

ar119

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	<i>TITLE :</i> ar119		
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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar119

1.1 Amiga Report 1.19, July 30, 1993

Open Magazine



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International Online Magazine

July 30, 1993 No. 1.19
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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

BITSTREAM BBS
Nelson, New Zealand

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!"

Last weekend, I attended the annual BRACE AtariFest. It's the Blue Ridge Atari Computer Enthusiasts. Since I went last year, and a good friend was coming up from Florida for it, I figured I might as well tag along. Besides, last year, I was an avid Atari owner, and at that point had never even considered owning an Amiga. Now that the 'impossible' has happened, I wanted to take another look at the life I left.

Let me put it this way... I don't want to hear anybody bitching about the Amiga world losing software developers and worrying about Commodore going under, until they've taken a long, hard look at Atari. The show was much smaller than last year, and I got the general impression from most of the vendors that they just don't care anymore. I can count on one hand the major developers for the Atari line, and their outfits are so small that I honestly don't see how they can make a living doing ONLY that. The largest Atari developer, DMC Publishing, makers of Calamus, were showing Calamus for Windows NT. That probably spells doom for the Atari version of what is probably the best DTP package on ANY computer. Period. Yes, this includes PageStream. Well, at least until 3.0 comes out, then we'll see.

But I don't want to sound like I'm bashing. It was kinda like old times wandering through the show, seeing old stuff, seeing some of the new stuff that I've missed. I got to see Atari's new Falcon030, and even played with my friend's unit for a few days. You'll find a full review of it later in this issue.

By comparison, the Amiga is doing far, far better than Atari. We have many major developers -- GVP, ASDG, Innovatronics, NewTek, Blackbelt, ICD, Soft-Logik, Virtual Reality Labs, and Central Coast Software, just to name a few. I don't wish Atari to fail, by any means, but I also have to wonder when I read constant postings from people bemoaning Commodore's impending demise. It just isn't so.

Amiga Report will be taking a week off the second week in August. There will be no August 13th issue. The main reason behind this that I'm moving again (this time to Omaha, Nebraska). Don't ask. It's too complicated. <grin>

Rob @ Amiga Report

1.4 AR Staff

The Amiga Report Staff

Dedicated to serving you!

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Editor in Chief

=====

Robert Glover

Portal:	Rob-G
Delphi:	ROB_G
FidoNet:	1:362/508.6
Internet:	ROB_G@Delphi.COM

Associate Editors

=====

Technical Department

Micah Thompson

Robert Niles

Portal: Coming Soon!

RNiles

Delphi:

RNILES

FidoNet:

1:3407/104

Internet: BOOMER.T@genie.geis.com

RNILES@Delphi.COM

Graphics Department

Mike Troxell

Portal:

Coming Soon!

FidoNet:

1:362/508

Contributing Department

Tom Mulcahy

Portal:

Coming Soon!

Delphi:

16BITTER

BIX:

HELMET

FidoNet:

1:260/322

Internet:

16BITTER@Delphi.COM

Contributing Correspondents
=====

Marcus J. Albers

Jason Compton

Chad Freeman

PC DIVISION

=====

Roger D. Stevens

ATARI DIVISION

=====

Ralph F. Mariano

MAC DIVISION

=====

R. Albritton

1.5 CPU Status Report

/// CPU Status Report

Late Breaking Industry-Wide News

COMMODORE OUTSOURCES US SUPPORT OPERATION TO THE SERVICE MANAGEMENT GROUP

(West Chester, PA - July 1 , 1 993) Commodore Business Machines, Inc. and The Service Management Group, Inc. today announced an outsourcing agreement in which the SMG will provide all post sale support to Commodore resellers, OEMs, VARs and end users. Under the terms of this agreement, the SMG will administer the U.S. warranty program for Commodore. Commodore products are currently covered by a one year, parts and labor warranty provided through Authorized Commodore resellers and service centers. Beginning today Commodore resellers and service centers will work with the SMG for all warranty-related activities.

The Service Management Group will also act as the U.S. distributor for Commodore parts. The agreement is expected to eventually include the repair and refurbishment of all defective products, repair component management and end-of-life logistics and materials management.

Commodore also announced that it is unbundling end user product support offerings effective today. After an extensive study of the current customer service programs and consultation with Commodore resellers, service centers and end users, CBM decided to restructure both the Commodore Express™ and Gold Service Programs. These nationally recognized programs will now be unbundled, permitting Commodore customers to select the service level that best meets their individual needs. The Gold Service Programs will be available through the Service Management Group. Under Gold Service, Commodore end users can select a variety of coverage options for their Commodore Amiga% systems and the most popular third-party items purchased for these systems. These coverages include dealer, depot or on-site support in the United States.

"Commodore end users are a very diverse and demanding group" commented James Dionne" President and General Manager of Commodore Business Machines" Inc. "Their support requirements range from self maintenance to total turnkey support. Commodore is committed to meeting each of these support requirements with the highest quality service at the lowest cost to the customer . Outsourcing our support program to the SMG permits us to not only meet these requirements" but to keep Commodore support among the best in the industry." The SMG provides customer support through a network of Authorized Commodore resellers and service centers" as well as a nationwide service provider.

The SMG will also provide support for both Commodore Authorized resellers and service centers. These programs are slated to include a technical help desk" staffed by engineering personnel and specifically trained to assist dealers and service centers" as well as technical publications and on-line bulletin boards.

"We are very proud of the work we have done with Commodore over the past three years" noted Paul Bielski" President of the SMG. "With programs such as CommodoreExpress Gold Service and the SMG Extended Warranty" Commodore has been able to meet the needs of the most demanding customers" while improving quality and reducing cost. We are proud to have had the opportunity to design" implement and manage these efforts for Commodore."

The SMG announced that it will be expanding its headquarters operation in Columbia" Maryland and will add new facilities and personnel in the West Chester" Pennsylvania and Memphis" Tennessee areas.

Commodore Business Machines" Inc." based in West Chester" PA is a subsidiary of Commodore International Limited. The company manufactures and markets a complete line of Amiga computers and peripherals for the business" consumer" education and government markets.

The Service Management Group" Inc." located in Columbia" MD" is a professional services and management consulting firm" specializing in customer service and product support. Chartered as a Service Integrator" the SMG provides innovative solutions to complex operational and support problems for manufacturers" distributors" VARs and large end users.

Commodore is a trademark of Commodore Electronics Limited. Amiga is a trademark of Commodore-Amiga" Inc. CommodoreExpress tm is a trademark of Commodore Business Machines" Inc.

COMMODORE EXTENDS AMIGA 2000 POWER UP PROMOTION AND OFFERS THE PROGRAM SAVINGS TO AMIGA 3000 OWNERS

(West Chester, PA - July 1, 1993) Commodore Business Machines, Inc. today announced it is extending the Amiga 2000 Power Up program, offering special savings for Amiga 2000 owners on the purchase of an Amiga 4000 series computer, through July 31, 1993. The company is also expanding the Power Up program to include owners of Amiga 3000 series computers. Promotional pricing is \$2349* for the A4000-040/1 20 and \$1 599* for the A4000-030/1 20, representing substantial savings of \$1 350 and \$800 respectively, based on Manufacturer.s Suggested Retail Prices.

"The success of the Amiga 2000 Power Up program and feedback from our established Amiga 3000 customer base encouraged us to expand the program to include A3000 owners," commented James Dionne, president and general manager of Commodore Business Machines, Inc. "Extending the promotion through the end of July will allow A3000 owners to take advantage of the substantial Power Up savings and enable us to meet the growing demand for Amiga 4000 products."

The Power Up program is designed to position the Amiga 4000 computer as the new base platform for development of future Amiga products. The promotion provides current Amiga 2000 and 3000 computer owners the opportunity to purchase an Amiga 4000 at a substantial cost savings. By not requiring current users to trade-in their A2000 and 3000 systems the program also protects their investment in software and add-on hardware.

To receive the promotional pricing purchasers must provide the front cover of their Amiga 2000 or 3000 owners manual and the system serial number. Power Up program pricing is available at the time of purchase through participating Commodore Authorized Resellers in the United States.

The high performance A4000-040/1 20 and A4000-030/1 20 both feature Commodore's Advanced Graphics Architecture tm (AGA) chip set, enabling users to display and animate graphics in multiple resolutions at up to 256,000 colors from a palette of 1 6,8 million. Both systems include AmigaDOS tm Release 3, Commodore's multitasking operating system that takes advantage of AGA features while maintaining backward compatibility with most software developed for earlier versions of AmigaDOS. Backward compatibility is also maintained for most peripheral products originally designed for the Amiga 2000 or 3000 computers.

Commodore Business Machines, Inc., based in West Chester, PA, is the U.S. subsidiary of Commodore International Limited, The company manufactures and markets a complete line of Amiga computers and peripherals for the business, consumer, education and government markets. The company's worldwide installed user base of Amiga computers is presently almost four million.

Amiga, AmigaDOS and Advanced Graphics Architecture are trademarks of Commodore-Amiga Inc.

* A2000 and 3000 Power Up promotional pricing is subject to reseller participation. Actual

Reseller pricing may vary. See reseller for further details.

APPLE CANADA TO LAY OFF 21

MARKHAM, ONTARIO, CANADA -- In the wake of its parent company's announcement that it lost US\$188.3 million in its third quarter and will lay off about 2,500 employees over the next 12 months, Apple Canada Inc., said it has given 21 employees their pink slips.

The 21 employees, who received their notice July 15, are scattered throughout the company and not concentrated in any one functional area, said Franca Miraglia, a spokeswoman for Apple Canada. They represent roughly 10 percent of the Canadian subsidiary's work force; the layoff leaves Apple Canada with 199 employees, Miraglia said.

The parent company said it took an accounting charge of US\$320.9 million, or US\$198.9 million after tax, for a previously announced restructuring and other cost-cutting measures now under way. This turned what would have been a quarterly profit into a loss.

In the third quarter, which ended June 25, Apple had revenues of US\$1.862 billion, up seven percent over the same period last year.

Miraglia said Apple Canada made every effort to cut costs without cutting jobs, but was unable to avoid layoffs.

"The goal was to significantly and permanently reduce our expense structure," she said. The cuts do not change the nature of the work Apple Canada is doing, she added.

JAPAN - GAME FIRMS LINK WITH US MOVIE FIRMS

TOKYO, JAPAN -- A number of major Japanese game machine makers have begun to tie-up with movie firms in the US, and are preparing to create movies. The tie-ups are possible because of the popularity of game characters among children.

Sega Enterprises is making a movie called "Surf Ninja," which will be released around the end of this month. The firm has linked with Newline Cinema of New York. Upon the release, Sega will release the game software which is related to the movie.

Another rival arcade game machine maker, Capcon, will also release a movie based on one of the company's game character. Capcon has tied up with Hollywood's Edward Pressman Film. The firms will create a movie based on Capcon's best-selling game software "Street Fighter II." A reported three billion yen (\$27 million) will be spent on the movie, which will be released next summer.

Meanwhile, Nintendo has already released a movie based on the firm's Super Mario character. Nintendo linked with Hollywood's Light Motive on the film.

The companies hope that the tie-ups with movie firms will stimulate sales of their game products.

CONNER POSTS SECOND QUARTER LOSSES

SAN JOSE, CALIFORNIA -- Conner Peripherals continues on its financially troubled way, and has now posted a \$58.8 million loss for its second quarter ended June 30, 1993.

Sales were \$490.6 million, a decrease of 11 percent from the second quarter of 1992. The company's loss of \$58.8 million translated into \$1.19 per share in the quarter, compared to net income of \$46 million or \$0.63 per share on a fully diluted basis in the like period last year. Included in the second quarter loss was a \$12 million charge against earnings to write down inventories of certain older disk drive products, said the company.

Without Compaq Computer, sales would have been even less. Conner said that sales to Compaq were 16 percent of total revenue during the quarter, compared to 11 percent in the like period a year ago.

Finis Conner, chairman and chief executive officer, blamed a number of factors, saying: "As previously announced, this quarter's results were negatively impacted by a variety of factors, including soft demand of certain products due to industry over capacity, unparalleled price deterioration and a major transition from older, less profitable products. Although we see this difficulty continuing to a lesser degree through the third quarter, we also believe we have taken the actions necessary to emerge as a stronger competitor in the future."

The company is planning new products. Said Conner, "These actions include a broad lineup of new storage products covering disk, tape, software and storage systems, which we will continue to announce through the end of the year." said Conner.

As reported by Newsbytes, Conner has been restructuring its organization for some time.

In February Newsbytes reported that the company made a "series of changes in its operations in response to a decline in market demand for disk drives with capacities of 120 megabyte (MB) or less due to newer computer system requirements for higher capacity and performance." As a result, the company said it was going to increase production of some of its new products.

In March, Newsbytes reported that the company had reorganized around four market groups: the OEM (original equipment manufacturer) Products Group; the Distribution Products Group; the Software Products Group; and the Storage Systems Group.

Then in April Newsbytes reported that the company, in announcing expected lower earnings for its first quarter, 1993, was considering various restructuring options. At that time Kevin Burr, spokesman for the company, told Newsbytes that, "We don't know if we will take a restructuring at this point. We are still investigating the best way to downsize our company, and to reduce our costs."

IBM JAPAN DEVELOPS HIGH CAPACITY 2.5-INCH DISK DRIVE

TOKYO, JAPAN -- IBM Japan has developed a 2.5-inch hard disk drive with a large capacity, called the H2344.

According to the company, it supports 344 megabytes (MB) of data on two disks, which are in the disk drive. It can store 172 MB per disk. This is claimed to be the largest data storage for a 2.5-inch hard disk drive.

According to the company, 322 megabit of data can be stored and read per square inch. This is twice as much as that of current disk

drives of IBM Japan.

The drive is 17 millimeters thick, which is the same as those of IBM Japan's current disk drives. The company also plans to ship this disk drive to other computer makers on an OEM (original equipment manufacturer) basis. The sample price of the disk is 53,000 yen (\$480).

Other computer makers such as Toshiba have also been selling 2.5-inch hard disks. Toshiba's hard disk, for example, has a 340MB storage capacity, but it is on three disks compared with the two disks of IBM Japan.

The 2.5-inch hard disk is not regarded as a standard. However, due to the increasing popularity of notebook PCs and pen-input computers, 2.5-inch disk drives are expected to be used more in the future.

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KODAK OFFERS \$50 IN FREE PHOTO CD TRANSFERS

At the February Photo Marketing Association trade show, Eastman Kodak introduced a coupon book promotion that gives picture-takers \$50 in free Photo CD transfers. The coupon book will be available at no extra charge to consumers who purchase Kodak Photo CD players from participating retailers between March 15, 1993, and September 30, 1993. Each coupon book contains one \$20 and three \$10 coupons that can be used toward single or multiple transfer orders when the coupons are presented to participating photofinishers that offer Photo CD transfer services. The coupons can be redeemed between March 15, 1993, and September 30, 1994. To receive a Photo CD coupon book, consumers simply fill out a form, available at local Kodak Photo CD retailers and photofinishers, and mail it with their Photo CD player proof-of-purchase. Participating retailers and photofinishers will have countertop displays with the forms and complete promotion details. Consumers can call the Kodak Customer Assistance Center at 800-242-2424, extension 36, for the location of the nearest retailers that stock Photo CD players, or photofinishers that offer Photo CD transfer services.

NEW STANDARDS ANNOUNCED BY SONY

Sony announced the development of standards for MD DATA, a new compact data storage medium offering high data storage capacity for personal computer applications. The MD DATA standard has been

developed to meet the computer industry's growing need for storage media capable of handling large amounts of data. The standard is based on specifications recently established for the MiniDisc personal audio system, which Sony introduced in Nov. 1992. Sony will offer the new MD DATA standard to computer and other manufacturers to generate industry support. Once MD DATA system software is installed onto the computer, information written onto MD DATA discs can be retrieved and modified regardless of differences in the CPU and/or OS of the computers being used. For more information contact Sony at (201) 930-6443.

JPEG STANDARD ACCEPTED

Twenty leading multimedia software and hardware vendors have agreed to standardize on a common Joint Photographic Expert Group (JPEG) file format for bit-mapped images and compressed video data under the Microsoft Windows operating system. JPEG still-image files will be supported under Microsoft Windows as device independent bitmaps (DIB) files, and JPEG video files will be supported under Video for Windows as audio/video interleaved (AVI) files. Vendors who have agreed to endorse the standard JPEG format include AMDRIX Software; C-Cube Microsystems; Cirrus Logic; Creative Labs; Dolch Computer Systems; Fluent Inc.; Intel; LSI Logic; Microsoft; Motorola; New Media Graphics; Optibase; SuperMac; Telephoto; Texas Instruments; Truevision; U-Lead Systems; Videologic; Xing Technology Inc.; and Zoran. The JPEG file format can be obtained by calling Microsoft PhoneFAX server at (206) 635-2222 or on the CompuServe WINEXT forum.

ORGANIZATION FORMED FOR SOFTWARE INDUSTRY

The Software Industry Coalition, has been created to provide a strong voice for the software industry. Coalition members include corporations, non-profit and educational groups and individual members. Although it intends to work closely with other organizations that include software companies in their membership, it will focus on issues not being adequately addressed by groups too diverse to develop a consensus on software issues. It intends to focus on specific projects, ensuring efficient use of members' dues rather than retain a large staff and administrative overhead. The Software Industry Coalition is a national organization, formed to provide a regulatory platform, educational impact and eventual database resources specific to the needs of the software industry. The coalition is located at 2369 Gianera Street, Santa Clara, CA 95054. (408) 980-8294.

RAIDS SEIZES \$9 MILLION

U.S. marshals and Microsoft investigators have seized over \$9 million worth of counterfeit software over the past four months in a nationwide sweep. Several defendants named in three separate federal lawsuits filed in conjunction with the seizures were former or present Microsoft distributors. They included Unitron Computer of the City of Industry, Calif., CMOS Technologies of Piscataway, NJ, and Micro Innovation of Houston.

NEW ATT COMMUNICATOR AVAILABLE

The AT&T EO 440 Personal Communicator is available now in 52 select AT&T Phone Centers across the country. AT&T and EO are making the device available through Phone Centers as part of an agreement announced earlier this month. The agreement will allow EO to use the AT&T brand on its personal communicators; give EO access to AT&T's communications technology and services, and to its sales channels; and make AT&T the majority stockholder in the Silicon Valley company. Customers can call 800-222-3111 to get the location of the nearest Phone Center carrying the product. The company expects to introduce the 440 into its over 300 other Phone Centers gradually throughout the rest of the year. Prices for the EO 440 start at \$1,999. Standard features in all versions include a high-speed serial port and cable, allowing exchange of data with any IBM-compatible personal computer; a parallel port for connection to a printer or an optional 1.44 MB floppy drive; a communications port for optional cellular or wireless modules; and a PCMCIA slot for future expansion. Additional information is available from EO's toll-free number: 800-458-0880.

USERS GROUP FOR COLOR CENTRAL

An international Color Central users group is in the process of being formed. The objective of the group is to share information among members on configuring and optimizing their OPI system/network, as well as lobby Computation for product improvements and enhancements. Primary communications within the group will be conducted via electronic mail, preferably on CompuServe. To stay tuned with current happenings, monitor Section 10 in the DTPVENDOR Forum - Vendor User Groups. A membership roster containing e-mail addresses will be sent to members periodically. Dues are \$25.00 per year, in U.S. funds, made payable to: Color Central Users Group. To apply for membership, please forward your dues and the following information: Company Name:, Individual Name:, Mailing address:, City:, State:, Zip Code:, Country:, Voice Phone:, Fax Phone:, CompuServe Address:, Applelink Address:, Nature of Business: Color Central Version in live production:, Computer model used as server:, Total on-line storage dedicated to server:, Number of Workstations accessing the server:, And, one thing about Color Central that you want to know more about, or see improved, or see fixed or see added to your system. Send to:

Color Central Users Group, Attn: Rick Pietrykowski, Four Lakes
Colographics, 4230 Argosy Ct., Madison, WI 53714. CIS: 70703,1555,
Applelink: FourLakes.

BITSTREAM UPDATE

Bitstream will no longer be supporting Fontware (any version), FaceLift 1.0 for WordPerfect, or FaceLift 1.x for Windows. We released FaceLift 2.0 for Windows in April of 1992 which replaced versions 1.0 and 1.2. If you would like information on FaceLift 2.0 for Windows please call Bitstream Sales at one of the numbers listed below. We released a new version of FaceLift for WordPerfect in March of 1993 which replaced older versions. If you would like information on FaceLift 2.0 for WordPerfect please call Sales at one of the numbers listed below. Refer to the Fontware User Guide for assistance on making fonts. If you are having trouble using the fonts in your application, please contact your application vendor for assistance. For upgrade information and information on other Bitstream products please contact Bitstream Sales at one of these numbers : End User Sales (within US) 800-522-3668, Dealer Sales/Canadian End User 800-223-3176, Outside US and Canada 617- 497-6222 x801.

SPEECH COMPRESSION UNDER DEVELOPMENT

DSP Group announced this week that it is working with Microsoft and Compaq Computer to develop speech compression technology that will run on Microsoft Windows operating system-based computers. This joint development effort, using DSP Group's Truespeech software technology, will make PC applications with voice easier to use. With the addition of a low cost, efficient voice compression standard, a variety of applications in the business environment will be enhanced. These include voice annotated business documents, voice annotated electronic mail, voice supported presentations, voice annotated databases, and a variety of other documents which use the full complement of multimedia tools including both video and audio.

SOFTBANK - CDROM MARKETING ANNOUNCED

Four leaders in software technology distributing and direct marketing have announced the creation of a new company Softbank - and a new software marketing and sales program called "Softbank On-Hand" that exploits the low cost and high capacity of CD-ROM technology. The company will begin shipping its first Softbank On-Hand Software Library CD-ROM disc set bundled with computers and multimedia upgrade products this fall. The On-Hand Library will include interactive product

advertisements, demos, and hundreds of actual, purchasable software titles organized in an entertaining and easy-to-use interactive multimedia interface. The Softbank On-Hand Software Library will initially run under Windows 3.1 on 386 or 486 computers with multimedia-compatible CD-ROM drives and sound capabilities.

FLEXTRONICS ANNOUNCES NEW INVESTORS

Flextronics, a privately held electronics contract manufacturer, has announced an equity investment by a consortium of new investors and an existing investor. The equity investment provides the company with an additional \$4 million of working capital. The investment consortium, CLG Partners, is composed of: Sequoia Capital; Kleiner, Perkins, Caufield & Byers; Chemicals and Materials Enterprise Associates; Point Venture Partners; and several individuals. Sequoia Capital is a \$500 million series of venture capital partnerships. Since being formed in 1973, Sequoia has invested in more than 250 young companies. Among the companies Sequoia has helped start and finance are: Apple Cypress Semiconductor, Cisco Systems, LSI Logic, Convex, Oracle, 3COM, Atari, Tandem, Electronic Arts, Altos, Acuson and Chemtrak.

APPLE POSTS \$188 MILLION LOSS

Apple reported financial results for its third fiscal quarter which ended June 25, 1993. Net revenues for the third quarter of 1993 were \$1.862 billion, a 7 percent increase over the third quarter of the prior year. Apple also announced that it has taken a charge of \$320.9 million, or \$198.9 million after tax, for the previously announced restructuring and other cost reduction activities that are now underway at the company. As a result of these charges, the company reported a net loss for the quarter of \$188.3 million or \$1.63 per share. Shipment of Apple's first product based on Newton technology--a handheld communication assistant--is on track for later this summer. And, in addition to the Apple Workgroup Server 95 that shipped last month, two new server products, the Apple Workgroup Server 60 and Apple Workgroup Server 80 will ship in volume, starting this month.

1.6 Emplant Video

EMPLANT VIDEO PRODUCTION TAPE AVAILABLE

THE EMLANT: A Video Presentation by Jim Drew of Utilities Unlimited

Jim Drew of Utilities Unlimited, makers of The Emplant, a multi-platform emulation system for the Amiga, recently gave an in-depth presentation on his company's emulator set up and use at the San

Fernando Amiga User Group July meeting. Over 100 people attended this spectacular program. The presentation included a step-by-step set-up procedure for emulating the MacIIxx platform with the Emplant.

The presentation was videotaped, and includes direct video recording of the Emplant's emulation screens. Jim also gave an interesting commentary and personal views on the MacIntosh platform which the Emplant emulates, as well as other platforms scheduled for emulation.

The 1 hr-47 minute videotape is available from The Toaster Crustaceans for \$9.95 + \$4.95 shipping/handling by priority mail. CA residents please include 8.25% sales tax. Send a check or m.o. to:

Toaster Crustaceans
1730 Arcane St.
Simi Valley, Ca. 93065

For more information, contact the Toaster Crustaceans at the address above, or call (805)522-4864.

Tony Gomez
Toaster Crustaceans

1.7 ImageFX v1.5

ImageFX v1.5 NOW SHIPPING!

King of Prussia, Pennsylvania, July 23rd, 1993 -- GVP announced today that it has started shipping version 1.5 upgrades for their ImageFX software.

While one might expect to pay dearly for such an upgrade, Great Valley Products will continue to support their "power to the people" approach by offering this new version to registered users at only \$29.95!

This notice also serves as a brief list of the many added features and improvements to the ImageFX since the previous version 1.03. These features are listed below.

Faster Speed Throughout!

ImageFX has been optimized throughout to provide faster operations and reduced code size to increase your productivity and enjoyment of this software.

One outstanding example of this is ImageFX's virtual memory handling. Virtual memory has been dramatically improved and optimized so that it's many times faster than it was before.

Gigamem Compatibility!

GigaMem compatibility has been added to ImageFX. GigaMem is a virtual memory package designed for MMU equipped Amigas. ImageFX can now run

under Gigamem fully -- giving you even more flexibility.

Image and Animation Viewing!

ViewTek, the most popular image and animation viewing program for the Amiga, (running Workbench 2.04 or higher) is now included with ImageFX. You have to look no further to show off your ImageFX images or CineMorph animations to your friends. ViewTek does this easily for you -- even for the new AGA mode graphics!

MAGIC!

No, we're not talking parlor tricks here, but a new system that allows applications to share images, in memory, with one another in order to reduce memory overhead when multitasking several graphics programs at the same time. MAGIC (Multi-Application Graphic Image Communications) is being made available with this release of ImageFX and may be included at no charge in other applications. Many other developers of 24bit applications are planning MAGIC support as well. This will be a public standard available to all.

New Scanners!

ImageFX now features the best available support for the Epson 300c, and Epson's new top of the line 600/800 series scanners including the new transparency unit and the automatic document feeder. There are two new framegrabber modules for MacroSystem's VLAB and Progressive Peripherals & Software's Framegrabber 256 that have been added as well.

Palette!

A new feature has been added to give you the ability to have multiple drawing palettes. These can be preloaded by your startup script, or you can load palettes directly into any of them. You can even choose to load a palette from the dozens of pre-created palettes that have been newly added to give you sets of colors for watercolors, chalk, felt-tip markers as well as many other interesting, and some abstract, color selections.

Toolkit!

The toolkit's new aspect locked preview mode will benefit users enormously. This is available in all of the available previews (Amiga, IV24, etc) and it is used to keep your image's aspect correct while you are editing or creating the image. If you are working on an image for an 8.5" x 11" page, the image will now be taller than it is wide. By using this you can tell precisely what your artwork will look like when output.

ImageFX's new macro recording allows you to automatically create ARexx scripts that can be used from ImageFX to apply any series of operations over and over. Use of macro recording can practically eliminate the

need for programming ARexx scripts for batch operations, and for programmers it can greatly reduce development time for special projects.

Multiple level UNDO handling has been added. While all other image processing software allows only one UNDO level (if any at all), ImageFX allows you to reverse and remove the effects of several operations -- as many as you like!

Tablet support with pressure sensitivity has been added for users of the Wacom and Cal-Comp drawing tablets supplied by Tri-Media. You can now draw using either of these tablets and use pressure to affect the amount of "ink" or "paint" applied during drawing operations. A fantastic tool for artists!

ImageFX has many new and improved drawing and airbrush tools. Most important is the dramatic improvement in ImageFX's real time feedback for nearly every drawing tool. There are new controls and drawing modes that allow you to simulate real world painting effects such as felt tip pens, crayons, and much more with just a few simple settings. ImageFX's new Pantograph drawing mode allows you to easily copy portions of the image into one another with ease.

Image compositing has been sped up greatly, and new controls have been added to give you more tools for merging images together. You can now easily merge two images together and apply a texture, perhaps a rough paper, automatically by using the new alpha channel compositing modes.

Dozens of new sample custom convolves have been added to this release to better demonstrate the use of this powerful image processing tool. These include new blurring tools, special effects, and much more.

Loaders/Savers!

There are new loaders and savers galore for ImageFX 1.5! Many of the existing modules have also been enhanced to speed them up and support more variations. These modules include; ANIM7, FAXX, SGI, FLI/FLC, IMG8, JPEG, MacPaint, QRT, DKB, POV, Sculpt, Targa, TIFF, YUVN, DPIIE, .info (Amiga Icon), PCX, and the Rendition Alpha format.

ImageFX can also now detect the special "MacBinary" headers placed on some images by Macintosh computers and will automatically remove them to let you load an even greater range of images. A feature only offered in ImageFX! Special thanks to John Foust of Syndesis for this feature.

Image Rendering!

The following modules have been added or enhanced in ImageFX; DCTV, EGS, IV24, Retina, and OpalVision.

A new method of color "quantizing", or color selection, developed by Steve Tibbett has been added to ImageFX. This new system can pick colors for images with large areas of color gradients much more accurately than any other system of color selection.

A new method of dithering, known as ordered dithering, has been added to

ImageFX for color operations. Formerly available only for greyscale images, this dither creates a more stable pattern in the image which can make animations created with ImageFX much more compact.

Preview Displays!

Three new preview modules have been added to ImageFX. You can now work on DCTV, OpalVision, or use the new SuperAmiga preview to preview on any Amiga screen at any depth...even for the new Amiga AGA modes and beyond!

Printer Modules!

The PostScript printing module now produces PostScript level 2 compatible output, and includes more robust error handling. A thumbnail version of the image in TIFF format has also been implemented for cross platform uses.

The new PREFS2 printing module uses less memory, is easier to control, and has been improved to offer significantly better output than any other competing package. You can easily achieve high quality 8 bit accurate greyscale printing and 24 bit accurate color printing from any properly implemented Preferences printer!

Hooks!

IMP has been improved and now allows you to select the output animation format via. the "Anim Format" and "Anim Options" pull down menus. This makes the process of creating animations easier than ever!

This ImageFX hook version of CineMorph has been updated and can now save animations to the regular ANIM format, the new ANIM7 format, and flick (.FLC) format animations.

Two new hooks; Deinterlace and Interlace, can be used by video professionals for separating and integrating video fields for high end video work.

Blackout, another new hook program, allows users of the Hewlett Packard Deskjet 500c to separate the black component from their images so they can easily make two pass color printouts with much improved color reproduction.

Acclaim from the Press!

We've told you a lot about the new ImageFX and all of it's many features. Here's what the press has been saying about the previous ImageFX:

"...for my money ImageFX has more power and features. ...I recommend ImageFX - nothing else quite compares."

Video Toaster User, August/September 1993

"I feel the program's CineMorph module represents the most elegant morph solution of the three (competing morph packages)."

AmigaWorld, May 1993

"(ImageFX) has to be the best image-processing system so far on the Amiga."

Amiga Format, April 1993

"(ImageFX's) IMP is nothing short of a dream come true...The virtual memory option (in ImageFX) is nothing short of a masterstroke..."

Amiga Computing, February 1993

Kermit Woodall
Nova Design, Inc.

1.8 AlertPatch v2.17

ALERTPATCH v2.17 AVAILABLE FOR FTP

TITLE

AlertPatch - replacement patch for exec.library/Alert()

VERSION

Distribution version 2.17

AUTHORS

David Swasbrook

E-mail address: dswal@cs.aukuni.ac.nz (expires 01-Jan-94)

DESCRIPTION

AlertPatch replaces the system exec.library/Alert() with two custom routines to give the user a choice of how the alert is to be displayed, either as an intuition window or a system alert with additional information.

FEATURES

1. Alerts now displayable as windows. With options to Continue, Suspend or Reboot for all alert types.
 2. Displays description of alert and name of the offending task.
 3. Dumps contents of CPU data and address registers and displays a text representation.
-

4. Can list or get information on alert numbers from cli or listview.

SPECIAL REQUIREMENTS

OS release 2.04 or newer is required.

"matrix.library" version 23.410 required. (included in archive)

Hypertext compatible document. (ie. MultiView/AmigaGuide)

Distribution is archived with lha so program to un-archive them is needed.

UPDATE

This archive is an update of the AlertPatch216.lha archive which due to an oversight asked for V39 of the Utility Library even though it did not require it to function correctly. Apologies to all people who were inconvenienced and thanks to all those who reported the problem.

HOST NAME

Software has been uploaded to the Aminet Site:

wuarchive.wustl.edu 128.252.135.4 pub/aminet/

and will be readily available on other Aminet sites.

DIRECTORY

/pub/aminet/util/misc

FILE NAMES

AlertPatch217.lha - AlertPatch binaries and documentation

PRICE

Shareware. Contributions are gratefully accepted.

DISTRIBUTABILITY

Freely distributable as long as the contents of the archive are kept in tact. AlertPatch is shareware, and may not be included in any other distribution or used for commercial use without my express permission.

OTHER

E-mail address for bug reports and fixes:
dswal@cs.aukuni.ac.nz (expires 01-Jan-94)

1.9 MultiUser v1.4

MULTIUSER v1.4 AVAILABLE FOR FTP

TITLE

MultiUser

RELEASE

1.4

AUTHOR

Geert Uytterhoeven
uytterho@cs.kuleuven.ac.be

SHORT

A protection system for several users

DESCRIPTION

You've got an Amiga with Kickstart 2.04 or higher and several people are regularly fooling around with it ... Last week your sister deleted your 20MB JPEG collection by mistake and you don't want this to happen again ... Well, here's the answer: MultiUser!

MultiUser allows you to create a *IX-like environment where several users live together in harmony, unable to delete each others files, unable to read those private love-letters of other users ... And this even if several users are working on the machine at the same time (on a terminal hooked up to the serial port) ...

You are the sole user of your computer? Well, make sure it stays that way by installing MultiUser! People without a valid login ID and password won't be able to access files you have made private with MultiUser. If you make all files private (not readable for others), the only useful thing they could do, is boot from a floppy ...

And ... you do not have to reformat your hard drive!

NEW FEATURES

Enhanced security

SPECIAL REQUIREMENTS

- AmigaOS Release 2.04 (V37+) or higher.
- A Rigid Disk Block compatible hard drive/controller.

HOST NAME

wuarchive.wustl.edu (128.252.135.4) [AmiNet]

DIRECTORY

/pub/aminet/os20/util

FILENAME

MultiUser14.lha

PRICE

500 BEF or USD 15

DISTRIBUTABILITY

Shareware

1.10 NetHack 3.1.3

NETHACK v3.1.3 OFFICIAL BINARIES AVAILABLE

TITLE

Amiga NetHack 3.1.3

VERSION

Amiga NetHack 3.1.3 is the third patchlevel of NetHack 3.1. Saved games and bones files from previous versions (including previous patch levels of 3.1) will NOT work with this release.

AUTHOR

NetHack is created by the NetHack Development Team and ported to the Amiga by the Amiga NetHack Team. Please report bugs, problems, and suggestions to nethack-bugs@linc.cis.upenn.edu. Please note that you are using the Amiga version.

DESCRIPTION

NetHack 3.1 is a new generation of the dungeon exploration game NetHack. It is a distant descendent of Hack, and a direct descendent of NetHack 3.0. It is the product of two years of very intensive effort by the NetHack Development Team and its porting sub-teams. Many parts of 3.0 were rewritten for NetHack 3.1, and many new features were added.

We dedicate the game to the many players of 3.0, with special note of those who communicated with us and contributed their ideas to the development of this new version.

NEW FEATURES

NetHack 3.1.3 is primarily a bug-fix update. Other improvements are left for you to discover.

SPECIAL REQUIREMENTS

NetHack runs on any Amiga with at least 2 meg of RAM and AmigaDOS 1.3 or 2.04 (or later). NetHack will run from floppy but a hard disk is strongly recommended - NetHack requires approximately 3 meg of hard disk space. The official binaries are packed with the lz archiver, version 1.92.

FTP INFORMATION

The official binaries are available in two .lzh files on aminet. The files are NH31P3-1.lzh and NH31P3-2.lzh. (They have been uploaded to the new directory on ftp.wustl.edu; I expect they will be moved to game/role.)

In addition, the same files are available on linc.cis.upenn.edu (please limit transfers from linc to non-business hours, East Coast USA time). The files on linc are in pub/NH3.1/binaries/amiga. Full source code for all versions of NetHack (Amiga, Unix, MS-DOS, Macintosh, OS/2, VMS, NT, Atari) is available in pub/NH3.1/source.

The official binaries for Amiga NetHack come in two .lzh files. Extract the installation instructions from the first archive (probably called NH31P3-1.lzh) with the following command:

```
lz x NH31P3-1.lzh NetHack/ReadMe
```

and follow the directions. Note that the ReadMe file will be in a NetHack subdirectory.

We have been informed that the default stack is not big enough to unpack the archives with some archivers - if you have trouble unpacking the archives try increasing your stack to 40000.

For problems with the archives contact keni@oasys.dt.navy.mil or use the central address nethack-bugs@linc.cis.upenn.edu. Please mention that you are using the official Amiga binaries for 3.1.3.

DISTRIBUTABILITY

NetHack is freely-redistributable copyrighted code - please see the license for details.

1.11 PrintManager v2.0

PRINTMANAGER v2.0 AVAILABLE FOR FTP

TITLE

PrintManager - printer spooler

VERSION

2.0

AUTHOR

Nicola Salmoria

E-mail address: MC6489@mclink.it

DESCRIPTION

PrintManager is a printer spooler. Data sent to the printer is cached on a disk file so that the printing program is able to resume interactive operations.

The program is a system wedge, so it will work with **any** program, not just ones explicitly written to take advantage of it. PrintManager has a Graphical User Interface (GUI) which allows the user to view the list of queued print jobs and perform some operations like pause, remove, sort, save.

After a system crash or reset, unfinished print jobs are automatically recovered.

An AppIcon is available on request where the user may drag icons to print files. Under Kickstart 3.0, datatypes.library is used to allow printing of any document which may be displayed by MultiView.

Under Workbench 2.1 or later, localization is supported (currently only Italian and German catalogs included).

NEW FEATURES

It's now possible to spool PAR: and SER:, via the DEVICE ToolType. "How can I make PrintManager work with PageStream?" is a question I will hopefully not have to answer any more. ;-)

AppIcon and AppWindow printing.

Auto Form-Feed feature.

Ability to save raw data files and print them later.

Font sensitive user interface.

PUBSCREEN ToolType.

SPECIAL REQUIREMENTS

OS release 2.04 or newer
Hard Disk strongly suggested
Printer ;-)

HOST NAME

Any Aminet site, for example

ftp.luth.se 130.240.18.2

DIRECTORY

/pub/aminet/text/print

FILE NAME

prtman20.lha

PRICE

Shareware, suggested fee is \$20.

DISTRIBUTABILITY

Shareware, freely distributable as long as the archive remains intact and only a nominal fee is charged for its distribution.

1.12 OnTheBall v1.14

OnTheBall v1.14 DEMO AVAILABLE FOR FTP

TITLE

"On The Ball"
Calendar / Addressbook / To-Do List / NotePad

VERSION

V1.14 demo, July 19, 1993
V1.14 registered, July 19, 1993

COMPANY

Pure Logic Software
789 Butterfly Road
Quincy, CA 95971 USA

DESCRIPTION

Version 1.14 contains over 40 new features, enhancements, and bug fixes over the last demo version of On The Ball. These changes are enumerated in a text file in the demo's notepad.

On The Ball gracefully binds four powerful applications in a symmetrical multiwindow environment.

Calendar:

- * View and print adjustable appointment schedules from eye-catching: week-at-a-glance, month-at-a-glance, or year-at-a-glance graphical views.

- * 9 Powerful repeat modes automatically re-schedule appointments:
 Selected day(s) of week, Bi-weekly, Monthly, or Yearly,
 Repeat on second Tuesday of each month, (example)
 ...and more.
- * Each repeat mode can be set to repeat a certain number of times
 or forever.
- * Snooze bar can be clicked on to automatically re-remind you again later.
- * Tells the number of days between two dates.
 - * Warns you of overlapping appointments.

Addressbook:

- * Sorts and searches by any field.
- * Mailing Labels: Print or copy to the clipboard all or selected records. Choose from many built-in generic label configurations or design your own layout.
- * Attach notes to records to associate as much personal or professional information as you like to each record.
- * Dialer/Auto-redialer can automatically bring up your contact's note and append a new time-date stamp to help you automate transcripts of your contacts.

To-Do List:

- * Prioritizes things you need to get done with optional due dates.
- * Print your daily agenda or a comprehensive to-do list.
- * Search To-Do List.

NotePad:

- * Jot down and organize stand-alone notes.
- * Load/Save feature makes NotePad a powerful and handy text editor.
- * Easily attaches notes to individual Calendar, ToDo List, and Addressbook entries.
- * Have as many notes open at one time as you like.
- * Fast smooth-scrolling, resizable notes have many standard editing features such as search and replace and cut-and-paste to the clipboard.
- * All notes are automatically time-date stamped.
- * Find all notes containing certain keywords.

Configurable:

- * Create your own "Tags" (ie. "Personal", "Birthdays", "Urgent", "Project X", etc.) to help you classify and prioritize information so you can focus on specific categories of entries in all applications.
 xtensive Arexx support with sample routines provided on disk and in manual.
- * Can open on the Workbench or on its own screen.
- * Can import Nag files.
- * Timed auto-save feature.

Compatible:

- * For all Amigas: 500 through 4000, WorkBench 1.3-3.x compatible.
- * Automatically takes advantage of many WB2.0+ features, if available. (ie. prints compugraphic fonts, font requester, etc.)
- * Multi-Lingual interface modules and interface for:
 English, German, French, Swedish, Italian, Spanish, & Dutch.
- * Registration price: \$40 (+\$5/overseas, +\$3/CA residence).

ANONYMOUS FTP SITES

FILES: OnTheBall_V114.lha OnTheBall_V114.readme

ftp merlin.etsu.edu in /aminet/biz/demo/OnTheBall_V114.lha
ftp wuarchive.wustl.edu /systems/amiga/aminet/biz/demo/OnTheBall_V114.lha

The demo will be available on many ftp sites, PD collections and BBS's.
Look for it on Fred Fish #890.

DISTRIBUTABILITY

The demo of On The Ball is a freely redistributable program under the condition that all accompanying files are included. Users are granted a limited 30 day license for the purpose of evaluation only. After that time, you must register with Pure Logic Software (see below.)

The registered version of On The Ball is a commercial product. It is not freely distributable and it's use is subject to copyright protection laws and its licensing agreement.

PRICE

To register, send \$40.00 (+\$5/overseas, +\$3/CA residence) to:

Pure Logic Software
789 Butterfly Rd.
Quincy, CA 95971 USA

Registered users will receive the latest commercial version of the program, a professionally printed manual, and access to future upgrades at a negligible price.

OTHER

Dealer and distributor inquiries welcome.
Questions and comments: jfreund@relleno.engr.ucdavis.edu

1.13 Rush Demo v1.0

RUSH DEMO RELEASE v1.0 AVAILABLE FOR FTP

TITLE

Rush - Professional Directory Utility for AmigaDOS 2.x and 3.x

VERSION

Demo release 1.0

AUTHOR

Douglas Keller dkeller@bix.com Comments or questions welcomed.

DESCRIPTION

Rush is a directory utility for AmigaDOS 2.0 or greater. It allows files and directories to be manipulated quickly and easily. Rush uses features of AmigaDOS 2.0, 2.1, and 3.0, and follows the Amiga User Interface Style Guide.

This demo version differs from the registered version in the following ways:

- The demo version will not save the definitions for the center gadgets, the settings file is ascii text so it can be changed with a text editor.
- Annoying requesters will appear periodically in the demo version.
- The registered version includes more utilities, see the registration section below for a full list.

FEATURES

Rush is an AmigaDOS 2.0 directory utility with dozens of build in commands like copy, move, etc. It can also execute AmigaDOS commands and ARexx scripts.

Rush is fully localized and includes language catalogs for francais and deutsch.

Rush takes fully advantage of AmigaDOS 3.0 and AGA.

Rush has been tested with Enforcer and MungWall!

See the README in the archive for a full list of features.

SPECIAL REQUIREMENTS

Rush requires AmigaDOS 2.0 or greater.

HOST NAME

Rush Demo release 1.0 is available on:

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

Bix

DIRECTORY

Aminet: /pub/aminet/util/dir

Bix: amiga listings

FILE NAMES

RushDemo.lha - Rush Demo release 1.0

PRICE

Registered versions of Rush are available for \$25US. See README in archive for more details.

DISTRIBUTABILITY

Unregistered versions of Rush are freely distributable.

Rush is Copyright 1993 by Douglas Keller.

1.14 TrashMaster v1.5

TRASHMASTER v1.5 AVAILABLE FOR FTP

TITLE

Trashmaster15.lha

VERSION

1.5

AUTHOR

Aric R Caley.

Email: dances@qedbbs.com

DESCRIPTION

Workbench 2.x AppIcon to "drag-and-drop" delete files. Deletes any files and/or directories (and the files in them) whose icon(s) are dropped into the Trashmaster AppIcon. Files can be deleted interactively, with confirmation on each file (delete, all, abort, and skip). Disks will be formatted.

Unlike other similar programs (the ones I have seen, anyway), Trashmaster keeps Workbench "in sync". "Fake" icons generated dynamically by Workbench (via the "Show >> All Files" menu option) will be removed from the display. Any open directory windows are closed when that directory is deleted.

NEW FEATURES

Formats disks, properly handles delete protected files, Tooltype to change the AppIcon's name, option to disable verification requesters, option to force deletion of delete-protected files without warning, and a few Bug fixes.

SPECIAL REQUIREMENTS

Requires 2.04 and above of Workbench.

HOST NAME

merlin.etsu.edu (192.43.199.20)

(and all aminet mirrors)

DIRECTORY

/pub/aminet/os20/wb

FILE NAMES

Trashmaster15.lha

PRICE

Free, or \$5 for those who's conscience compels them to pay :)

DISTRIBUTABILITY

Freely distributable but Copyright (c) 1993 by Aric R Caley.
Donations welcome, however.

1.15 Online Weekly

/// ONLINE WEEKLY Amiga Report Online

The lines are buzzing!

From Denny Atkin in the Compute Vendor area on Portal...

Folks, I'm afraid I have some bad news about the Amiga Resource section of COMPUTE. The following letter went out to subscribers this week:

====

Dear Amiga Resource Subscriber,

Due to a general slowdown in the U.S. Amiga market, COMPUTE has had to make the difficult decision to discontinue our Amiga coverage. The September 1993 issue will be the last one containing the special Amiga Resource section.

Of course, much of COMPUTE is of interest to owners of all computer models. Every month, COMPUTE will continue to bring you the latest computing news, home business management advice, and tips on the best buys for peripherals and accessories -- many of which (such as

printers, hard drives, and monitors) are Amiga-compatible.

You may have access to IBM-compatible computers as well as your Amiga, or perhaps you have a Bridgeboard or other IBM emulator. Or maybe you've been considering investing a PC clone to supplement your Amiga system. You'll find that COMPUTE is a must-have source of news, technical advice, and product evaluations for the MS-DOS computing market.

As always, your satisfaction is guaranteed: If you're ever unhappy with COMPUTE, simply let us know and we'll cancel your subscription and send you a refund for all unmailed copies.

Sincerely,
COMPUTE Publications

Sorry to be the bearer of such news, folks. Nobody is sorrier than I am about this decision -- editing the Resource section was a dream job. Imagine getting paid to have fun!

Now, before anyone flames COMPUTE for this decision, let me mention a few things. First, the primary reason that this decision was made was that the number of folks requesting the Resource section had dwindled exponentially over the past couple of years. (I realize delivery methods and problems had a lot to do with this.) Our subscription numbers had dwindled considerably. Also, the general health of the U.S. Amiga market meant that the amount of advertising -- where almost all magazines make their money -- had dwindled significantly as well. Most advertisers could only afford to put their ad money in one magazine due to the current economy. In short, COMPUTE stuck with Amiga Resource much longer than I had hoped for, and long after it was profitable to do so.

The good news is that, if you read only the Resource section, you CAN write in and request that your subscription be cancelled and ask for a refund for all remaining issues. Selfishly, I hope that most of you choose to at least let the subscription run out without cancelling (you probably have <\$9 invested in the rest of your subscription, after all) and keep reading. When Resource was shut down, I was offered the position of Entertainment Editor of the main section, and I'll also be coordinating our review section. So you WILL see the word Amiga mentioned occasionally, I promise. <grin> Frankly, I think it's a good idea to read a PC magazine or two occasionally even if you don't own one, just to see what the mainstream of computing is doing. (And it usually makes you feel pretty good about buying an Amiga instead, too. :)

So am I leaving the Amiga fold? Absolutely not! I'm still writing monthly for the U.K. magazine Amiga Computing, and I'll be popping up in one of the U.S. Amiga magazines soon as well (the one I had my first review published in back in 1987!). Although I've had a 486DX2 machine for a while now, anticipating this eventuality, my A4000 still sits proudly next to it and will remain my primary productivity machine, even for writing PC reviews. <g>

I really do hate to see Resource go -- it was like an adopted child that I'd helped raise. It was a fun three years. In the meantime, support your favorite Amiga magazine so it can stick around for many years to come. I saw a listing of growth in circulation of about 50 magazines in an industry newsletter recently, and a major Amiga-only magazine was one of only three magazines in the list that had actually lost circulation. (They still have oodles, but this is a trend we don't want to continue.)

I don't really know what to say, other than "bummer, eh?"

Harv Laser, AmigaZone sysop, agrees...

Well, all I can say is THIS STINKS! It was bad enough when C's A-R was chopped down from a full magazine to 32 pages stuck inside the regular Compute that folks found so hard to find, and which so many people tried to subscribe to and got the wrong edition sent to them. (None of which, of course, has anything to do with Denny).

But now to remove all Amiga coverage entirely, especially when Denny had assembled a wonderful staff of regular writers and reviewers (I wrote many articles and reviews for the Amiga Resource edition myself :-). ... well, this doesn't look good from many points of view, which needn't be elaborated upon here since everyone can figure out what they are for themselves.

But besides depriving Amiga users of a good source of well-written reviews and articles, it speaks very poorly of Compute's management's idiotic PC orientation and myopic view of the computing world.

I will miss this special edition, I will miss the articles by the regular columnists, I will miss the opportunities it gave me to write for it, and perhaps most of all I will miss Denny's Editorship of it.

Harv

From Portal's AmigaZone

From George Madison (Furr) about his letter to PC World...

.../General Q&A, Announcements, and Help!/PC Mag *Printed* *My* *Letter!*

16026.3.565.1 Shock And Amazement!

7/24/93 12:01 34/1366 Furr

When PC Magazine ran a cover feature on "The New PC's," including such machines as the Mac Quadra, and Sun and Silicon Graphics workstations -- but totally ignoring the Amiga, I got *pissed*.

I wrote them a letter and faxed it off, never expecting it to see the light of day; as it happens, I was wrong! While it was rather drastically edited for size, here it is as it appears in Volume 12, Number 14:

There you go again: your second issue comparing the PC platform with others ("The New PC's"), and your second glaring omission of the Amiga line. One can't help but wonder what your criteria for inclusion are. I wouldn't be surprised if there are more Amigas out there than \$30,000 Silicon Graphics machines. The Amiga 4000 uses the same Motorola 68040 CPU that the Macintosh Quadra systems do. AmigaDOS/WorkBench allows such features as multitasking and interprocess communication, and in far less memory. After using my Amiga 3000, I find Windows 3.1 sluggish and clumsy, even on a VL-Bus based 50-MHz 486DX2.

George Madison
Glendale, California

No editorial comment addressing my question of what their criteria are/were, of course.... ;-(And if you take issue with the way anything is phrased in the above, blame it on their editor, not me.

George/FURR

Below is his actual letter to PC World...

Dear Editor:

To borrow a phrase, "there you go again." Your second issue comparing the PC platform with others available on the market, and your second glaring omission of the Amiga line.

One can't help but wonder what your criteria for inclusion actually are. If it's installed base, I'd not be surprised if there were more Amigas out in the world than \$30,000 Silicon Graphics machines. If it's comparable hardware, the Amiga 4000 uses the same Motorola 68040 CPU that the Mac Quadra systems do. If it's being the leader in a particular application field, the Amiga is the first choice of people doing video -- from the recently aired SF movie Babylon 5 to the upcoming SeaQuest, from Stephen Spielberg's Amblin Entertainment. All of the major effects for both of these were/are created on Video Toaster-equipped Amigas.

And if it's sophisticated operating systems you're looking at, AmigaDOS/WorkBench allows multitasking, interprocess communication and the like -- and has been doing so longer than either PC's or Macs, and in FAR less memory. [An Amiga can boot up in a mere 512k. Compare that to the multiple megabytes needed simply to boot Windows, OS/2 or System 7.1.] After using my Amiga 3000, Windows 3.1 -- even on one of my office's 486-DX2/50's with VESA accelerated video cards -- seems sluggish and clumsy.

This is not to claim the Amiga is perfect; there is no such thing as the perfect all-purpose personal computer, as you do wisely note. Given that the Amiga line generally and in particular the new 4000 series has strengths that might be of interest to your readership, I cannot help but wonder why it is that these machines have been flatly ignored two years running.

Sincerely,

George D. Madison

A question about making Portal and Baud Bandit work in harmony from David Luke...

.../Message Bases/General Q&A, Announcements, and Help!/BB and Portal
16026.3.567.1 BB and Portal
7/26/93 21:39 20/650 Nervid

Hello Fellow Amiga Portalites,

Does anyone know the key to using Baud Bandit in perfect harmony with Portal while using the page (vs line) interface format? My screens frequently leave garbage from previous screens. And also when I am typing in a message like this one, the backspace function goes a little awry when near the left side of the page.

What Portal selections (I've tried both Generic ANSI and Amiga ANSI) help correct this problem? What BB selections correct this problem?

Basically if someone has had good success with BB and Portal, could you tell me what your settings are?

Thank You Very Much,

NERVID

(Dave Luke)

Harv Laser, AmigaZone sysop, responds...

.../Message Bases/General Q&A, Announcements, and Help!/BB and Portal
16026.3.567.2 Bandit + Portal
7/27/93 09:37 28/1144 Harv

To use Baud Bandit successfully with Portal do these things:

1) Set your Portal screen mode `y_size` (# of vertical lines on screen) setting to 23 if you're using Bandit in non-lace mode. Bandit can't display 24 or 25 lines cuz the strip of icons across the top eats a couple lines on screen.

2) Open Bandit's config window and make sure the "True CR/LF" option is set to ON.

Resave your configuration to make it stay that way.

3) Don't hold down your backspace key for a long time. Just tap the backspace key. If you need to erase the entire current (but un-sent) line then type a control-u instead.

4) Set your Portal terminal type to VT100 generic which will also select ANSI - i.e., they will both be selected.

5) Bandit will still get a bit squirrely in the vi editor from time to time 'cuz it doesn't emulate VT100 very well, if at all. In that case, use a control-l to refresh the screen when necessary (make sure you're in vi's command mode, not in entry mode when you do this).

I use Bandit *exclusively* on Portal and I'm online for many hours every day and all my stuff is set per above and it's fine for me.

Regards, Harv

From Usenet

From hacker@acs2.bu.edu (Jose Elias)

If you work for C=, and have something to do with the CD-32 machine, PLEASE read this, I wrote it in good faith, because I LOVE Commodore machines!!! First, I think this is a nice thing to come out from C=, and it looks like something "new", NOT like the CDTV, based in old A500 and slow CD-ROM technology. Second, I guess you and we all know why CDTV was never a success: no software to take advantage of it, and no availability in stores other than the ones who carried the Amiga. Why don't you make deals with the "big papa" delers that sell to smaller dealers? Why not making deals with Sears, Macy's, Lechmere, etc...? Third, have Microcosm, Defender of the Crown II, and the awesome Flight Simulator included in the Lemmings disk been released together with the CDTV it would have been a much bigger hit. PLEASE make sure there's "cool" software available for it at the time

of its release, stuff that you cannot find anywhere else. Fourth, have you seen screenshots from the upcoming 3D0?, they look FANTASTIC!!!. But the CD-32 still has a chance to compete with such a machine: If it's sold in the neighborhood of 300 dollars at street price, it would take LOTS of sale away from 3D0's 700 dollars tag price, BUT people might consider saving instead if they think that what they will get on 3D0 is MUCH better than CD-32, and this is where software plays the "big selling point" game. I only HOPE that you guys at C= have killer software ready at the time of the machine, not just Amiga conversions, if this is not so, then I'm very sorry for this machine, specially since I know it has potential, BUT will it be used to its advantage???

Sincerelly yours,
hacker@acs.bu.edu

From Delphi's Amiga Forum

16842 24-JUL 01:31 General Information
Busy Motorola
From: LMCCCLURE To: ALL

According to a post on another network, here is a list of CPU's Motorola is expected to announce in the next 6 months:

PowerPC 98601
68LP040
PowerPC 98603
68060 (50MHz)
PowerPC 98605
68040 (50MHz)
PowerPC 98610
68060 (66MHz)

I assume the "LP" in 68LP040 stands for "low power". Hmmm..wasn't one of the problems cited with putting a 68040 accelerator in an A1200 the heat factor? <grin>

BTW, the same message noted the big M has already started sampling the 50Mhz version of the 68060, and claims they have a history of shipping in volume 3 months after sampling begins.

From FidoNet's Amiga International echo

Area: AMIGA

Date: 21 Jul 93 2:10:37

From: Todd Vierling (1:371/46.0)
To : All
Subj: US News & World Report

Hi all,

If you have not yet read the US News and World Report article on "The Computer Price Wars" in the July 26, 1993 issue, don't bother. No mention of Amiga anywhere - the attitude was the same as the Popular Science article (the Mac is the only computer in existence that uses Motorola chips, etc). After being utterly fed up with the article, I wrote a no shorter than six page letter to the editing supervisor of US News & World Report, and faxed it in today. Hopefully, portions of this letter will appear in a future issue. In it is a condensed history of the Amiga computer, the real "quiet revolution" that CAUSED the computer price wars. Miucrosoft did not do it. Apple did not do it. IBM did not do it. Intel did not do it. COMMODORE did it! It also advertises the September 1 Amiga T-Shirt day and I am hoping that at least that part will appear in the magazine. I pleaded (well nowadays for Amiga coverage you have to plead) for the letter to be published, but I cannot guarantee anything. Now I wait for the next few issues and find out.

From FidoNet's Amiga Tech echo

Area: AMY_TECH Date: 26 Jul 93 8:25:29
From: Joe Hobson (1:362/508.0)
To : Brian Bonner
Subj: Re: 14.4K Modems

I have a ZyXEL and can vouch for the noise handling! This sucker ignores call-waiting signals even at high sensitive baud rates.

1.16 Amiga Report Mailing List

/// Amiga Report Mailing List

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

If you have an internet mailing address, you can receive Amiga Report in UUENCODED form each week as soon as the issue is released. To be put on the list, send Email to Amiga-Report-Request@gnu.ai.mit.edu. Your account must be able to handle mail of any size to ensure an intact copy.

For example, GENIE has a limit of about 40K per message, and most of our issues are well over that limit.

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

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

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

1.17 AR InfoFile

```
/// SYSOPS BEWARE!  AR InfoFile
-----
Author Unknown
```

[Editor's Note: This file was found floating around FidoNet recently. It may or may not be legit, but given its nature, I thought it was worth printing.]

No Privacy Or Safety For Sysops
Joe Sysop @ 1:something/something

I received the call at my second job..."This is Detective X of the Sheriff's Office...we need you to come home. We're serving you with a search warrant."

I had been arrested several days earlier, as a piece of computer equipment that I had thought salvage was found to be stolen. With the property now retrieved, I thought that was the end of it, I would go to court, and once I told my side of it, it would all be over.

Not so...despite the thoughts of how easy it would be, I soon found out some harsh details, and in writing this, warn you, sysops and users alike, that more may happen than you think. The criminal element of this matter is not the important part; it is what has happened after that which is of concern to all.

I came home to discover several police vehicles, marked and unmarked, in front of my home, and every piece of electronic equipment I had, computer and not, strewn across the house. I was taken into my own room to identify my own computer, and found a police officer, not a sheriff, downloading my hard drive into a Bernoulli box. I was interrogated more about the initial arrest, and responded...but then, the questions took another turn.

"Who is your overseas connection?" "Who is it in Washington State that is your contact?" "We found a 'hacking' program on your hard drive...want to tell us about it?" "What do you charge people to use

your system?" "What kind of pornography do you have for download?
"Do you make it available for children?" "Do you have any porno of
kids?"

I've run a BBS for two years, and other than the typical shareware
violation which comes about from not having the money immediately,
there was nothing illegal being run on my system. If anything
questionable was done, it was on one of the two other non-BBS
systems...but illegal activity on-line is not something I engage in.

While I was being questioned, I saw all my computer systems being
carried out the door, including the BBS. I was now under
investigation, I was told, but no one would tell me what my BBS had
to do with that investigation.

Later, a friend called to let me know that his phone records had been
pulled up for the last six months...he had been notified by a law
enforcement source of someone investigating him. The connection
between us was that of a daily poll to his BBS...and, having once
worked extensively with phone systems, I notice some tell-tale noises
on my voice-line.

To date, I am only charged with the initial crime...nothing has come
out of the confiscation of my BBS, or the software on board. Yet
still, my BBS is in police custody, for a matter being investigated
by the Sheriff's Office. Unlike some places, the Police and Sheriff's
here are not a joint police force...so what crime is the Police
investigating me for? In the court records, where the investigation
report is in public view, no mention is made of the police officer
assisting the Sheriff.

Am I a victim of Operation Sundevil? Is it an overactive and overly
zealous local cop, thinking he can make it big by 'breaking' this
bizarre 'international modem conspiracy' that's been concocted? And
now...?

The search warrant itself is interesting; fourteen specific items are
being sought, none of which were located at home or in storage---yet
there are eight 'general' listings which served to give enough
latitude for everything else.

"Any and all telephones with memory devices or speed dialers..."

"Computers, CPUs, etc, together with peripheral equipment, such as
keyboards..."

"Any and all computer or data processing software..."

"Records or documents in any format relating to theft of telephone or
communications services, or unauthorized access to computer,
electronic or voice mail systems..."

"Any computer or data processing literature..."

"Proof of occupancy..."

"Any confirmation or purchase order numbers reflecting use of credit
cards or credit services..."

"Neutralize and seize any degaussing equipment..."

Suffice to say, this is a massive fishing expedition. There has been
some bad blood between the particular police officer and myself;
indeed, most of the network locally, when he refused to investigate a

hacker locally, and said that our evidence was insufficient...even after he had spoken to the hacker and was told an admission of guilt by the person!

The word is out locally, however, it needs to go out everywhere...

Judges and magistrates who issue search warrants are gullible for the type of technobabble that anyone can spring on them. Warrants are issued because the judges do not know any better, and because the officer can buffalo the judge into including things not even marginally related.

The entirety and enormity of the Steve Jackson Games raid hit home to me...

NO ONE IS SAFE. Even if you are completely and totally innocent, even if you have never even had so much as a parking ticket, your entire computer system can be confiscated as 'evidence' SIMPLY BECAUSE YOU HAVE ONE.

On the side, I've begun investigating...interestingly, when a computer has been located at the site of an arrest, the local authorities seem to confiscate them as evidence. It is of no concern that the crime is outstanding traffic tickets or Murder One...the fact that a suspect has a computer gives the police the opportunity to search it for 'evidence' of more crimes.

If you have a computer, the assumption is that it is used for some form of criminal activity. That's it...that's the story. Your system will be downloaded and searched by the police. Your private mail will be read; your programs will be searched; any writing you do will be held against you.

In my own case, my brother sent me the formula for black powder (gunpowder) through the Internet several years ago, and it sits in archived old mail on my drive...I'm waiting to see what I get charged with now...

What can be done? I'm posting this to the community at large...first to see that everyone protects themselves; second to see if anyone can assist. I have been in contact with the Electronic Frontier Foundation, and my criminal attorney is to be in touch with them.

No, by assistance, I mean to ask for advice to others as well...to protect the privacy of electronic mail, to frustrate attempts to breach that privacy, and get rid of the secret-police tactics of the 'fishing expedition' method of police investigations.

The future is now, people...even the innocent are no longer safe from the police. The next step is to assume that if a modem tone is heard on the phone that is an indication of illegal activity...and into your home they will go.

In the meantime, I sit at home, waiting under house arrest...no one calls because the phone is tapped, and messages go out from this cobbled-together backup computer only in compressed bundles to frustrate them even more. The case drags on through the courts, and

as much as a year will go by before I can get my computer systems back from the 'evidence' locker...'evidence' which has nothing to do with the actual charges against me.

And, at anytime, I could be you. Think about it.

1.18 SHI News

/// SHI News: THREE DATA SECURITY PRIZES IN 1992

By Michael Arends

Our work at Safe Hex International has been widely recognized in Europe by the public. In 1992 "SHI" was presented with awards three times for our worldwide virus work:

The first award was presented on February 29th by the Danish computer trade organization (i. e. the PC organizations). The prize was given at the Danish "Dataforening's", (Data-society's) annual safety conference at the SAS Hotel Scandinavian.

The second award was presented on March 21st at the annual Amiga Expo in Copenhagen, Denmark.

The third award was presented on May 1st by AmiCon in Stockholm, Sweden, and was given for our worldwide virus work too and of course we are very, pleased that our work has been recognized and appreciated.

WHAT CAN ONE DO?

We at Safe Hex International are so stubborn that we will no longer accept a "polluted" data environment. The beginning of our organization was when we began to collect computer viruses.

- We sent them to various clever programmers around the world who then made virus killers. Since then, our project has torn ahead so fast that we can hardly keep up with the progress. Here are just a few of the new developments:
 - We write articles for those magazines which do not publish enough information on data security. For example, several American magazines are two years out of date on this matter.
 - We provide background material for the magazines so that their articles are more up to date.
 - We have made contact with radio and TV, eg, our first programme on our work on data security and was transmitted by Danish local radio, and
-

the national TV channel, TV2.

- We have established a "Virus Test Centre" where all viruses are tested on all the virus killers and reports of these tests are published.
- We have the world's largest collection of Amiga viruses. These viruses are sent to us by our members.
- We have an "ideas bank" where programmers in our group can get info and ideas for smart new virus test methods.
- We are in the process of constructing a standard program which can recognise all Amiga viruses when it is used as a sub-program of other programs.
- We are in the process of making a special virus program which can automatically control viruses on "Bulletin Boards". These boards are probably the source of 80% of the virus spread we have today. It is therefore very important that something is done.

1.19 The Emulation Examiner

```
/// The Emulation Examiner
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By Jason Compton
(jcompton@mblinknet.uucp)
```

Among the many talents of the Amiga lies in the ability to emulate pretty much any computer on the market, provided someone wants to sit down and develop a hardware or software or both method way of doing it. To say I have an avid interest in this is sort of exaggerating. I'm obsessed with it, and have done my best to find out as much as I can about just how well all of it works. Believe it or not, some of it is actually useful, practical, and cost-effective. I'll examine the lowest-cost options for emulation I know of: Questronix's A64 Package and three software-only IBM emulators.

The A64 Package is a good place to start. It is a Shareware product, with the approximately \$40 registration fee getting you a better version and a hardware interface which plugs into the parallel port and gives you full support to 64 daisy-chainable peripherals on A500s and 2000s (the 3000, and presumably the 4000, has a bus that's just too fast for the 64.) The software comes as two disks, one with the program, the other with the detailed documentation and utility programs, which allow for 64-Amiga copying, 64 DOS options, and optimization and 680x0 conversion of "frozen" A64 programs. It also provides for usage of real 64 ROMs (the package comes with special kernal and BASIC rom files written by Questronix), access to the PRT: device (assuming you have a parallel-port multiplexer or forego the hardware interface for a time), partial serial emulation (I've only been able to connect at 1200 baud), and joystick port access. The package is great if you want to stroll down memory lane, switch some files between the 64 and Amiga, maybe use an old 64 program you haven't been able to use

in a while, but it doesn't replace the real thing. First off, it's rather slow on a stock Amiga, and while it supports the 68010-030, there is no word in the documentation about the 68040. In all fairness, it runs near 100% on my 68020/14, but that's not all of it. A64 doesn't support most fast loaders, so most of your games are out. The games that don't fall under this category probably won't work very well, because while A64 supports sprites, it has a very difficult time with raster interrupts. This causes a lot of problems, and pretty much no graphic demos will work properly. There is sound emulation present, but you're pretty much better off without (ever heard a PC speaker? This is a notch above.) For free (or for \$40 for the emulator), who's complaining? It doesn't promise anything it can't deliver, and is perfectly well suited for any 64 program which doesn't want to use a raster interrupt.

Now, on to the IBM software-based emulators, one commercial, one shareware, and one with a status I'm really not sure of. I'll begin with that one to get it out of the way: Amiga Transformer, a 286-emulating program which is really only worth mention as a curiosity, and because it emulates a 286. It takes over the system completely and irreversibly (well, you can reset, but you know what I mean), is 2.0 unfriendly, monochrome only, and provides no port emulation that I'm aware of. Its one redeeming quality might be that you can use 4 floppy drives with built-in MS-DOS emulation, but that's a questionable plus. Since the release date on it states 1988 and I've never heard of it being offered for sale or as Shareware, I'm completely in the dark as to its status. But that's probably a good thing, as it's mainly just going to come in handy if you're DYING to see an A:> prompt.

Next, onto the commercial product: CrossPC, available with Consultron's newer CrossDOS programs. Formerly the Shareware emulator IBeM, this program emulates an 8088 with CGA. As IBeM, it was a real pain getting drives to work with this, as you needed to reassign them in mountlists with a CrossDOS or similar filesystem, etc. etc... now that it's included with CrossDOS, I believe things have gotten a bit simpler. To my knowledge, the CGA emulation is faithful enough (how tough can it be, it's CGA). I am unsure as to how it handles ports. I do know that the original IBeM had an enhanced version for processors above the 68000, which is basically a must (I'll explain at the end of the article). If you're going to buy CrossDOS, you may as well give CrossPC a look, but CrossPC isn't worth the full price alone...but will run XT programs that don't make intense BIOS calls (again, I'll explain later) with respectable faithfulness.

Finally, the flagship of the software IBM emulators: the Shareware-prolific Chris Hames' PC-Task. With the advent of V2.0 of his 8088 emulator, Hames added EGA and VGA emulation to his program (which on AGA machines can be used as a full 256 color VGA screen). While I've found that GIF viewers don't want to touch the EGA emulation (not enough video RAM allocated by PC-Task for EGA), the VGA is real enough, in the video modes my 2000 gets me for the program. PC-Task supports two floppy drives with its own MS-DOS reading system, as well as supporting up to two Bridgeboard PC hard drive files, which to my knowledge is unique among software emulators. PC-Task enables you to choose the task priority for the program when it is both elected and unselected. It provides serial and parallel ports for the emulation, and is overall the best software-based PC emulator available.

Hames' shareware pitch is to disable all disk writing until you pay him \$40, which is really sort of reasonable considering surplus supplies of XT Bridgeboards are going for about \$50, with only a 360k 5.25 drive available

to the Bridgeboard.

Now it's time to point out some drawbacks that all of these PC emulators share. First, and most obviously, they are limited by speed. It's not the easiest thing in the world making a Motorola chip want to be an 8088, so a lot of effort goes into doing it. For instance, I've found that on a 68000 machine, a PC emulator gets somewhere near .5 mhz. That's really, really, really slow. A 68030/25 should have no problem getting the 4.77 mhz of an 8088, and then some, though, based on the improvement I get on my '020/14. BIOS support is another issue to consider: any program that wants to take a look at the PC's BIOS is going to be in for a big surprise, because these emulators seem to have enough to get by, and that's about all. I have only been able to get one system information program to work on these emulators, and it was a very old one which I can no longer find (but it got me the speed reading). Memory is another consideration: on a 1 meg Amiga, you can get somewhere near 500k of memory on an emulator, which isn't a whole lot. Unfortunately, as much memory as you may have, you'll only get up to 704k before the emulator can't support any more... of course, for an XT program, that shouldn't be a problem. But there will be no XMS available, ever. Then, of course, should you ever get really involved with a nice emulation system, say a 4000 running PC-Task in VGA, you won't get niceties like a joystick or sound card... (PC-Task and I believe CrossPC do provide mouse emulation, however). In all, if you're not planning to be a power-PC user (no pun intended), going with a software-based emulator might just be enough for you. In the future, I'll cover what I know of IBM hardware emulation (doing my best not to repeat the work of Dave Johnson's AmigaWorld article on hardware emulation...), Mac emulation, and anything else that happens to come up with any remote focus on whatever I have been or will talk about. Please send me mail with your questions, comments, experiences, etc. with emulators. Amiga Report willing, we'll meet again soon...

1.20 Atari Falcon030

/// The Atari Falcon030: A Closer Look

By Robert Glover

You may be asking, "Why are you reviewing an Atari computer in an Amiga magazine?" Good question. And I have two [hopefully] good reasons for you. First, Atari's [not-so] new Falcon030 is considered to be a challenger to the Amiga 1200, and secondly, because I'm an ex-Atari owner. As you may recall, I sold off all of my Atari equipment and bought an Amiga 1200 back in January, after the Falcon had been delayed several times. (Its original release date was September, 1992). It seemed only natural to take a look at the machine I had intended to purchase, when I decided it was time to move on. Now I'll take a closer look and decide if I made the right decision...

The Atari Falcon030 looks almost exactly like one of its predecessors, the 1040STE. The "classic" ST case has lived on, the only updates being a gray

keyboard (as opposed to white on earlier machines) and a rainbow-colored name plate. Aside from that, the machine looks identical to a 1040STE. The STE's ANALOG joystick ports are on the left side of the machine, before the cartridge and MIDI ports. Across the back (in no particular order) are the printer port, serial (DB9), LAN (AppleTalk style mini-DIN), power connector, power switch, SCSI-2 (Apple mini-connector), DSP, headphones, microphone (stereo input), video, TV. On the right side of the machine is the high density floppy disk drive. Underneath, in typical 1040STE fashion are the mouse and joystick ports. This is where they have been located since the 1040ST's debut in 1986. Why Atari is still placing these ports in such an awkward position is beyond me.

The Falcon030 is available in four variations -- 1 meg of RAM and no hard drive, 4 meg of RAM and no hard drive, 4 meg of RAM and an 80 meg hard drive, and 14 meg of RAM and an 80 meg hard drive. Retail prices range from \$799 to \$1899. Actual street price is generally \$100-200 less.

The Falcon's maximum memory capability is 14 meg. Unlike the Amiga, the Falcon has no specific video (Chip) RAM. All memory can be used as either system or Chip memory. There is no true "Fast RAM" in the Falcon. In fact, the Falcon's memory bandwidth is only 16-bit. But to make up for it, the CPU can fetch twice as much memory per cycle, so in effect, there is no loss of speed. This is another design mystery. Furthermore, there are only three possible memory configurations -- 1 meg, 4 meg or 14 meg. And the only way to upgrade is through Atari's custom memory boards. There are reportedly one or two third party boards allowing the use of conventional SIMMs, but the memory configuration limitations remain. This is another design mystery. The original ST and STE line was limited to 4 meg by the design of its MMU (Memory Management Unit). The Falcon's MMU is limited to a max of 14 meg. The "missing" 2 meg are set aside for hardware locations, OS space, and internal expansion work-area.

Like the Amiga 1200, the Falcon's internal hard drive must be a 2.5" IDE unit. The machine has been shipping with a Conner 2088, 80 meg drive, which is adequate for most users. Another option is to connect an external SCSI or SCSI-2 hard drive, since the machine has SCSI-2 built-in, a nice standard feature, missing from the A1200.

Since the Atari ST line was introduced in 1985, the operating system has been TOS (The Operating System) and GEM (Graphics Environment Manager). Shortly after the ST's birth, Digital Research, the makers of GEM, were sued by Apple. (Remember the "Look & Feel" debate?). DRI caved in and rewrote GEM. GEM II, its successor, was awful. Fortunately, Atari was not required to use GEM II. But unfortunately, it meant DRI would do no more updates to the original GEM. So GEM has remained much the same, until just a few years ago, when Atari started improving on GEM itself.

GEM is, as its name implies, a graphical user interface. It is much like the Macintosh or Amiga in operation. Disk drives are represented by filing cabinets, double clicking on one of them will open a window with icons representing programs and data. Drop-down menus contain various options, from sorting, viewing as text or icons, screen mode preferences, etc. The Falcon's version of TOS (which actually contains GEM) is 4.04. This newest version has many, many new enhancements to improve the look and function of the OS. Windows now have a shaded 3D look, their color may be customized by the user. Backdrop patterns may be edited directly from options in the drop-down menus. Icons may be up to 16 colors, and be "animated" in the

same way as on the Amiga. However, icon size is limited to 32 x 32 pixels.

My biggest beef with the Falcon, and honestly, all machines before it, is the fact that many of the drawing routines in GEM are SLOW. I mean REALLY slow. Using GEM on an 8 MHz ST is painful once you realize how slowly windows and menus are drawn and erased. But in 1986, software screen accelerators appeared. These programs intercepted calls to various drawing routines and patched in their own, much faster ones. The result was a dramatic increase in responsiveness. Imagine adding a bottle of Nitrous Oxide to your 1984 Ford Escort. It made that much of a difference.

The problem is, even though the Falcon has been available since January overseas, and since June here in the States, there are no widely available screen accelerators that will run in the Falcon's new graphics modes. So the machine feels much slower than it actually is. It's not unusable, but compared to my Amiga 1200, it's damn annoying.

The Falcon ships with several software packages. The standard single-tasking TOS 4.04 is in ROM, but a multitasking kernal called MultiTOS is included as a soft-loaded extra. MultiTOS is a completely preemptive multitasking OS with adaptive prioritization, just like the Amiga. It also features hardware memory protection. It has two problems right now... First, since there are no screen accelerators yet, loading MultiTOS only slows the system down further. Secondly, using it without memory protection will eat 800K of RAM. Enabling memory protection will eat another 800K. So on a 4 meg machine, MultiTOS is nearly useless, since you have a little more than 1 meg free after booting.

Atari Works is a really nice integrated business package featuring a word processor, spreadsheet and database (anybody see the similarity to Microsoft Works??). It's a top-notch package, probably the best thing to ever come out of Atari in terms of software. SpeedoGDOS is a new version of the old GDOS (Graphical Device Operating System). It's one of GEM's greatest assets, but has been the bane of most Atari users' existence, due to difficulty of setup and use. SpeedoGDOS adds what was missing from GEM when DRI died -- scalable fonts and virtual device drivers. SpeedoGDOS supports Bitstream fonts for compatibility, as well as older GDOS fonts from years past. Lastly, there is a nice little D2D (Direct to Disk) recording program that uses the machine's built-in DSP to record directly to the hard disk at rates of up to 50 kHz in 16-bit stereo. There are four tracks, allowing for tapeless CD quality recording with non-destructive editing.

The DSP is the Falcon's greatest asset. The Amiga and Atari have been similar in that they're niche machines. The Amiga's niche is animation and video. The ST has always been a music machine, primarily due to its built-in MIDI ports. Now, with the addition of a Motorola 56001 DSP, many music studios will use the machine for direct to disk recording, and for editing and manipulation of music tracks. Aside from the DSP, the Falcon has two other sound systems. The original Yamaha PSG (Programmable Sound Generator) is a three-voice chip (the same as in the old TI99/4A) is there for compatibility with older ST software, and because it pulls double duty as a floppy disk controller and passes data to the printer port. There is also a very nice DMA sound engine which features 8-bit PCM (Pulse Code Modulation), and can play samples back at rates up to 50 kHz. Sound quality from it is actually slightly better than the Amiga's Paula chip, but the DMA setup cannot manipulate sounds without processor intervention.

This means that playing a MOD file at 50 kHz will bring an 8 MHz 68000 to its knees, and a 16 MHz 68000 will run at half speed. But with the DSP, that won't make much difference once some DSP-based MOD players are available.

Which brings us to why a DSP is so neat. The DSP in the Falcon is rated at 16 MIPS (Million Instructions Per Second) and 96 MOPS (Million Operations Per Second). With this kind of power, programs that are written to use the DSP will run extremely fast, and take a lot of load off of the CPU. For example, the DSP can act as an extremely fast FPU (Floating Point Unit). A good example here is Fractal Generation. On my A1200 with a 25 MHz 68882, it took about three minutes to generate one 250x250, 256 color fractal. On the Falcon using the DSP, it was generating them about five per second.

Now that's FAST. Similarly, a DSP-based MOD player would take all of the load off of the CPU. The DSP could be used to decompress JPEG files, and could do it in maybe a second or two for even the largest JPEGs.

The Falcon's graphics capability is finally up to that of current PC's, and even approaching that of AGA Amigas. You still get all of the old ST resolutions -- 320x200 in 16 colors, 640x200 in 4 colors, 640x400 in 2 colors. But now you have the new modes, of which there are two types: VGA or Broadcast (NTSC). The VGA modes are 640 or 320 by 240 or 480. The x240 modes use line doubling). These modes are available in up to 256 colors. The Broadcast modes are 640 or 320 by 200 or 400 (the x400 modes are interlaced). These modes are available in up to 256 colors, or in "True Color" mode. True Color is the Falcon's maximum color setting -- 65,536 colors on screen with no palette -- only 65,536 colors are available. Compare that to AGA's HAM8 mode -- 262,144 colors on screen out of a palette of 16.7 million. That sounds like a dramatic difference, and it is. We compared some JPEGs rendered in equivalent resolutions in HAM8 on my A1200 and in True Color on the Falcon, and compared them side by side, both on NEC 3D monitors. There were noticeable color swirls in some areas where shading is important (skin tones on the face of a woman for example). True color is nice, but it's not going to compare to a 24-bit palette. All NTSC modes can be overscanned to 20% of their horizontal and vertical dimensions. VGA modes can be overscanned, but rather than having a larger picture, the screen scrolls virtually. It's also worth noting that there are freeware hacks that allow a really wild NTSC resolution of 1600x600 (interlaced) in 16 colors, and another that lets you adjust the overscan beyond VGA's 800x600. Keep in mind that the number of colors and scan rate affect the amount of overscan available.

Just how expandable is the Falcon? Well, that remains to be seen. The machine includes two internal expansion connectors. One is a 16-bit bus designed with a 386SX emulator in mind, and the other is the RAM expansion connector. The 16-bit limitations of these slots probably will not slow down hardware developers too much, but it will prove a difficult job when it comes to adding faster CPU's and some true 32-bit Fast RAM. One drawback of all past Atari's, and will no doubt be true in the case of the Falcon, is that accelerators have always been expensive. A 68030 board for the Mega STE, a 16 MHz 68000, is about \$600. A similar board for the A1200 is \$400 or less, and we have several to choose from. There is only one for the Mega STE, and if memory serves, the developer that makes it is about to go under. There are rumors of a fast 030 board in Europe for under \$200, but that's with no CPU. No other details are available.

Is the Falcon easy to use? Absolutely! I was a little overwhelmed when I got my A1200. There are so many things to learn in AmigaDOS that simply aren't present in TOS: Shared libraries, datatypes, device drivers, monitor drivers, startup-sequences, etc. On the Falcon, all you do is place your autoboot (WBStartup Drawer) programs in a folder called "AUTO" on your main hard disk partition (or boot floppy) and place any desk accessories (like on the Mac) in your root directory, and you're ready to go.

How does the Falcon compare to the Amiga 1200? I'll have to admit some bias here, having owned an A1200 for nearly eight months. I much prefer my Amiga 1200. The operating system is superior, the multitasking is top-notch, and the software support is much better. The Falcon has been available in Europe since January, yet there is only ONE program that we know of that will load JPEG image files and support the Falcon's video modes -- True Paint from HiSoft -- and it's so bug-ridden that the program is virtually unusable. There are lots of demos and screen hacks, but no serious Falcon-specific software is available yet, aside from music software.

The only Falcon games are direct ports of IBM games using cheesy 320x200 256-color graphics. In time, I'm sure the Falcon will have equivalents of ADPro, ImageFX, DPaint IV, and so on, but until then, Falcon owners will feel frustrated when they see an AGA Amiga in operation.

Would I buy one? If I had the money to support two computer systems, yes. Mostly because I like being in on the new stuff. I like learning as and growing with the machine. But until the currently supply of Falcons with 4 meg of RAM and a hard drive are supplemented by the 1 meg/no hard drive version, I'll wait. It's far more cost-effective to buy the base model and add your own hard drive (especially when you can add an external SCSI model that's larger and cheaper than an internal IDE unit), and to buy a third-party memory board. I can pick up some used 4 meg SIMMs on Usenet a lot cheaper than buying one of Atari's boards. So, for about \$1500, I could have a Falcon with 14 meg of RAM and an external 240 meg hard drive, or an internal 120 meg unit. But unless I come into some serious money, I'd rather put that \$1500 toward an Amiga 4000.

The Falcon is a really neat machine, for a natural evolution of the ST line. But it just cannot compare to an AGA-based Amiga. The Falcon's only real advantage at this point is the DSP. But since we all know there will be DSP-based Amigas in the next six to eight months, we can relax. It'll take Atari at least that long to make enough money off of its new Jaguar video game system to be able to market the Falcon in the manner in which they promised.

One final note. Let's say you want to buy a Falcon, but you have no dealer close by. So you decide to mail order it. WRONG. You can't. Atari has completely prohibited the sale of Falcons by mail. That also includes calling up a legit retail dealer and having him ship it to you. No can do. You have two choices: Either drive to your closest dealer (my closest Atari dealer is 200 miles away) and buy it, or you will have to fill out a special form and send it to Atari to be completed and approved, then sent to the dealer, authorizing him to sell you one by mail. Complicated, isn't it? That's typical of Atari's practices. It's also the most assanine things I've ever seen. Sure, they want to keep what few dealers they have left from dropping support due to cutthroat mail order prices, but at the same time, the majority of the US population is nowhere near

a dealer. That would explain why Falcons are not selling that well.

With that said, I'll close up. I'll admit that I have a certain bias toward my A1200, but I've also tried to be as fair as possible in covering the Falcon's capabilities and limitations. To answer the question I posed at the start of this review, yes, I made the right decision to leave Atari and buy an Amiga.

1.21 Delphi

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

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1.22 Binary Mathematics

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/// Binary Mathematics                Just what you never wanted to know!
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By Mike Troxell
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BINARY MATHEMATICS
(or $1 + 1 = 3$)

I know most people say they never want to see another math book (or math article in this case) after they finish High School. I said the same thing. So why an article on Binary? Well, first of all, computers use the binary number system to operate, so if you are really interested in computers, you will want to at least learn the basics of the binary system sooner or later. Second, most of my friends think I should be locked up when I tell them this, but binary math is really fun once you get the used to it. Make a bet with your friends that you can prove that $1 + 1 = 3$. Just be sure and forget to tell them what number base you are working in. Also, once you learn a little about the binary number system, you can start playing around with logic gates and learn exactly what makes a computer capable of making logic decisions.

Okay, so you're not excited about reading a dull article on math. Read the article anyway. If you understand the title ($1+1=3$) then you're probably saying to yourself that you already know enough about binary. Humor me. Read the article anyway. If enough people are interested, I'd like to do a series of articles on logic gates (AND, OR, NAND, NOR, XOR), truth tables and designing circuits with logic gates.

We normally use base 10 (0,1,2,3,4,5,6,7,8,9,10,11,12,ect.). Why? Probably because we have ten fingers and ten toes. If humans were all born with 8 fingers and 8 toes, we would probably be counting in base 8. Computers (on the other hand?) have two states, on and off / 0 or 1, so they use binary (base 2). When we count in base 10, the first place represents 1's, the second place 10's, the third place 100's and so on so that 147 means 7 1's, 4 10's and 1 100. In binary all you have is 0 and 1. Each place in a binary number represents the previous number times 2. The binary table looks something like this:

1 2 4 8 16 32 64 128 256 512 1024 2048 4096

only you count from right to left so it would really look like

.....4096, 2048, 1024, 512, 256, 128, 64, 32, 16, 8, 4, 2, 1

A binary number is either on or off, either 1 or 0. If the numbers place has a 1 in it then it represents the values of that place. If there is a 0 then it represents, you got it, 0. So the binary 1010 represents 10 because

```
1 0 1 0
8 0 2 0
```

As you can see, the first 1 is in the 8's place (1×8) so it represents an 8, the first 0 is in the 4's place (0×4) but since it is a 0 (off) then the 4's place has a value of 0, the second 1 is in the 2's column (1×2) so it represents a 2 and the second 0 is in the 1's column (0×1) so it is a 0. This gives you a $8+0+2+0=10$. It's really a very simple and logical system once you get used to it. Try working a few of these problems out. I'll give you the answer in base 10. The easiest way to work them is to draw a binary table out at the top of the page like the one in the article (...32, 16, 8, 4, 2, 1)

```
101   = 5
110   = 6
1010  = 10
1100  = 12
10110 = 22
11111 = 31
```

[I'm working these problems out without a calculator, so if anyone finds an error, just remember -- I'm just a lowly writer. Rob's the editor.] :)

[Editor's Note: Gee, thanks Mike!]

I mentioned earlier that I would like to do a series of articles on Logic Gates and designing simple circuits with Logic Gates. If anyone is interested, please drop me a note at one of my Email addresses listed at the beginning of the magazine, or send it to the editor. Rob will pass it onto me.

1.23 On Comm-on Ground

/// On Comm-on Ground - Shareware Communication Programs

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

Ever since I got my modem, I have been on a never ending search of the Net for the ULTIMATE communication program. These, for those of you who do not use modems, are programs that emulate terminals for easy access to BBS's and InterNet systems. Some are really good, some are VERY bad. Here is a quick rundown of ones that I have used. As always, all of these lovely programs can be found somewhere on the Net.

*** AmigaTerm ***

ACK! This is the first terminal program (disease?) that I was presented

with, for this was the one that was packaged with my 1680 Commodore modem. It was good for looking around the Net, but that was about all. It doesn't support a 24 line screen, which will often mess up Unix programs like the Pico text editor that utilizes the entire screen. As for downloading programs, the supplied X-modem transfer protocol is a very old and error-riddled method of downloading. Do not consider going away from the computer while downloading a large file, because X-modem seems to have to be watched constantly, to restart it when too many errors have accumulated. An over-all old comm program. Good to start with, but not that good.

*** Hand Shake ***

This is an excellent program if you need *complete* emulation of a VT-xxx terminal. It does excellent emulation of VT-100, 102, and 220 terminals, which most general BBS's and Net systems are based around. I took a look at this program when I found that the program that I was using wouldn't send the correct codes when the function keys were pressed. This program is a very slick implementation of all features of the VT terminals. It is small memory wise, and multi-tasks most excellently, although one should avoid attempting to have two comm programs running at the same time. The modem will send half the info to one and the other half to the other and neither gets anything done. One of the neat features of Hand Shake that I like is the option of making it a half-height interlaced screen, making it possible to see the upper half of your Workbench (or whatever program you happen to have running at the same time) screen. A nice program, which for downloading, utilizes something called xpr libraries. These libraries are for using any transfer protocol that you wish with a program that supports them. This way, if you can find the current xprz.library, you can use Z-modem transfer with Hand Shake. Very nice feature.

*** NComm ***

This was the first REAL comm program that I used. I got it off of the Fred Fish CD-ROM that I have, so didn't have to rely on the X-modem transfer of AmigaTerm (whew!). It is a nice comm program, with a number of features, as well as a number of versions, the most current being 2.0. It utilizes the xpr libraries for performing X-modem, Y-modem, Z-modem, and Kermit transfers. The Z-modem is, by far, the best transfer protocol that there is currently. Unfortunately, when I was running NComm, I was unable to get Z-modem to work correctly. This may have been a problem with the version of the library, or NComm itself, I don't know. NComm supports macro keys, also. This is done by programming the function keys (F1-F10) to send a string of characters each time that they are pressed. I believe it also used the shift and control keys in combination with the function keys to allow for up to 30 different macros. These are good for passwords and forum names on BBS's. You know, the things that you wish someone could remember for you. Unfortunately, the fact that NComm doesn't support a non-interlaced 24 line display, and the non-functioning Z-modem, forced me to graze greener pastures.

[Editor's Note: NComm v2.0 will come promote to DBLNTSC, which is a non-interlaced 48 line display, plus a DBLNTSC 24-line display on AGA machines. Furthermore, it is unknown if there will ever be an update to NComm, as the Email address to the author is no longer in service. I would very much like to see an AGA-capable update, user-specified screen fonts, and a built-in Zmodem (in addition to XPR libraries) for some systems that don't like the XPR Zmodem. NComm is, in my opinion, the best terminal

program... it does everything I want, but it just doesn't look very nice compared to Term v3.4.]

*** Jr-Comm ***

The gem at the bottom of the shareware well! This is the comm program that I swear by. It has its own internal X, Y, and Z modem transfer protocols, which work like a charm. It also saves me the trouble of making room on my Workbench diskettes for xpr libraries. It supports up to 40 macro keys, which still isn't enough for me, but it suits me fine. It supports a 24 line non-interlaced display, thus not messing up my Pico screens. It has what is called a scroll-back buffer, which is a nice little device that allows you to look at what has been sent to the screen in a buffer that is as large as 100k, or as small as 8k, depending on your memory constrictions. It supports baud rates up to 57.6kbps, an option that I probably won't have to worry to much about in the near future, being I am still trying to get the money for 2400bps. It supports VT-100, VT-102, SkyPix, IBM-mono, IBM-colour, TTY, and Amiga colour terminal types, although for VT-100 and VT-102 emulation, it will not send the correct function key codes. A small price to pay for the vast usefulness of this comm program. There is an update to this called Terminus, which has been nearly 2 years in the making. I dabbled with the demo of this program, and was not overly impressed with the changes. The scroll-back buffer is now in a window instead of on another screen. Arexx support has been added, as well as its own simple scripting language for those of us without Arexx. And a neat little beeping tune now tells you when you have connected to your host, reminiscent of the old IBM beep speaker (spending too much time next to the MS-DOG, eh Mr. Radigan?). I would personally have liked to see an IFF file support option for this sound, as well as the beep. Oh, well. All in all, not much of an improvement over JrComm for what I would want to use it for, but to others, it may be worth the \$40 registration fee.

That wraps it up for comm programs this week. There are many more on the Net, a lot are 2.x compatible, or run only under WB 2.x. These are simply the ones that I have used.

1.24 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.

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 - 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.
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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
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 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
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 SprintNet login prompt instead of C PORTAL.

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[Editor's Note: Be sure to tell them that you are an Amiga user, so
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1.25 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)

Hi folks! Yes, its time for another AMIGA, brought to you this week by Micro Chips, the crunchiest potato(e) chip to ever grace a hackers desk! Tired of eating those soggy potato(e) chips, just because they've been sitting under a pile of disks for 2 months? Well now you can leave those ant-infested potato(e) chips behind, because Micro Chips are GUARANTEED not to go stale for up to 5 months! That's right hackers, if you accidentally leave those chips under your latest printout of BlazeMonger II: The Apocalypse, and find them 5 months later, they'll still be as good as the day you first bought 'em! What's our secret? Silicone coating! That's right, each and every chip is coated with a layer of silicone to preserve that crunchiness we all love in our chips! Hey, they may taste like something your dog regurgitated in the back yard after going through your neighbor's trash, but we coat them with so much salt you'll never be able to tell the difference anyway! So rush out to your local grocery or software store and pick up a bag right away! Micro Chips, the ones with K-R-U-N-C-H!

Well, now that we've taken care of business (munch, munch) we can get down to the real business of another moronic, inane and gratuitous article. Some of you (the three who actually read this stuff) may remember a few weeks ago I promised to tell you the story of my rise to the level of Blue Level Status Commodore Beta Tester. Well, since I can't think of anything else to write about, this is the week I'll do it.

HOW I BECAME A BLUE LEVEL STATUS COMMODORE BETA TESTER
By Chad Freeman, age (mentally) 2.5

It was a dark and stormy night. Suddenly, a shot rang out. A dog barked. The maid screamed. It was a really lame TV show, so I decided to go hack on my old trusty Commodore 64 for a while.

I decided to take a disk editor to my favorite piece of hacked software, the Q-Link program disk. For those of you who don't know, Q-Link was supposedly an on-line service, which you supposedly paid to use, but no-one ever seemed to do. Anyway, I was busily modifying the Q-Link program disk so it would write 'Elephants Eat Red Oak Leaves On Friday' (an unusual set of circumstances that would be much too difficult to explain lead to this combination of words being the most efficient for the task at hand) into their entire file storage space (the first virus, I think), when I noticed a little piece of code that had been tucked away on track 60 of the disk (disks only went to track 40 back then, but if one ran enough copy-protected material on a 1541 disk drive, the gronking and grinding would actually extend the physical dimensions of the drive as well as the parts inside, leading to, in radical cases, a 50 track gain in disk space). It was sitting there innocuously, but oddly enough, it seemed to be calling to me to put it in action. So, being the teen-age hacker I was, I immediately stuck a branch somewhere in the program to activate this hidden code. Then I booted up and prepared for the worst.

What I found, however, was something entirely beyond my quite fertile imagination! There, staring back at me from the screen, was The Lost City

Of Habitat! The screen was bathed in a golden hue as little LucasFilm-style people ran around a city with streets of gold. But before I go into more detail about this wonderful city, I must explain a bit more about Habitat!

LucasFilm games had introduced Labyrinth, the game, which was greeted with Lukewarm reviews. 'Interesting interface, but needs work.' Then came Zak McCracken and the Alien Mindbenders, which got pretty much the same reviews. But in the meantime, LucasFilm had begun a nasty rumor with QuantumLink about a project called Habitat. Habitat was going to be the first on-line virtual reality system anywhere. It was such a new and radical idea, the word virtual reality didn't even exist. So anyway, they made up some pretty pictures and a press release, and sent them out to the major Commodore magazines (which included Commodore Magazine, Info, Run and Compute! at the time), which obligingly printed it up, and the response was phenomenal. People were signing up left and right, waiting for this wonderful 'thing' where you could have a character and build whatever you anted, like houses and amusement parks and toxic waste dumps, and have other people from around the country come and visit and tear everything you built down, and all kinds of neat stuff like that. It really was a fabulous concept, and I still want to see something like it done to this day.

But unfortunately, what LucasFilm and Q-Link DIDN'T release to the press was how they were going to achieve such a wonderful 'thing' on a computer that could barely operate a toaster oven, and it is this which led to their downfall. Unfortunately for YOU, you'll have to wait until next week to find out the real story behind Habitat, because this story is...

TO BE CONTINUED!

And now for something completely different; the joke of the week!

Q: So just what part of Bill Gates anatomy does 'Micro Soft' refer to, anyway??

Well, its time for my dog's electrolysis appointment again, so stay tuned next week for the exciting conclusion of HIBABLSCBT (pronounced 'ack!') in AMIGA, the only column that dares to tear off the tags on your mattresses.

1.26 Supra Interview

/// Supra Corporation Speaks!

By Robert Niles

Commodore-Amiga gave us a wonderful platform in which to work and play, but from video display systems to games, it's the third party developers that bring us the "toys" in which we enjoy so much.

One of those companies that have been providing products for the Amiga is Supra Corporation. I thought it would be nice to "get to know" them a little better, and get a better feeling of "who" they are. Sally McMillan, Director of Marketing, was nice enough to take the time to complete my informal interview and give me some additional information on the background on Supra Corporation and its founders. The "interview" and that additional information is what follows.

AR: Can you tell us a little about Supra Corporation and how it relates to the Amiga platform?

Sally McMillan: The enclosed corporate background document should provide a good history of Supra and its relationship to the Amiga community. While the primary focus of our business is now faxmodems, we do still manufacture and support a wide range of Amiga products.

[Here is the background information Sally McMillan provided. It is shortened a bit, but gives a good understanding of how Supra was started and where it is now:

John Wiley and Alan Ackerman, met when they were students at West Albany High School in Albany, Oregon. Both were participants in the Talented and Gifted program where they had a hands-on opportunity to learn about the emerging personal computer industry.

In the summer of 1981, shortly after high school graduation, they opened a computer retail store in a 10-foot corner of a bicycle shop. Soon business was flying, they moved into a store front. That fall, they started college, and hired a manager to run the store. As the realities of higher education and retail trade sank in, Wiley and Ackerman took new risks. In 1982, they rented a six-foot micro booth at the fourth West Coast Computer Fair and exhibited an Atari printer solution they had designed. They took orders for more than \$80,000, and decided to shift from retail to manufacturing.

By 1984 they had created a booming business designing, building, and selling Atari peripheral products. But shortly after the Christmas of 1984, that boom turned to bust, The Atari market dropped to 1/4 of it's previous levels. After nightmare encounters with controllers, bankers, and attorneys, Wiley and Ackerman emerged with a reorganized company.

In the mid 1980s, Supra continued to develop peripherals for the Atari and Amiga. In 1987, Supra introduced the SupraModem 2400 at \$179 when the street price for a comparable Hayes modem was \$500. SupraModems sold like hotcakes.

"We were early in recognizing changes in technology," Wiley said. "While other manufacturers were still assembling every component of their modems, we recognized the quality-control and cost benefits of moving to integrated chip sets."

They continued producing communications products such as the internal modems with data compression and error correction, and later high-speed fax/modems. "We decided to bet the farm on this new technology," Wiley said. "We committed marketing dollars for this product far in excess of anything we had done before. High speed modems were going to make or break us." It worked. Supra modem sales soared.]

AR: Who are the people there at Supra that work with creating products for the Amiga?

Sally McMillan: Supra does not have separate teams for separate platforms. A wide range of people in engineering, production, marketing, and support work with Amiga products. Supra has about 120 employees.

AR: What can we possibly look forward to in the future as far as products for the Amiga?

Sally McMillan: Supra has a customer-driven development philosophy. At the moment, most of our development efforts center around new and enhanced technologies for telecommunications. However, we welcome product suggestions from Amiga customers as well.

AR: What changes/additions have been made to the new ROMS [this was concerning the new ROMs for the SupraFax .32bis modems], and when will they be released?

Sally McMillan: We do not have a firm ship date for the next ROM upgrade. The primary addition is enhanced ability to communicate on noisy phone lines.

While telecommunications seems to be the focus of development for Supra, they have provided the Amiga community with a nice assortment of peripherals in the past, and most recently the SupraTurbo 28, the 68000 accelerator, which increases A500s and A2000s from 7.14MHz to 28MHz.

"The SupraTurbo 28 grew out of customer demand," stated John Wiley. "We have been selling peripherals products to Amiga customers for years, and recently they've been telling us they want their existing computers to run faster, without compromising either their already-installed peripherals or their pocketbooks."

Here is a listing of products that Supra provides:

Amiga 500 products
~~~~~

Power PC Board, MS-DOS emulating hardware/software  
SupraTurbo 28, 28MHz accelerator for the 68000  
SupraRam 500, 1/2MB RAM with clock

---



SupraRam 500RX, 8MB Ram expansion board  
SupraDrive 1MB floppy drive  
SupraDrive 500XP, HardDrive and RAM expansion (various sizes)

Amiga 2000 products  
~~~~~

SupraTurbo 28
SupraDrive Hard Disk (52 or 120MB)
WordSync SCSI Interface
SupraRam 2000, 8MB RAM expansion board

How to contact Supra Corporation:

USA:
Supra Corporation
7101 Supra Drive SW
Albany, OR 97321

Voice: 503-967-2400
Fax : 503-967-2401

Europe:
Supra GmbH
Rodderweg 8
5040 Bruehl
Germany

Voice: +49 02232 22002
Fax : +49 02232 22003

1.27 Holonet

/// Holonet: Inexpensive Internet Access

*** HOLONET ***

HoloNet is an easy to use Internet Access BBS.

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

Services include:

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

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

How to try HoloNet for FREE:

Telnet: holonet.net

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

How to get more information:

E-mail: info@holonet.net

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

Voice: 510-704-0160

Fax: 510-704-8019

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1.28 Warez Out There

/// Warez Out There

By Tom Mulcahy

TITLE

Virus Z

VERSION

3.03

STATUS

Shareware

AUTHOR

Georg Hörmann
Am Lahnewiesgraben 19
W-8100 Garmisch-Partenkirchen
Germany

DESCRIPTION

ASCII art logo for Virus Z, featuring a central vertical line and various symbols like dots, slashes, and backslashes arranged in a grid-like pattern.

Shareware

VirusZ is no longer Freeware, but Shareware. This means you are still allowed to copy the software freely, but you have to pay a fee to the author if you use VirusZ regularly. Not paying your fee is both immoral and illegal. If you already have registered for any former releases, paying the fee again is optional. Suggested donation is DM 10 or an equivalent amount in any other currency. Anything else will not be accepted. By now, I had more expense than profit by sending all you folks your disks back etc. If you want me to continue my work, don't try to cheat me. Submissions with new material (viruses/crunchers) are welcome. If you want your disks back, either enclose enough money for postage or German stamps. If you send me useful stuff, you will additionally receive the latest update of VirusZ on your disk.

VirusZ Philosophy

VirusZ is another try to make the perfect viruskiller. Although there are already hundreds of killers, none had to offer the, in my opinion, most important features. These are to be short, fast and not to keep the user from working by opening a big screen with hundreds of gadgets

or locking the drives. If you like that type of killer, forget VirusZ.

Why Use VirusZ?

VirusZ has been tested on Kickstart 1.2/1.3, OS 2.0 and OS 3.0 and worked just fine. It offers several OS 2.0 features even under Kick 1.2/1.3 like gadget activation via keyboard. All windows use the full screen size, have a built-in Topaz 8 font to prevent any trouble, bring themselves to the front when started and set up a wait pointer for the other windows. Windows always support the screen font (up to size 124!) in the menu/title bar. VirusZ recognizes over 200 bootblock viruses and the filechecker not only detects over 95 file viruses, but it also offers you the unbelievable feature of decrunching files. The boot lab offers all important bootblock operations on one screen. The whole software is written 100% in assembly language for lightning speed. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. It performs a self-test on every startup to prevent link virus infection. VirusZ works in the background and uses less than 0.5% of your processing time (use Xoper to verify). Last but not least, VirusZ is regularly updated and hence offers you perfect protection against the latest viruses. Starting with 3.00, you have the ability to learn your own bootblocks via the VirusZ Brain Editor VZBE.

REQUIREMENTS

Tested OK on OS 1.2/1.3 and higher

FILENAME

virz_303.lha - 147,803k

LOCATION

BIX
CI\$
GENIE
AMINET

TITLE

SysInfo

VERSION

3.22

STATUS

Shareware

AUTHOR

Nic Wilson
P.O. Box 1164
TooWoomba, Queensland 4350 <<<<<----- NEW ADDRESS <<<<<-----

Phone +61 76 358539 A/H Voice only

Within Australia (076) 358539

EMAIL cbmaus!cbmozq!wilson!nicw@cbmvax.commodore.com
CBMNET nicw@wilson@adsp.sub.org

DESCRIPTION

SysInfo

written in Assembler with Macro68 V3.170

PAYMENT

Even though you may have paid for the disk this program came on,
you have not paid for SysInfo. Please read the donation and
distribution headings below.

* * * DONATIONS * * *

A donation of \$20.00 American or \$25.00 Australian is suggested,
but if you cannot afford that, any amount will be gratefully accepted.

Overseas users, please DO NOT send personal or EuroChecks. They
are very difficult and expensive to cash. Please send an overseas
bank draft in Australian Dollars drawn on any Australian bank. Your
local bank should be able to help you with this.
Any cash currency is acceptable as it is very easy to convert to
Australian.

The following credit cards are accepted.

OVERSEAS -> MASTERCARD, VISA.

AUSTRALIA -> BANKCARD, MASTERCARD, VISA.

These cards can be accepted by mail, email or phone. Confidentiality
is guaranteed. If using credit card, please include the card number,
the expiry date and the name as it appears on the card.

Donations in the form of software or hardware is also acceptable. I
write many reviews here in Australia and quite often give free plugs
to companies that have been generous enough to donate to my work.

* * THANK-YOU * *

Three companies deserve a special thank-you for their generosity. A big thank-you to Progressive Peripherals and Software and NewTek Corp.

A thank-you to "Amiga Format" Magazine for being the only magazine so far to send me a donation for using the program on their cover disk.

INTRODUCTION

This program was originally written due to the lack of such a program on the Amiga. Since that time the response has been terrific. SysInfo is now even more powerful and has become a standard on the Amiga.

I have placed this program on Shareware so that it can be used by everyone. All code, graphics and documents remain copyright Nic Wilson Software.

If you like this program, then help me to help you more by sending a donation.

```
*****  
IMPORTANT FOR KICKSTART 1.2 - 1.3  
*****
```

Amigas that have a maths co-processor using kickstart 1.3 or earlier, MUST use SetPatch 1.34 or later otherwise this program will crash. This program uses 68881 & 68882 instructions and a bug in the kernal causes a guru. SetPatch patches this bug. This is not required for Kickstart V2.04 or greater.

Sysinfo is an Amiga Sytem Information program. It interrogates the Amiga and determines types of hardware, software, modes, speed etc. Users have found it very useful for determining correct operation of an Amiga before purchase and that the unit actually contains hardware that they are paying for, without having to open it up. It is under constant revision, and these revisions are available from myself at any time. My goal is to make SysInfo the most informative and accurate information program on the Amiga. To do this I need your feedback and suggestions.

This program is tested with the program 'Enforcer'.

Please be patient if you are running SysInfo on a standard Amiga as it will take a while to perform its tests. SysInfo really interrogates your system and has to perform many timing loops to test ram speed, type etc. Some other programs sacrifice accuracy by speeding the tests up, SysInfo takes time but does an intensive test. At times it also disables multitasking and may blank the mouse pointer. It will return to multitasking when finished and the mouse pointer will return.

TIMINGS FROM ONE VERSION OF SYSINFO TO THE NEXT

If you are wondering how come SysInfo may give different results from one version to the next, this is because it is under constant revision and accuracy is improved with each version as YOU THE USER gives me feedback on varying models and configurations. This feedback is very important, as it allows SysInfo to grow into the most powerful and accurate System information program and an invaluable tool for the Amiga.

SysInfo HISTORY (HISTORY PRIOR TO V3.10 HAS BEEN DELETED)

3.22 Fixed a MAJOR bug in the display info. The bug would occur if for example the system was booted without a startup-sequence. This caused the program to totally hang or crash.

Added a new function in the BOARDS section as many users have asked for. If SysInfo does not recognise a board by name, SysInfo will look in an external ascii file that you create, and try to find a match for each unknown card. Please see the README file for specific info on creating this file.

Added the ability to split the 68020 and 68EC020 CPU's. So who said it couldn't be done eh?. Tests so far seem to indicate the routine works fine.

Replaced the "DISABLED" and "ENABLED" strings for the MMU display with "NOT IN USE" AND "IN USE" respectively as some users seems to think that disabled, meant permanently disabled or a less than working version. Remember though that just because SysInfo states that you may have one, does not necessarily meant it is in a fully working state, some 68EC030's have an less than operational MMU that will partially work and SysInfo sees this as a working MMU.

Added the ability to recognise kickstart that have been "ReKicked" and kickstarts larger than 512k. This information if found will be displayed in the scroll area beside the kickstart version.

3.21 There was an error in the string for 25Mhz Amigas and this was forcing it to show as "25000". This has now been corrected and shows correctly as "25.00"

3.20 Even though the -p Print routine was working fine the internal print gadget routine was broken. I have fixed this and now it prints ok.

3.19 Thanks to a good friend of mine, Andy Clay, a blatant bug has been fixed that has been in SysInfo since V3.00. The priority display in the Task and Port lists was shown as values between 0 and 255 instead of -128 to +127. This has been corrected and it now shows the

correct value. Strange how it took this long for someone to notice such an obvious error. Thanks Andy.

The Total Size memory field inside the Memory function was inaccurate and losing half a meg on some setups, this has been corrected.

- 3.18 Corrected a problem for some IDE drives in the A4000. It seems that some brands of IDE drives do not like reads of 128K or greater at once and some users have not set their "MAXTRANSFER" value to \$FFFF. The SPEED function of SysInfo tried to use a 128K read, so I have changed this to 64K. It fixes the problem for a Quantum IDE LP52 drive and I expect it should fix all others.
- 3.17 Corrected an error in the drives function. It always used a read size of TD_SECTOR in order to fetch the first block of the boot sector. CD-ROM drives with 2048 bytes per sector did not like this. I have changed the read size to the id_BytesPerSector of the particular device being read.
- 3.16 Fixed a bug in the dhrystones printing routine, any subsequent printing of the number could be wrong if it was much smaller (eg. caches off) because the number was not erased first, and part of the old number was left behind.
- 3.15 Fixed the "lies" of CLOCK function, it should now correctly report if you have a Commodore compatible hardware clock or not. Older versions lied on the A1200 and A600.

REQUIREMENTS

OS 1.3 and higher - OS 1.3 machines with fpu must use SETPATCH

FILENAME

sysin322.lha - 50,708k

LOCATION

AMINET

TITLE

MOVE

VERSION

2.1

STATUS

Shareware

AUTHOR

PORTAL: Wizard0
INTERNET: asher@shell.portal.com
 Wizard0@cup.portal.com

US Snail: (send money here :-)

Asher Feldman
4791 Calle de Tosca
San Jose, CA 95118

DESCRIPTION

Move 2.1

Written by Asher Feldman

Note: Move requires the Copy, Rename, and Delete commands in your c directory.

Move 2.1 requires kickstart 2.04 or higher. If you have not yet upgraded, you should use Move 1.1. (Or better yet, upgrade! :-)

Changes since 2.0a

2.0a contained a major bug, which stoped you from closing your shell after using move. That, and all known bugs have now been fixed.

Thanks to everyone who mailed in bug reports on Move 2.0a! :-)

What is it?

Move is a simple Un*x like "move" command. It allows you to move files to and from any device or directory. It performs the same function as the Move command on a directory utility, but from the CLI or Shell. It can also be used as a Rename command. Move supports true (rename style) moves when moving files on the same device, while still allowing you to move files across volumes.

Move will also allow you to move file links, and supports all standard 2.x wildcards.

REQUIREMENTS

OS 2.04 or higher

FILENAME

move21.lha - 4,334k

LOCATION

BIX

TITLE

Terminus 2.0 bug fix file

VERSION

2.0a

AUTHOR

Jack Radigan

DESCRIPTION

History file

The contents of this file contains bugfix lists, changes and additions to each maintenance release of Terminus 2.0. Everything discussed here will be merged in the user manual as well for the full distribution archive.

Terminus 2.0a

As expected, there were some bugs remaining in the initial release of Terminus. This version is primarily a maintenance release to repair those problems, but it does incorporate several changes and additions which are sectioned and titled below.

Bug fixes

- ReqChange is now working.
 - Entry macros requester no longer opens without a script being present.
 - Now closes review buffer if it is cleared while open.
 - [MISC][RESET TERMINAL][X] now resets the foreground/background pens.
 - Palette requester now changes screens when menu pens are changed.
 - Prescroll should work with ANSI controls in data stream now.
 - Now forces non-interleaved bitmaps with non-AGA machines and no fast ram.
 - No longer disables 16 color screens on AGA machines without fast ram.
 - VTOptions requester no longer resets column size and font.
 - Sprite horizontal offset fixed.
 - <ESC>, <BS> and keys send appropriate characters in VT-220.
 - COLOR and CUSTOM palettes should work properly with VT-xx now.
 - Predefined script variables were not passing a result back to ARExx.
-

- Line wraps with double width characters in VT-xx should work correctly now.
- [MISC][PRINTER ?][P] no longer prints contents of screen at close.
- No longer gurus after posting serial port error requester.
- Now keeps the serial port if carrier is present when using OwnDevUnit.
- Deleting and inserting characters at end of chat buffer no longer gurus.
- Smooth scroll should no longer leaves rectangles of the menus behind.
- Phonebook now deletes new entries that don't have any numbers defined.
- [PHONEBOOK][DIAL NUMBER...][j] ignores null entries now.
- Dialer now loads fkey macros when an entry is in auto-record mode.
- Selected files list is now purged when a transfer aborts.
- Can no longer enter an empty string for Boyer-Moore search.
- Script command CALL now working.
- Beefed up checking for unassigned volumes and missing subdirectories.
- Able to clip hidden text in the review buffer now.
- CURPALETTE is working now.
- Fixed syntax error in palette definitions.
- INVLIN no longer interfered by cursor.
- ZMODEM window problem fixed.

FILENAME

texe20a.lzh - 167,141k

LOCATION

BIX
CI\$
GENIE
AMINET

TITLE

DiskSalve

VERSION

11.27

STATUS

Shareware

AUTHOR

Dave Haynie
284 Memorial Avenue
Gibbstown, NJ
08027 USA

BIX,Portal: hazy

Internet: daveh@cbmvax.commodore.com
FAX: (609) 224-0442

DESCRIPTION

DiskSalv 2 (V11.27) Release Notes

This is the second public BBS/Network release of the DiskSalv 2 program. The DiskSalv program and distribution materials are Copyright 1991-1993 by Dave Haynie, All Rights Reserved. This program is freely redistributable copyrighted software. It may only be distributed as a complete package. No fees other than reasonable copying and media charges may be collected for non-commercial distribution. A shareware fee of US\$10 is suggested for anyone using this program.

A professional quality printed manual (approximately 100 pages), AmigaGuide on-line manual, and latest version are also available for US\$40 as a semi-commercial package. This will be available only in English in August, other languages may be supported commercially via local distributors in the future. At present, the shareware and registered version of DiskSalv are the same, though they may not always be. Some extra stuff will wind up on the registered disk as well. The price includes one free update. A year of updates (at least two) is an additional US\$10. Please see the included "OrderForm.txt" for a full schedule of prices, which cover things beyond my control like distant postage, local sales tax, and foreign check or money-order collection.

ABOUT DISKSALV

DiskSalv is a "Disk Salvage" program. It can recover data from a disk in severe trouble, it can fix a good portion of disk problems directly on the problem disk, and it can locate valid partitions on a disk with an unknown layout or damaged rigid disk block. It supports all AmigaDOS file systems through 3.0. The included "Cheap" manual details the basic functions available, while the semi-commercial manual covers every little detail, theory of operation, and other good stuff.

If you're the type who would rather just run the program and see what happens, type "DiskSalv" or click on the icon to begin. Brief help on individual menu items and gadgets is available via the HELP key. HELP will active the help message for any gadget or menu item that's currently under the mouse pointer.

REQUIREMENTS

OS 2.x or higher

FILENAME

dsprg11_27.lha - 95,872k

LOCATION

BIX
AMINET

1.29 NVN

/// NVN WANTS YOU!

Another Network Supports Amiga!

National Videotext Network (NVN)

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

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

6-Month Membership -----

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

12 Month Membership -----

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

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

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

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

1.30 BIX

/// BIX - Byte Information Exchange

Lots of information!

Give BIX a try with our new 5 for \$5 offer!

Join BIX today and get 5 hours of evening and weekend access for just \$5.00! Use the rest of the calendar month to explore BIX, with the option of continuing for only \$13 per month. Further details and complete rate information are provided during registration.

Using any communications program, dial 1-800-695-4882. At the "logon" prompt enter bix. Then at the "name?" prompt enter bix.amw37.

Questions? Call us at 1-800-695-4775 (voice). Or fax to 617-491-6642. Send Internet mail to bix@genvid.com

1.31 AR Confidential

/// AR Confidential

We heard it through the grapevine!

SOME SOLACIOUS RUMORS ABOUT NEWTEK

Area: AMIGA

Date: 25 Jul 93 12:17:00

From: Rich Koster (1:396/36.0)

To : All

Subj: Just Rumors!

Here is some juicy gossip about NewTek as well as completely unofficial, you-didn't-hear-it-at-all, rumors! This is all rumor, nothing here is real -- or is it? ;-) -- Anything I'm writing, I will deny... So here is "pure speculation, rumor, innuendo..." for your enjoyment! Let's see what of the following comes true in the months to come! :-)

Within the next few months (within 8 months or so) it will be possible to load Toaster framestores from disk within less than a second with a new upgrade.

It will be possible to grab 5 seconds of 30-frames-a-second video to RAM with the Toaster, and then use it to convert the frames to framestores. This would be very useful in rotoscoped animations.

Video Toaster User magazine will hopefully have an article in one of the next issues showing how easy it is to hook up Toasters with PARNET, a networking solution that costs about \$20 on the Amiga.

All future development on the Toaster will be based on the Amiga 4000/Toaster 4000 (probably).

The new editing solution from NewTek will come out in the next year-ish or so and it will probably be based on the A4000, but there's no guarantee there. It might work on the A2000 or A3000. It might be a non-linear editor... Think about this: Two things NewTek could have done at any point are (1) released a machine-control editor easily like other companies have done, but machine-control editing stinks (edit aborts, color frame problems, trying to do a split edit), and (2) adding an S-VHS input or output, but the only reason to add this feature would be if you were going to be editing in S. If, on the other hand, you could have the equivalent of D2 or one-inch decks on your desk, you wouldn't want S ins or outs, would you? ;-)

So this new editor is the reason why you haven't seen those things from NewTek. NewTek wouldn't call it non-linear editing, probably.

Another good rumor is six tracks of CD-quality digital audio...

There might be a CD-ROM full of effects out in the next 6 months or so, just hundreds and hundreds and hundreds of effects. One of the reasons NewTek hasn't done it yet is that they would offer a price break to Toaster owners on buying the CD-ROM player, and they are not sure yet which CD-ROM deck they are going to use. Currently there are a few different formats of these players, and picking one right now is like trying to hit a moving target.

Grant Harvey (spelling?) has designed a chroma-keyer for NewTek for use in the Toaster, but there's no solid plans to add it to the Toaster. He's got an idea for one but hasn't built it yet. They've talked about it for a long time but haven't gotten around to doing it yet.

There is an 80% chance that NewTek will move to Austin, Texas from Topeka. Austin is the only city remaining on their "short list" of desirable cities. They want to move away from Topeka for a variety of reasons, but one of the big ones is because Topeka has "bad food served slowly". There is a macro in Lightwave Modeller 3.0 (you'll find the dinner macro if you choose the configure F-keys function) which computerizes the process of deciding which Topeka restaurant the NewTekkers will have lunch at. It used to take a long time for everyone to agree on a place, and they even kept a chart on the wall showing who liked what dish at what restaurant, and how many times each person had to compromise on choosing an eating place to help decide who gets to pick each day. Read the macro in a text editor/reader for more details!

There may be a fairly big announcement at Siggraph from NewTek... How would you like to go 40 times faster than an '040-based renderer? This translates to about 3 to 4 times faster than a Silicon Graphics box. The price would be about \$15,000 and it would be Amiga 4000 - Toaster 4000 based complete system. Maybe. Remember, these are just rumors. ;-)

There is a RISC processor in prototype form right now for the A4000 at NewTek.

NewTekkers hate Silicon Graphics for a variety of reasons, but one is that they've been gouging people on software too long, so there

is a plan in effect to really hurt them badly. The only advantage SGI has now is speed, and NewTek is working on taking that advantage away. The first goal NewTek had with LightWave 3D was to blow away the competition from other 3D programs, especially on non-Amiga computer platforms. They feel they have accomplished this goal now with all the features LightWave has had added to it over time since its first release. NewTek's new goal is to knock out Silicon Graphics with the Toaster's 3D animation price/performance value, and the only thing standing in the way of that right now is the Toaster's rendering speed. The new \$15,000 speedy processor system should take care of that, because that amount is far less than what a comparable SGI box would cost when you add in all the features and software. Right now there are only a few features that you can do on an SGI box that can't be done on in LightWave, but there are also some things LightWave can do that can't be done on an SGI machine.

In the next few months, the necessity of painting in the 1/4-screen view (to use all of the paint tools) in ToasterPaint will change for the Toaster 4000 to full-screen painting within the next few months. There's no way really to change it for the other non-A4000 versions of ToasterPaint due to the limitations of being in HAM mode. They wanted a revised version to go out with Toaster 3.0, but the paint program wasn't ready and NewTek had to ship the new Toaster because the demand was so high. But the guy who programmed TPaint has been very sick -- so sick that he can't program. So they've assigned the new TPaint version to other Alcatraz programmers. Be sure to register your Toaster by mailing in the card and you might find the new ToasterPaint in an upgrade in your mailbox for free.

There is going to be an instructional videotape which was shot by Lee Stranahan a couple of weeks ago. As soon as it gets edited and approved it will be sent out with all systems shipped out of NewTek, so that when you get a Toaster you'll have a tape showing you how to use it. This tape will also be shipped free to all registered owners of the Toaster.

The Video Toaster warranty is unofficially, basically, a lifetime one. Unofficially, there is no limit to the Toaster warranty (even though terms of it are spelled out in the manual). This lifetime unofficial policy is because Tim Jenison wants to keep Toaster owners happy.

GVP will be coming out with an '040 board for the A4000 soon, and that should really smoke! Word is that it will be much faster than the A4000/040. So, when GVP releases that board you would be much better off buying it to put in an A4000/030 than just getting an A4000/040.

NewTek resisted putting playback capability for LightWave animations up until now because HAM-based playback looks crappy. HAM-8 looks pretty good, so it is supported now. This is not the final answer, though. That will come when they add the editing stuff.

1.32 Dealer Directory

/// Dealer Directory

Serving our readers!

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

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

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

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

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

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

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

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

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

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

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

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

1.33 Humor Department

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

From the Lotus Improv manual...

"Recursion. See recursion."

1.34 In Closing

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July 30, 1993              * YOUR INDEPENDENT NEWS SOURCE *              No. 1.19
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1.36 Columns and Features

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

CPU Status Report
CBM Power-Up extended!

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A closer look

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It's getting better all the time!

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A great place for Amiga users...

Holonet
Inexpensive Internet Access

NVN
National Videotex Network

InterNet
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For Serious Programmers and Developers

1.39 FTP Announcements

AlertPatch v2.17
Replacement for exec.library/ALERT()

MultiUser v1.4
Protection system FUW multiple users

Nethack v3.1.3
Dungeon exploration game

PrintManager v2.0
A printer spooler

OnTheBall Demo v1.14
A calendar/address book, etc. program

RUSH Demo v1.0
A directory utility for OS2.x and 3.x

TrashMaster v1.5
AppIcon to drag/drop and delete files

1.40 NOVA

* NOVA BBS *
Amiga Report Headquarters
* Running Starnet BBS *
Wayne Stonecipher, Sysop
FidoNet 1:362/508
An Amiga Software Distribution Site (ADS)

615-472-9748 USR DS 16.8 24hrs - 7 days
Cleveland, Tennessee

1.41 In The MeanTime

* IN THE MEANTIME BBS *
Official Amiga Report Distribution Site
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Robert Niles, Sysop
FidoNet 1:3407/104
509-966-3828 Supra V.32bis 24hrs - 7 days
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FidoNet 1:350/30
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Bremerton, Washington

1.43 Biosmatica

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Celso Martinho, Sysop
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1.44 Amiga Junction 9

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

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* BITSTREAM BBS *
The BBS of the Nelson (NZ) Amiga Users Group
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* FREELAND MAINFRAME *
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John Freeland, SysOp
206-438-1670 Supra 2400zi
206-438-2273 Telebit WorldBlazer(v.32bis)
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24hrs - 7 days
Internet - freemf.eskimo.com
Olympia, Washington

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Juha Makinen, Sysop
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+358-64-414 0400, V.32/HST
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+358-64-423 1300, V.32 MNP
Seinajoki, Finland

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

We have over 6000 files online (no CD-ROM yet) containing titles for PC and Amiga or both like GIF-pictures, music-modules and text-files. The upload/download ratio is a very lousy 1:100. (i.e. you upload a 20k file and may download 2MB).

Messages are mainly written in Finnish, but English is widely used by Swedish-speaking and international callers.

Download-access will be granted when asked. Also Amiga-areas are available for those who will need them to avoid 'wars' between PC and Amiga users. Access to sex pictures and stories are only for persons over 18 years and given when requested.

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

The system is 4.5 years old and sponsored by the local telephone company, Vaasan Laanin Puhelin Oy.

SysOps: Lenni Uitti (Main SysOp)
Juha Makinen (SysOp of the Amiga-areas)
Tero Manninen (SysOp of the PC-areas)

1.48 Falling BBS

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

1.49 Command Line BBS

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