is historically up to date when he
says "The Amiga 1000 was the first computer to bring the power of a
true multitasking operating system into the hands of 'mere mortals'...
The fact that it could run on a 256K machine with no hard disk was
nothing short of amazing."

Under "Network Services" he could have crucified us since this is
a current weak spot but instead, Bennett generously comments: "Amiga
users might do well to consider adding a PC-emulating 'Bridgeboard' in
order to use IBM-compatible network cards and software..."

Under printers, Bennett also is informed when he points out that
AmigaDos v2.1 and 3.0 provide direct support for PostScript. The high-
ly detailed comparison chart also shows Ami support for Compugraphic
fonts, and is generally correct and extremely fair to our favorite
pile of switches.

Look and rejoice at Bennett's Miggy remarks under "Conclusion":

"If you own or are considering an Amiga, I advise running AmigaDOS
2.1 or later. Earlier releases of AmigaDOS were not as stable or fea-
ture rich. AmigaDOs has more in common with Unix than DOS or Macintosh
operating systems. Although it can be used without a hard drive, I
strongly recommend one. The Amiga makes a good choice for a home com-
puter. Kids and novice adult users can use it with a mouse at first
and move into the more complex world of command-line prompts and the
subtleties of true multitasking as their expertise grows."

Some Mac types were spitting nails in the following June issue

because aspects of their OS had been termed mediocre. That issue had
nothing short of a rave review (3,000 words) on the A1200; and a 3,500
word story on the Toaster 4000 with no attempt to hide the fact that an
Amiga 4000 is at the heart of this system. More about that in a fol-
lowing post.

    Good Amiga press has been rare in recent years. It is truly
heart-warming to see objective, knowledgeable reporting from what I
would have sworn was a clone bastion.

1.10   BootX News

/// SHI Takes over BootX!

    By Michael Arends

                      SAFE HEX INTERNATIONAL NEWS ALERT !!
                      ****

       TOP NEWS.." BOOTX " CONTINUES AGAIN!!!!!

   We Have now got the confirmation that Peter Stuer has agreed to let
SHI take over future support for his GREAT Virus checker/killer "BOOTX ".
Now there may be some problems starting out at first, things may be slow
BUT within a few months you SHOULD see a new update to BootX available
from your SAFE HEX INTERNATIONAL regional anti-virus center (hooray!!)

   Now comes a slight problem, ONE of the original reasons BOOTX support
was dropped was that no one was sending new viruses to the programmer. In
order for the resurrection of " bootX " to happen we have to get support
from everyone, in the way of sending NEW viruses to the anti-virus centers.
 PLEASE DO NOT UPLOAD new viruses to your SHI regional virus center BBS
BUT instead send them on disk,marked "NEW VIRUSES" to one of the address's
below. As always,order forms for ALL SHI disks are available for download
at your SHI-RVC. At this time they are not available for file request.
                  ****
                  Address's for your SHI regional centers

          Michael Arends   Jim Maciorowski
          SHI RVC/West   SHI RVC/East
          P.O. Box 1531   P.O. Box 724
          Lynnwood, WA   Port Richey, FL
          98046-1531   34673-0724
          USA   USA

                  SAFE HEX INTERNATIONAL Support BBS's

  PIONEERS BBS:SHI-RVC/Westcoast   GROUND ZERO BBS:SHI-RVC/Eastcoast

     Line #1 (206) 775-7983   Line #1 (813) 849-4034
                                           Line #2 (813) 845-4577
                                           Line #3 (813) 934-9765

1.11 SHI Addresses

```
/// Safe Hex International Address List
    ---------------------------------
```

 The following addresses are for SHI's Regional Virus Centers WORLDWIDE
 and support addresses for SHI's Resident magazine, and Buddy system disks.

```
SAFE HEX MAGAZINE "RESIDENT":
-----------------------------
Kurt Hansen
Langoyveien 13
N-4026 Stavanger
Norway

Phone : + 47 4 520420

SAFE HEX "BUDDY SYSTEM":
-----------------------
Stefan Daugaard Hansen
Tranehøjen 236
5250 Odense sv
Denmark

Phone + 45 65 92 65 42



SHI REGIONAL VIRUS CENTRE HOLLAND:
----------------------------------
Marco van den Hout
Doornboomplein 9
NL-5081 GR Hilvarenbeek
The Netherlands

Phone +31 04255 3513



SHI REGIONAL VIRUS CENTRE AUSTRALIA:
------------------------------------
Amiga Quarantine
Brian & Rick Logan
P.O. Box 533
Engadine
N.S.W 2233
Australia

(No phone)



SHI REGIONAL VIRUS CENTRE SLOVAKIA:
-----------------------------------
```

```
Ondrej Krebs
SNP 4
908 51 Holic
Slovakia Republic


Phone: + 0801 3764



SHI REGIONAL VIRUS CENTRE CZECH:
-------------------------------
MB Soft
Dalimilova 6
130 00 Praha 3
Czech Pepublic



SHI REGIONAL VIRUS CENTRE DENMARK:
---------------------------------
Martin Harbo
Sensommervej 167
DK-8530 Hjortshøj
Denmark


Phone + 86 229401



SHI REGIONAL VIRUS CENTRE ITALY :
--------------------------------
Massimo Gais
V. Vittorio Veneto 31
80029 S. Antimo (NA)
Italy


Phone + 39 81 5052256




SHI REGIONAL VIRUS CENTRE ENGLAND:
---------------------------------
Michael A. Sewell
"Omega House"
83 Railway Road
Leigh, Lancashire, WN7 4AD
England


Phone + (0942) 68 22 05
Fax   + (0942) 68 22 06




SHI REGIONAL VIRUS CENTRE USA: East
--------------------------
Jim Maciorowski
P.O. Box 724
Port Richey
FL 34673-0724
USA
```

Phone: + 813 841 7587
BBS : + 813 849 4034

SHI REGIONAL VIRUS CENTRE USA: West

Michael Arends
P.O. Box 1531
Lynnwood, WA 98046-1531
USA

Phone: +206 776 7978
BBS : +206 775 7983

SHI REGIONAL VIRUS CENTRE GREECE:

Konstantinos Angelis
P.O. Box 50784
54014 Thessaloniki 22
Greece

Phone: +30 431 29207
Fax : +30 431 38214
BBS : +30 431 72171

SHI REGIONAL VIRUS CENTRE BELGIUM:

Dutch Language:

Koen Peetermans
Vrijheersstraat 8
B-3891 Gingelom
Belgium

Phone: + 32 11 48 58 19

SHI REGIONAL VIRUS CENTRE BELGIUM:

French Language:

Gregoire Jean-Christophe
64 Franstimmermansstraat
1600 Sint Pieters Leeuw
Belgium

Phone: + 02 377 76 78

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SHI REGIONAL VIRUS CENTRE SPAIN:
-------------------------------
John Lohmeyer
Parque Guell 7
08338 Premia de Dalt
Barcelona
Spain

Phone: + 03 752 38 85
Fax  : + 03 752 30 79
BBS  : + 03 892 39 83




SHI REGIONAL VIRUS CENTRE GERMANY:
---------------------------------
Dirk Rose
Amalien Str. 75
D-4220 Dienslaken
Germany

Phone: + 49 20 64 78 56




SHI REGIONAL VIRUS CENTRE SWEDEN:
--------------------------------
SHI SVERIGE
Box 1220
501 12 Borås
Sweden

Phone : + 033 121118
BBS   : + 033 291812




SHI REGIONAL VIRUS CENTRE POLAND:
--------------------------------
Wojtek Gorzkowski
UL. Rewolucji Pazd 95/102
01-242 Warsaw
Poland

Phone : + 48 22 367 443  (18.00-20.00)
Phone : + 48 26 252 994  (10.00-17.00)
BBS   : + 48 22 367 443  (20.00-08.00)




SHI REGIONAL VIRUS CENTRE FRANCE:
--------------------------------
Brun Stephane
255 Chemin Fontisson
F-84470 Chateaneuf de Gadagne
France
```

```
Phone : + 90 22 54 22




SHI REGIONAL VIRUS CENTRE NORWAY:
---------------------------------
Kurt Hansen
Langøyveien 13
N-4026 Stavanger
Norway

Phone : + 47 4 520420




SHI REGIONAL VIRUS CENTRE EAST ASIA:
------------------------------------
Javed Islam
P. O. Box 10119
Feroze Pur Road
Lahore 54600
Pakistan




SHI REGIONAL VIRUS CENTRE YUGOSLAVIA:
-------------------------------------
Nikolic Tomislav
Matije Gupca 302
56258 Posavski Podgajci
Croatia

BBS  : + 813 849 4034




SHI REGIONAL VIRUS CENTRE ARGENTINA:
------------------------------------
Pablo A. Trincavelli
Dorrego 459 1 er. piso
2000 Rosario
Santa Fe
Argentina

Phone: +54 41 252906




SHI REGIONAL VIRUS CENTRE FINLAND:
----------------------------------
Johannes Verwijnen
Hiihtomäentie 33 B 16
SF-00800 Helsinki
Finland

Phone: 358 0 759 1263
Phone: 358 0 787 449
```

```
SHI REGIONAL VIRUS CENTRE PORTUGAL:
-----------------------------------
Alexandre Manuel Reis
Casal de Sào Bràs
Rua Antònio Nobre, Lote 5, R/C DTO
2700 Amadora
Portugal

Phone: + 351 01 494 8932
Fax  : + 351 01 494 4662



SHI REGIONAL VIRUS CENTRE SWITZERLAND:
--------------------------------------
Meier Remy
Hardstrasse 111
CH-4052 Basel
Switzerland

Phone: + 41 61 312 63 95
Fax  : + 41 61 312 63 95



SHI REGIONAL VIRUS CENTRE SOUTH AFRICA:
---------------------------------------
Richard Harris
P.O.Box 3147
1610 Edenvale
South Africa

Phone: + 27 011 453 6327



SHI REGIONAL VIRUS CENTRE TURKEY:
---------------------------------
Volkan Uçmak
Sakiz Sok. Berkel Ap. 6/2
81300 Kadiköy Istanbul
Turkey

Phone: + (1) 346 86 48
Fax  : + (1) 349 96 35



SHI REGIONAL VIRUS CENTRE AUSTRIA:
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David Van Assche
Sieveringer Strasse 126, 4
Vienna 1190
Austria
```

```
Phone: + 222 44 39 91
Fax  : + 222 44 42 51



SHI REGIONAL VIRUS CENTRE IRELAND:
----------------------------------
Anthony Melia
4 Seagrange Drive
Baldoyle
Dublin 13
Ireland

Phone + 01 39 31 23



SHI REGIONAL VIRUS CENTRE IRAN:
-------------------------------
Kamran Karimi
2,HassanAbad
HaghShenas str.
Navab str.
13599 Theran
Iran



SHI REGIONAL VIRUS CENTRE ROMANIA:
----------------------------------
Prundeanu Cristian
Str. Rodnei nr. 6
1900 Timisoara
Romania



SHI MAIN CENTRAL VIRUS CENTRE:
------------------------------
Erik Loevendahl Soerensen
Snaphanevej 10
DK-4720 Praestoe
Denmark

Phone: +45 55 992512
Fax  : +45 55 993498
```

1.12   CBM Shareholder Movement

```
/// The Commodore Shareholder Movement
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ATTENTION COMMODORE SHAREHOLDERS! 6/18/93

In response to the overwhelming thirst for information concerning
your rights as shareholders, the following information was obtained
from the Securities and Exchange Commission. After reading it, you
will see the obstacles to the election of new Commodore Directors.
Commodore is subject to Bahamian laws rather than U.S. federal and
state securities laws. This gives the Directors a great deal of
power to deny shareholders their rights to include proposals in the
proxy statement, to obtain the by-laws and charter of the company
(necessary to know shareholder rights), and to obtain the list of
shareholders for communication purposes. If you have experience in
these areas and would like to join the cause, please contact us:

                    Commodore Shareholder Movement
                           P.O. Box 8296
                        Philadelphia, PA 19101
                    Internet: MarcR@cup.portal.com

                    Information for Investors
            from the U.S. Securities and Exchange Commission

                   SHAREHOLDERS' RIGHTS TO VOTE

The corporation laws of most states, as well as company charters and
by-laws provide corporate shareholders with several important rights.
Among these are the right to vote for the election of directors who
will oversee management of the company, and the right to vote on
matters as changes to the articles of incorporation or by-laws,
dissolution, and mergers with another company. In each instance,
shareholders' votes may be critical to the future existence of the
company involved.

Prior to the annual meeting of its shareholders, the board of
directors of a company establishes a record date for purposes of
determining the shareholders who are entitled to vote at the meeting.
This means that a shareholder must own the securities of the company
on that record date in order to be eligible to vote them at the
annual meeting. Under the laws of most states, the record date must
be not more than 50, nor less than ten days prior to the meeting of
shareholders. (in addition to the annual meeting, corporations
sometimes also hold a special meeting of shareholders).

Once identified, all shareholders entitled to vote are sent a proxy
form, which allows them to vote by mail on management or shareholders
proposals. Unfortunately, many shareholders receiving such proxies
do not take the time to examine the accompanying material to
determine what corporate action they are being asked to vote for or
against. They may later discover that the other stockholders had
voted to liquidate, merge or sell the company business.

While an individual shareholder's vote may not block a proposed
action, the proxy solicitation material does contain information
vital for shareholders to know in order to make sound investment
decisions. For example, if you fail to read the terms of any
proposal or not, you may later discover that it is too late to

participate in an exchange or redemption offer and that you do not
have any remedies available to restore your ownership interest in the
company.

The Securities and Exchange Commission ("SEC") receives many
inquiries from investors who fail to receive notices of shareholders'
meetings or impending corporate proposals. If you hold possession of
your own stock certificate, it is important that you make sure the
company has your current correct mailing address. If, however, your
shares are held by a broker ("in street name"), you cannot vote
directly with respect to those shares since your name does not appear
on the company's records as a shareholder entitled to vote. However,
brokers who hold securities in street name for their customers are
required, under the rules of the National Association of Securities
Dealers and the exchanges of which they are members, to forward to
the actual ("beneficial") owners, the material received from the
company. The shareholders must then instruct his broker how he or
she wishes to vote. Most companies take pains to furnish proxy
material promptly to brokers in sufficient quantity to permit them to
re-transmit the material promptly to shareholders in time for the
shareholders to respond. Occasionally, however, shareholders fail to
receive the material in time for it to be useful. This is one of the
reasons many investors prefer to have securities registered in their
own name rather than having the certificates held in street name by a
broker.

Questions concerning shareholders' votes may be addressed to the
Office of Consumer Affairs and Information Services, Securities and
Exchange Commission, Washington, D.C. 20549

                         SHAREHOLDER MEETINGS

Among the many rights of a corporate shareholder are the right to
elect the members of the board of directors of the corporation, and
the right to vote on the approval of certain corporate decisions.
These rights are exercised at the annual meeting of shareholders
which is held in accordance with the laws of the state in which the
corporation was chartered.

At the present time, the statutes of all states contain provisions
which specifically cover the holding of an annual meeting of
shareholders. For example, Section 28 of the Model Business
Corporation Act, applicable in most states, provides in part: "An
annual meeting of shareholders shall be held at such time as may be
stated in or fixed in accordance with the by-laws". In addition to
the election of directors, in most states, fundamental corporation
changes such as mergers, dissolutions or amendments of the articles
of incorporation are also required to be submitted to a vote of the
shareholders at the annual meeting.

Annual meetings -- and the process of soliciting proxies prior to
such meetings -- function as important means of communication between
management and shareholders. The federal securities laws include
requirements dealing with the form and content of the communications
with shareholders sent in connection with an annual meeting.

First, under the Securities Exchange Act of 1934, if a proxy
solicitation is sent to shareholders on behalf of the board of
directors of a corporation for an annual meeting of shareholders at
which directors are to be elected, the proxy statement must either be
accompanied or preceded by an annual report. This is an extensive
report on the company's operations and financial results for the
year, and is considered by most companies to be the single most
important shareholder communication published during the year.

In theory, shareholders attend annual meetings to listen to a report
on how the board and management have discharged their fiduciary
obligations during the past year, and, depending on what they hear
and have read in the proxy statement and annual report, elect
directors for the ensuing year. Some investors do actually go to the
meeting for this purpose. However, most investors, after reading the
material sent to them, choose to vote by proxy. Therefore, the
election of directors is usually decided by proxy votes submitted
before the annual meeting takes place.

Even though only a few shareholders may actually attend an annual
meeting, many others do use the proxy mechanism to raise questions
and give their views on the company and its operations. This may be
done in the form of a letter submitted to the company with the
returned proxy. This period of preparation prior to the meeting
requires management to address and formulate positions on issues
which are of concern to shareholders.

The federal securities laws require that shareholders' proposals be
included in the proxy statement sent to all shareholders if they meet
certain tests. Management may take a position with respect to such a
proposal and recommend that shareholders vote for or against it, or
it may submit the proposal for voting with no recommendation.

One of the most frequent questions from shareholders is "who may call
a shareholders meeting?" The by-laws of a company generally indicate
who may call a regular or special meeting of shareholders.
Occasionally, provisions governing the calling of meetings may be
included in the company's articles of incorporation. In many states,
the manner of calling a meeting is fixed by statute.

If you have specific questions concerning shareholders' meetings, you
may wish to contact the Office of Consumer Affairs and Information
Services, Securities and Exchange Commission, Washington, D.C. 20549.

                        SHAREHOLDERS' RIGHTS

Many investors who buy stock in a company are unaware of the rights
which that ownership affords them. The specific rights of an
investor may depend, however, on the type of stock they own, the laws
of the state where the company is incorporated, and the by-laws and
charter of the company itself.

Companies generally issue one or more of various types of securities.
The most well-known are common stock, preferred stock, and
debentures or bonds. Investors who buy a share or shares of common
or preferred stock are, in effect, actually buying an equity or

ownership interest in a company. A debenture or bondholder is giving
the company a loan of his money to use as capital, in return for
which he or she may get a periodic interest payment which the bond
agreement may call for, and the face amount of the bond at maturity.

Under the company's by-laws and charter, the specific rights of
shareholders who own each type, or class, of security may differ.
For example, a company's charter may specify that only the common
stock may have voting privileges, or that the preferred stock must
receive dividends before any dividend is paid to the holders of
common stock. The specific type of payments and privileges of a
bondholder are also stated in the charter. In addition, the charter
may state that if the company is liquidated, a bondholder would
receive payment before the common and preferred shareholders.
Therefore, it is important for a shareholder to read the company's
by-laws and charter thoroughly to find out what his or her specific
rights are.

An investor should also be aware of the rights granted by the laws of
the state in which the company is incorporated (the state of
incorporation is shown on the face of the certificate). Most states
provide that shareholders' rights shall include, among other things,
the right to: (1) vote on questions affecting the company as a
whole; (2) hold a proportionate ownership in the assets of the
company evidenced by a stock certificate; (3) transfer ownership of
their shares; (4) receive dividends when declared by the Board of
Directors; (5) inspect the corporate books and records; (6) sue the
corporation for wrongful acts; and (7) share in the proceeds of a
corporate liquidation. In addition to these, most states also have
laws pertaining to the type of corporate information to be given to
shareholders; the requirements of an annual meeting; and dissenter's
rights of appraisal for their securities in the event of a merger.
While there is general uniformity in the various state laws
concerning these requirements, investors should not assume that the
commercial laws of one state apply to another state, and should,
therefore, look up the specific laws which apply to the company in
which they own stock.

The federal securities laws also provide investors with important
recovery rights when violation of the laws occur. To enforce these
rights, shareholders must seek redress privately, either individually
or as a class, before the appropriate United States District Court.

If you have any questions concerning shareholders' rights, you may
contact the Office of Consumer Affairs and Information Services,
Securities and Exchange Commission, Washington, D.C. 20549.

                    COMMODORE SHAREHOLDER MOVEMENT: 6/19/93

INTRODUCTION

The users of Commodore computers should be happy to learn that the
Commodore shareholders are finally taking action to solve the
company's chronic problems which have led to its current grim

financial situation. Faced with the daunting barriers of Bahamian
law and an uncooperative Board, this movement which grew out of the
concern of shareholders, developers and dealers, is actively
enlisting the aid of the Amiga-user-base to support the effort.

THE MOVEMENT

The Commodore Board of Directors was warned at the 1991 shareholder
meeting, "If things don't improve, Commodore will go out of
business." It's a year-and-a-half later and Commodore's value has
plummeted, largely due to lack of leadership and poor management. In
response a movement has been organized to replace the Board of
Directors.

THE PROBLEM

Commodore had the potential to become a 10 billion dollar-a-year
company back in 1985. Instead, they went dormant with only sporadic
attempts to generate sales. Now, Commodore is on the brink of ruin
and a community of people including shareholders, businesses and
customers have a stake in Commodore's survival. Irving Gould, the
Chairman of the Board and C.E.O. of Commodore International Limited
is the greatest barrier to Commodore's survival. Gould has eroded
the loyalty of their only reliable revenue source (the customer
base), driven Commodore into debt, and brought the company to the
edge of collapse (1993 3rd quarter disclosure).

Meanwhile, Gould has compensated himself with annual salaries of over
1.7 million dollars, plus stock options and bonuses (1992 Proxy
Statement 3). Shareholders who have already lost a great deal of
money stand to loose everything. Commodore is also the sole source
of Amiga computers, a proprietary product in which many people have
invested. These customers will be abandoned and possibly forced to
buy products less suited to their needs. A top-caliber engineering
team will be broken up, many small symbiotic companies will loose
their market, and potentially successful products will never be
developed.

THE SOLUTION

The change of top-level management is believed to be Commodore's
only chance for survival. This can be accomplished through the
election of new Directors. The upcoming 1993 shareholder meeting
presents the chance to break Gould's stranglehold on the company and
to replace him with dynamic leadership. A movement to nominate and
elect new directors is being organized.

Both Irving Gould and Al Haig are up for reelection to the Board of
Directors. All shareholders should vote for the alternative
candidates who will become known in the following months. Talks are
being made with some very exciting possibile candidates. With Gould
gone, Commodore can start on its path to recovery, being led by
capable new Directors. Without Gould, the remaining Directors will
likely step down.

BUYING STOCK AND VOTING

If the shareholder movement is successful, then Commodore stock may
have been a smart investment. Many companies have come back from the
brink. The purchase of stock will allow you to cast a proxy vote in
the upcoming election, or attend the shareholder meeting (at your
own expense). In order to buy stock, contact a discount stockbroker.
There will be a transaction fee which shouldn't be over $50. Order
as many shares as you want. To expidite the proxy voting process,
ask for the stock certificate to be sent to you. Get your friends to
buy stock. Ask for it for your birthday. The process is easy and
any amount helps. Just remember the risk if the effort fails.
You'll at least have the satisfaction of being involved. Watch for
the candidates and vote!

SPREADING THE WORD

If you buy or own any Commodore stock, contact us with your address.
Send a letter or e-mail (MarcR@cup.portal.com). Let everyone who
might care know what's going on. Bring it up at the users' group
meetings and write articles for the newsletters. Re-post this
announcement. Talk about it on the electronic bulletin boards. Call
talk radio stations.

BEHIND THE MOVEMENT

You might remember the recount of events of the 1991 shareholder
meeting where shareholders warned and pleaded with Commodore to
improve and market their computers. This is the same meeting where
Irving Gould ordered the physical removal of a shareholder who
attempted to make a motion that the meeting be adjourned and
reconviened in the United States where shareholders could really
attend. The current movement has grown from that Philadelphia group,
and now includes Commodore shareholders, developers, dealers, and
users from across the country. All you have to do is buy or own
stock and contact us with your address to become a part of the
movement. Please write to us at:

Commodore Shareholder Movement
P.O. Box 8296
Philadelphia, PA 19101

1.13 Tip of the Week

/// Amiga Tip of the Week

    By Robert Niles

InterNet info

Here are a few of the larger anonymous FTP sites that carry a good
amount of files for the Amiga.

wuarchive.wustl.edu   /systems/amiga

```
ftp.luth.se        /pub/OS/amiga

nic.funet.fi        /pub/amiga

guitar.oit.unc.edu      /pub/amiga

litamiga.epfl.ch                    /pub/amiga
```

There are plenty more, but this will get you on your way!

1.14 Delphi

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

 Amiga Report International Online Magazine is available every week in the
 Amiga Forum on DELPHI. Amiga Report readers are invited to join DELPHI and
 become a part of the friendly community of computer 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 Password: type STREPORT and press RETURN.

   DELPHI's Basic Plan offers access for only $6.00 per hour, for any
     baud rate. The $5.95 monthly fee includes your first hour online.

    For more information, call: DELPHI Member Services at 1-800-544-4005

    DELPHI is a service of General Videotex Corporation of Cambridge, MA.

                         Try DELPHI for $1 an hour!

     For a limited time, you can become a trial member of DELPHI, and
 receive 5 hours of evening and weekend access during this month for only
 $5. If you're not satisfied, simply cancel your account before the end of
 the calendar month with no further obligation. If you keep your account
 active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
 where you can use up to 4 weekend and evening hours a month for a minimum
 $10 monthly charge, with additional hours available at $3.96. But hurry,
 this special trial offer will expire soon! To take advantage of this

limited offer, use your modem to dial 1-800-365-4636. Press <RET> once
or twice. When you get the Password: prompt, type IP26 and press <RET>
again. Then, just answer the questions and within a day or two, you'll
officially be a member of DELPHI!

                    DELPHI - It's getting better all the time!

1.15 A.M.I.G.A.

/// Another Moronic, Inane and Gratuitous Article
    ----
    by Chad Freeman
    (cjfst4+@pitt.edu or cjfst4@cislabs.pitt.edu -- Internet)
    (cfreeman -- BIX)

    This week, instead of the (un)usual AMIGA, I've decided to once again
slack off in my work. Since I have now slacked off on exactly half the
articles which I've supposedly written, I suppose this type of column is
just as normal as the other type (whatever that is). Well, anyway, in
the interest of being lazy, I now present you with a short story by Oswald
Crichton, little known brother of the author of Jurrasic Park, the book about
money-grubbing people made into a movie for real-life money-grubbing people.
Anyway, here it is.

        AMIGA PARK

        by Oswald Crichton

    The science of chaos is a fashinable theory which tries to describe the
instability in systems. For example, if you flick a booger at the wall, it
will hit a different spot each and every time, because minute variations make
major changes as a system progresses. After all, when butterflies fart in
North Dakota, President Clinton uses the bidet instead of toilet paper. Or
something like that. Look, it doesn't really matter, because unlike in my
well-known brother's opus, chaos has very little to do with the story (or
everything, if you believe chaoticians). So lets get on with it.

    The time is the year 1999. Amigas have been extinct for 4 years, and the
world has completely forgotten they existed. Irving Gould was long ago
electrocuted while trying to interface his Norelco razor with his Juicemaster
in parallel. The guy with the arab-sounding name, upon inheriting the empire,
quickly closed the company and liquidated, and received the company's net
worth of 12 cents, before tax. The wonderful Amiga computer quickly faded
from the minds of even its most stalwart supporters. All except one.

Sugdub Beebleflats, in 1996, began soliciting funds for his start-up
corporation, Computer Amusements, Inc. (CAI). After many unsuccessful
attempts, he found his funding in a group of Meditteranean investors willing
to take a gamble at the company. For many years Sugdub and his employees
worked in secret, and since much money had been spent, the investors wanted
outside opinions as to the feasibility of the project, so Beebleflats called
on certain individuals for a position paper.

When Dr. Giant arrived on Isla Bibliotecha, he was astounded by its sheer
beauty. The telephone lines were all fiber-optic, the transportation
completely automated, and there was a hook-in every 5 feet. Oh, and the
scenery was ok, too. Dr. Giant immediately turned to Beebleflats and said,
'What the hell are you doing here?'

'I have purchased all that remained of Commodore-Amiga, and I have created
this wonderful park in order that the children of the world can come to enjoy
it, for only a few hundred a pop!'

And then Dr. Giant stepped into the first building, and he was so amazed
he almost cried! There they were, hundreds of Amigas, running the coolest
software ever to be seen! There were virtual reality games with HDTV
graphics, and interactive moview where you actually acted and were responded
to by the computer characters, and that was just the first two areas! The
park was over 10 square miles large, and, acoording to Beebleflats, every inch
was covered with the most technically advanced computer equipment and software
on the planet.

But Ian Millcone wasn't as impressed. 'Don't you see what you're doing
here, Beebleflats? This technology is the most powerful thing in the world,
and you're trying to contain it in one park. Computers find a way,
Beebleflats, computers find a way!'

'So you're saying what? The Amigas will migrate?'

'No, just that this technology will not be contained. You brought back
something none of us have heard of in years, and you expect it to be tamed.
It will not happen.'

'But,' Dr. Wuwu said, stepping in, 'what about the meltdown contingency?'

'The what?' Dr. Giant said.

'I've mechanically engineered the Amigas to have poor cooling properties.
If they aren't kept at a constant 68 degrees, they will meltdown and be
useless!'

'Aha,' Dr Giant said, 'Now what have you to say to that?'

'Life, I mean Amiga, will find a way.' said Millcone.

Just then the lights went out. Everyone scittered around, nervously
finding their way to the exits. As they were about to leave, the lights came
back. 'Check the tracking system!,' Beebleflats yelled to Nerdy, the computer
operator. But Nerdy was gone. 'Now where the hell is he?' said Beebleflats.

Nerdy walked up to the fax machine, and began faxing the blueprints for
the Amiga systems to Mark Benito in Coalsack, PA. He stood there for many
minutes, nervosuly feeding the machine and trying to prepare the envelope
which would contain all of the wonderful programs for the Amiga.
Unfortunately, just as he slipped the last sheet in, the fax machine went
bezerk and began sucking his hand through the machine. No one is sure what
happened to him, but he's been seen in Egypt, Australia and the Netherlands.

1.16 Cow Wars!

/// Usenet Review: Cow Wars

    By Marcus Albers
    (malbers@ns.ccsn.edu)

PRODUCT NAME

       Cow Wars, version 1.1

BRIEF DESCRIPTION

       A humorous artillery game.

AUTHOR/COMPANY INFORMATION

       Name: Chris Richards
       Address: P.O. Box 3311
                       Iowa City, IA 52245
                       USA

       E-mail: crichard@umaxc.weeg.uiowa.edu

LIST PRICE

       Free -- this program is in the public domain and available on the
"Aminet" ftp sites in /pub/aminet/game/shoot.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

       None. The program is AGA-compatible.

COPY PROTECTION

       None.

REVIEW

       As a big Monty Python fan, I love a humorous game, and finally I
have found one: Cow Wars. The title itself intrigued me, to begin with. My
first impression was that it may be something based on the many cows of "The
Far Side", but it is even better. It is Artillery gone Monty Python!

       The game that this is based on, called Artillery, is an old game
that pits two players against each other, armed with cannons. Each player
takes turns changing the angles on their respective cannons and blasting
cannon balls at the other player over a mountain. Factors such as wind
speed and direction and the amount of powder charge will affect the motion

of the cannonball. A very addicting game. Now, it's better.

        Cow Wars uses the same basic rules and variables as the original
game. But, instead of firing cannonballs, you are firing COWS! Strange,
but true. Complete with a resounding "mooooooo" whilst they fly over the
mountain towards their intended target.

        You have to fire and hit your opponent with three types of cows:
styrofoam, glass, and (of course) real cows. The wind direction and velocity
change constantly and are monitored by a small flag at the bottom of the
screen. The wind affects the cow types differently: a styrofoam cow will
blow around more than a glass cow in a strong wind, and a real cow is not
affected as much as the other two. The cannons themselves pace back and
forth on their respective sides of the mountain, making the positioning of
constant shots that much more difficult. Both the maximum wind velocity and
the maximum distance that the cannons should travel can be controlled by the
user, or can be picked at random by the computer. The size of the mountain
can be changed as well.

        Then there's the "fire penguin" (as if this wasn't strange enough
already). He is an oversized penguin that floats back and forth above the
playfield, ready to intercept any airborne Holsteins that may come his way.
With a villainous laugh, he devours any cows that cross his path, making it
even harder to hit your target.

        Is this game impossible to play, you ask? Not in the least. It is
very playable, and it can be made as easy or as hard as you like. The game
is set up as a two player-only game, but is a lot of fun to play by
yourself. The fact that the other cannon moves around on the other side of
the mountain makes it a challenge to hit even if it isn't trying to hit you
as well.

        The program itself was written in Amos, the graphics done with DPaint
III, and the sounds were taken from a disk of Macintosh sounds.

DOCUMENTATION

        The documentation is well written and very complete.

LIKES AND DISLIKES

        As for suggested improvements, the only one that I would suggest is
a true one-player mode with a computer-controlled opponent.

CONCLUSIONS

        I rate this game as a 9.8 out of a possible 10 points.

1.17 Academia Censorship

/// CENSORSHIP? STR FOCUS!

    Reprinted from STReport #9.24

                    CENSORSHIP FIGHTS HEAT UP ON ACADEMIC NETWORKS
                    ==

Excerpt From THE WALL STREET JOURNAL
Monday, May 24, 1993
Page B1

INFORMATION AGE/By William M. Bulkeley

     Has political correctness gone on-line in academia?

     Battles are raging over freedom of speech in university-oriented
bulletin boards, one of the few places in academia that hasn't been racked
for years by this kind of strife.

     A mild-mannered microbiologist from Rootstown, Ohio, has stirred up a
storm among on-line computer users by devising a computer program that
automatically wipes out anonymous messages on Internet, the nation's
largest on-line network, which is widely used by scholars. He was offended
by an anonymous user who posted a joke about the last words of the
Challenger space shuttle crew in a scientific discussion group.

     In other cases, Canadian colleges have blocked electronic discussions
of sex. A California community college recently suspended a journalism
professor for running a computer bulletin board on which male students
wrote messages that allegedly harrassed a female.

     Many on-line veterans complain that such actions threaten freedom of
expression. "This shows how the censors are all among us," says Larry
Detweller, a recent graduate of Colorado State University, who studies free
speech and "hangs around the Internet," which is often seen as a prototype
for the information highway that the Clinton campaign described in last
year's presidential election.

     Such issues are likely to increase as the highway connects more and
more computers - especially if the federal government funds it. In fact,
Congress has ordered a study of whether electronic bulletin boards, on-line
services and public-access cable television are being used to encourage
"crimes of hate."

     For some time now, commercial on-line services such as Prodigy have
used computer programs that automatically delete messages that contain
certain words. Group moderators who often guide discussions on services
such as H&R Block, Inc.'s CompuServe also have the power to remove hateful
messages as soon as they see them.

     But many volunteer-run bulletin boards decline to control what people

write. Legally, they aren't required to play the censor: Board operators
aren't responsible for things other people write in the wake of a court
ruling that CompuServe wasn't liable for what people wrote any more than a
bookseller is responsible for the contents of the books it sells.

     These cozy volunteer communities, the electronic equivalent of Boswell
and Johnson's 18th century London coffeehouses, police themselves
informally. People who are offensive or irrelevant are shouted down by
"flame mail," a barrage of messages by angry users that sometimes can even
overwhelm an offender's computer. Other times, the indignant wage "cancel
wars" in which they send commands to cancel the foe's message from the
bulletin board. On Internet, people order their computers not to accept
any messages from particular senders.

     But a few years ago, users developed "anonymous servers" – computers
connected to the network that stripped away the original sender's name
before sending it on Internet. The capability was designed to encourage
open discussion among victims of child abuse or AIDS and originally was
used in only such groups. However, a computer in Helsinki, Finland, was
designed to send anonymous messages wherever the sender wanted.

     Some of these messages on the "sci." section of Internet's Usenet
subsystem ticked off Richard DePew, the professor of microbiology and
immunology at Northeastern Ohio Universities College of Medicine. "The
anonymous servers were breaking down some of the barriers and traditions
that keep the Internet useful," says Dr. DePew, whose battle was reported
in the Chronicle of Higher Education, a trade weekly.

     After numerous on-line discussions of the anonymous-server problem,
Dr. DePew wrote a program he called ARMM for "automated retroactive minimal
moderator." Although the program ran on the computer he operates in
Rootstown as a local node of Internet, it canceled messages from the
Helsinki computer to any sci. discussion group.

     As soon as he activated it in April, Dr. DePew was flamed by other
users, illustrating the passion with which people defend computer speech.
He was called a "maddog (sic) on the loose who needs to be sedated." He
was called a "rhinocerous (sic) ." He was compared to "a child-molestor
(sic) who goes out and re-offends immediately upon release." He was called
an "ignorant petty tyrant." Within 12 hours, he shamefacedly recalled the
program, admitting he made a mistake. He says he will never do it again.

     In another controversy, bitter debates raged at many Canadian
universities last year over three Internet discussions: "sex:
bestiality," "sex: torture" and "sex: bondage." Some weeks, those
discussions were dominated by legal scholars, but other weeks, they
included brutal stories and pictures of screaming women. Several colleges,
including Simon Fraser University in Vancouver, British Columbia, cut those
discussions off their computers.

     In the U.S., California's Santa Rosa Junior College recently suspended
tenured journalism teacher Roger Karraker while it tries to determine
whether he's responsible for student messages on a school bulletin board
that he operated. The board has some 200 discussion groups that are used
by faculty and students.

     Earlier this year, at student request, Mr. Karraker started men-only

and women-only conferences in which users had to promise not to reveal the
contents. When one woman learned about what allegedly obscene messages
that an ex-boyfriend had written about her on an all-male board, she
complained to Mr. Karraker.   He immediately shut down the conference and
banned the students who had broken the confidentiality pact.   She then
complained to the college of sexual harrassment based on the messages, and
Mr. Karraker was put on paid leave.

     James Mitchell, the college's personnel director, said the leave was
"for his own protection" and isn't a punishment.   He says that under
California harassment laws, "we had a situation that appeared to be
serious."

     Mr. Mitchell says that if the item had been in a student newspaper, it
probably would have been protected under the First Amendment.   But outside
of student newspapers, speech can be challenged as harassment, he says.
Even if it was written on a bathroom wall, and the janitor didn't wash it
off, "we'd warn him" of the risk of harassment charges.

     Mr. Karraker says that as a bulletin board operator, he's protected
just as booksellers are. "This isn't publishing in the sense that there's
an editor who knows everything that goes in," he says.

1.18 Portal

/// Portal: A Great Place For Amiga Users

                     Portal Communications' Amiga Zone

          The AFFORDABLE alternative for online Amiga information
          ----

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

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

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

 - Over 1.5 GIGabytes of Amiga-specific files, online, 24 hours a day.
   Portal has dedicated a 2.5 GIGabyte disk drive to the Amiga Zone.
   We have virtually unlimited space for files and new uploads.

- The *entire* Fred Fish collection of freely distributable
  software, online. All of it. Every disk. Well-organized so
  it's easy to find exactly what you're after.

- 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,
  and many others including Compute's Amiga Resource with over
  4 Megabytes of exclusive Compute magazine disk stuff you won't find
  elsewhere.

- 35 "regular" Amiga libraries with thousands of files. Hot new
  stuff arrives daily. Since Portal has FTP connections we can get
  new freely-distributable software online within MINUTES of its
  being announced on Usenet.

- No upload/download "ratios" EVER. Download as much as you want, as
  often as you want, and never feel pressued doing it. Start downloading
  files with your first session on Portal.

- 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.
  Instead of stumbling around in frustration you can talk to the
  people who design your hardware, who write your software.

- 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. Tthousands of "newsgroups" in which
  you can read and post articles about virtually any subject you can
  possibly imagine. Usenet feeds into Portal many times each hour.
  There are 14 Amiga-specific Usenet newsgroups with hundreds of
  articles posted every day, including postings by Commodore
  personnel. Since Usenet is distributed worldwide, your questions
  and answers can be seen by literally hundreds of thousands of
  people the same day you post them.

- 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's true.

Portal Signup or for more information:

1-408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time
1-408-725-0561 (modem 3/12/2400) 24 hours every day
1-408-973-8091 (modem 9600/14400) 24 hours every day
or enter "C PORTAL" from any Sprintnet dial-in in the USA,
or enter "portal" from any Tymnet "please log in:" prompt, USA & Canada
or telnet to "portal.com" from anywhere.

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

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

* plus cost of phone call if out of Portal's local dialing area
  Direct rates also apply to connections made to Portal using the
  UNIX "telnet" program from an account you may already
  have on an Internet-connected system.
% 9600 bps Sprintnet and Tymnet available in over 300 cities areas
+ $10 rate prevails at smaller US Cities
# PCPursuit is a service of US Sprint. Portal is a PCPursuit

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

Note:

   Portal Direct 9600/14400 bps service is 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.
   Tymnet 9600bps services is V.32 modem protocol only.
   Again, Portal does NOT surcharge high speed modem users!

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

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

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.

1.19 Sysop's Point of View

/// A Sysop's Point of View

    By Robert Niles

The hardest thing for a sysop is to make sure that the BBS does not
just sit there and stagnate. If a BBS has no interaction of some kind
between it's users it will unfortunately do do. Most sysops spend a
considerable amount of time trying to keep the interest going. Getting
new files, expanding the functions of the BBS, adding more "doors",
whatever.

For myself, I give Ma Bell a fair amount of money and time to go out
and seeking files of interest to my users. Each and every file has to
be run, tested, checked for viruses, and then finally added to the
BBS for access by my users. This is imporant for various reasons.

It connects the users to the outside in a "physical" way, keeping
themselves and their computers up to date. Of course users upload
files, but not always as much as I figure they should. Maybe because
of time restraints, lower speed modems, whatever. I'm sure they have
their reasons, but the hardest thing for me to deal with is when I end
up calling long distance and get a file that I later find that one of

my users already had. I'm sure you can see the problem with this. It
was money that could have been spent on something they don't already
have.

It doesn't matter if the BBS is up to gather those who like hand
crafts or build nuclear bombs... people like to communicate ideas. The
message areas are the heart beat of any BBS. The transfer of these
ideas is what brings people together. I've been on systems that talk
about subjects from Electrical Engineering, to Labor and Marketing, to
Home Businesses, to Origami. The function of the sysop here is to make
these interesting enough to get users to chat about whatever the subject
is amongst themselves. To somehow get even the bashful "lurkers" to all
of a sudden want to "say" whatever is on their mind. Actually this
isn't always as easy as it seems. During lulling points, the sysop has
to intervene, add something interesting and get things going again.
The sysop has to answer questions (no user likes a sysop who doesn't
reply), and interact with the "community" in which he/she created.

GAMES!! While this probably takes the least amount of time for the
sysop, they are a great addition to the system. People like to get
away and interact with one another playing a game of chess, or blow the
previous caller out of space! These games, or "doors" often cost the
sysop money...most of the time a small fee, but the more games you
have, the more interesting the system becomes. Not all BBS's have
games, nor are they required. Actually I've seen users at times get a
little upset because they have a hard time logging on because the
system was being heavily used for games. It's the sysop's call there,
and what that might be depends on what he feels the function of the
BBS to be.

Every potential sysop has to figure out what BBS program he/she will
want to run. The best way would be to call BBS's in which various
programs are run, then ask around. There are plenty of sysops who have
already made up their mind, and are quite willing to tell you why they
chose what they did. But no matter which one you use, it must be
purchased. Prices vary. Free BBS systems are rare, so understand that
sysops out there have had to pay to run that BBS program. Users and
future Sysops need to know and understand that every person has most
likely placed alot of money in running a BBS.

Other things can be added. Internet/Usenet access, Encyclopedias,
online newspapers (like USA Today), FidoNet, whatever. A lot of times
it's up to the Sysop's imagination and budget.

Users, remember always that you are a guest of the system in which you
are calling. If you don't like a particular BBS, then don't call it.
If you do, give the sysop a pat on the back by leaving him/her a
message stating so. This is probably the most any sysop will get as
far as appreciation. Remain active on the BBS you like. Get involved
with the messages. Everyone loves to get "mail," but as always you must
send some to get some. If you can get an answer from some of the other
users instead of the sysop, do so. The sysop is often busy, and of
course will answer any question you have if he/she can, but asking
another user gets more people involved, and spreads the same
information to a larger audience. If you have a file that the system
doesn't have, and it seems to agree with the function of the BBS then
upload it. The sysop will appreciate it as well as the other users.

Of course it takes time, but usually the time will be given back, and
at times a bit of extra time will be allotted to you.

Well that's it for this week. next week I'll talk a bit more about the
things that make having a BBS enjoyable, and at times a headache. In
the meantime, if you have any questions or experiences you would like
to share drop me a line.

1.20   Motorola 68060

/// The Motorla 68060 -- The Next Generation!

    Official information from Motorola
    Brought to you by Christian von Toerne

MOTOROLA SEMICONDUCTOR PRODUCT INFORMATION on the MC68060

--- 1

Product Brief

Forth-Generation 32-Bit Microprocessor

The MC 68060 is a superscalar, high-performance, 32-bit microprocessor
providing a low-power mode of operation. The MC68060 is fully compatible
with all previous members of the M68000 family. The MC68060 features dual
on-chip caches, fully independent demand-paged memory management units
(MMUs) for both instructions and data, dual integer execution pipelines,
on-chip floating-point unit (FPU), and branch target cache. A high degree
of instruction execution parallelism is achieved through the use of a full
internal Havard architecture, multiple internal buses, independent execu-
tion units, and dual instruction issue within the instruction execution
controller. Power management is also a key part of the MC68060 architec-
ture. The MC68060 offers a low-power mode of operation that is accessed
through the LPSTOP instruction, allowing for full power-down capability.
The MC68060 design is fully static so that when circuits are not in use,
they do not draw power. Each unit can be disabled so that the power is
used only when the unit is enabled and executing an instruction. Figure 1
illustrates a block diagram of the MC68060.


```
+---------------------------------------+
 +-+
|Integer unit                           |                                   |
  |
|             +---------------------------+ |                               |
  |
|             |Instruction fetch controller| |                              |
  |
|             | +------+  +--------+      | |  +---------------------------+ |
  |
|             | |Branch|<-|   IA   |----------->| +---------+  +---------+ | |
  |
|             | |Cache | |Generate|      | |  | |Intruction|->|Intruction| | |
```

```
|
|               | |       |   +--------+        | |  | |  ATC    | |  Cache | | |
 |
|               | |       |->|Intruct.|<-----------| +----------+  +----------+ | |
 | Intruct.
|               | |       | | Fetch  |        | |  | |    ^             ^      |<-|
 | Address
|               | +------+ +--------+        | |  |    |             |      | | |
 |<------->
|               |         | Early  |        | |  |  +-----------------+    | |
 |
|               |         | Decode |        | |  |  |   Instruction   |    | |
 |
|               |         +--------+        | |  |  |     Cache       |    | |
 |
|               |             |             | |  |  |   Controller    |    | |
 |
|               |             V             | |  |  +-----------------+    | |
 |
|               | +---------------------+ | |  +---------------------------+ |
 |
|               | |     Instruction     | | |
 |B|
|               | |       Buffer        | | |
 |U|
|               | +---------------------+ | |  Diagram scribbled by
 |S|
|               |       |         |       | |  Christian von Toerne              |
 |
|         +--------|---------|---------+ |  toerne@rhein.iam.uni-bonn.de
 |C|
|               |         |         |       |
 |O|  Data
| +----------------|---------|--------+ |
 |N| Address
| |               V         V       | |
 |T|<------->
| |         +--------+--------+     | |
 |R|
| | +----------+ + Decode | Decode |     | |
 |O|
| | | Floating | +--------+--------+     | |  +---------------------------+
 |L|
| | |  Point   | |  EA  |   EA  |     | |<-|    +-----------------+     |
 |L|
| | |  Unit    | |Generate|Generate|    | |  |    |     Data        |    |
 |E|
| | | +------+ | +--------+--------+     | |  |    |     Cache       |    |
 |R|
| | | | EA | | | |  EA  |   EA  |     | |  |    |   Controller    | | |
 |
| | | |Fetch| | | Fetch | Fetch |     | |  |    +-----------------+    | |
 |
| | | +------+ | +--------+--------+     | |  |       |             |      |<>|
 |
| | | |  FP  | | |  INT  |  INT  |     | |->|       V             V      | |
 |
```

```
| | | | Exec | | | Execute| Execute|      | |   | +----------+  +----------+ | |  |
| | | +------+ | +--------+--------+      | |   | |  Data   |->|  Data    | | |  |
| | +----|-----+   Instruction            | |   | |   ATC   |  |  Cache   | | |  |
| |         |   Execution Controller       | |   | +----------+  +----------+ | |  |
| +------|-----------|-------|--------+ |   +---------------------------+  |
| Control
|         V              V      V       |               ^                   |
|<------>
| +-----------------------------------+ |               |                   |
| |           Data available        | |               |                   |
| +-----------------------------------+ |               |                   |
| |           Write-Back             | |               |                   |
| +-----------------------------------+ |               |                   |
+---------------------------------------+               |
 +-+
               |        Operand data bus          |
               +-----------------------------------+
```
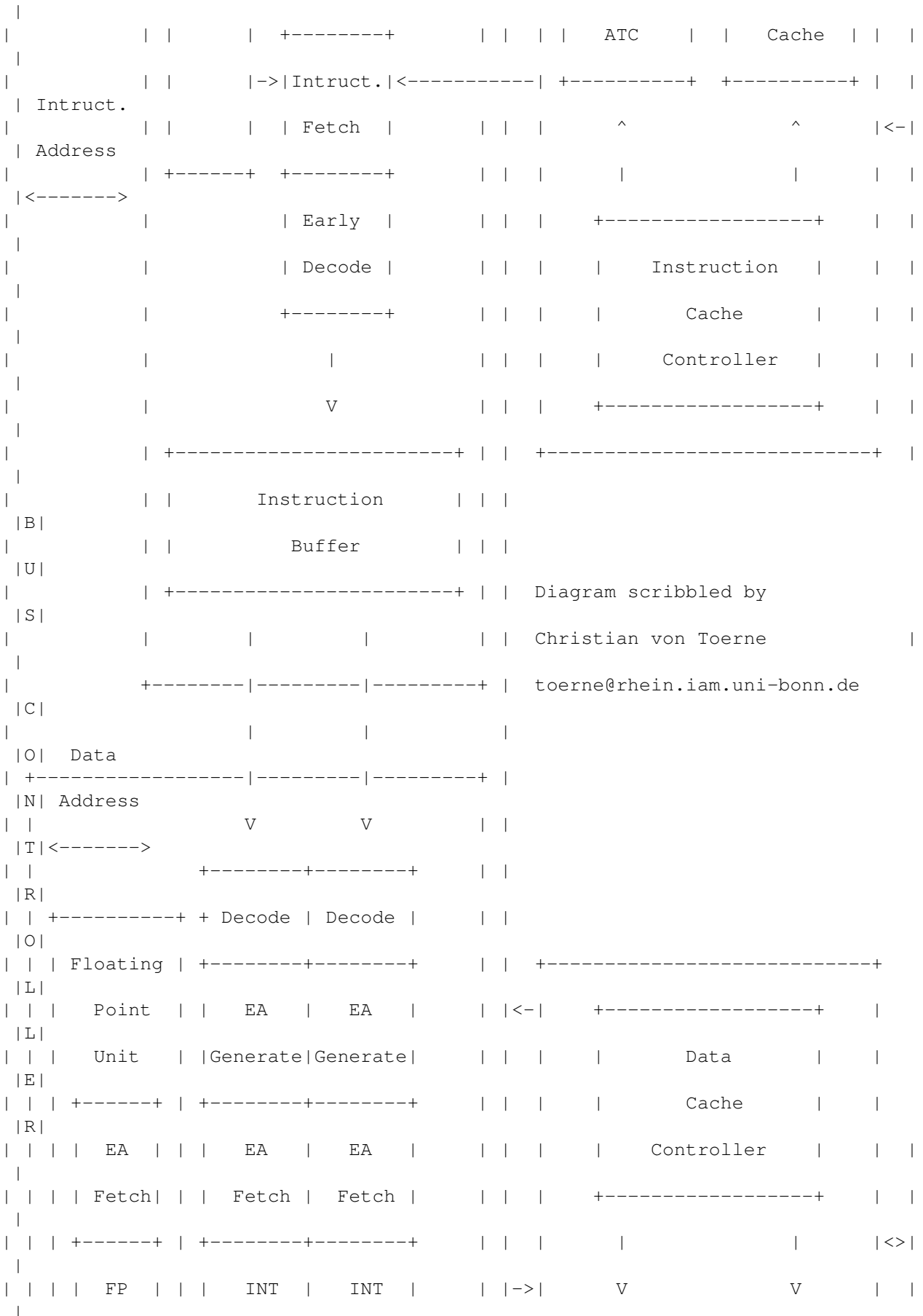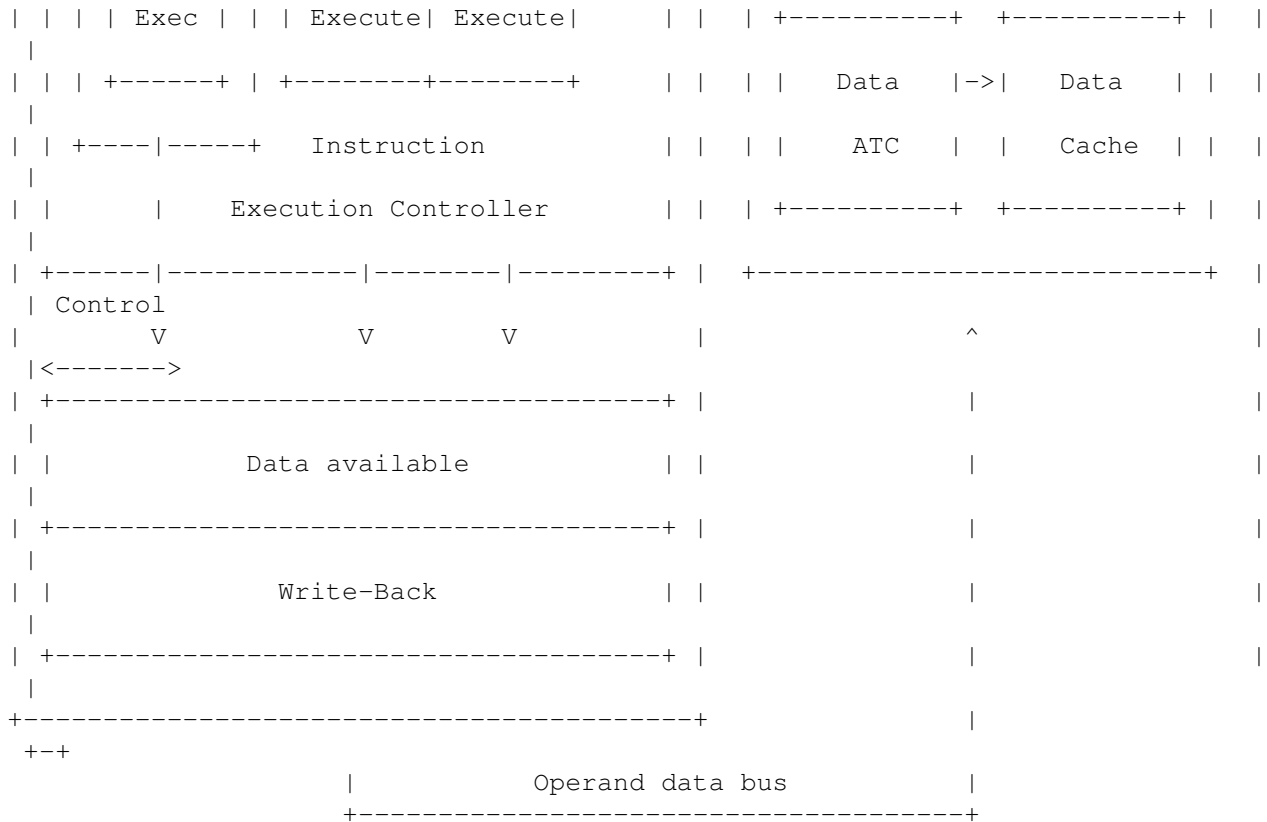
Figure 1. MC68060 Simplified Block Diagram

-- 2

Complete code compatibility with the M68000 family allows the designer to
draw on existing code and past experience to bring products to market
quickly. There is also a broad base of established development tools, in-
cluding real-time kernels, operating systems, languages, and applications,
to assist in product design. The functionality provided by the MC68060
makes is the ideal choice for a range of high-performance computing appli-
cations as well as many portable application that require low power and
high performance. The MC68060's high level of integration results in high
performance while reducing overall system power consumption.

The following is a list of primary features for the MC68060:

- 100% User-Mode Compatible with MC68040

- Three Times the Performance of a 25-MHz MC68040

- Superscalar Implementation of M68000 Architecture

- Dual Integer Instruction Execution Improves Performance

- IEEE-Compatible On-Chip FPU

- Branch Target Cache Minimizes Branch Latency

- Independent Instruction and Data MMUs

- Dual 8-Kbyte On-Chip Caches

   -- Seperate Data and Instruction Caches

   -- Simultaneous Access

- Bus Snooping

- Full 32-Bit Nonmultiplexed Address and Data Bus

   -- 32-Bit Bus Maximizes Data Throughput

   -- Nonmultiplexed Bus Simplifies Design

   -- Four-Deep Write Buffer to Maximize Write Bandwidth

   -- MC68040-Compatible Bus Provides Simple Hardware Migration Path

- Concurrent Operation of Integer Unit, MMUs, Caches, Bus Controller,
  Integer Pipelines, an FPU Provides High Performance

- Power Consumption Control

   -- Static HCMOS Technology Reduces Power in Normal Operation

   -- Low-Voltage Operation at 3.3 V

   -- LPSTOP Provides an Idle State for Lowest Standby Current

- 50 MHz and 66 MHz

- Packaging

   -- Ceramic Pin Grid Array (PGA)

   -- Ceramic Quad Flat Pack (CQFP)

```
------------------------------------------------------------------------- 3
                         MC68060 Signals


                         +-------------+
Processor   ---- _CDIS --> |             | ---- _BR ---->
Control     ---- _MDIS --> |             | <--- _BG -----  Bus Arbitration
                          |             | <--- _BB ---->  Control
Snoop                     |             | <--- _BGR ----
Control     ---- SNOOP --> |             | <--- _BTT --->
                          |             |
            <--- TT0 ----> |             | ---- PST0 --->
            <--- TT1 ----> |             | ---- PST1 --->  Processor
            <--- TM0 ----- |             | ---- PST2 --->  Status
            <--- TM1 ----- |             | ---- PST3 --->
            <--- TM2 ----- |             | ---- PST4 --->
```

```
             <--- TLN0 ---- |                  |
             <--- TLN1 ---- |                  | <--- _IPL0 ---
             <--- UPA0 ---- |                  | <--- IPL1 ----
             <--- UPA1 ---- |                  | <--- _IPL2 ---  Interrupt
Transfer     <--- R/_W ---- |   MC68060        | ---- _IPEND ->  Control
Attributes   <--- SIZ0 ---- |                  | <--- _AVEC ---
             <--- SIZ1 ---- |                  |
             <--- _LOCK --- |                  | <--- CLK -----  Clock and
             <--- _LOCKE -- |                  | <--- _CLKEN --  Control
             <--- _CIOUT -- |                  |
             <--- _BS0 ---- |                  | ---- _RSTO -->  Reset
             <--- _BS1 ---- |                  | <--- _RSTI ---
             <--- _BS2 ---- |                  |
             <--- _BS3 ---- |                  | // A31      \  Address Port
                            |                  | \     - A0 //  and Control
Master       <--- _TS ----> |                  | <--- _CLA ----
Transfer     <--- _TIP ---- |                  |
Control      <--- _SAS ---- |                  | // D31      \  Data Port
                            |                  | \     - D0 //
Slave        ---- _TA ----> |                  |
Transfer     ---- _TEA ---> |                  | <-/- TEST ----  Test Interface
Control      ---- _TCI ---> |                  |
             ---- _TRA ---> |                  | <-/- Vcc -----  Power and
                            |                  | <-/- GND -----  Ground
                            +------------+
```

Figure 2. Funtional Signal Groups

INTEGER UNIT

The MC68060's integer unit carries out logical and arithmetic operations.
The integer unit contains an instruction fetch controller, an execution
controller, and a branch target cache. The superscalar design of the
MC68060 provides dual execution pipelines in the intruction execution
controller, providing simultaneous execution.

The superscalar operation of the integer unit can be disabled in software,
turning off the second executionpipeline for debugging. Disabling the
superscalar operation also lowers power consumption.

-- 4
INSTRUCTION FETCH CONTROLLER

The intruction fetch controller contains an instruction fetch pipeline and
the logic that interfaces to the branch target cache. The instruction
fetch pipeline consists of four stages, providing the ability to prefetch
instructions in advance of their actual use in the instruction cache con-
troller. The continous fetching of instructions kepps the instruction ex-
excution controller busy for the greatest possible performance. Every in-
struction passes through each of the four stages before entering the in-
struction execution controller. The four stages in the instruction fetch
pipeline are:

1. Instruction Address Calculation -- The virtual address of the instruc-
    tion is determined.

2. Instruction Fetch -- The instruction is fetched from memory.

3. Early Decode -- The instruction is pre-decoded for pipeline control
    information.

4. Instruction Buffer -- The instruction and its pipeline control infor-
    mation are buffered until the integer execution pipeline is ready to
    process the instruction.

BRANCH TARGET CACHE

The branch target cache plays the major role in achieving the performance
levels of the MC68060. The concept of the branch target cache is to pro-
vide a mechanism that allows the instruction fetch pipeline to detect and
change the instruction stream before the change of flow affects the in-
struction execution controller.

The branch target cache is examined for a valid branch entry after each
instruction fetch address is generated in the intruction fetch pipeline.
If a hit does not occur in the branch target cache, the instruction fetch
pipeline continues to fetch instructions sequentially. If a hit occurs in
the branch target cache, indicating a branch taken instruction, the cur-
rent instruction stream is discarded and a new instruction stream is
fetched starting at the location indicated by the branch target cache.

INSTRUCTION EXECUTION CONTROLLER

The instruction execution controller contains dual integer execution pipe-
lines, interface logic to the FPU, and control logic for data written to
the data cache and MMU. The superscalar design of the dual integer execu-
tion pipeline provide for simultaneous instruction execution, which allows
the processing more than one instruction during each machine clock cycle.
The net effect of this is a software invisible pipeline capable of sus-
tained execution rates of less than on machine clock cycle per instruction
for the MC68060 instruction set.

The instruction execution controller's control logic pulls an intruction
pair from the instruction buffer every machine clock cycle, stopping only
if the instruction information is not available or if an integer execution
hold condition exists. The six stages in the dual integer execution pipe-
lines are:

1. Instruction decode -- The instruction is fully decoded.

2. Effective address calculation -- If the instruction calls for data
    from memory, the location of the data is calculated.

3. Effective address fetch -- Data is fetched from the memory location.

4. Integer execution -- The data is manipulated during the execution.

5. Data available -- The result is available.

6. Write-Back -- The resulting data is written back to on-chip caches or
    external memory.

The MC68060 if optimized for most integer instructions to execute in one
machine clock cycle. If during the instruction decode stage, the instruc-
tion is determined to be a floating-point instruction, it will be passed
to the FPU after the effective address fetch stage. If data is to be
written to either the on-chip caches or external memory after instruction

--- 5
execution, the write-back stage holds the data until memory is ready to
receive it. Temporarily holding data in the write-back stage adds to the
overall performance of the MC68060 by not slowing down pipeline opera-
tions.

                         FLOATING-POINT UNIT

Floating-point is distinguished from integer math, which deals only with
whole numbers and fixed decimal point locations. The IEEE-compatible
MC68060's FPU computes numeric calculations with a variable decimal point
locationThe MC68060 features a built-in FPU that is MC68040 and MC68881/82
compatible. Consolidating this important function on-chip speeds up over-
all processing and eliminates interfacing overhead associated with exter-
nal accelerators. The MC68060's FPU operates in parallel with the integer
unit. The FPU performs numeric calculations while the integer unit conti-
nues integer processing.

The FPU has been optimized for the most frequently used instructions and
data types to provide the highest possible performance. The FPU can also
be disabled in software to reduce system power consumption.

FLOATING POINT EMULATION

The MC68060 implements the most frequently M68000 family floating-point
instructions, data-types, and data formats in hardware for the highest
performance. T he remaining instructions are emulated in software with the
M68060FPSP to provide complete IEEE compatibility. The MC68060FPSP pro-
vides the following features:

- Arithmetic and Transcendental Instructions

- IEEE-Compliant Exception Handlers

- Unimplemented Data Type and Data Format Handlers

                         MEMORY MANAGEMENT UNITS

The MC68060 contains independent instruction and data MMUs. Each MMU con-
tains a cache memory called the address translation cache (ATC). The full
addressing range of the MC68060 is 4 Gbytes (4,294,967,296 bytes). Even
though most MC68060 systems implement a much smaller physical memory, by
using virtual memory techniques, the system can appear to have a full 4
Gbytes of physical memory available to each user program. Each MMU fully
supports demand-paged virtual-memory systems with either 4- or 8-Kbyte
page sizes. Each MMU protects supervisor areas from accesses by user pro-
grams and provides write-protection on a page-by-page basis. For maximum

efficiency, each MMU operates in parallel with other processor activities.
The MMUs can be disabled for emulator and debugging support.

ADDRESS TRANSLATION

The 64-entry, four-way, set-associative ATCs store recently used logical-
to-physical address translation information as page descriptors for in-
struction and data accesses. Each MMU initiates address translation by
searching for a descriptor containing the address translation information
in the ATC. If the descriptor does not reside in the ATC, the MMU performs
external bus cycles through the bus controller to search the translation
tables in physical memory. After being located, the page descriptor is
loaded into the ATC, and the address is correctly translated for the ac-
cess.

-- 6
                        INSTRUCTION AND DATA CACHES

Studies have shown that typical programs spend much of their execution
time in a few main routines of tight loops. Earlier members of the M68000
family took advantage of this locality-of-reference phenomenon to varying
degrees. The MC68060 takes further advantage of cache technology with its
two, independent, on-chip physical chaches, one for instruction and one
for data. The caches reduce the processor's external bus activity and in-
crease CPU throughput by lowering the effective memory access time. For a
typical system designm the large caches of the MC68060 yield a hery high
hit rate, providing a substantial increase in system performance.

The autonomous nature of the caches allows intruction-stream fetches,
data-stream fetches, and external accesses to occur simultaneously with
instruction execution. For example, if the MC68060 requires both an in-
struction access and an external peripheral access and if the instruction
is resident in the in-chip cache, the periphal access proceeds umimpeded
rather than being queued behind the instruction fetch. If a data operand
is also required and it is resident in the data cache, it can be accessed
without hindering either the instruction access or the external periphal
access. The parallelism inherent on the MC68060 also allows multiple in-
structions that do not require any external accesses to execute concur-
rently while the processor is performing an external access for a previous
instruction.

Each MC68060 cache is 8 Kbytes, accessed by physical addresses. The data
can be configured as write-through or deferred copyback on a page-basis.
This choice allows for optimizing the system design for the high perfor-
mance if deferred copyback is used.

Cachability of data in each memory page is controlled by two bits in the
page descriptor. Cachable pages can be either write-through or copyback,
with no write-allocate for misses to write-through pages.

The MC68060 implements a four-entry write buffer that maximizes system
performance by decoupling the integer pipeline from the external system
bus. When needed, the write buffer allows the pipeline to generate writes
every clock cycle, even if the system bus runs at a slower speed than the
processor.

CACHE ORGANIZATION

The instruction and data caches are each organized as 4-way set associa-
tive, with 16-bite lines. Each line of data has associated with it an ad-
dress tag and state information that shows the line's validity. In the
data cache, the state information indicates wheter the line is invalid,
valid, or dirty.

CACHE COHERENCY

The MC68060 has the ability to watch or snoop the external bus during ac-
cesses by other bus masters, maintaining coherency between the MC68060's
caches and external memory systems. External bus cycles can be flagged on
the bus as snoopable or nonsnoopable. When an external cycle is marked as
snopable, the bus snooper checks the caches and invalidates the matching
data. Although the integer execution units and the bus snooper circuit
have access to the on-chip caches, the snooper has priority over the exec-
ution units.

                              BUS CONTROLLER

The bus is implemented as a nonmultiplexed, fully synchronous protocol
that is clocked off the rising edge of the input clock. The bus controller
operates concurrently with all other functional units of the MC68060 to
maximize system throughput. The timing of the bus is fully configurable to
match external memory requirements.

-- 7
                             IEEE 1149.1 TEST

To aid the system diagnostics, the MC68060 includes dedicated user-access-
ible test logic that is fully compliant with the IEEE 1149.1 standard for
boundary scan testablility, ofter referred to as Joint Test Action Group
(JTAG).

                    POWER CONSUMPTION MANAGEMENT

The MC68060 is very power efficient due to the static logic and power
management designed into the basic architecture. Each stage of the integer
unit pipelines and the FPU pipeline draws power only when an instruction
is executing, and the cache arrays draw power only when an access is made.
The FPU, secondary integer execution pipeline, branch target cache, and
instruction and data caches can be disabled to reduce overall power us-
age. The 3.3-V power supply reduces current consumption by 40-60% over
that of microprocessors using a 5-V power supply.

The MC68060 has additional methods for dynamically controlling power con-
sumption during operation. Running a special LPSTOP instruction shuts down
the active circuits in the processor, halting intruction execution. Power
consumption in this standby mode is greatly reduced. Processing and power
consumption can be resumed by resetting the processor or by generating an
interrupt. The frequency of operation can be lowered to reduce current
consumtion while the device is in LPSTOP mode.

PHYSICAL

The MC68060 will be available as 50 MHz and 66 MHz versions, with 3.3-V
supply voltage, an in ceramic PGA and CQFP packaging configurations.

The documents listed in the following table contain detailed information
on the MC68060. These documents may be obtained from the Literature Di-
stribution Centers at the addresses listed on the back page.

Documentation

Document title	Order Number	Contents
===============================	===============	=============================
MC68060 User's manual	MC68060UM/AD*	Detailed information for
		Design
M68000 Damily Programmer's	M68000PM/AD	M68000 Family Instruction
Reference Manual		Set
The 68K source	BR729/D	Independent Vendor Listing
		Supporting Software and
		Development Tools

  * Estimated availability is 3Q93.

-- 8

+--+
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Information sheets hacked in on 23rd of May, 1993 by Christian von Toerne.

-- cut here -- cut here -- cut here -- cut here -- cut here -- cut here --

That was the COMPLETE information on the MC68060. Nothing's been changed
by me nor by any other person. Please, if you spread this file, don't kill
the notice that this file was written by me. It took me 3 hrs. of enormous
work, because my friend's scanner wasn't able to cope with the figures and
the different text sizes.

Comments, spelling mistakes a.s.o. to the list or to my personal account.

Much fun reading this sheet,

Christian von Toerne

PS: In Figure 2 (Functional signal groups), _xxx means: ___
                                                        xxx   ... OK ?
PPS: It may be that Figure 1 is too wide ... well I cannot help it !

1.21 Holonet

/// Holonet: Inexpensive Internet Access

                          *** HOLONET ***

HoloNet is an easy to use Internet Access BBS.

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

Services include:

    o Convenient Access
       A local call in 850+ cities nationwide.

        o   Online Publications
            Include USA Today Decisionline, Newsbytes, Datanet Computer News,
            Eeeekbits, and Boardwatch Magazine.

        o   USENET
            Averages over 30MB of USENET news per day. The following news readers
            are available: NN, TIN, and RN.

        o   Internet E-Mail
            Members have an Internet E-mail address similar to: member@holonet.net

        o   Internet Access
            Access to telnet, talk, finger, IRC, and FTP.
            (note: you must comply with the policies of any networks you use)

        o   Single and Multi-player Games
            Board, card, fantasy, and puzzle games.

        o   Support for Eudora
            Excellent off-line Macintosh e-mail reader.

        o   UUCP E-mail and USENET feeds
            Link LAN E-mail systems and BBSes to the Internet.

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

How to get more information:
        E-mail: info@holonet.net
         Modem: 510-704-1058 at 1200, 2400, 9600, or 14400bps
         Voice: 510-704-0160
           Fax: 510-704-8019

1.22 Price What???

/// PRICE WHAT??? STR FOCUS!

    Reprinted from STReport #9.25

                        The Great GENIE
                             or
          When Is a Price Increase a Not a Price Increase?

by Lloyd E. Pulley, Sr.

A long, long time ago, in a far off world, there was a rich and
powerful land called GEIS. The ruler of GEIS was so rich that he only used
his lands during the daytime throughout the week, leaving the lands
virtually empty during the nights and weekends.

One day a cousin of the ruler of GEIS came to him with a plan. The
cousin, known as the Great GENIE, said "Why not rent me the use of your
kingdom when you're not using it? I know of many people who would pay for
the right to have some place to play in the evenings and weekends. This
way you and I can make a few extra dinars while supplying these people with
something they want." The ruler of GEIS thought that this was a good idea
but warned his cousin, "Make sure that you don't rent out more space than
we have. I will not spend dinars to expand my kingdom just to give your
people more room."

So the Great GENIE came to control a vast territory. However, much of
this territory was a vast waste-land (what came to be known as the Basic
areas). True, there were a few oasis' with popular settlements in this
wasteland (SciFi, Religion and a few others) but most of this territory was
sparsely settled and seldom visited. Most of the population and visitors
to his land stayed in the civilized areas (what came to be known as the
Value areas) and seldom ventured into the unsettled territories/wasteland.

While the Great GENIE was a mighty man inside his own lands, he was
considered a 'minor monarch' in comparison to some of the other countries
that surrounded his territory. The empires of CIS, Delphi, Prodigy and
others all had populations greater than his.

The Great GENIE knew that population was the key to power and riches.
His country had the resources (known as CPU power) to handle 2-3 times as
many people as it currently held without expending much of the gold
contained in his tightly held purse strings. With more population, there
would be more tax money and more people to spend money in the civilized
areas. With more population, the Great GENIE would be a power to be
reckoned with.

After long and detailed consultations with his viziers, the Great
GENIE came up with a plan that would entice some of the people from the
surrounding countries to his territory. He would allow them to settle into
is wasteland for FREE. There they would be free to build the types of
communities that they wanted. Social and conversational intercourse would
spread throughout this once desolate area, making it bloom. To make the
deal more enticing, the Great GENIE decided to include free access into the
few oasis/settlements in this wasteland.

The Great GENIE was nobody's fool. While he would allow them to
settle for free, he would charge them a small monthly 'settlement' fee
(aka, service charge). This settlement fee would cover the small additional
expense that they cost him (remember, the Great GENIE had all of this extra
resources/CPU setting idle, so his additional expenses weren't great),
while adding greatly to his coffers. Not only would he make money from the
settlement fees, he knew that many of these new settlers (aka, newbies)
would also go into the civilized areas - thus spending money there and
increasing his tax revenues.

The Great GENIE decided to use part of his new settlement fees to

reduce the tax-burden on his current subjects. This would keep them happy and not be too upset over the newbies getting free what they had to pay for.

For several years, everyone prospered. People came and settled the previous wasteland, creating new and exciting societies. As word spread, more and more people came to settle. Prosperity was had by all. Almost everyone raved about how wise the Great GENIE was.

But a dark cloud hovered on the horizon, a cloud that kept growing and coming closer, a cloud that brought cold winds and omens of bad things to come.

As more and more people came to this land, more and more of the Great GENIE's resources were needed to handle them. Roads that used to be clear and fast, now became crowded and slow. People used to be able to visit other parts of the land in just seconds, now sometimes had to take many minutes to make the same trip.

Even inside the civilized enclaves, the area that was still being taxed, citizens found things rapidly growing sluggish. The newbies were clogging up streets and taking up space at the restaurants and shops. Resources that were needed to keep the enclaves running smoothly had been shunted off into the wilderness in an attempt to keep that area running smoothly.

It wasn't long before everyone started to blame everyone else for the problems. Some blamed the Great GENIE for not having more resources to handle things properly. They forgot that the Great GENIE was not the real ruler of this land and had no power to get more resources/CPU. Others blamed it was the newbies for not paying their way and for being system hogs. They forgot that these newbies 'settlement fees' had helped to lower their taxes – and that the newbies in many cases had created paradises out of former wastelands. While others blamed it on the old citizens for taking too much of the system resources to play games, grab files and chat, all the while forgetting that without the old citizens taxes, there would have never been the new territories.

The Great GENIE decided to play Solomon. In order to restore his kingdom back to normal, he would cut taxes in half!! All of his citizens would now pay taxes, but at only half of the previous rate. Also, to help cover the additional costs of giving service to his now inflated population, the Great GENIE decided to increase the settlement costs by almost 80%. The Great GENIE knew that his new tax plan would be unpopular with some, and that some of his citizens would leave. While this saddened him, he knew it was for the best. With these citizens gone, many of his resources would be released so that he could give better service to the citizens that remained.

On hearing this news, a great uproar was heard throughout the land. The citizens of the civilized territories shouted in glee. Their taxes had been lowered again!! Not only that, but those ungrateful system hogs, those newbies would now be paying 'their fair share'.

However, many of the newbies did not view the new taxes with the same enthusiasm as their brethren in the civilized lands did. They felt that they had been enticed to this new land with the promise of free lands, and

now that they were here that promise had been broken. They didn't see
themselves as system hogs, but rather as people who had created a paradise
where none existed before. Now that a paradise had been created, the
creators were being asked to pay to use their creation. Some even felt
that they'd been enticed to do a job and once it was done, they weren't
wanted anymore – that the new tax was just a way to chase them off.

       What will the future hold for the Great GENIE's territories? No one
knows for sure. Most of the old citizens will stay around but some will
leave. Some had gotten used to visiting the new territories and find the
new taxes there unacceptable – unacceptable enough that they will move to
other countries instead of staying.

       But will enough of the newbies stay? Will there be enough to keep the
quality of life in the new territories up to the current levels? Will
there be enough to keep the quality of life in the new territories at an
acceptable level? Or will enough newbies leave so that the new territories
will gradually sink back into a wasteland – a wasteland with memories,
echoes of better times and filled with ghost towns?

       The Great GENIE hopes for the first, will settle for the second and
fears the third.

Lloyd E. Pulley, Sr

1.23   Fred Fish Disks

/// Fish Disks 871-880 Now Available!

    A notice from Fred Fish

Disks 871-880 are now available. Shipping to all those who have preordered
disks should be complete by 17-Jun-93.

Note that you can get a copy of the catalog (2 disks) of the complete library
contents by sending $3 for disks, postage, and mailer to:

        Fred Fish
        Catalog Disk Requests
        1835 East Belmont Drive
        Tempe, Arizona 85284
        USA

CONTENTS OF DISK 871

ABackup   A very powerful backup utility that may be used both for hard
                 disk backup and for file archiving. Has a full Intuition
                 interface, a "batch" mode, can save/load file selection, handle
                 HD floppies, use any external compression program, etc...
                 Includes both English and French versions. Version 2.43, an
                 update from version 2.40 on disk 838. Shareware, binary only.
                 Author: Denis Gounelle.

DImpWin   A GUI interface for Disk-Imploder (included) by A.J. Brouwer.
                DImp is one of the most efficient disk archivers available
                for the Amiga. It offers 7 different levels of compression,
                the ability to create self-extracting archives, MULTIPLE
                CYLINDER RANGES, ability to work with any floppy compatible
                device (such as RAD: & FMS disks) and it can also add a text-
                file to the archive that will be displayed during extraction.
                Via the GUI interface, DImp-Win will invoke DImp and tell it
                what to do. DImp-Win version 1.0, DImp version 2.27. Requires
                AmigaOS 2.04+. Binary only.
                Author: Colin Bell (DImp-Win) and A.J. Brouwer (DImp)

Planetarium   An astronomy program which displays and animates the planets
                of the solar system at specific times. Useful for quickly and
                easily determining the best times to view the planets, observ-
                ing retrograde, etc. Version 1.0, OS 1.3, 2.x, 3.0 compatible.
                Shareware, binary only.
                Author: Jim Schwartz

StatRam   Stat-RAM or 'SD0:' is a very fast recoverable ram drive that
                takes advantage of FFS under WB2 or FFS International under
                WB2.1 or 3. This work is based on ASDG's 'VD0:'. ASDG-RAM
                has been reliable for many years since it was placed in the
                PD. However it has always been slow because it uses OFS, or
                old file system. On an accelerated machines, SD0: is up to 7
                times faster, and averages 5 times faster than the original
                VD0:. It's also 4 to 5 times faster than RRD. It survives
                the deepest re-boot, even the ColdReboot of rekicking a KS
                file. Version 1.5, binary only.
                Author: Richard Waspe

TrashIcon   A WorkBench 2.x application icon to delete files. Puts an
                icon at a possibly user defined position on the WorkBench
                screen, that deletes all files that are dragged onto it. This
                is version 1.4, an update to version 1.2 on disk number 839.
                Binary only.
                Author: Mark McPherson

UnivConq   A strategy game where two human players battle for control of
                the universe. The game has several variables that allow the
                players to vary the density of planets, the initial number of
                ships, and the length of play. Status information is contin-
                ually updated to allow the player to concentrate on strategy,
                not statistics. Includes digitized pictures and sound.
                Version 1.08. Compatible with WB 1.3 & 2.x. Binary only.
                Author: Randy Wing

CONTENTS OF DISK 872

Convert   A units conversion utility inspired by "Units" (by Gregory
                Simpson) but is easier to use and can be customized by changing
                the data file (conv.dat) alone and does not require recompila-
                tion of the program. V1.3, binary only.
                Author: David Whitmore.

ToolManager   Part 1 of a 2 part release of the very popular program by
                 Stefan Becker. This part contains LHA archives of the binary
                 files and graphics. Part 2 can be found on disk number 873.
                 ToolManager is a full featured program for either WorkBench
                 or CLI tool management. Includes the ability to add menu
                 items to the 2.x "Tools" menu, add WorkBench icons or dock
                 Windows. Features multi-column docks that automatically
                 detect largest image size, ARexx, sound and Locale support.
                 Version 2.1, an update to version 2.0 on disk number 752.
                 Includes source, lots of graphic images, and programmers
                 support for using the toolmanager.library. Requires 2.x for
                 full functionality
                 Author: Stefan Becker

CONTENTS OF DISK 873

Cross   A program that creates crossword puzzles. Has a message
                 data file to allow easy translation into almost any human
                 language, with English and German currently supported.
                 This is version 5.1, an update to version 4.1 on disk 537.
                 Includes source in M2Amiga Modula-2.
                 Author: Jurgen Weinelt

FInf   A very versatile directory listing utility. It can examine the
                 contents of files and display a short type description. In
                 addition, FInf has a whole slew of options that allow you to
                 filter files by type, date, age, size etc., as well as recur-
                 sive directory descending, and adjustable output formatting.
                 So next to simply listing directories, FInf is extremely useful
                 for creating hybrid commands that perform functions closely
                 tuned to your specific needs. Version 1.15, binary only.
                 Author: Peter Struijk

MRIconSort   MRIconSort is a nifty little tool which will alphabetically
                 sort and align your icons and optionally create icons for files
                 and drawers which don't have them. If you have drawers with
                 tons of icons which are a hopeless jumble, this program is for
                 you! Version 1.01, binary only.
                 Author: Mark R. Rinfret

ToolManager   Part 2 of a 2 part release of the very popular program by
                 Stefan Becker. This part contains an LHA archive of the
                 source, TeX docs and programmer's support files. Part 1 can
                 be found on disk number 872. ToolManager is a full featured
                 program for either WorkBench or CLI tool management. Includes
                 the ability to add menu items to the 2.x "Tools" menu, add
                 WorkBench icons or dock Windows. Features multi-column docks
                 that automatically detect largest image size, ARexx, sound and
                 Locale support. Version 2.1, an update to version 2.0 on disk
                 number 752. Includes source, lots of graphic images, and
                 programmer's support for using the toolmanager.library.
                 Requires 2.x for full functionality.
                 Author: Stefan Becker

CONTENTS OF DISK 874

DFA   NOT just another address utility. DFA(ddress) features email
                support, dialing, different types of printing addresses, full
                commodity support, application icon, Arexx port, font sensitive
                windows and can be fully directed by the keyboard. This is
                version 1.23, lots of enhancements and bug fixes since version
                1.1 on disk number 782. Shareware, binary only.
                Author: Dirk Federlein

TWA   A commodity that remembers the last active window on any
                screen. If screens are shuffled, the window is automatically
                re-activated, when that screen is brought to front. Version
                1.2, an update to version 1.0 on disk number 781. Binary only.
                Author: Matthias Scheler

CONTENTS OF DISK 875

ADoc   A help utility for the Amiga. Features include automatic
                search of any work on which you clicked, ability to use Auto-
                Doc and AmigaGuide files, support of locale.library, an AREXX
                port, and more. Version 3.01, an update to version 1.21 on
                disk number 747. Binary only.
                Author: Denis Gounelle

APrf   A print utility with a full Intuition interface, a preview
                function, page selection, line numbering, multi-columns mode,
                customizable headers and footers, an AREXX port, an AppWindow,
                and more. Includes both English and French versions. Version
                2.11, an update to version 1.40 on disk number 747. Binary
                only.
                Author: Denis Gounelle

AZap   A "new generation" binary editor, able to edit files, memory
                or devices like hard disks. It can open several windows at
                the same time, supports locale.library, and handles all OS3.0
                file systems. This is version 2.04, an update to version 1.00
                on disk number 759. Binary only.
                Author: Denis Gounelle

Blanker   An attempt to provide the Amiga community with a future-
                compatible, easily expandable screen blanker. Provides a
                a platform for others to write custom screen blanker modules
                and not have to worry about the difficulties associated with
                setting up a Commodities interface and dealing with concur-
                rency problems. Version 2.3, includes source and several
                sample blanker modules.
                Author: Michael D. Bayne

KillAGA   Allows you to run old, badly written, programs (mainly demos
                and some games) from your A1200/4000 hard disk without having
                to continually reboot and switch chip settings. On return from
                the program, the system returns to full AGA state. Version

                    2.0, binary only.
                    Author: Jolyon Ralph

SeekSpeed   Measures the seek performance of any valid device. It works
                 by using the system's very accurate E clock and measures the
                 time taken for seeking and reading varying numbers of sectors
                 under both sequential and random access. Every test is per-
                 formed 100 times if possible, and the average reported. GUI
                 interface, can be run form the CLI or WB, Requires OS2.04+.
                 Version 37.12, binary only.
                 Author: Richard Waspe

CONTENTS OF DISK 876

ArmyMiner   An ultimate "XMines-type" game that integrates all of the best
                 aspects of the previous Amiga versions of the game. Options
                 include: Automatically mark or clean the neighbours of a
                 square; Safe start (no explosion at first click); Safe click
                 (gadget-like behavior for squares); Question marks (for con-
                 figuration analysis). You can also specify your own custom
                 board settings. The game has a very useful pause option,
                 sound effects, high-score tables and a very nice interface.
                 It works under OS v1.3 or 2.0, NTSC or PAL. Version 1.1, an
                 update to version 1.0 on disk number 851. Binary only.
                 Author: Alain Laferriere

BattleStar   A fun text-based adventure game. It is reminiscent of Dungeon
                 (aka Zork) and Adventure. You start out on a space ship under
                 attack and must get off and back to the planet. Ported from
                 UNIX, with very little "amiga-i-zation". Runs from the CLI
                 only. Includes source.
                 Author: David Riggle, Amiga port by David Ingebretsen

CONTENTS OF DISK 877

Lyapunovia   A mindboggingly colorful program that produces fractal
                 pictures from a simple mathematical formula called "Lyapunov
                 Space". Lyapunovia pictures vary from colorful candy to mean
                 metal (or something), offering you everything you ever wanted
                 in visual representation of mathematical abstractions. Lyapun-
                 ovia has been tested on all Amigas from WB1.2 to 3.1. The
                 program supports AGA graphics, floating point units, 68020+
                 CPUs, and 24-bit output (to 65000 x 65000 pixels!). A zoom
                 factor of 10,000,000,000,000,000 is possible. Version 1.5,
                 an update to V1.0 on disk 784. This is the full program, the
                 difference between the unregistered and the registered version
                 has been eliminated. Binary only, shareware.
                 Author: Jesper Juul

CONTENTS OF DISK 878
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bBaseIII   An easy to use, versatile, yet full featured database program
                that will run on any Amiga. Search or sort on any field, print
                mailing labels, (un)delete records, mail merge, get reports in
                many formats, scramble files, flag records, and more. Fields
                are user-configurable, so bBase can be used to keep track of
                addresses, tape or video collections, recipe files, or anything
                else you can think of – one program does it all! bBaseIII is
                a greatly enhanced successor to bBaseII. Version 1.3, an
                update to version 1.1 on disk number 760. Shareware, binary
                only.
                Author: Robert Bromley

DockBrushes   Fifty plus 16-color dock brushes for use with ToolManager,
                AmiDock, or just as Icons.
                Author: David Voy

DrChip   Four utilities to make your C programming life a little easier.
                Included are: ccb -- A C-source code indentation beautifier;
                flist -- generates lists of functions from either C or C++
                files; hdrtag -- ViM, Z, and emacs support tags; toproto --
                converts source code to and from old K&R style to the new
                prototype-using style. Binary only, freeware.
                Author: Dr. Charles E. Campbell, Jr.

Scypmon   Machine-language monitor with many features. Provides you with
                all functions like assembler, disassemble, search, transfer,
                fill, trackloadings etc. Version 1.7, fixes 2 nasty bugs of
                version 1.6 and should now run without errors. Binary only.
                Author: Joerg Bublath

CONTENTS OF DISK 879

DiskTest   A utility to test the integrity of floppy and hard disks, a
                la Norton Utilities. Version 2.10, an update to version 2.03
                on disk 828. Requires AmigaDOS 2.04 or later. Public domain,
                includes source.
                Author: Maurizio Loreti.

Find   A pattern matching program which uses the weighted Levensthein
                distance algorithm. Requires OS1.04 or later. Commodity and
                Arexx Support. Manual in AmigaGuide format. Version 1.0,
                Includes source.
                Author: Karlheinz Klingbeil

Millim   A utility that generates millimetered paper with linear or
                logarithmic scale (both in x and in y) on a PostScript line
                printer (on whatever printer, with a PostScript interpreter
                like Post from Adrian Aylward, disk 669). Public domain,
                includes source in PostScript.
                Author: Maurizio Loreti.

Watcher   A little title-bar commodity which can be customized to show
                various information such as the free space on hard drive par-
                titions, free memory, system time and date etc. Font and
                Overscan sensitive, can jump between public screens by clicking

                        on it's Zoom gadget. Includes WatcherPrefs, a utility that
                        allows you to customize what Watcher displays and its general
                        behavior. Version V37, includes source
                        Author: Franz Hemmer

CONTENTS OF DISK 880

Oberon   This is a freely distributable demo version of a powerful
                compiler for Oberon-2. Oberon-2 is one of the most modern
                object-oriented languages. This language was designed with the
                aim to increase the power of Modula-II and to extend it with
                object-oriented facilities while reducing its complexity.
                This implementation features a parallel incremental garbage-
                collector, a runtime source-level debugger, fast compilation,
                optimized code, language extensions to access AmigaOS, etc.
                Version 3.0, an update to version 1.16 on disk 380. Binary
                only.
                Author: Fridtjof Siebert

SnapWindow   A small utility that allows you to attach window activation/
                pop window-to-front to function keys. This allows you to
                instantly find and activate the desired window. Also includes
                a sunmouse and screen blanker. Version 1.0, binary only.
                Author: Jason Scott Chvat

1.24 NVN

/// NVN WANTS YOU!   Another Network Supports Amiga!

                        National Videotext Network (NVN)

National Videotext Network (NVN) has recently added an Amiga Forum to it's
growing lists of available services. The Amiga Forum is ready and waiting
for you!

Order an extended NVN Membership of 6 or 12 months, pay for it in advance
and receive a bonus in connect time at no additional charge. Choose from
two subscription plans:

6-Month Membership

Pay just $30 for a 6-month Membership and receive a usage credit that
entitles you to $15 of connect-time in the Premium services of your choice.
Your total savings using this plan would be over $20!*

12 Month Membership

Pay $50 for a full year's Membership and get even more free time online.
We'll give you a $25 usage credit to use in your favorite Premium services
or try out new ones. You could save as much as $45.*

For more information about either of these plans, give us a call at
1-800-336-9096.

                          -=* 9600 BAUD USERS *=-
                  $6/hour non-prime time - $9/hour prime time

                      You can join NVN one of two ways.
                  By voice phone 1-800-336-9096 (Client Services)
                                      or
                      via modem phone 1-800-336-9092.

1.25 Dealer Directory

/// Dealer Directory   Serving our readers!

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

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

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

                             Finetastic Computers
                              721 Washington St
                              Norwood, MA 02062
                             VOICE: 617-762-4166
                          Portal: FinetasticComputers
                    Internet: FinetasticComputers@cup.portal.com

                                  MicroSearch

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


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


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


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

1.26 Humor Department

```
/// The Humor Department            Jokes, Quotes, Insults, Shameless Plugs
    -------------------
```

From Mike Heinz on GEnie (M.HEINZ1), on the subject of computer phobia....

Today I had a conversation with a lady.

Lady: "What do you do?"

Me: "I'm a UNIX programmer."

Lady: "Really? I can program, too."

Me: "What kind of computer?"

Lady: "Macintosh"

Me: "What language?"

Lady: "Word Perfect."

I swear I am not making this up. I have all my buddies as witnesses.

1.27 CopyRight Information

```
            Amiga Report International Online Magazine
June 25, 1993          * YOUR INDEPENDENT NEWS SOURCE *          No. 1.14
                    Copyright  1993 All Rights Reserved
```

```
                              Only
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                       Makes it possible!!
```

1.28 Amiga Report Main Menu

```
          /// 06/25/93 Amiga Report 1.14   "Your Weekly Source for Amiga  ←
              Information"
   -------------------------
   · The Editor's Desk      · CPU Report         · New Products
   · Dealer Directory       · AR Online          · AR Confidential
   · Usenet Reviews         · A.M.I.G.A.         · Cow Wars
   · Sysop's Point of View  · Fish Disks         · Amiga Tip of the Week
   · Academic Censorship    · A Price What?!?    · Zoomer Z-550 PDA


          « Commodore Shareholder Movement »
        « Motorola 68060 Technical Documentation »
        « Amiga Report Now in AmigaGuide Format! »



        Columns and Features
      News, Reviews, and More!
```

```
               About AMIGA REPORT
        Staff, Copyright information

               Dealer Directory
        Dealer Addresses and Numbers

        Commercial Online Services
        Sign-up information

              FTP Announcements
        Files available for FTP

                 Fred Fish
        Description of disks #871-880


================================================================================
            Amiga Report International Online Magazine
                     » FEATURING WEEKLY «
              Accurate UP-TO-DATE News and Information
       Current Events, Original Articles, Tips, Rumors, and Information
             Hardware · Software · Corporate · R & D · Imports
================================================================================
            GENIE · PORTAL · DELPHI · BIX · FIDO · INTERNET · NVN
================================================================================
```

1.29 Columns and Features

```
             From the Editor's Desk
        Amiga Report in AmigaGuide format!

             CPU  Status Report
        Chapter 11 for CompuAdd

               Online Weekly
        People are talking!!!

                BootX News
        BootX is back!

               SHI Addresses
        Addresses for Safe Hex International

          CBM Shareholder Movement
        A move to change CBM's top staff

               Tip of the Week
        A few InterNet FTP sites

                  A.M.I.G.A.
        New Movie!  * AMIGA PARK *  Sneak Preview
```

```
       Usenet Review - Cow Wars!
Can you say "MOO!"?

      Acedemia Censorship
Censorship Online

     A Sysop's Point of View
Second of a 3 part column

       Motorola's 68060
Technical info on the new 68060

        Price What?!?
Commentary on GEnie

      The Humor Department
What language do you use?
```

1.30 About Amiga Report

```
For Starters
Where to get AMIGA REPORT

 AR Staff
The Editors, and Contributers

 In Closing
Copyright information
```

1.31 Commercial Online Services

```
 GEnie
 Select for information on these services

 Delphi
and how to sign up.

 Portal

 Holonet

 NVN
```

1.32 Files for FTP

```
 ShowVIC V3.01
Lets you view C64 picture files

   UUxT V2.0
UUencoder/decoder
```

```
 ShowVIC V3.01
Lets you view C64 picture files

   UUxT V2.0
UUencoder/decoder
```