

ar118

COLLABORATORS

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Chapter 1

ar118

1.1 Amiga Report 1.18, July 23, 1993

Open Magazine



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International Online Magazine

July 23, 1993 No. 1.18
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From STR Publishing

[S]ilicon [T]imes [R]eport

1.2 Where to find Amiga Report

WHERE TO FIND AMIGA REPORT

 Click on the button of the system nearest you for more information.

FidoNet Systems

NOVA BBS
Cleveland, Tennessee

IN THE MEANTIME BBS
Yakima, Washington

CLOUD'S CORNER BBS
Bremerton, Washington

BIOSMATICA BBS
Portugal

AMIGA JUNCTION 9
United Kingdom

Non-FidoNet Systems

FREELAND MAINFRAME
Olympia, Washington

LAHO BBS
Seinajoki, Finland

FALLING BBS
Norway

COMMAND LINE BBS
Toronto, Canada

1.3 From the Editor's Desk

/// From the Editor's Desk

"Saying it like it is!"

A friend gave me an idea a few days ago. He said that since Amiga Report is such a hit in ASCII/AmigaGuide format, why not do it on video? Video?? He said yeah, do a video Amiga magazine. Not weekly, of course, but say, Quarterly. Every three months. He's a video producer with his own studio and equipment (including a few Toasters), so he has everything we need to do it. Basically, it'd be a "Video" edition of Amiga Report -- a magazine much like Motorweek on PBS. We could do stuff just like we do weekly in ASCII form, only be able to SHOW it to you. We'd have lots of neat video effects, screen shots of reviewed programs in action, interviews with

people, and so on!

It sounds like a really neat idea, and we might even try it. I wanted to ask (once again) our readers. What do YOU think? The reason I ask is because, naturally, this can't be a free thing like AR is every week. We figured \$15 per copy seemed fair. That would cover the costs of the tapes, production, etc. We can provide copies on VHS, Beta, NTSC or PAL. So tell us what you think of this idea. Are we crazy, or might it be worthwhile?

Rob @ Amiga Report

1.4 AR Staff

The Amiga Report Staff
=====

Dedicated to serving you!

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1.5 CPU Status Report

/// CPU Status Report

Late Breaking Industry-Wide News

Computer Products Update - CPU Report

 Weekly Happenings in the Computer World

By: John Deegan

ATARI TO GET TIME WARNER LIBRARY - Atari Corp. has announced that a library of video clips owned and licensed by Time Warner Inc., the world's largest media and entertainment company, is being made available to Atari or their third-party licensed publishers set to develop titles for the new multimedia Atari Jaguar.

The long-anticipated Atari Jaguar, to be introduced in the New York market later this fall, is a 64-bit interactive multimedia entertainment system with high-performance, true color and CD-quality sound.

"Having access to this Time Warner library will be truly beneficial,"

said Sam Tramiel, president of Atari. "With 64-bit technology, the Jaguar will allow for new heights in software experiences, and the association with Time Warner will add to the reality of the software."

The Atari Jaguar's high-level technology includes a 32-bit expansion port allowing for future connection into cable and telephone networks, as well as digital signal processing for modem use and connection to digital audio peripherals. The video output is far superior to video games available today and will allow for more realistic simulations of moving vehicles such as spaceships, cars, planes and figures.

"Our emphasis now is not only the product's affordability and the fact that the Jaguar is made in America, but also that our software titles will be a fun experience on a truly next level," Tramiel said.

The Atari Jaguar will retail for approximately \$200. A national roll-out is expected sometime next year.

APPLE CUTTING 15% OF FORCE - Apple Computer Inc. plans to lay off about 2,500 people -- or more than 15% of its worldwide work force -- over the next 12 months. The company said most layoffs will occur this month.

The company, which currently employs about 16,000 people, will account for the restructuring costs in its third quarter, which ended on June 25.

In a statement announcing the actions, Apple said only that it planned to implement "a broad re-engineering of the company to accelerate revenue, unit and earnings growth. The re-engineering will include a work force reduction of approximately 2,500 worldwide of Apple's 16,000 full-time, temporary and contract employees, with the majority of layoffs occurring in July 1993."

APPLE DENYING REPORT IT WILL LICENSE SYSTEM 7 - Apple Computer is denying a report that said Apple will begin licensing its Macintosh System 7 operating system to other hardware vendors.

Apple spokesperson Cindy McCaffrey said that an Apple official had spoken with InfoWorld, but made no such statement regarding the operating system.

Apple is "looking to be more aggressive" in licensing systems software technology, McCaffrey said, but that does not include licensing the Macintosh operating system.

U.S. MARSHALS AND MICROSOFT COMPLETE SOFTWARE SEIZURES - U.S. Marshals in association with Microsoft Corp. investigators announced this week that they have completed a series of coast-to-coast seizures over the past four months intended to purge the market of illegal Microsoft MS-DOS and Windows operating system software.

According to sources, several defendants named in three separate federal lawsuits filed in conjunction with the seizures were former or

present Microsoft licensees, including Unitron Computer Inc., CMOS Technologies Inc. and Micro Innovation Inc.

Microsoft said undisclosed amounts of several defendants' assets were frozen in each of the cases.

In the California action against Unitron Computer, over 125,000 illegal copies of Microsoft MS-DOS 5 and Windows 3.1, with a street value of approximately \$7 million, were seized.

CMOS Technologies of New Jersey was targeted for allegedly producing tens of thousands of counterfeit Windows 3.1 packages. Although Microsoft terminated CMOS' license agreement in 1992, CMOS had continued to produce and distribute Windows 3.1

Micro Invention Inc. of Houston was allegedly producing unlicensed copies of MS-DOS 5 and Windows 3.1 under its own trade name and distributing the product through the PC Innovations stores and other resellers nationally. Simultaneous seizures at seven Houston-area locations netted 35,000 units of MS-DOS and Windows, with a street value of approximately \$2 million.

NOTABLE TECHNOLOGIES PARTNERS WITH COMPSOFT
TO DELIVER
ADVANCED COMMUNICATIONS
FOR
MOBILE COMPUTING

Notable Technologies Inc., a leading developer and publisher of applications for pen-based mobile computing, and Compssoft Services Inc. of Greenwich, Conn., a developer of custom software and communications products for Fortune 100 companies, today announced a technology and marketing partnership that will bring to market new and expanded communications software solutions for GO Corporation's PenPoint operating system.

Under the agreement, Notable will market and distribute Compssoft's PenNET line of new communications applications under Notable's Mobile Access brand, as well as other products that are currently under jointdevelopment with Compssoft. In addition, Notable will be providing, in conjunction with Compssoft, custom application development and project coordination services for companies looking for assistance in their mobile computing and communications piloting efforts.

In coming months a series of powerful pen-based hardware products will be shipping from such companies as:EO, Inc., IBM, Fujitsu, Toshiba and NEC. Notable is positioned to be the leading supplier of communications-based software for this emerging market. The company has already announced Mobile Access Personal, a powerful telecommunications package that links mobile users with various host environments. Compssoft Services will provide its significant communications and networking technical expertise to help Notable broaden the vertical and horizontal applications for the Mobile Access family.

Notable and Compssoft Services are committed to staying on top of the rapidly emerging pen-based mobile computing and personal communicator technology. Host connectivity is a cornerstone application for this market, said Ronald J. Brown, president of Notable Technologies. Our agreement with Compssoft assures that we will be the premier provider of this crucial communication capability. In addition, our relationship means that Notable will be in a position to reach the market faster, with other new communications solutions and upgrades.

Dr. Trilok Manocha, president of Compssoft Services, Inc. added, We believe that the combination of our experience in the development of complex networking, application and system software combined with Notable's significant marketing, distribution, sales and software development expertise and close relationship with other mobile computing technology companies will allow us to be leaders in bringing this new technology to market.

According to Brown, positive feedback from prototype application sites and initial trade press technology reviews are good indications that the era of pen-based mobile computing has finally arrived. Communications is one of the key factors that makes this class of computing highly productive. From the floor of major stock exchanges to the field sales forces of international pharmaceutical companies, business managers are realizing the competitive advantage that can be gained by providing easier, more portable access to and from their information warehouses (host computing infrastructures).

With offices in Oakland and Foster City, California, Notable is dedicated to creating easy-to-use, easy-to-learn software to empower mobile professionals to more effectively communicate and interact, as well as organize information efficiently.

Mobile Access as well as the Notable name and logo are all trademarks of Notable Technologies, Inc. Other trade marks mentioned are property of their respective companies.

Notable Technologies
1065 East Hillside Blvd., Suite 111
Foster City, CA 94404.
415-312-0801

MICROSOFT INTRODUCES ARCADE

Microsoft has introduced Microsoft Arcade, the newest title from the entertainment product unit. Microsoft Arcade is an accurate replication of five of the most popular arcade games from Atari - Asteroids, Centipede, Battle Zone, Missile Command and Tempest - for use with the Microsoft Windows operating system. These high-quality games were reproduced to give users the same look and effects on the Windows platform that they recall from the original arcade versions.

MPEG GAINS SUPPORT

A group of leading consumer electronic manufacturers and program content providers announced last week at the Digital World conference that they will support the distribution of video on Compact Disc. These discs will use the MPEG 1 standard for the compression of video and audio data. Further, the manufacturers have agreed to support the Karaoke CD format proposed by JVC and Philips Consumer Electronics which will ensure that video CD programs can be played interchangeably on a wide variety of platforms. Companies supporting the format include Commodore, C-Cube Microsystems, E-Motions, Goldstar, JVC, Paramount Home Video, Philips and Samsung. MPEG 1 compression technology allows 74 minutes of VHS-quality video and CD-quality audio to be played from a Compact Disc. Directory information on video CD format discs is compatible with both interactive players (such as CD-I, Commodore Amiga, 3DO, Macintosh, PC-compatibles etc.) and linear play machines (karaoke or movie players). To support interactive machines, the directory format is compatible with CD-ROM XA, including all ISO 9660 compatible CD drives.

GDI - INDUSTRY FIRST C-TECH

...has announced the industry's first GDI laser printer developed exclusively for the Windows 3.1 user environment. The C.Itoh ProWriter CI-4GDI, available OEM as model 1321E, combines high quality, high performance and low noise in a compact package. It is the first GDI laser printer introduced to the United States market. List priced at \$999, the CI-4GDI/1321E is also the company's first printer product designed to comply with the energy requirements established by the Environmental Protection Agency's (EPA) new Energy Star Program, which was launched in Washington, D.C., on June 17. Resolution is 300x300 dots-per-inch. A high-speed Centronics parallel interface is standard.

NEW JOINT SPONSORED CD-ROM

Apple, Kodak and Sony recently announced the release of a jointly-sponsored CD-ROM title called Open Wider. Created by New York-based multimedia design company Imergy, Open Wider documents the assembly of Open, a magazine that explores creativity in the digital age. Open Wider is an interactive CD-ROM that brings the making of Open to life while expanding its content through sound, animation, video and still photography. It is also intended to be an educational tool for magazine and book publishers, advertisers, and universities, offering insight into the future of publishing. The three sponsors each played a key role in the production of Open Wider. All of the photos used in the CD-ROM were first stored on Kodak Photo CD, then accessed from Photo CD and incorporated into the CD-ROM. Open Wider was designed and produced entirely on Apple Macintosh computers. Sony helped in the final stages by manufacturing the CDs and contributing the jewel case packaging.

PROTECT YOUR KIDS FROM GUNS

A Family of Safety Products (FSPI), an Atlanta-based company, has created a new solution to this growing problem of guns using today's computer technology, packaged in a special enclosure designed to fit on most handguns, long guns and air guns. TriggerAlarm, the lead product in the line, combines visual warnings designed to communicate effectively the potential danger of the gun, along with a digital alarm system which, when activated, sounds an 85-decibel alarm which warns the child, or other individual, of the danger, while alerting the owner and others in the home of the intrusion. According to a recent General Accounting Office (GAO) report, 31 percent or more of the accidents with guns and youths could be avoided through the use of a device which would block access to the trigger and provide cognitive warnings that communicate the danger effectively. TriggerAlarm and its companion, TriggerShield, provide both of those capabilities in a small package which fits on most handguns, rifles, shotguns, air guns and paint ball guns. TriggerAlarm expands on that solution by including a full digital alarm system designed to sound if the gun is tampered with. While limiting accesses and providing immediate warnings, this system can be easily removed from the gun in seconds by the educated owner, and is controlled by a two-digit security code. TriggerAlarm is priced at \$29.95, while TriggerShield is \$12.95.

WILD TYPE FROM ADOBE

Adobe announced the immediate availability of Adobe Wild Type, a package of creative headline typefaces for Macintosh and IBM compatible computers. Adobe Wild Type font software features nine new Adobe Original typefaces, including Critter, Cutout, Studz, Rad, Mythos, Toolbox, Quake, Giddyup and Giddyup Thangs. In addition, the package has five typefaces adapted from existing Adobe Originals that complement the Adobe Wild Type fonts. The package is available immediately for a suggested retail price of \$60.

TOKENPRINT SHIPPING

Dayna Communications has announced TokenPrint, a LocalTalk to Token Ring bridge for connecting LocalTalk printers and other devices directly to Token Ring networks. TokenPrint will connect up to two LocalTalk devices to Token Ring, while TokenPrint Plus will connect up to four LocalTalk devices. With the exception of routers, all types of LocalTalk devices are supported, including all brands of printers, network modems and Macintosh computers.

IBM ANNOUNCES NEW PENDOS

IBM announced a new version of the PenDOS system for pen computing. With this release PenDOS is now available from IBM directly to end-users for the first time, in addition to being pre-loaded on a variety of pen-based computers from other vendors. PenDOS Version 2.2 brings a broad range of pen-based capabilities, including handwriting recognition in any one of six languages, to DOS applications. PenDOS is now available to both end-users, OEMs, ISVs and systems

integrators. Single unit end-user pricing is \$89. Volume discounts are available for OEMs.

IBM ANNOUNCES PEN FOR OS/2

IBM's announced Pen for OS/2. Pen for OS/2 is a powerful pen computing system that adds pen capabilities, with handwriting recognition, to virtually any OS/2, DOS or DOS/Windows application. Pen for OS/2 is designed for mobile computing environments, where a keyboard can be impractical, and for collaborative computing on the desktop. It combines the strengths of OS/2 with full-featured pen capabilities, including: integrated user-trainable handwriting recognition; a window which adds handwriting recognition to most non-pen-aware applications; standard and user-customizable gestures, and a pop-up keyboard. Included as part of Pen for OS/2 are two applications - Telepen, a collaborative computing system, and Sketchpad, a freehand drawing tool. Pen for OS/2 is available now to end-users at a single-unit price of \$89.

IBM INTRODUCES PC DOS 6.1

IBM has introduced PC DOS 6.1, a full-featured, enhanced version of the DOS operating system that includes valuable utilities from three industry-leading vendors. PC DOS 6.1 is a robust product that includes utilities from Central Point Software for backup, memory management and scheduling, as well as IBM's AntiVirus technology. PC DOS 6.1 is the only DOS to ship with pen extensions that enable the use of a pen instead of a mouse and advanced software supporting PCMCIA cards, through an agreement with Phoenix Technologies Ltd. PC DOS 6.1 includes proven, data compression technology from Addstor, Addstor's SuperStor/ DS provides PC DOS 6.1 users with DoubleSpace-compatible real-time data compression. PC DOS 6.1, which will be generally available July 26, will ship with a coupon offering users a free upgrade to the AddStor compression product. PC DOS 6.1 with compression will be available later this year, once PSP has completed additional integration and useability testing of SuperStor/DS.

WORDPERFECT OFFICE 4 NOW AVAILABLE

WordPerfect Office 4.0 for DOS, Windows and Macintosh began shipping June 4, 1993, and is now available through direct sales and various distribution channels including resellers, value added resellers and system integrators. In WordPerfect Office 4.0, electronic mail, schedule requests and personal calendaring messages are stored in the same user/message database. By combining the three elements into one, users are no longer limited to just sending electronic mail, scheduling appointments or scheduling resources. Users can now schedule tasks as easily as they send an electronic mail message.

COMPAQ WILL DISTRIBUTE OS/2 2.1

An agreement was announced by Compaq with IBM's Personal Software Products Division to distribute IBM's OS/2 2.1 operating system. Under

the agreement, announced at the PC Expo in New York city, Compaq said the OS/2 2.1 will be available through Compaq's reseller channels and will be supported on all current Compaq desktop and server products.

WINDOWS WORLD QUICK REPORT

Windows World Expo/Tokyo '93 attracted 67,418 visitors to the Nippon Convention Center to see the latest developments in Windows technology. The exposition and conference, held June 16-18, nearly doubled its attendance from the previous year (34,036). Interest in Windows has skyrocketed since Microsoft released the Japanese version of Windows 3.1 on May 17, 1993. Windows World brought together 119 companies utilizing 59,300 square feet of booth space, a 73 percent increase in booth space over the previous year. Among the participants were 58 new companies, including 27 exhibiting companies from overseas. Show highlights included demonstrations of Windows for Workgroups, Windows NT, Windows for pens, Video for Windows and Modular Windows. A "Hands-on Corner" allowed visitors to sample many new applications installed in Windows. Featured keynote speakers included Benjamin Rosen, chairman of Compaq Computer, Sam Furukawa, chairman of Microsoft Japan and Makoto Naruke, president of Microsoft Japan. Microsoft founder Bill Gates addressed the Tokyo audience by video.

ACCOLADE SIGNS CHARLES BARKLEY

Accolade has signed an exclusive, worldwide licensing agreement with basketball MVP Charles Barkley. Barkley will add his flashy style and well-known personality to the game by co-designing and endorsing Accolade's line of action-packed basketball simulations. The game is scheduled for release on the Super Nintendo, Sega Genesis and IBM PC and compatible computers during the first quarter of next year.

NEW YORK, NEW YORK -- Newsday, a New York City and Long Island, New York daily newspaper, has begun the simultaneous publishing of a series of articles electronically and in print.

The series, "Riding The Information Highway," by staff writer Joshua Quittner, began in Sunday, July 18 edition with an eight-page spread. It was the cover story in the Long Island edition of the paper and was the back page business feature in the New York City edition. The series, which concludes on Wednesday, July 22, deals with the convergence of computer, television and telephone technologies.

Newsday explained to readers the simultaneous publishing, saying, in part, "This series on information highways can be read today in San Francisco, Tokyo, Paris and Buenos Aires - but not on printed paper. For the first time, Newsday is making a series accessible to anyone with a

personal computer and modem, from Long Island to Luxembourg."

The periodical then outlined the advantages of electronic publishing, saying the stories can travel from editor to reader in a fraction of the time it takes to print them and deliver them by truck. "Space is limited in a newspaper because of the cost of paper and production, but the electronic version has a selection of related articles." Newsday concludes: "Readers can communicate directly with writers, both by electronic mail and a live chat period - a group conversation conducted online through personal computers."

The first stories contained interviews with Microsoft's Bill Gates, economist George Gilder, Apple's John Sculley and other people whose ideas and actions are shaping the future.

The sidebar then gave instructions to obtain the articles by computer and modem: in Nassau, 516-599-2525; eastern Suffolk, 516-727-0177; west Suffolk, 516-665-7878; NYC, 212-385-2551 or 718-875-6504. After you are connected, type HH (upper case) and ENTER/RETURN. At asterisk, type 2129250054 and press ENTER/RETURN. Internet users can access the service via telnet to DELPHI.COM. At the "Username" prompt, enter HIGHWAY."

Series writer Joshua Quittner told Newsbytes, "I think it is tremendously exciting that Newsday is plunging deeply into the new technologies and is distributing this piece as far as the world-wide Internet will take it."

Mainstream publications like Newsday are just now beginning to discover electronic publishing, a domain that has for ten years been in use by many publications. Newsbytes has been publishing electronically worldwide via the Internet and other networks since 1983.

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1.6 Conference on Portal

A SPECIAL CONFERENCE ON PORTAL!

This coming Saturday, July 24, 1993, at 5pm Pacific time, 6pm Mountain, 7pm Central, 8pm Eastern, please join us in the SIG Chat area ("go chat;2") for a special hour live online with Digital Micronics, Inc, "DMI", hosted by Mr. Rick Tillery.

Rick's name may be familiar to many of you; he's been online here for quite a while and has written a number of interesting Amiga graphics utilities. He's now employed by DMI and will be taking over the running of their Vendor area in the Amiga Zone at "go dmi".

Rick will be online to discuss DMI's current product line and take

any related questions you may want to throw in his direction.

DMI has the following products for the Amiga computer:

- Vivid 24 (shipping now!)
Powerful rendering engine (up to 22+ times an A4000/040)
24 bit display device (up to 2048 x 2048 in 24 bits)
Works in the Amiga A3000, A3000T, and A4000
- Digital Broadcaster (shipping now!)
On-line, non-linear, digital editing hardware
Replacement for single-frame recording systems
Versions for the Amiga A2000, and A3000/A3000T/A4000.
- Digital Mediacaster (available in September)
MPEG video and audio(!) playback board
Works in the A2000, A3000, A3000T, and A4000.

If these products interest you, this is your golden opportunity to learn all about them.

Please join us in the SIG Chat area beginning at the time noted above for this special Chat.

Regards,
Harv Laser
Amiga Zone Moderator/Sysop

1.7 Online Weekly

/// ONLINE WEEKLY Amiga Report Online

The lines are buzzing!

From Delphi's Amiga Forum

16727 17-JUL 22:26 General Information
CD-ROM file systems
From: JULIENNE To: ALL

AsimWARE has a *new* CD driver package out. It's AsimCDFS 2.0, which is an upgrade to the previous system. It includes AsimTunes 2.0, with lots of accessing and librarian features for the music end, Fishmarket 2.0 (FF 100-880),

full AReXX command set for all programs and prefs editor for all CDFS settings, and best of all---AsimPhoto, which is a Kodak PhotoCd access and conversion program.

Has been tested with a number of Chinon, NEC, Toshiba, Sony, Pioneer, Texel, Panasonic drives. Also CDTV and A570. Access to US09669, Highsierra and Mac HFS CD-ROM formats. \$79.00 US. I think I posted the address/number for AsimWARE

in a message to Grumpa on here earlier, just in case anybody's interested.

From the Amiga International Echo on Fidonet

Area: AMIGA Date: 14 Jul 93 20:51:55
From: Shannon Cave (1:373/17.0)
To : All
Subj: Good News

I just wanted to post some positive information; so many posts are doom and gloom.

The Amiga reseller that I work at here in Huntsville is doing very well. We are selling significantly MORE Amigas this year than last year. MOST of them are Amiga 4000/040. We have sold many more A4000s than A1200s. Many of these A4000 purchases are by people/companies who have never owned an Amiga. They bought them for the Video Toaster 4000 or for other graphic applications.

Area: AMIGA Date: 18 Jul 93 21:26:00
From: Keith Thibodeaux (1:350/32.0)
To : All
Subj: RIPPED OFF!

This is probably the improper place to place this message but thought that maybe someone could help me here.

I am one of quite a few victims of a shareware rip off where we did not receive our key file specifically from a guy named REID BISHOP who programmed a door called DLGQWK for DLG Pro BBS. I was wondering who and how I should go about taking legal action against him? I am looking for Phone #'s etc of how to get him for his dishonesty and for taking alot of money from quite a few people.. Please Help....

1.8 Monopolizing DOS

/// Commentary by Robert Niles

A few days ago I was driving up to the mountains for a bit of fishing when I heard on NPR (National Public Radio) the problem with Microsoft's hold over the DOS market. I'm talking about DOS as in Disk Operating System.

On the IBMs and even in the "Clone" world, these platforms are ran with Microsoft's MS-DOS. The DOS is the fundamental part of any platform, and any developer for the clones MUST adhere to a DOS when developing programs and hardware. And they NEED to use MS-DOS to make sure that their programs reach the largest part of the market.

It is projected that if the sales of MS-DOS increases as it currently has, then in the next 10 to 20 years there will be no other disk operating around for the IBM (and it's clones).

Possible? Who knows, but I understand what they are trying to say here. UNIX is a strong player, as with the MacIntosh, and even the Amiga has found a niche in the market, but we can already see what is happening with Apple now. You think CBM displayed problems here in the last months, look over to the Mac platform. There's even some chunks being taken out of THAT apple!

The past shows that at anytime someone succeeds in monopolizing a market, that market stagnates, and new technologies come to us slowly if at all, even then, prices increase. The break up of Ma Bell hurt a bit in the short run, but the competitiveness brought to us services and technology that we now use for granted, with prices we can afford. WE HAVE THE RIGHT TO PICK AND CHOOSE!

Apparently there is an attempt to possibly break up Microsoft, who not only produces the most used DOS, but business software to boot. In doing so they are able to create products easier (because the are most familiar with the DOS) and cheaper, putting other developers at a disadvantage.

Break Microsoft up! I think it's right! This affects the IBMs the most, but in the long run it will affect each and every operating system out there. Keeping things as they are will strangle development on the IBM, and squeeze the rest of us even further. And it is counterproductive to the growth and technology of the computer market that we have all been witness to in the last decade.

Amiga users are quite loyal. BUT having other companies to compete against is the crucial point in bringing us such a wide range of platforms, hardware, and software. It's what makes this

market grow and hopefully continue to achieve such potentials that we only could dream of. Remember 10 years ago, then look at what you have now.

See what I mean?

1.9 Amiga Report Mailing List

/// Amiga Report Mailing List

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

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

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

1.10 Shareholder Update

/// Shareholder Movement Update!

PRELIMINARY RELEASE: THE COMMODORE SHAREHOLDER MOVEMENT, 7/18/93

UPDATE

Commodore shareholders and activists continue to send mail in response to our June announcement. We apologize for the delay in our response, but there is so much information to compile and questions to answer, that the most effective way of dealing with the volume is in the form of a press release. This feedback demonstrates a great deal of pent-up shareholder

frustration. For some of you, the information contained in this release may be redundant, but give special attention to how you might contribute your efforts.

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 situation. This movement which grew out of the concern of shareholders, developers and dealers back in 1991 was faced with the daunting barriers of Bahamian law and an uncooperative Board. But now, with the recently revised SEC regulations on their side along with intensified shareholder interest, the effort now stands a good chance. The purpose of this communication is not to obtain proxy authority from any shareholders, but rather to discuss why this shareholder movement is likely to succeed, and to enlist the aid of any persons or institutions willing to partake in the movement.

NEW SHAREHOLDER RIGHTS

For those interested in the new SEC regulations, you may find a copy at many libraries which subscribe to the Federal Register. This publication documents Federal regulations soon after they are approved. "Communications Among Shareholders" may be found in Volume 57, published October 22, 1992, beginning on page 48276. The Summary states this:

"The Securities and Exchange Commission today announces the adoption of amendments to its proxy rules promulgated under section 14(a) of the Securities and Exchange Act of 1934 ("Exchange Act"). By removing unnecessary government interference in discussions among shareholders of corporate performance and other matters of direct interest to all shareholders, these rules should reduce the cost of regulation to both the government and to shareholders. The amendments eliminate unnecessary regulatory obstacles to the exchange of views and opinions by shareholders and others concerning management performance and initiatives presented for a vote of shareholders. The amendments also lower the regulatory costs of conducting a regulated solicitation by management, shareholders and others by minimizing regulatory costs related to the dissemination of soliciting materials. The rules also remove unnecessary limitations on shareholders' use of their voting rights, and improve disclosure to shareholders in the context of a solicitation as well as in the reporting of voting results."

BACKGROUND

The people behind this effort were present at the 1991 Commodore Shareholders' Meeting. A prominent Philadelphia attorney was thrown out of the meeting for raising a "point of order" that the meeting be moved to the United States where shareholders could attend. This shareholder was bodily removed from the meeting despite his clear assertion that he did not want to leave. Such action is typical of this well fortified and unresponsive Commodore board of directors. Another shareholder, who worked for Commodore, warned the Board of the impending crisis of the MS-DOS price wars. The insufficient response on this point has, in great part, landed

Commodore in its current jeopardy. Commodore's recent plummeting stock was not a result of unforeseen economic conditions in Europe as they would have you believe, but rather a direct result of the Board's unwillingness to respond to the changing realities of the computer industry. Since the press coverage of the 1991 meeting, other people have joined the movement including other shareholders and Commodore employees.

Similar attempts at affecting Commodore management have failed in the past. But now, new SEC regulations have given shareholders new abilities. The rules which previously favored management now allow shareholders to vote for board members that are not part of management's slate. With well chosen candidates and a well run proxy contest, alternative directors stand a good chance of usurping Irving Gould and Alexander Haig this time around. Once succeeding in this contest, the new directors can get to the business of commencing Commodore's long overdue recovery.

FEASIBILITY

There is a total of 3700 shareholders. The latest Standard NYSE Stock Report shows that Irving Gould owns only 19% of Commodore's common stock. A total of 70 institutional investors account for 20.6% of ownership, according to the Nelson's Directory of Investment Research. According to the new laws, these institutional investors may vote. Further, the remaining 60.4% of Commodore shareholders may be reached through an official proxy campaign. That 81% majority of votes may unite to elect independent directors. The three year terms of both Irving Gould and Alexander Haig are up for reelection this year.

THE CURRENT BOARD OF DIRECTORS

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.

A NEW BOARD

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 possible 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.

CANDIDATES

We are open to suggestions regarding persons who might run against Irving Gould and Alexander Haig for the Commodore Board of Directors, and are now talking with a few possible candidates. These people must have the necessary abilities and reputation to get elected. After elected, they must be able to serve in a contentious environment until the remaining directors are replaced. They will start to correct Commodore's problems and move the company forward. Until a candidate states to us their willingness to run, we will not discuss their names. But the important thing is that these candidates will not be part of management's slate.

We are constantly writing letters, on the phone, and communicating by e-mail with people adding their efforts to the movement. We are in correspondence with the SEC and Commodore's legal council. Currently, we await Commodore's response to our request for the by-laws and shareholder list.

PLANS

Our immediate strategy is to take advantage of the new SEC regulations, and make our movement as publicly known as possible. We hope to locate and join efforts with other shareholders by working with magazines, newspapers, and television. This public exposure should aid us in pressuring Commodore to supply their governing by-laws and shareholder list.

In order to nominate and elect new directors, we will ultimately have to solicit proxy votes and attend the shareholder meeting. This communication is not a solicitation of proxy votes. To this end, we must first complete the filing requirements with the SEC. At that time, all Commodore shareholders will be informed of the new candidates for directors via proxy statement. Meanwhile, we are allowed to talk about our intentions, and lay the groundwork for popular support. Proxies will come out some time in September this year, and the shareholder meeting will be held some time in November. There is the possibility of organizing a group-trip to the meeting, larger than that which occurred in '91. We would like to gauge shareholder's ability to participate in this.

INFORMATION FOR NON-STOCKHOLDERS

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). If you were to wish to buy stock, you could contact a discount stockbroker. There would be a transaction fee which shouldn't be over \$50. To expedite the proxy voting process, you would ask for the stock certificate to be sent to you. You might get your friends to buy stock, or ask for it for your birthday. The process is easy and every vote helps. Just remember the risk if the effort fails. You'll at least have the satisfaction of being involved.

SPREAD 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 shows. Help us make Commodore's situation into a news story. Talk about the company with the wonderful products and the destructive management. Talk about how the shareholders and users at long last are able to take the situation into their own hands. Use your imagination in thinking about strategies for gaining exposure, and follow through! Consider yourself our partners. Send a copy to anyone you know who writes for financial or computer publications. Accompany it with your own letter in order to validate the topic of widespread concern. Watch for future announcements, and keep sending us feedback.

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

Internet: MarcR@cup.portal.com
FAX: (215) 825-3966

1.11 USR Sysop Deal

/// USR Sysop Deal AR Focus!

US ROBOTICS SYSOP MODEM OFFER
=====

PRODUCT

PRICE

COURIER HST (U.S. AND CANADA)	\$ 349
COURIER V.32bis (U.S. AND CANADA)	\$ 299
COURIER HST DUAL STANDARD (U.S. AND CANADA)	\$ 449
INTERNATIONAL HST*	\$ 339
INTERNATIONAL V.32bis*	\$ 289
INTERNATIONAL COURIER HST DUAL STANDARD*	\$ 439
DOMESTIC POWER SUPPLY (INT'L USERS)*	\$ 10
INTERNATIONAL POWER SUPPLY (INT'L USERS)*	\$ 50
HIGH SPEED DUAL ASYNC SERIAL BOARD	\$ 50

* European Sysops must now order via our office in France. The BBS number is +33 20-059945, voice number is +33 20-471210. Be sure to read their EURODEAL rules as they differ from USR/USA.

**International version - a separate power supply must be ordered if the modem is used outside the U.S. or Canada. International power supply is 220 volts; Domestic power supply is 110 volts. At least one (1) power supply must be ordered with each international modem.

***For detailed information and technical specifications on the above products, call the U.S. Robotics Technical Support Department at (800) 982-5151 in the U.S. or (800) 553-3560 in Canada. From outside the U.S. or Canada, call (708) 982-5151. Or FAX at 708-933-5552. In Europe call +33 20-471210 or FAX +33 20-919927.

U.S. ROBOTICS SYSOP SUPPORT PROGRAM

General:

This section describes the rules of the U.S. Robotics SYSOP Program. U.S. Robotics reserves the right to modify or change these rules at any time.

Scope:

The U.S. Robotics SYSOP Program permits QUALIFIED SYSOPs to purchase current U.S. Robotics products at a reduced price. The purpose of this program is to continue the close relationship established many years ago between U.S. Robotics and the Sysop community. Participants should recognize that our ability to continue the program is dependent upon the strong position U.S. Robotics enjoys in the reseller channel, with the distributors and dealers, VARs, etc. that continue to buy and resell our products to home and business users around the world. It is our intent to maintain the integrity of our channel relationships by closely scrutinizing each SYSOP sale to ensure that we only sell products to qualified SYSOPs.

Qualifications:

1. The SYSOP states that he/she is NOT in the business of

reselling computer products and/or related peripherals, including modems. Qualified resellers may take advantage of other programs offered by U.S. Robotics by calling (800) 342-5877 and asking for the dealer sales representative for your area.

2. The SYSOP has been operating the bulletin board system for at least six (6) months and that this activity can be verified by dialing into the bulletin board system. Typically user logs, activity logs, and local message bases are a good source for verifying activity.
 3. The SYSOP understands that the number of modems that may be obtained under this program is limited to the number of working, VERIFIABLE data lines. Data lines MUST be dedicated for modem use only and MUST be available 24 hours a day for modem access. Modems purchased under this program MUST be used on one of the stated lines. Furthermore, the SYSOP understands that the number of serial cards that may be obtained is one for each 2 modems ordered under the SYSOP Program. Participants in the Sysop Program beginning 1/1/92 may purchase the Dual Async Card based on these rules as well.
 4. The SYSOP agrees to post an appropriate logon notice, visible to users of the bulletin board, which states that said bulletin board uses and supports U.S. Robotics brand products.
 5. The SYSOP agrees that he/she intends to operate the bulletin board, for which these products are purchased, for at least six (6) months post purchase. The U.S. Robotics logon must remain in effect for six (6) months to allow verification that the bulletin board is in place and that the U.S. Robotics promotional message is being displayed.
 6. The SYSOP agrees that, in order to avoid conflict with the U.S. Robotics reseller channel, modems purchased under this program cannot be re-sold without the expressed written consent of U.S. Robotics. Violation of this policy will result in the SYSOP's being ineligible for future participation in the U.S. Robotics SYSOP program. In addition, any warranties on modems re-sold without U.S. Robotics authorization will be null and void.
 7. The SYSOP understands that verification of an order will take from two (2) to five (5) weeks depending on the number of orders being processed by the SYSOP Support Department, and difficulty in verifying your bulletin board. Shipment of product will take from two (2) to six (6) weeks pending availability of the particular product ordered. U.S. Robotics will ship product(s) to QUALIFIED SYSOPs as soon as possible after:
 - A. The SYSOP completes the order form and
-

questionnaire found on the U.S. Robotics BBS via the SYSOP command at the main menu. These must be filled-out on-line as no mail-in orders will be accepted.

Prepaid orders will not be processed until payment has been received by U.S. Robotics. After placing an order on the board, a SYSOP wishing to prepay his/her order should send a money order or cashier's check to:

U.S. Robotics SYSOP Support Program
8100 McCormick Blvd.
Skokie, IL 60076

It is imperative that the SYSOP name, voice phone number and BBS phone number be indicated for identification purposes. A personal or company check is acceptable, but shipping will be delayed for ten (10) working days to ensure that the check clears our bank. NO CHECKS OR MONEY ORDERS WILL BE DEPOSITED BY U.S. ROBOTICS UNTIL THE SYSOP'S BBS HAS BEEN VERIFIED.

** Wire transfers MUST be pre-approved by the **
** U.S. Robotics Sysop Department. **

\$
\$ U.S. Robotics will now accept credit card orders. \$
\$ To pay via credit card please call the Sysop Dept \$
\$ and be prepared to provide the Sysop Receptionist all \$
\$ pertinent credit card information. Charges will not \$
\$ be applied to the account until the BBS has been \$
\$ verified by a SYSOP administrator. \$
\$

B. The SYSOP understands that once an order is placed, it cannot be changed. If you are uncertain as to the product you want to purchase, you may consult the Information & Text Files file area of this bulletin board for product information. Or, you may call the U.S. Robotics Technical Support Department at (800) 982-5151 in the U.S. or (800) 553-3560 in Canada. Outside the U.S and Canada, call (708) 982-5151.

C. Your board will be verified by a the U.S. Robotics SYSOP Administrator. We MUST be able to connect with your bulletin board to verify board status. In the event that we are uncertain of your board status, you will be notified either by U.S. Robotics via your board or by mail or voice. We will advise you as best we can as to what you need to provide in order to have your board verified (appropriate logon, copy of phone bill, software registration, etc.). In no case will we verify a board until we are certain that it meets the requirements of the program.

D. U.S. Robotics will not accept phone-in orders.

E. U. S. Robotics reserves the right to modify, change or cancel this program at any time.

F. If you have any questions regarding this program, please call (800) 342-5877 for clarification. In Canada, call (800) 553-3560. Outside the U.S. and Canada, call (708) 982-5001.

*** THANK YOU ***

ADDENDUM

We realize that all Bulletin Boards are not the same and we are not always able to ascertain their validity during our normal verification process. In order not to exclude those Bulletin Boards from our program, we may request additional information such as copies of telephone bills, proof of software purchase and/or registration and network and association membership. This information will only be requested by U.S. Robotics in rare cases and can not be used solely as a means of qualification.

Before placing an order, please take steps to ensure the process goes as easily as possible.

1. Create a login for U.S. Robotics
2. Ensure no questionnaires or voting is necessary
3. If your logon requires information other than password be sure to include this information on the order.
4. Once this is established logon under the U.S. Robotics ID and look for verifiable proof of 6 months activity. If you can't find it, odds are we won't be able to either.

** US Robotics CAN NOT download special software to verify **
** your BBS. We support the basic communication platforms. **

U.S. Robotics is determined to provide a SYSOP Program which is fair and equitable to everyone. Any requests made of SYSOPs in order to verify Bulletin Boards are made in order to ensure that the program serves the entire SYSOP community and protect the USR distribution channel as well.

We will make every effort to process each and every order in a professional and courteous manner. Please help us to provide the type of service you want and deserve by filling-out the order form as completely and accurately as possible and responding to our requests for additional information in a prompt manner.

*** THANK YOU ***

1.12 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.

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DELPHI - It's getting better all the time!

1.13 Atari Jaguar

/// ATARI JAGUAR an IBM ANIMAL

By Junko Yoshida,

From "Electronic Engineering Times", July 5, 1993

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Sunnyvale, Calif -- Atari Corp. will score a new level of videogame performance this fall with the introduction of Jaguar, a 64-bit RISC-based system offering realtime 3-D shaded surfaces with texture mapping.

The \$200 system, able to tap into the growing network of cable and telephone video services, will take videogames into a graphics realm once the province of midrange 3-D workstations. In yet a further departure, the system will be built by IBM Corp.

Jaguar, billed as an interactive multimedia system, is based on an Atari-designed proprietary 64-bit RISC processor and its proprietary digital signal processors. The cartridge-based system features 24-bit true color graphics, shaded 3-D polygons and realtime texture mapping.

Atari claims that Jaguar offers four times the processing power of the current 16-bit videogames from Sega and Nintendo, and believes it is even more powerful than the coming 32-bit ARM CPU-based machine from 3DO Co. "If a spaceship goes around a moon, or a person walking on a street turns on the next corner, every object, every detail in such scenes is reproduced in shaded 3-D images with texture. It's truly amazing stuff," said Atari president Sam Tramiel.

Dense ASICs

The system's graphics performance is compared by the company to that of the 3-D engines in midrange Unix workstations. And like those engines, Jaguar is based on advanced, very dense digital ASICs.

Jaguar's core consists of two chip sets, one holding the 64-bit RISC processor and the other containing DSP hardware. "But the partitioning between the two chip sets is ambiguous," said Richard Miller, vice president of research and development at Atari, as the two share some functions. The two sets apparently pack a whole range of components, including controllers, video processors and encoders, leaving outside the core only "a very small amount of TTLs and DRAMs," said Miller. They were designed at an Atari facility in England, said Tramiel.

The 64-bit RISC processor is capable of processing video data at a high rate, handling various video effects as well as full-motion video compression on its own, Miller claimed.

Lots of bandwidth

Atari would not disclose any more about the core ASICs, such as gate counts or data bandwidth, but Miller pointed out that Atari engineers had to concentrate most of their design efforts on bus bandwidth. "Graphics eats a lot of bus bandwidth. What's available today for other 64-bit processors such as PowerPC is only just enough for what we want to do," he said. "What

we designed is right up on the level of expensive 64-bit processors."

To meet its cost goals, Atari had to push ASIC technology to the limit. The chip sets will be manufactured by "one of the top four silicon vendors in the world" using the "smallest geometry" available, said Miller. It is believed that with Jaguar Atari has become one of the early customers for a major Japanese 0.5-micron ASIC process, but the company would not confirm this.

Clearly, manufacturing volume is essential to the Jaguar plan. The company intends to introduce an add-on PC card featuring the company's proprietary 64-bit RISC processor, said Tramiel. "It could also help minimize the cost of our chip sets," he said.

Atari is also considering licensing the chip set to other silicon vendors, but has not determined any details yet, said Tramiel.

The future holds more integration. But before working on the ultimate, a system on a chip, the next step for Atari's engineering team is to shrink what is currently a set of rather large custom chips further, reducing the whole system to "one processor, one DRAM, one ROM and one custom chip," said Miller. The company is looking at both synchronous DRAMs and Rambus DRAMs for future use, "but we are waiting to see some of the standards issues get settled first," he noted.

Miller does have a technological wish list. "First," he said, "we'd love to have 0.3-micron process technology as soon as possible for custom ICs. Second, we'd like to see some form of synchronous DRAMs appear as a standard commodity DRAM, and, naturally, a very high bus bandwidth to produce higher video performance. The existing improvements for faster bus interfaces so far have been very disappointing for us. Lastly, I'd love to play the Atari Jaguar system on a 10 x 10-foot display. I'm waiting for a very low cost, low power, large-screen-size display, using probably not an active matrix but FED-type technology."

In the long run, Jaguar is designed not just as a cartridge-based game machine. It will use a 32-bit expansion port to connect to cable and telephone networks, and a digital signal processing port for modem usage and connection to digital audio peripherals.

This I/O structure reflects Time Warner's 25 percent stake in Atari. "In the course of our product development, we've had frequent discussions with Time Warner. It has set the direction for our machine to have cable and telephone connections," said Leonard Tramiel, vice president of operating systems.

The company designed and built a 16-bit prototype home-entertainment machine two years ago, said Sam Tramiel, but scrapped the plan in favor of a grand attempt to leapfrog the 16-bit systems that were then coming onto the market. But when Atari engineers stated to look for enabling technology, "there were no RISC processors and no DSPs that fulfilled our requirements, especially at our cost," said Miller. Atari's design team even had to develop its own HDL simulation tools, he said.

"People tend to forget that, unlike business users, consumers do have much higher expectations in video quality, speed and cost," Miller said. "In order to match that demand, we had to really push the technological

envelope, driving the chip counts down, designing the system to be highly manufacturable and depending on the smallest geometry process technology."

IBM the OEM

Atari will also push the envelope in another way, turning its back on traditional East Asian manufacturing sites and calling on IBM to build Jaguar. IBM, working with a 30-month contract worth \$500 million, will be responsible for component sourcing, quality testing, console assembly, packaging and distribution, and will build the system at its Charlotte, N.C. facility. The motherboard will come from an IBM-approved manufacturer, said Herbert Watkins, director of application solutions manufacturing at IBM Charlotte.

For IBM, producing the Atari Jaguar system makes it for the first time a major OEM for highly cost-competitive, mass consumer-electronics products, Watkins noted.

"To manufacture one of the most sophisticated game machines in the world, we needed someone who understood a high-volume, fast digital machine," said Miller. "IBM was a natural choice."

According to IBM, the prototypes of the Atari Jaguar system will come out in July, ramp-up models in August and mass-production versions in September. The system will be available first on a limited basis in the fall in the New York and San Francisco areas. A national rollout is scheduled for next year.

-- Additional reporting by Roger Woolnough.

1.14 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 pressured 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. Thousands 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 features an exciting package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. Free to all Portal customers with your account. Internet Services is a menu driven version of the same kinds of utilities you can also use from your Portal UNIX shell account.
- All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.
- Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

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

Portal Signup or for more information:

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

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

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

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

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

That number again: 408-973-9111.

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

1.15 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)

Ah yes, another fine week in that fine country in which that fine computer-
maker Commodore International resides (except legally). It's now official,
Atari's stock has gone higher than Commodores, and after all, why shouldn't

it? Atari is introducing a next-generation 64-bit game machine that's going to be manufactured and distributed by IBM. Commodore's coming out with... uh, well, a new program to restructure their debt. Hopefully. Or the government will do it for them (they call it bankruptcy). On the bright side of things, though, there is some sort of movement picking up steam with the shareholders; they actually want to make a change (beginning with Gouldzilla, I hope), and the US Government now actually gives them a chance. (Now this is astounding!) If you're interested, and you have a few hundred bucks to spare (or you already own Commodore Deflated International stock), be sure to check it out; you should be able to find the information somewhere on your favorite service. Lets hope it works! The Commodore team (aside from upper management) is too good to send packing to Microbrain or some other lame PC plug in card manufacturer. At least I know I wouldn't want to be sitting in some sweatshop designing Yet Another Incompatible Soundcard, would you? Which reminds me, did you hear that some Microbug VP said Windows NT was going to be the SOLE operating system for ALL computers in about 20 years and that there would be NO competition? Kind of scary because it just might end up being true (only because of Microstooge's virtual monopoly in several areas of the computer business, though). But at least some of us will still be plugging away at the old Amiga, eh?

[Editor's Note: Hey, if the gov't made Bell break up due to monopolization, I think they should force Microsoft to break up too! One company can then specialize in Title Bars, another in Pull-Down Menus, another in Dialog Boxes. Then, if you buy Company X's product, you give them the names and numbers of all your friends. They call them up and harrass them. If your friends (who by that time may no longer be your friends) buy their software too, you get a 20% discount next time you buy software from Company X. Make sense? I hope not.]

Speaking of plugging away, I have discovered recently a new Murphy's Law of Computers. It goes like this: a 20 line program will take just as much time to complete as a 1000 line program. I have proven this by actual clinical trials: namely, I sat down the other day to write a short little program for my Amiga and its ended up taking me more time than I spend on most of my programming assignments for school. That really ticks me off. There is also a corollary to this rule, and it says: Any program you ever write will cause a new bug in your compiler to be found. This happens without exception, even though you may not visibly see its effects. For every program you compile without a noticeable bug biting you, you will be stricken by a 10 times larger bug sometime in the future. Its true, ask any software engineer. Heck, I've even hit bugs in a VMS compiler, and that system is as old as God; you think they would have any bugs a student programmer would find worked out, don't you? Well, just remember that the next time your Amiga gurus during your startup-sequence.

And now a note for all of you that wrote in about that wonderful new terminal program Terminally Ill by the Foo brothers: STOP IT! Unfortunately Bill and Jim Foo have been arrested for using an Atari 2600 to influence William Sessions behavior these past few years, and I have a feeling we won't be seeing them for a long time to come. Unfortunately they handed the rights to Terminally Ill over to Borland, which means we'll never see the Amiga version. Fortunately the papers they handed over were slightly modified, in a somewhat malicious way. Let's just put it this way; you thought the Michelangelo virus was going to be bad? Heh heh heh...

Well folks, I'm going to cut my li'l ol' article a li'l ol' short this

week. Yes, yes, I know you'll miss my dagger-sharp wit and profound insight into the state of affairs of life, the universe, and everything; but have no fear, for I shall return once again next week with another exciting episode of AMIGA, the only column that dares to swim in the toilet and pee in the pool.

Joke of the week:

Q. If Irving Gould had half a brain, what would he be?
A. A bumbling idiot with half a brain!

See you next week!

1.16 Send in the clones, part 3

/// Send in the Clones! Part III

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

Send In The Clones III: Clones, Clones, Clones, Clones...

For the past couple of weeks, I have been looking at some of the better clones of arcade games that are currently available on InterNet. From Pac-Man to Boulder Dash to Street Fighter II, they're all out there, folks. Now you know about them. I'd like to wrap up this series with a look at a couple of my favourites: Galaga, Asteroids, and Street Fighter II.

*** Street Fighter II ***

If you do not know what this game is by now, then you have been leading a very sheltered life and you should get out more. Take a look at any video game discussion on any BBS, and you will inevitably hear the name Street Fighter II pop up. The game itself has spawned a Classic Edition, Turbo Edition, Hyper Fighting, and Turbo Hyper Fighting for those of you that cannot get enough speed. They are great fun if you have had a bad day and feel the urge to just beat someone to a bloody pulp. Of course, as we all know, this comes with a price, in the form of small circular silver pieces that we so affectionately call quarters. And buying it for your computer is better in the long run, but there is still the matter of shelling out all that money in the first place. Can't I play it for free (legally)? Well, TAH DAH! Here it is (sort of).

Fighting Warriors

This is the closest thing that I have been able to come up with, and it serves its purpose admirably, I might add. Fighting Warriors would have been, IMHO, more aptly titled "Ken vs. Ryu", for this seems to be the game. The two characters on the screen are the spitting image of Ken and Ryu, both dressed in white karate garb. The whirlwind kick and fireball are available to both players, if you ever figure out how to use them. The

computer uses them at its leisure, but I have yet to be able to perform either one deliberately (I have done so while moving the joystick in every possible direction in utter frustration). The character graphics are excellent. The sunset-type of background is very nice, although I would have liked to see the changing backgrounds of SFII. The digitized sounds are a little scratchy, but are none-the-less very good. A nice game for the days when punching out your boss just doesn't seem to be the smartest thing to do.

*** Asteroids ***

A classic to be certain. This is very possibly one of the first arcade games to be a hit. I still love to walk into a Holiday Inn and see one of these beauties sitting in their arcade. I will spend about as much time on this as any game. Of course, I am a sucker for ancient games. But she's been Amiga-tized to keep up with the times. And readily available in at least three different versions.

Meteor

This is the least desirable of the three. The sounds are great, the graphics are not bad, but the game play is comparable to clones found on the venerable old C64. The main problem that I have with this version is that the ship doesn't accelerate like it used to. You instantaneously go from stop to warp speed (I don't think she'll take much more of it, captain) without the slightest hesitation. It then slows just a quickly to a floating speed when you let up on the gas. This becomes very awkward when trying to manouvre through millions of little tiny asteroid bits.

Asteriods

Notice the spelling on this one. I do not know what that has to do with the actual game, nor does the other title that I have seen it under have any connection with the game: wetroids. This is simply Asteroids with weird graphics. Instead of shooting space rocks, you are now blasting away at taunting, digitized heads of some unknown hackers. The game play is very smooth, and the graphics, although mono, are in high-res interlace, always a plus in my book. Check this one out if you get the chance.

Now, for my personal pick of the crop...

Amigoids

This is the Amiga-tized version of Astreroids that the world has been waiting for. Game play has not changed. You are still shooting little rocks in space. But this version sports such features as 32-colour graphics, user configurable graphic images, and a two-player option. The graphics for the game are loaded in from templates that can easily be modified with DPaint, or any paint program that supports 32 colour, 320x200 graphics to produce what ever you want to shoot. Included are graphics that make it look like the original vector graphics, a template that turns it into the old Atari 2600 game, and even little Amigas and diskettes (its not too hard to imagine that they are IBM-compatibles). I have also seen a version of the template on the net that turns your ship into a little Lemmings killer, for those of you fed up with the Psygnosis classic. The game supports a two-player simultaneous mode, for those of you who cannot handle the meteor shower alone. You even have the option

of controlling both ships at the same time, side-by-side, to double your chances of survival. The game also has true stereo sound. It utilizes the stereo sound channels in such a way so that if your ship is on the left side of the screen, it will sound like it is on the left side of the screen. As you move over to the right, the sound moves along with it. This is true for every sound effect in the game, except for the maniacal laughter when you die, which seems to come from everywhere when hooked up to a good stereo system. If you cannot tell, this game is a must have. Find it somewhere and grab hold of it quick.

*** Galaga ***

OK, one more. We all remember the Space Invaders clone Galaxians (say yes). This went on to become Galaga. Then there was Galaga'89. Well, now there is Galaga '92.

Galaga '92

This is a super Amiga-tized shoot'em up that has it all: weapon power-ups, end-of-level baddies, great graphics, smoooooooooth game play. It is a very lovely game. There are power-ups for increasing the number of shots that you put out, doubling the shots, and increasing your speed. Yes, there is also one to give you an extra ship. The programmer boasts over 250 frames of animation, multiple levels, and a secret cheat mode that, supposedly, you cannot complete the game without. The only complaint that I have is the fact that the game becomes VERY hard VERY quickly. IF you lose your power-ups in the fifth level and up, you may just as well die quickly and begin again. Frustrating, but a great game all together.

Well, that about does it for the world of the clones. There are hundreds more where these came from. Some good, some really bad. Give them a try. You may be suprised. See you next week for another look into the world of Amiga shareware and public domain.

(* really cool ending music and crawling credits *)

1.17 SIGGRAPH '93

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/// SIGGRAPH '93 AR InfoFile
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WELCOME TO SIGGRAPH
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Greetings! We invite you to join us at SIGGRAPH 93, the 20th Annual International Conference on Computer Graphics and Interactive Techniques, in Anaheim, California, 1 to 6 August 1993. At SIGGRAPH 93 we will celebrate where we have been and where we are going in an exciting environment that will include art, science, engineering, products, education, and discussion. People from all over the world and from varied academic and professional fields will gather to learn about the latest ideas and innovations in computer graphics. This energetic mix of people, ideas, and technology always sparks fresh, new industry directions and gives rise to SIGGRAPH 93's
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conference theme: The Eye of Technology. SIGGRAPH again breaks new ground at this year's conference. In addition to technical papers, courses, panel discussions, tomorrow's realities, SIGKids, the electronic theater, and the exhibition, several exciting programs will premiere. Multimedia 93 is the Association for Computing Machinery's first international conference on multimedia. This new conference, running 4 to 6 August, will be co-located with SIGGRAPH 93. Also at SIGGRAPH for the first time are designing technology, machine culture, and a general session—Behind the Scenes: Computer Graphics in Film. Join us! We hope that you will be one of the more than 30,000 people we expect to attend SIGGRAPH 93. If you have an eye on the future, be a part of the vision at SIGGRAPH 93 in Anaheim.

Robert L. Judd Mark Resch
Conference Co-chair Conference Co-chair

CELEBRATE 20 YEARS OF REVOLUTION

WHAT'S NEW?

This year at SIGGRAPH there are new programs, a new multimedia conference, and some exciting schedule changes. The innovative tomorrow's realities is back, and SIGGRAPH's traditional art show takes a new form in machine culture. Make a note and see what's new!

Passport registration

This is the way to experience this year's conference. You get it all with the new, all-inclusive passport registration multiple lecture courses, SIGGRAPH and Multimedia papers/panels, the exhibition, and every other conference event.

Multimedia 93

SIGGRAPH 93 enthusiastically welcomes the first ACM multimedia conference. Multimedia 93 will address a range of topics on processing and communicating information in multiple media forms. In addition to the technical program, be sure to stop and see multimedia products and services on the exhibit floor.

Machine culture: The virtual frontier

SIGGRAPH 93 features the debut of a curated, interactive art exhibit that brings you to the edge of new interactive and virtual media art. Machine culture artists present their work in 3D forms that poignantly address the theme of technology in culture.

Designing technology

SIGGRAPH's inaugural designing technology program features works that explore the role of design in the development of technology. The exhibit

displays a product, then follows the collaborative process between designer and engineer to demonstrate improved product functionality.

General session

A special blockbuster event is being offered for all registered attendeesÑ Behind the Scenes: Computer Graphics in Film. See and hear the experts who create the spectacular visual effects that have reshaped Hollywood. Learn their secrets and discover how the images we see on the screen are created.

Important schedule changes

Registration will be open on Saturday from 6:00 pm-10:00 pm and on Sunday beginning at 7:30 am to accommodate schedule changes in the technical - program. Courses run Sunday-Thursday, and SIGGRAPH papers/panels run Tuesday-Friday. The fundamentals seminar will be offered twiceÑon Sunday and Tuesday afternoons. There will be a welcome reception on Sunday evening, a SIGGRAPH 93 keynote address on Tuesday morning, and a Multimedia 93 keynote address on Wednesday morning.

WHO SHOULD ATTEND

Whether you are a novice or an expert, SIGGRAPH is a once-a-year opportunity to immerse yourself in new technology, art, animation, virtual reality, multimedia, film video, scientific visualization, engineering, and more. For example, the exhibit floor offers everyone a chance to learn about the latest products; the fundamentals seminar offers novices an introduction to computer graphics; and the technical program provides sessions for all levels of expertise, from basic to very advanced. Come, join us in the eye of technology.

"The best conference that exists for visuals."*

"I would never even consider missing one."*

*Quotations that appear in this document are vebatim quotes from a 1992 post-SIGGRAPH survey of attendees.

Behind the Scenes: Computer Graphics in Film

In an exciting event for all attendees, SIGGRAPH 93 brings together some of the top creators of computer graphics in films for an inside look at how the images that have changed Hollywood are made. They will share secrets and describe how special effects are developed for movies such as "Terminator 2" and "Batman."

Presenters will talk about the artistry of creating computer graphics for film, discuss and show film from recent projects, and show live computer demonstrations of animation, morphing, and other visual effects.

You'll have a great time and go away with a new appreciation for the thousands of hours required to create a few exciting minutes of computer

graphics on film.

GENERAL SESSION ORGANIZER

Carolyn Williams
Williams/Keeler Inc.

PRESENTING COMPANIES

Industrial Light & Magic
Pacific Data Images
Pixar
Rhythm & Hues
Sony Pictures
Video Image

Special Interest Groups and Birds-of-a-Feather Sessions

Monday-Friday
Open Scheduling

Special interest groups and birds-of-a-feather sessions both bring like minds together. They are a great way for people to meet, exchange ideas, and share information on a wide variety of computer graphics interests. SIGGRAPH 93 provides meeting space for both types of groups.

Special interest groups are organized in advance of the conference, and the topics, times, and locations of these meetings are posted in the registration area, if requested. Meetings scheduled by 7 June 1993 are listed in the Final Program, if requested.

Birds-of-a-feather sessions are planned on site. During SIGGRAPH 93, anyone can organize one of these impromptu meetings simply by using the sign-up board in the registration area.

To schedule a special interest group meeting, please contact:

SPECIAL INTEREST GROUPS CHAIR

Phillip Getto
Rasna Corporation
2590 N. First Street, Suite 200
San Jose, CA 95131
408.922.7204 x271
408.922.7256 fax
getto@siggraph.org

SOCIAL EVENTS

To ensure ample opportunity for informal interchange with your computer graphics friends and colleagues, SIGGRAPH 93 offers evening receptions for relaxation and entertainment. It's a great time to rekindle old friendships and establish new ones, arrange collaborations and exchange ideas, or just take it easy and have a good time.

Join us for the kick-off of this year's activities at the welcome reception Sunday, 1 August from 5:00 pm-7:00 pm. All SIGGRAPH 93 and Multimedia 93 attendees are invited.

GRAPHICS T-SHIRT CONTEST

The winners of the annual SIGGRAPH t-shirt contest will be announced at the papers/panels reception on Thursday, 5 August. Prizes will be awarded.

For entry information, contact Jock Mackinlay, Xerox PARC, fax 415.812.4777, Mackinlay.parc@Xerox.com

MULTIMEDIA 93

SIGGRAPH 93 welcomes Multimedia 93, the Association for Computing Machinery's first international conference on multimedia. The co-location of SIGGRAPH 93 (1 to 6 August) and Multimedia 93 (4 to 6 August) offers a great value to attendees.

EXHIBITION

Tuesday-Thursday

Tuesday and Wednesday 10:00 am-6:00 pm

Thursday 10:00 am-3:30 pm

SIGGRAPH 93 is the world's premiere showcase for computer graphics and provides exhibiting companies with direct access to buyers of cutting-edge computer graphics components, systems, software, and services. There is no better opportunity to talk with the people who are directly involved in the industry's conceptual advances, technological breakthroughs, new techniques, and leading-edge issues.

SIGGRAPH's commitment to providing the forum for discovery and interaction is the reason more than 250 exhibitors will occupy 100,000 square feet of the Anaheim Convention Center.

More than 30,000 people are expected to attend SIGGRAPH 93. Business people, designers, researchers, scientists, artists, and many others will travel from all parts of the world to share, show, and learn about the latest innovations in computer graphics. In addition, attendees will be able to purchase hardware and software on the exhibit floor.

EXHIBITION REGISTRATION

Admission to the exhibition is included in the registration for courses, SIGGRAPH papers/panels, Multimedia 93 plus, Multimedia papers/panels, and the new passport registration. If attendees do not register for these programs, they may select the exhibits plus registration. Use the discounted registration card at the back of this Advance Program.

Children under 16 are not permitted to attend the exhibition. For information on child care, see the on-site services information.

SPACE RESERVATION

To reserve exhibition space, call or write:

SIGGRAPH 93 Exhibition Management
Hall-Erickson, Inc.
150 Burlington Avenue
Clarendon Hills, IL 60514 USA
708.850.7779
708.850.7843 fax
exhibits93@siggraph.org

"Showcase of the newest, coolest computers for graphics and video."

WHAT'S ON DISPLAY
PRODUCTS & SERVICES

Animation
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Business and financial graphics
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Computer-video interfacing
Desktop publishing
Electronic publishing
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Graphic art systems
Graphic design systems
Graphics accelerator boards
Graphics standard software
Hardcopy devices; photographs/slides
HDTV
High-performance graphics processors
High resolution graphics display systems
Image processing
Input devices: digitizers, light pens, mice
Low-cost graphics systems
Mapping and cartography
Medical imaging software
Multimedia/hypermedia
Networking: hardware, software, services
Oem components
Paint systems
PC add-on products
PC-based systems
Personal computer graphics cards
Printers, plotters, and other hardcopy devices
Projectors
Publications
Rendering and image synthesis software
Scientific visualization
Software (other)
Storage devices: tape/disk

Supercomputers
Terminals, monitors, and displays
Video technology
Virtual reality
Visual arts
Windowing systems
Workstations

SIGGRAPH 93 EXHIBITORS *
*as of 26 February 1993.

5D Solutions Ltd.
ABEKAS
Academic Press, Inc.
Accom, Inc.
Acrobat Graphics Systems Ltd.
Addison-Wesley Publishing Company
Adobe Systems Inc.
Advance Reproductions Corporation
Advanced Digital Imaging
Advanced Imaging
Advanced Technology Center
Advanced Visual Systems Inc.
Agfa Division
AK Peters, Ltd.
Alacron, Inc.
Alias Research Inc.
Alpha Systems
American Showcase, Inc.
AmPro Corporation
Andromeda Systems Inc.
animedia
Anjon & Associates
Apple Computer, Inc.
Apunix
Ascension Technology Corporation
Association for Computing Machinery (ACM)
Aurora Systems
Autodesk
autodessys Inc.
AVC Presentations
AV Video
Aztek, Inc.
Barco, Inc.
Bit 3 Computer Corporation
Brooktree Corporation
Byron Preiss Multimedia
Canon U.S.A., Inc.
CELCO
Chromatek Inc.
Color Publishing
Computer Artist
Computer Design, Inc.
Computer Graphics World
Computer Pictures

Computers in Physics
Covid, Inc.
CrystalGraphics, Inc.
Cyberware
Data Translation
Diaquest, Inc.
Digital Arts
Digital Equipment Corporation
DISCOS
Discreet Logic Inc.
Division Inc.
Du Pont Pixel Systems
Dynamic Graphics, Inc.
Eastman Kodak Company
Electric Image, Inc.
ElectroGIG USA Inc.
Electronic Publishing
ENHANCE Memory Products, Inc.
Eurographics
Evans & Sutherland Design Systems Division
Evans & Sutherland Industrial Products Group
Extron Electronics
Fairchild Defense
FARO Technologies Inc.
Focus Graphics Inc.
Folsom Research, Inc.
Fractal Design Corporation
Fraunhofer Computer Graphics Research Group (USA)
FSI (F and S, Inc.)
Grass Valley Group
GW Hannaway & Associates, Inc.
Helios Systems
Herstal Automation Ltd.
Hewlett-Packard Company
High Color, Imagetech Publications
Hotronic, Inc.
IBM Corporation
IBM-Technology Products
IEEE Computer Society
Imagina
In Focus Systems Inc.
Information International
Integrix, Inc.
Intelligent Resources Integrated Systems
International Communications Industries Association
IRIS Graphics, Inc.
Ithaca Software
John Wiley & Sons, Inc.
JVC Professional Products Company
Kingston Technology Corporation
Knowledge Industry Publications/Montage Publishing Inc.
Kubota Pacific Computer
Lasergraphics, Inc.
Lasertechnics, Inc.
LAZERUS
Liant Software Corporation
Lightwave Communications, Inc.

LSI Logic
Lyon Lamb Video Animation Systems, Inc.
Management Graphics, Inc.
Marco International, Inc.
Mathematica Inc.
Maximum Strategy, Inc.
Megatek Corporation
Minolta Corporation
MIT Press
Mitsubishi - Professional Electronics Division
Monitor/Media Age
Morgan Kaufmann Publishers
Nasa Tech Briefs
National Computer Graphics Association
Network Computing Devices
Nicograph
Nth Portable Graphics, Inc.
Numerical Algorithms Group, Inc.
O'Reilly & Associates, Inc.
Oxberry
Panasonic Communications & Systems, OA Group
Parallax Graphics, Inc.
Parity Systems
Philips Semiconductors
Photometrics, Ltd.
Photron Limited
Pioneer Communications of America
Pixar
Polhemus
Post Magazine
PRE-
Prentice Hall
Preston Publications
PRIOR Data Sciences Product Sales Inc.
Programs Plus & Video
Proxima Corporation
Quarterdeck Office Systems
R-Squared
Rainbow Technologies, Inc.
Raster Graphics Inc.
Raytheon Company, Submarine Signal Division
Resolution
RFX Inc.
RGB Spectrum
Roche Image Analysis Systems, Inc.
Ron Scott Inc.
San Diego Supercomputer Center
Santos Technology Inc.
Sanyo Fisher (USA) Corporation
School of Communication Arts
Scientific Computing & Automation
Seiko Instruments USA, Inc.
Sense 8 Corporation
Sharp Electronics Corporation
SHOgraphics, Inc.
Shooting Star Technology
Side Effects Software Inc.

Sierra Video Systems, Inc.
SIGGRAPH 94
SIGGRAPH Education Committee
SIGGRAPH Local Groups
SIGGRAPH Video Review
Sigma Electronics, Inc.
Silicon Graphics Computer Systems
Society of Motion Picture & Television Engineers
SOFTIMAGE Inc.
Software Security, Inc.
Software Systems
Sony Corporation
Specular International
Springer-Verlag New York, Inc.
StereoGraphics Corporation
Sun Microsystems, Inc.
Supercomputing '93
Tatung Science and Technology, Inc.
Tech-Source Inc.
Techexport, Inc.
Tektronix, Inc.
Texas Memory Systems, Inc.
Thomson Digital Image
Truevision Inc.
UNIX Review Magazine
UNIXWorld Magazine
Vertigo Technology Inc.
VIC Hi-Tech Corporation
Video Graphic Technologies
Video Systems Magazine
Videomedia, Inc.
Viewpoint Animation Engineering
Vision Quest
Visionetics International Corporation
Visual Information Development Inc. (VIDI)
Visual Numerics
Visual Software, Inc.
The Vivid Group
VRontier Worlds of Stoughton, Inc.
Wacom Technology Corporation
Waite Group Press
Wasatch Computer Technology, Inc.
Wavefront Technologies, Inc.
Winsted Corporation
Wired
Xaos Tools Inc.
Yamashita Engineering Manufacture Inc.
Yarc Systems Corporation
Zeh Graphics Systems, Inc.

SIGGRAPH: THE ORGANIZATION

BEHIND THE SCENES

SIGGRAPH is the Association for Computing Machinery's Special Interest Group

on Computer Graphics. Started in 1967, SIGGRAPH has grown from a handful of computer graphics enthusiasts to a diverse membership of 12,000 people, including artists, engineers, animators, filmmakers, software and hardware developers, scientists, mathematicians, and other professionals in the field of computer graphics.

In addition to its own annual conference, siggraph sponsors other conferences, supports a wide range of educational activities, produces a variety of publications, and maintains active relationships with other professional technical organizations around the world. SIGGRAPH has established local groups across the united states and internationally.

For general information on SIGGRAPH and ACM membership, contact ACM headquarters at 212-626-0500 or acmhelp@acm.org.

1.18 Amiga and Science

/// The Amiga and Science
by Robert Niles

With it's graphic capabilities and flexabilty, the Amiga would seem to be one of the platforms most used in the field of science.

As an introduction I went through some of the programs available to get an idea of what was being done on the Amiga in the scientific "arena". Where as these programs by no means show all of the files out there that introduce us to or show us the whole field of science, it might set you off to see what there is available in fields that interest you most.

As a parent, I definately would like to see more of these programs as an aid in helping children grow and learn all they possibly can.

The reviewed files below can be found on most
commercial online systems

,
on many BBSes, or if you can't find them anywhere else they are available to download or to File REQuest on

In The MeanTime

(The names of the

files as they appear on "In The MeanTime are in parenthesis).

Ephem v4.28 (EPHEM428.LHA), by Elwood Downey (1992)

Ephem is a program that displays ephemerides for all the planets plus any two additional objects. The additional objects may be fixed or specified via heliocentric elliptical, hyperbolic or parabolic orbital elements to accommodate solar system objects such as asteroids or comets.

Electron Demonstration (ELETRN1.LZH and ELETRN2.LZH)

Very good demonstration of how electrons work and their properties. Includes the periodic table, and shows the flow of electrons through a diode.

Evo (EVO.LZH), by Steve bonner (1987)

A human evolution demonstration program. Gives background information on the sapien class with a visual progression of changes through the years. Small glossary of terms also included within the program.

StarChart v1.2 (STARCHRT.LZH), by Ray R. Larson

StarChart is a program that lets you display and identify about 600 stars, galaxies and nebulae visible in the Northern hemisphere. The display can be set for any location, time, and date.

CELLS v1.2 (CELLS.LHA), by Davide Cervone

CELLS is a program that allows you to create Cellular Automata based on the 2-dimensional cell-space called "WireWorld" using the set of states and rules described in the January 1990 Computer Recreations column of the Scientific American magazine (Sci Amer, Jan 1990, pp 146-149). CELLS lets you create your own circuits in WireWorld and gives you the ability to see them in action, with electrons flowing through their cellular wires. There are many more Cellular Automation programs available, but this is a good one for introducing the concept.

1.19 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.

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1.20 Gunship 2000

/// Usenet Review: Gunship 2000

By Paul Anthony David Merlin Alexander Dale
(No Email address available)

PRODUCT NAME

Gunship 2000 version 3.01

BRIEF DESCRIPTION

Gunship 2000 is a combat helicopter flight simulation.

AUTHOR/COMPANY INFORMATION

Name: Microprose
Address: Unit 1, Hampton Rd. Industrial Estate,
Tetbury, Gloucestershire
GL6 8LD
England

Telephone: +44 666 504326

LIST PRICE

34.99 pounds Sterling. Mailorder price is 22.99.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

1 MB RAM required for floppy systems.
1.5 MB RAM required if you have a hard drive.

Works on A500(+), A600, A1200, A2000, A2500, A3000.
No mention of the 4000 :-)

SOFTWARE

None mentioned in the documentation.

COPY PROTECTION

"Look up in the manual" copy protection, which I find acceptable.
You have to look up a number matching another number next to a flight patch
which is found in the given range of pages in the manual. You have to do
this once per playing session.

Hard drive installable.

The game auto-saves onto the master disk, so DO NOT USE THE ORIGINAL
DISK!

MACHINE USED FOR TESTING

A1200, 2 MB chip, 2 MB 32 bit fast, 68881 (MBX1200z), 85 MB internal
IDE drive. WB 3.0 Phillips 8833 monitor, external floppy. KONIX analogue
stick and mouse.

OVERVIEW

Gunship 2000 ("GS2000") is primarily a helicopter flight simulator in the same kind of way you might describe Birds of Prey as a aircraft flight simulator. There is what seems to be a good flight model for helicopters (note that I am not a pilot for real :-), and a good bit of blasting tacked on.

GAMEPLAY

The gameplay is overall very good: much better than any other similarly pitched combat/flight simulator I have played (which include Birds of Prey, B 17, Reach for the Skies).

* Main Selection Screen

This allows you to choose mission types, theatre of operations (currently "Gulf" or "Western Europe" but more are promised), pilot/flight, and to go on to the briefing. Selection is by hotspots in an animated graphic (the guy at the desk is writing :-)).

* Briefing

Three options here are to read the briefing notes, choose and equip a helicopter (or the entire flight, see below), or to proceed with the mission. The briefing notes detail all the important information, including wind, visibility (which should influence your weapon choice), targets, time of day, enemy activity, map locations and map, etc. Most of this is accessible in some form during flight. Wind direction is an exception and can be important if it is strong, so take note.

* Training

The start point is as a novice combat helicopter pilot and a choice of training missions or single helicopter missions. Training is for you to learn how to fly, to use all the helicopter systems, and develop tactics with no risk (and no points). The training missions are the same as the real thing except you take no damage when hit. With all the flying aids switched on, the only way to "die" is to hit the ocean, and even then you haven't lost your pilot.

* Combat

So having got the hang of blasting numerous targets in training, you will take on the real world using a limited range of helicopters (some are for higher ranks only) and weaponry. The missions are flown from land bases or an assault ship against primary and secondary targets which range from fixed placements and airfields to mobile recon groups or columns of T-72s. The number of different land/sea/air types you come across is large and includes MIGs, SU-27s, HINDS, patrol boats, numerous tank and other vehicle types, SAMs, infantry, oil refineries (large explosions!), oil rigs, mosques, advertising hoardings.... This is just a cross-section from the Gulf Theatre.

When in flight, most of your tactical planning will be done on your in-flight map (F10) which has a strategic and operational level (a zoom).

All identified targets show up as well as bases, buildings, etc. It's here you can set up to three waypoints to aid your in-flight navigation (accessible through at least three different displays during flight). When on this screen, action is paused so you can take your time in planning. This is very important when commanding a flight.

Successful missions bring promotions, medals, and points (not necessarily the first two :-)). Gaining sufficient points results in the offer of a commission to lead a flight of 5 helicopters. You can turn this down, but why miss out?

Commanding a flight gives you two more options in the flight selection screen, FLIGHT and CAMPAIGN. These are essentially the same but the campaign is linked sorties rather than one-offs. Now you have four other guys who you have to assign helicopters and weapon loads according to the task in hand. You can split the flight into light and heavy sections to perform different tasks. The range of tasks now includes search and rescue, cargo drops and squad drops/pick-ups.

Once all armed and ready, you are on the pad where you access your tactical map and start giving individual flight plans. On the higher level map, you can also tell each flight member what height and speed to fly at and whether they are free to engage the enemy or not (weapons are either free or held). Other options are to disengage, regroup, land, return to base, fly the indicated flight plan or drop cargo.

The tactical map is the guts of the game in a lot of respects, as here is where you plan all your tactics and execution. Timing is important as is planning flight paths and protecting the vulnerable members of the flight. You must always keep your objectives in mind (there's a summary on the strategic map) and keep the other flight members in tight control. For key jobs, you often have to assume responsibility and go in yourself, but you could command from the rear. The computer AI for your buddies seems good with sensible weapon selection (helped of course by your choosing the load they carry) and a downright enthusiasm for taking out targets (sometimes too enthusiastic). The flight is generally every bit as efficient as you are and takes comparable damage. Often flight members are up for more medals and promotions than you are.

Seeing a well laid plan come to fruition and hearing the digitised "Primary objective confirmed" from the back seat is very satisfying.

GRAPHICS AND SOUND

The detail in the game is very good, certainly compared to other similar style games. There is a lot of terrain including roads through canyons, pylons down roads, camels, oases, etc. Visibility can be variable and is well reflected: it is genuinely more difficult to see when visibility is bad through the use of different palettes. Although some hills look more like pyramids, there is a good feeling of texture to the land, and you do feel like you're skimming along at an unhealthy rate very close to the ground.

The detail and speed of moving objects is very good as well. On my Amiga 1200 at 100 feet doing 140 knots, it seems plenty fast enough and not as jerky as Birds Of Prey on an Amiga 500. A friend reports that an

unaccelerated A2000 handles the game on full detail well (and he has Red Baron). On an A3000, I expect it to be a dream.

Still pictures within the game are well drawn but nothing really spectacular. For those who know English cricket, the guy who is there to comment on your mission afterwards is a doppelganger of Robin Smith. His wit isn't up to much.

There is quite a lot of digitised speech with your counter measures/weapons buddy pointing out targets and missiles. A minor gripe is that, apart from missiles or when you lose your optics, it is obvious there is a target and "target left/target right/target confirmed/missile left/right" becomes hard, fast and distracting.

Another nice touch is the missile explosions. Even if you don't get hit, the explosion can be heard according to how close it is and will even shake the 'copter so you can often be fooled into thinking you have been hit when you haven't. If the guy in the back doesn't scream "We're hit! We're hit!" and damage show on the panel then you're OK.

Other sound effects are for the engine, rotors (yes there is engine noise and the "thuwp" of rotors), explosions, rocket launches, cannons, stirring selection screen music plus a few other tunes.

FLIGHT MODEL AND WEAPONS

I have never even flown in a real helicopter let alone piloted one, so I really can't say how accurate the model is compared to the real thing. It does feel true, and the interaction between the collective and stick seems very realistic and tricky to handle. Wind is noticeable and a real factor. Loss of stabilising influences, like (say) your tail :-), has a real and dramatic effect (you spin round continuously :-)). Weapon systems recoil which has a subtle effect in that it slows your forward motion. At high speed, this has the effect of making you gain height as the nose comes up.

Generally, firing weapons is OK except for rocket pods which need to be aimed in a straight line. This involves fancy flying because if you pull up at 140 knots to fire, you gain a lot of height very quickly and slow to a crawl. In this position you are a sitting duck, so only use the M series pods for turkey shoots.

The array of weaponry is helicopter dependent; and as the available helicopter is rank dependent, you only get the really good "fire and forget" stuff later on. In fact, the low rank missions are the real trial since with better helicopters, weapons and more experience the later flights are easier in many respects.

DOCUMENTATION

The manual is what most have come to expect from Microprose these days. It is clear, reasonably well written and very full of information. Unfortunately, the manual skimps a bit in certain areas, like what the detail levels mean or exactly what is expected for certain mission types. If you want the armour for a T-72 then you're fine, but that isn't too much help.

LIKES AND DISLIKES

The worst element is the very dodgy mouse handling for certain screens. From what I have found out from others and experience is that accelerated machines, that is anything other than a 68000, has a juddery mouse problem. This makes selection very tiresome, especially on the helicopter/munitions screen. The keyboard alternatives don't seem to work fully as advertised either. Shoddy work.

In flight, I haven't had any control problems except having to zero my analogue by taking it to the map screens and correcting the drift on the detailed map (tactical) where you can scroll around. Again a bit shoddy.

The game does also guru on my A1200 for an unknown reason. I've disabled the cache to no effect (doesn't cure the mouse problem either). I haven't tried using the ECS chipset as it boots fine in AGA and I don't see why I should. The guru frequency is low (about once per day) but seems to only occur during flight which is annoying.

Another gripe is the leaving out of the recording feature, by which you could record and play back missions. Reach for the Skies does this without slowing, so why not GS2000 on my nippy A1200? If it did adversely affect speed I could turn down the detail or not use the feature or suffer a marginally worse frame rate. Let me choose though!! I infer a lack of time to do the full job. I don't believe a 386 PC is any more capable.

My main like is the overall quality of the graphics, sound, gameplay and flight model. This is an extremely addictive game to play and certainly one of the best I have played. Apart from the niggles above this is one superb offering and will undoubtedly set a standard to be followed. I've not fully described all the features (check out the README file!) but there is plenty to hook you and keep you going. For seat-of-the-pants flying and blasting action, Gunship 2000 is going to be hard to beat.

COMPARISON TO OTHER SIMILAR PRODUCTS

Compared to Birds of Prey, B17 or Reach for the Skies, GS2000 wins hands down. This is one excellent game.

BUGS

Dodgy mouse, keyboard, analogue stick handling (see DISLIKES). No mouse or keyboard problem on a A2000 though (and presumably a A500). Undiagnosed guru on A1200; none reported on an A2000.

CONCLUSIONS

A tremendous game packed with very high quality gameplay, graphics, sound. If you like action and flight simulators, this is a very good game to buy.

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1.21 Reader Mail

/// Reader Mail

Our Readers Speak!

From: IN%"mlinknet!jcompton@delphi.com"
To: IN%"ROB_G@delphi.com"
CC:
Subj: Amiga Report, what else?

I just wanted to drop a quick line to tell you that Amiga Report is, for lack of a better word, incredible. You and your staff (please pass the word on, if you get a chance) do a wonderful job putting the magazine together week after week (I believe I've read three straight now), and it keeps getting better...

I'll say this about the AmigaGuide format: it's neat, and it let me see what hypertext is all about, but the downfall is that it's annoying as hell to read without a hyper reader...and I'll admit, those are pretty easy to come across in the Amiga world, but I, at least, am trying to get IBM-people to read it, and I just had to ask them to ignore the hypertext stuff. Just a comment, really, I wouldn't suggest you change it. I'll leave you alone now, and let you flip through your other mail. Just a final thanks for putting out a great magazine.

From: IN%"safif@socs.uts.EDU.AU"
To: IN%"ROB_G@delphi.com"
CC:
Subj:

Hiya.. Just dropping a line to say congrats on Ar.. Keep up the good work!

I don't ordinarily run compliment letters, because I feel like we're

tooting our own horn. But in this case, I'll make an exception. The reason is because I try to personally answer each message I receive. In the case of these two, my replies were returned by the mail system as 'user not found.' So I figured I'd reply here.

I wanted to thank you guys for the kind words! We put a lot of work into the magazine, and I'm glad people are enjoying it. I'm amazed that it has become such a hit. If somebody had come to me back in January and said, "You'll be producing a hit Amiga magazine in three months," I wouldn't have believed it.

Anyway, about the AmigaGuide format. Initially, I wasn't too hot on the idea myself. I too kinda prefer to just page through the magazine with an ASCII reader, but after several AG issues, and with our format style growing and improving, I'm growing to like it. Most of all, more people like it than those that don't, so I have to lean toward the majority. But that's why we try to keep the majority of the AG codes at the bottom of the magazine. I won't be able to keep it that way forever, because as we come up with better ideas, it may require that more codes be placed in the actual text. We'll do our best though, to ensure that its readable in whatever way you prefer.

Rob @ Amiga Report

1.22 NVN

/// NVN WANTS YOU!

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1.25 Dealer Directory

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Fax: (812) 330-0126
BIX: msears

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Houston, Texas
VOICE: 713-988-2818
FAX: 713-995-4994

Mr. Hardware Computers
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Central Islip, NY 11722
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FAX: 516-234-8110
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Lake Oswego, OR 97035
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Software Plus Chicago
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VOICE: 312-338-6100

SHI RVC/West
Lynnwood, WA. 98046-1531
(206) 775-7983
P.O. Box 1531

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

1.26 Humor Department

/// The Humor Department

Jokes, Quotes, Insults, Shameless Plugs

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1.28 Amiga Report 1.18 Main Menu

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## 1.29 Columns and Features

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The Editors, and Contributors

In Closing  
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Stephen Anderson, Sysop

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