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Chapter 1

ar127

1.1 Amiga Report Online Magazine #1.27 -- October 1, 1993

Open Magazine



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International Online Magazine

"Your Weekly Source for Amiga Information."

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October 1, 1993                                     No. 1.27
//
/                               Winners Don't Use Drugs                               /
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1.2 Where to find Amiga Report

/// WHERE TO FIND AMIGA REPORT ←
Distribution Sites!

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

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

- OMAHA AMIGANET
.....Omaha, Nebraska
- NOVA BBS
.....Cleveland, Tennessee
- CLOUD'S CORNER BBS
.....Bremerton, Washington
- BIOSMATICA BBS
.....Portugal
- AMIGA JUNCTION 9
.....United Kingdom
- BITSTREAM BBS
.....Nelson, New Zealand
- REALM OF TWILIGHT
.....Ontario, Canada
- METNET TRIANGLE
.....Kingston Upon Hull, England
- AMIGA-NIGHT-SYSTEM
.....Helsinki, Finland
- RAMSES THE AMIGA FLYING
.....France

////////////////////////////////////
/ Non-FidoNet Systems /
////////////////////////////////////

- IN THE MEANTIME
.....Yakima, Washington
- FREELAND MAINFRAME
.....Olympia, Washington
- LAHO BBS

```

.....Seinajoki, Finland

      FALLING BBS
.....Norway

      COMMAND LINE BBS
.....Toronto, Canada

      RENDEZVOUS BBS
.....New Zealand

      LEGUANS BYTE CHANNEL
.....Germany

      DEAD FISH BBS
.....??????

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

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1.3 From the Editor's Desk

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

Don't ya hate it when you have something to write, but nothing is coming to mind? Usually, I can think of something to put here, even if it's just a brief overview of things. Tonight I can't seem to come up with anything.

I want to apologize to our Internet subscribers. Last week, the system where the mailing list was sent from was experiencing problems. The list finally went out, but a few days late. With luck, everything will be fine this week.

A note on Netmail. I have been receiving quite a bit of Netmail through FidoNet lately. I wanted to let people know that the system I call for this mail is having trouble with outgoing mail (actually, it's a bug in DLG I'm told), so I have been unable to respond.

A few people have been offering to write reviews for Amiga Report. I'd like to say that I invite anyone to submit material. I'm happy to accept work from anybody who cares to contribute! If you do send stuff, please send it to my Portal Email address if you're using Internet mail. But ordinary mail should go to my Delphi account. The way the two mail systems are setup make it easier to deal with larger messages on Portal. Thanks!

Rob @ AR

1.4 AR Staff

/// The Amiga Report Staff

Dedicated to serving you!

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=====

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1.5 Delphi

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

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

SIGNING UP WITH DELPHI

=====

Using a personal computer and modem, members worldwide access
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When connected, press RETURN once or twice
and....

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- Business and world news, stock reports, etc.
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1.6 CPU Status Report

/// CPU Status Report

Late Breaking Industry-Wide News

Cable TV's Big Day in Washington

WASHINGTON, D.C. -- The cable television industry's attempts to roll-back rate
regulation are being heard in Washington.

At a US House hearing in which Democrats complained about rising rates in the
face of a law passed last year to lower them, Republicans said they would try
to repeal the same law. And at the US Supreme Court, four justices agreed to
hear an appeal of the law's "must carry" provision lodged by Turner
Broadcasting System Inc.

The 1992 cable re-regulation law was passed over a veto from former Republican President George Bush and opponents, including the cable industry's trade groups, had long predicted it would result in rate increases. At a hearing before the subcommittee of Democrat Edward Markey of Massachusetts, Texas Republicans Joe Barton and Jack Fields said that is just what happened, and Barton said he would introduce legislation to repeal it.

But Markey and the panel's Democrats refused to back off. They lectured interim Federal Communications Commission Chairman James Quello on the need to stop unjustified rate hikes. Quello replied that the commission is now surveying the effects of the law with the 25 largest US operators, and predicted it will find that most rates have, in fact, gone down. Quello added that the September bills are just the first step in a long process mandated by the law.

Local governments which feel the new rates are out of line can challenge them, cable companies can appeal those challenges to the commission, and consumers may still get rebates on overcharges, back-dated to September 1. He also warned that if complaints prove true, the industry will again be open to the charge that it is the "monopolistic evil empire" of the telecommunications world.

Meanwhile, at the Supreme Court, four justices agreed to review *Turner Broadcasting System vs. FCC*, a case now numbered docket 93-44. That is a challenge to the "must carry" provision of the 1992 law, under which small cable systems must reserve one-third of their channels for local broadcasters, even if they must drop popular cable programming for home shopping stations. Turner had sued against the provision claiming it violated operators' free speech rights under the First Amendment, but the challenge was rejected by an appeals' court.

The "must carry" provision is tied to a "retransmission consent" provision, under which popular local stations can force payment from cable operators to carry their signals. Unless agreements were negotiated by October 6, many operators said they would stop carrying some local network affiliates. And in agreements worked out so far between networks and operators, the operators are agreeing to clear additional channels for new cable offerings created by the networks.

The one exception is CBS, which has no plans to produce a cable network and recently dropped its demands that operators pay it 10 cents per home per month, at least for the next year. The result is to help networks like CNBC, owned by the NBC television network, and hurt networks like CNN, owned by Turner, because Turner does not have a network of local stations. "Retransmission consent" is the one aspect of the new law even Rep. Barton said he does not want repealed.

The real irony is that technology is making all this moot, observers note. The 500-channel systems being built by major operators like Time Warner and TCI will eliminate any problems with a scarcity of channels. And the entry of local phone companies into the business, recently authorized by a US District Court in Virginia, would provide competition which would eliminate the rate regulation provisions of the 1992 act.

Wireless Network At 20 Mbps

CALGARY, ALBERTA, CANADA -- Wi-LAN Inc., has announced its first products - a line of wireless Ethernet local area network (LAN) equipment that company officials claim can carry data at speeds up to 20 megabits-per-second (Mbps), or twice the speed of conventional wired Ethernet.

Frederick Rogers, president of Wi-LAN, told Newsbytes the high speed is possible because of the modulation technique used. The products are based on spread-spectrum technology that transmits data using radio frequencies. The technology was developed at the University of Calgary and AGT Ltd., the telephone company serving Alberta.

Wi-LAN said the fastest of its new products is the 20-Mbps Wi-LAN 902-20, which can plug directly into the Ethernet network interface card of any computer. It modulates and compresses data from the interface card and transmits it to another Wi-LAN interface.

The 902-20 is due to begin shipping in January, Wi-LAN said. By March, Rogers said, the company plans to add a LAN gateway using the same technology. The gateway will attach to a wired LAN and provide communications between computers on the wired LAN and those equipped with the Wi-LAN wireless interfaces.

It will also be attachable to a network server, allowing computers equipped with the company's wireless interfaces to communicate with the server by radio frequency. That will mean new stations can be added to the LAN without any wiring, the company said.

The suggested retail price for the Wi-LAN 902-20 is US\$1,495.

Computer Associates Wins Trade Secret Case

ISLANDIA, NEW YORK -- A US District Court jury in Denver has awarded Computer Associates International Inc., \$8.5 million in damages after concluding that Denver-based American Fundware Inc., stole trade secrets from the large software firm.

The damages include \$4.245 million in compensation for lost royalties and an equal amount in punitive damages. Mike McElroy, vice-president - legal at Computer Associates, said he believes it is the largest amount of punitive damages ever granted in a software trade secrets suit.

The verdict shows that the courts are prepared to enforce property rights in software, McElroy said.

CA sued AFW over PC Fund and Fundware, financial software programs sold by the Denver company. The court upheld CA's claim that sizeable portions of the AFW

packages were copied from software that AFW licensed from Stuart P. Orr & Associates, a company CA bought in 1983.

The Stuart P. Orr software was written for minicomputers from Data General Corp. PC Fund and its successor, Fundware, run on IBM and compatible personal computers. All were written in the COBOL programming language, and according to McElroy, significant portions of the source code were identical.

McElroy said that after CA filed the trade secret lawsuit in 1986, AFW tried to cover up the copying of the software by changing some of the code.

The jury ruled that AFW breached its 1979 contract with Stuart P. Orr and misappropriated trade secrets from Stuart P. Orr and CA.

AFW no longer sells PC Fund. Computer Associates has asked for an injunction against the further sale of Fundware, McElroy said, but the jury does not have the power to grant an injunction. The judge in the case must rule on that, and has not yet done so.

DEC Japan Intros Beta Japanese Windows NT

TOKYO, JAPAN -- Digital Equipment Corp. Japan (DEC Japan), has released a beta copy of the Japanese version of Microsoft's Windows NT. The program operates on the company's personal computers, including the AXP 150 and the DEC PC.

Three kinds of Windows NT packages are offered for the Japanese market. The developer's kit is intended for programmers working on the AXP 150. The retail price is 957,000 yen (\$9,570) - the same price as the original English version released in May. The program will be sold until the end of November.

The upgrade kit consists of a CD-ROM, firmware, an ECU kit, and documentation. It is priced at 70,000 yen (\$700). An OADG keyboard that offers compatibility with IBM's DOS/V PC costs an additional 5,000 yen (\$50).

A beta version of the Japanese Windows NT package for general users costs 1,604,000 yen (\$16,040). The developer's kit is also included in the bundle. Customers of the beta versions will be provided with the finished versions at a later date, free of additional charges.

With the release of the beta versions, DEC Japan has started accepting test users of the program. DEC Japan will provide the program to 200 users of the DEC PC (with a 33 megahertz 486 processor or above). The test users need pay only 6,000 yen (\$60) for the disks and the manuals.

DEC Japan has also begun providing support services - covering installation and consultation for the Japanese version of Windows NT - as part of its multi-vendor customer services.

Unix Expo - Object Technology More Than A Language

NEW YORK, NEW YORK -- Moving to object technology takes a lot more than just learning an object-oriented programming language, concurred participants in a roundtable discussion at Unix Expo last week.

"The worst way to start is to just go out and buy a language," said Marie Lenzi, president of Cyrix Corp. and editor of Object Magazine. "Instead, what you need to do is establish an object mindset," she added, in a session called "Object-Oriented Programming for Non-C Programmers."

The first area to focus on is object analysis and design, Lenzi told an audience of programmers that ranged in background from Smalltalk to Fortran and Cobol.

Other areas to be considered, outside of the development language, include the object database, and the administration and management of objects. Object databases are quite a different animal from relational databases, she noted.

"In object technology, an object is an object throughout analysis, design, and development. All we do is say 'Persist' and the object sits itself on the disk, instead of doing the 'dance of the seven veils' to get itself on and off the disk as we have to do with relational databases," she commented.

People who make good candidates to become object-oriented programmers include abstract thinkers, "true engineers who really understand what's going on inside the machine," experienced script writers, and people who work well with visual tools, according to Lenzi.

"I agree with Marie that you're not doing OT programming just because you're using a language that happens to be object-oriented. OT is more a way of thinking about a problem," said Randy Howie, vice president of engineering at AIT, a company that has been providing OT consulting services for the past eight years, mostly to federal agencies and large newspapers.

OT is best suited to problems which call for simplification of complex data, he suggested. In one application, recently readied as a proof of concept for NASA, AIT developed an object-oriented query tool for use by scientists who needed satellite data.

The problem in this situation was that satellites tend to store information on time and place in different ways, said Howie. Some satellites store the information as arcs, and some as a series of contiguous rectangles, he explained.

To circumvent this problem, AIT "modeled concepts like time and location as objects that could translate a scientists' way of expressing time and location into the satellite's way of expressing time and location."

Agreed Gene Bonte, vice president of product management at Object Design:

"Today, objects are hot, so (you're seeing) object-oriented oleomargarine. But OT is not a universal panacea."

OT has made its first strides in the engineering design market, he said. "The reason is fairly simple. The data is complex, and the data model that OT supports fits the data model for these applications very well," he maintained.

OT is also making rapid progress in the telecommunications field, mainly because OT and telecommunications both share an orientation toward Unix and C/C++ programming, he added.

Now that the difficulties of using OT in distributed computing are starting to be overcome, the technology is emerging in the area of business reengineering and client-server technology as well, he said.

Regardless of the applications field, users should go through four sequential stages in implementing OT: figuring out whether OT will be useful, developing a pilot, creating a "first product," and finally expanding into additional products. "Otherwise, you'll get into big trouble," cautioned Bonte.

Merisel To Buy ComputerLand Franchise Div

EL SEGUNDO, CALIFORNIA -- Just four months after announcing the lay off of 6.5 percent of its workforce, ComputerLand has signed a letter of intent to sell its Franchise and Distribution Division to Merisel. The two companies have also announced the formation of a "strategic relationship."

However, the companies say that terms and conditions have not been finalized. Once completed, the new Merisel ComputerLand subsidiary will be managed by the current president of ComputerLand's Franchise and Distribution Division, Martin Wolf.

Merisel will also become the preferred supplier of software and hardware products under a volume purchase agreement to ComputerLand Corp. According to the companies, ComputerLand will then continue, under a long-term deal, to provide the new company with "purchasing, distribution, systems and other services currently supplied to ComputerLand franchisees and Datago affiliates."

Definitive agreements have yet to be signed. The deal is also awaiting receipt of regulatory approvals, although it is expected to be completed before the end of 1993.

Under terms of the deal, Merisel will pay up to \$110 million for the US ComputerLand Franchise and Distribution division, with an initial cash payment at closing of \$60 million. The purchase price gives Merisel the rights to the ComputerLand name in the US.

ComputerLand says it will "temporarily retain the rights to use the name for a limited period and will eventually change its name, although it will continue

to own the rights to the ComputerLand name internationally."

Announcing the deal, Merisel Co-Chairman and Chief Executive Officer Michael D. Pickett, said: "The proposed purchase of the ComputerLand Franchise and Distribution Division is intended to enhance Merisel's customer intimacy strategy, and provide the benefits that come from doing business with a full-line distributor focused exclusively on selling to resellers."

William Y. Tauscher, Computerland's CEO and chairman, said: "This agreement will help us focus on our core business, providing products and services to corporate end-users. It also improves our cash position substantially."

According to a statement issued by ComputerLand, the transaction "will greatly strengthen the balance sheet of ComputerLand, which has been thinly capitalized since the July 1992 acquisition of TRW's Customer Service Division and the acquisition of ComputerLand franchises or establishment of company-owned operations in most US major markets during the past two years."

In May, Newsbytes reported that, while ComputerLand was expanding in Russia and the Baltic, it also announced plans to lay off of 6.5 percent of its work force, or about 170 workers.

Dell Intros Pentium-based Desktop Prototype

AUSTIN, TEXAS -- Dell Computer Corporation has rolled out a Pentium-based desktop prototype PC that incorporates Intel's Peripheral Component Interconnect (PCI) local-bus.

The system was demonstrated at the annual management conference of the Microcomputer Managers Association being held in New York. Dell's chief Technology Officer Glenn Henry says that while Dell currently offers other industry-standard local-bus technologies, the company thinks PCI is the most attractive long-term solution.

Both companies say PCI offers advantages over other local-bus implementations or proprietary architecture's, including its ability to work with processors such as 486 and Pentium chips, an open standard that includes over 120 system manufacturers and I/O card suppliers. They also point out that because PCI bus devices are not directly attached to the processor bus, the processor can continue to operate while the PCI peripheral is accessing information from the system's main memory.

"While many other local bus technologies only allow one peripheral to operate at a time, PCI has the advantage of allowing multiple peripherals to operate independently," Henry said.

Intel says that PCI technology will enable vendors such as Dell to offer what they call "auto-configuration." That's the system's ability to automatically recognize when a PCI-compatible add-in board has been installed and will

reconfigure itself to accommodate the card. Intel says that PCI is also designed to handle future design advances in the Pentium architecture.

In outlining its strategy for Pentium-based systems and PCI technology, Dell said that user benefits for such systems include high performance data storage and retrieval through a PCI SCSI disk subsystem, high performance video and graphics capability through a PCI video subsystem, and easy of upgrading to future PCI expansion through flexible system designs.

Dell also predicts high performance PCI local area network adapters and other communications peripherals, full motion video adapters compatible with PCI, and technology that integrates telephone technology with computers for business communications applications such as video conferencing on the desktop computer.

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1.7 CPU Status Report - Amiga

Fighter Duel Pro 2 from Jaeger Software!

FIGHTER DUEL PRO 2 OBJECTIVE: To make a fighter pilot out of you. There's a training regimen for novices, and computer-controlled aircraft with a range of skill levels against which to develop tactics. When you're ready, lock horns with a human opponent to see how you measure up.

All the features of the best selling Fighter Duel Pro plus...

NEW FEATURES OF FIGHTER DUEL PRO 2

- ECS and AGA compatible
 - ~The first AGA 640 x 400 Hires NON-interlaced flight simulator.
 - ~Enhanced AGA performance for the non-interlaced, 640x400 video mode on Amiga 1200 and 4000 models. Up to 35% better frame rate.
 - The super planes, including the German ME262 jet, the rocket-powered Komet, the TA152H version of the FW190, the ME110, the Japanese KI-84, the Russian Yak-3, the American F2G Corsair and P61 Black Widow, and arguably the best fighter of WWII, the British Mark XIV Spitfire. Nine new aircraft, 25 individually modelled and flight tested aircraft in all..
 - ~A redesigned gunnery system that accurately plots bullet trajectories and includes a sophisticated lead-computing gunsight.
 - A "chat" mode that allows in-flight communication in two-player modes, plus the ability to send preset comments with a single keystroke.
 - Instant View keys for use in all modes with the ability to lock the view, including the rear view.
 - Keyboard equivalents for all aircraft functions.
-

- Automatically detects and takes advantage of advanced processors and larger memory systems.
- Fly against a 4 aircraft formation, with markedly improved aggressiveness and tracking abilities, and change the foe aircraft type without a reboot.
- ~Aircraft are now individually colored.
- New one-player modes including a tourney start against a foe, and a wingman mode where you fly wing with one foe and battle two others.
- ~A stationary gunnery mode where you man an anti-aircraft machine gun while computer controlled aircraft attack you..
- With a two-player hookup it is now possible to battle computer-controlled foes, either as a ME110 or P61 pilot and gunner, or lead and wing formation.
- A shaded sky distinguished by smoothness and color accuracy..
- War emergency power control.
- Auto coordinated rudder option.
- Additional types of aircraft damage, plus unlimited ammo option.
- ~Redesigned startup user interface using point and click selections and an entirely new two-player hookup system.

All new features work on both original chipset and AGA Amigas.

Plus many subtle and not so subtle enhancements and refinements too numerous to list.

EXPECTED SYSTEM REQUIREMENTS:

- ~All Amiga models.
- Kickstart 1.3 or higher.
- 2 MB RAM required. 2 MB of Chip RAM or 512k of chip and 2 MB of FastRAM. Runs on stock 1200s. Increased performance and added features with more RAM and or advanced processors.
- AGA mode requires an Amiga 1200 or 4000 with a monitor capable of displaying DBLNTSC or DBLPAL NOFLICKER screen modes.
- Joystick: Digital or Analog.
- Keyboard
- Mouse or trackball
- ~Analog rudder pedals optional

All specifications are subject to change or enhancement.

When FDPro 2 is ready (which is expected to be in the Fall of 1993), upgrade notices will be to registered owners. Make sure to send in your registration card now.

Jaeger Software, Inc.
7800 White Cliff Terrace

Rockville, MD 20855
(301) 948-6862

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DevWare Releases Home Manager Professional

DevWare, Inc., the California-based direct marketer and distributor of software and videotapes for the Amiga, announced that it has released Home Manager Professional for the Amiga.

Home Manager Professional is a personal information manager appropriate for both home and professional users. Consistent with DevWare's product marketing philosophy of offering the best product values for end users, it is feature laden and lower priced than any competing products. Home Manager Professional has a List Price of only \$29.95.

Home Manager Professional contains the following organizing and scheduling modes:

Address Book -- all the fields needed for names, addresses, phone numbers, birthdays, anniversaries, and for notes.

Appointment Calendar -- shows schedule from day to day, month to month, and year to year.

Area Codes -- Half-screen listing of WORLD Area Codes and their matching, major cities. Fully searchable database by Area Code, City or Country.

Contacts Database -- Keeps track of all business and personal Contacts with all necessary information and history.

Inventory -- Keeps track of Home and Business Inventories, and also Total Costs and Total Values. Ideal for insurance purposes. Separate module for keeping track of all computer products.

NotePad -- ASCII Text Editor has search, replace, and other editing features, plus an editable Macro setup for up to 10 255-character macros and/or 20 full text file macros. Importable into any word processor.

To Dos -- Keeps track of Personal and Business To Do's.

Wallet -- Keeps track of all Credit Cards, Licenses, etc.

Config -- Configure for: type of phone line in place, which Serial device, datafiles, location, autosave choice, iconize on startup, data and time format.

All areas have: An online Alarm Clock function, online help window, extensive search capabilities, palette control function, full print features, uniform display of date and time, and much more.

Home Manager Professional was developed by Itchycoo Productions. It is compatible with all existing Amigas. DevWare will market Home Manager Professional to end users and dealers in North American through its DevWare ToolChest division.

DevWare, through its DevWare Video division, is an international licensor, marketer and distributor of commercial software and instructional videotapes relating to the Amiga computer and Desktop Video markets.

DevWare is also a direct marketer of third-party Amiga software, hardware and public domain for the Amiga and MS-DOS markets. Lower-priced, niche software licensing and distribution is done through both DevWare Video and DevWare ToolChest division.

DevWare Video & Atomic Toaster Announce Merger

DevWare, Inc., the California based direct marketer and distributor of software and videotapes for the Amiga, and the Atomic Toaster, the Salt Lake City, Utah-based Video Toaster Systems dealer, seminar instructor, software developer and video producer, have announced they will be joining forces to bring Video Toaster systems and related add-on products to new customers not being reached by other Video Toaster dealers.

This new merger will combine the respective strengths of Atomic Toaster and DevWare.

Atomic Toaster has been designing and configuring Video Toaster systems, supporting the creative and technical needs of its customers, and conducting innovative training seminars for its corporate and university clients since late 1990. Over this period, they have learned that anyone can sell a product or a group of products, but it is how all products work together in a system that makes their customer's productions successful. This is why they came up with the Atomic Toaster Catalog, the indispensable resource and reference guide for the Video Toaster industry, produced the Audio Production For The Video Toaster instructional video, and developed the first product in The Scene Machine series, Crouton Tools.

DevWare Video, launched in late 1992 as a division of DevWare, has quickly become the largest reseller of videotapes, books, and educational software for North American Amiga users, and one of the largest resellers of commercial software for animation, graphics and video purposes as well.

"Our concern was how we extend our abilities and gain entry into the expanding Video Toaster industry, and be able to properly support the products we delivered to our customers," said Scott Pincus, President of DevWare. "When we learned that Atomic Toaster wanted to expand their business, it seemed like the perfect merger of our abilities."

"We knew that we were probably the greatest authority on how key software and peripherals worked with the Video Toaster to become the most effective systems for customers. Questions referred to us by NewTek and attendance at our seminars were proof of that," said Harold Russell, President of Atomic Toaster. "But we didn't have the capability to profitably expand our operations, and more importantly, handle the volume of business which would result. DevWare offered us that solution with their marketing, distribution, product purchasing, and fulfillment capabilities."

As a result of the merger, DevWare will market Crouton Tools, Audio Production for the Video Toaster, the Atomic Toaster Catalog, future products in The Scene Machine Series, and other new products developed by Atomic Toaster through its DevWare Video division to end users, corporate and university customers, and dealers. Atomic Toaster will provide creative technical support, seminar training and continued development of The Scene Machine modules and other products for the Video Toaster, as well as provide technical support for other commercial software titles licensed by DevWare Video.

DevWare, through its DevWare Video division, is an international licensor, marketer and distributor of commercial software and instructional videotapes relating to the Amiga computer and Desktop Video markets.

Atomic Toaster, located in Salt Lake City, Utah, has more than 20 years experience in commercial video production and has been configuring Video Toaster Systems for customers since the Video Toaster was first released. Recently, they opened a California office to sell Video Toaster systems and training seminars to corporate accounts and video producers in the greater Los Angeles area.

DevWare is also a direct marketer of third-party Amiga software, hardware and Public Domain for the Amiga and MS-DOS markets. Lower-priced niche software

licensing and distribution is done through its DevWare Toolchest division.

DevWare Video Releases CocoonMorph

DevWare, Inc., the California based direct marketer and distributor of software and videotapes for the Amiga, announced that it has acquired the international rights to exclusively distribute CocoonMorph from Ironworker Studios.

CocoonMorph is a fast, high quality, powerful morphing system for the Amiga computer that is easy to learn and use. It includes high-end features found in more expensive systems - without a Rolls Royce price! The list price of CocoonMorph is \$99.95.

The group of unique features found only in CocoonMorph are:

- * Built-in "virtual memory" to conserve RAM
- * Full control over the transition rate of each pixel using alpha channel images
- * Automatic variable level, transparent color compositing
- * Ability to composite with any background being transparent
- * Interface displays source and destination images in color
- * Automatic image scaling

CocoonMorph will load any IFF image, including AGA formats. You can save frames as 24-bit, HAM, HAM-8, or 16-level grayscale. It also allows editing of form and color transitions, with smooth curve fitting.

CocoonMorph works on any model Amiga with at least 3 MB of RAM or more. Eight (8) MB are required to render high resolution morphs.

A hard drive is required with less than 4 MB of RAM, and highly recommended otherwise.

DevWare will market CocoonMorph through its DevWare Video division. Atomic Toaster, located in Salt Lake City, Utah, and now working with DevWare Video as their Video Toaster sales and new product development division, will provide technical support for CocoonMorph.

DevWare, through its DevWare Video division, is an international licensor, marketer and distributor of commercial software and instructional videotapes relating to the Amiga computer and Desktop Video markets.

DevWare is also a direct marketer of third-party Amiga software, hardware and Public Domain for the Amiga and MS-DOS markets. Lower-priced, niche software licensing and distribution is done through its' DevWare Toolchest division.

1.8 Gateway Computer Show

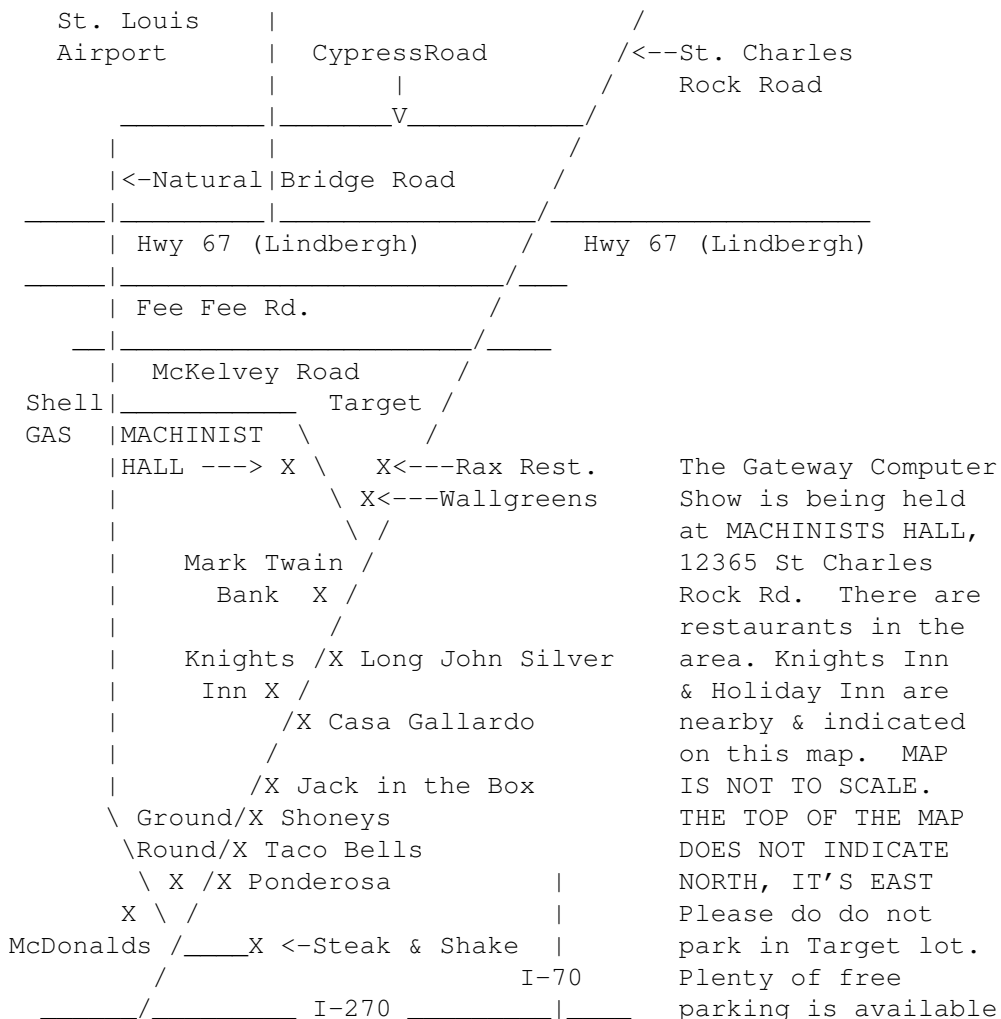
Gateway Computer Show -- Amiga Show in St. Louis!

The Gateway Computer Show will be held on Oct. 23, 1993 at the Machinist Hall at 12365 St. Charles Rock Rd. in Bridgeton, Mo. from 11:30 am to 5 pm. This will be the first "Amiga" computer show held in the midwest for many years. It is sponsored by the Gateway Amiga Club, Inc. with the support of Soft-Logik Publishing Corporation. We have a nice selection of companies coming to display their wares. We hope you will show your support for the Amiga by coming to the show. I'm sure you will enjoy it.

Any questions? Call Bob at (314) 739-5181 (recorder on line)

Or contact Barry Holloway - Portal: BarryH
Internet: BarryH@cup.portal.com

Map to Machinist Hall and surrounding area. Bridgeton is located just northwest of St. Louis. The closest major intersection to the hall is Interstate 70 and Interstate 270.



```

St.          |          in front of and
Charles      |          behind Machinists
Rock-->/      \      Olive          Hall.
Road /        \      X<- Garden Rest.
      \        /      X<-Holiday Inn
      /        \      Penridge      X
Boenker-->\      /      Bob Evans Rest.
Lane

```

A partial list of companies that will be represented at the show is listed below. We are still working on some last minute arrangements with some other companies.

Heifner Communications - They will be showing the Video Toaster Cozzy and a new program called Pegger.

Soft-Logik - Will be showing PageStream 3.0 as well as Art Expression and TypeSmith.

Myriad Visual Adventures - Showing Video training tapes.

Cedar Computer Center - Showing various HP printers.

W. Schiller and Company - Showing various video related products.

Lab Software - Will be selling various public domain software disks.

A-Z Computers - Selling various computer and computer related products.

Digital Imaging - They will put any picture you bring with you on disk on a mouse pad for you for a very reasonable price.

First Light Productions - They will be showing off Auto Paint.

Amiga Crossings - Will be there with there Amiga Crossings Newsletter.

ASDG - Will have a representative there showing off some of their products.

TRSL - Will be showing off Charts and Graphs

Gateway Amiga Club - will be giving away free magazines and newsletters. There will be a mini theater showing the latest videos courtesy of Amiga World Magazine. This is also where the guest speakers will talk. Also if you have any used items you would like to sell we will display them at our booth for a 10% handling fee.

There will also be a number of nice door prizes available.

Tickets are \$4.00 in advance from Plato Computers and from A-Z Computers as well as at the Gateway Amiga Club meetings on October 6th and October 20th or \$5.00 at the door the day of the show. If you do not live in the St. Louis area or if you would prefer to purchase tickets by mail you may send requests to :

Gateway Amiga Club, Inc.
P.O. Box 811
Bridgeton, MO 63044

If you have any further questions I will be happy to try and answer them.

Barry Holloway

Portal: BarryH
Internet: BarryH@cup.portal.com

1.9 USR Announces V.32Terbo for Euro Users

USRobotics Announces V.32Terbo 21.6 Upgrade For European Modem Owners

Which modems are upgradable?

All external COURIER modems with a modular design with the small footprint and a 57.6 DTE rate. For internal COURIER please call

USRobotics Customer Support at:

Voice :+33 20 47 08 08
Fax :+33 20 05 32 40
BBS :+33 20 05 32 41

For other models, please contact:

USRobotics USA Customer Service at:

Voice :+1 708 982 5151
Fax :+1 708 982 0823
BBS :+1 708 982 5092

For PTT approved versions, upgrade will be offered (when applicable) as approvals are obtained in those countries.

When :

Orders will be taken starting on September 20th. First upgrade will be shipped as from mid October

What it will cost :

Price : Non EEC : 199\$ (taxes excl)
EEC : 1400FF (taxes incl)
Sysop Price (Valid only if participated in US/EUROPEAN USR Sysop deal)
Non EEC : 129\$ (taxes excl)
EEC : 900FF (taxes incl)

Shipping by express service, add :

Non EEC : 15\$
EEC : 90FF

If you wish to have the upgrade done in our labs, add :

Non EEC : 70\$

EEC : 500FF

(Note : All prices include postal shipping)

What are the new features :

- V32Terbo (16.8K, 19.2K and 21.6K bps connect rates)
- 115.2K bauds DTE interface speed
- V.17 (14.4K bps) Fax
- EIA 592 Class 2.0 fax command set
- Adaptative answering (Fax/Data detection)
- Dial security
- V.25bis (Synchronous Autodial)
- HST Cellular

Also Includes :

HST16.8K, V.32bis, V.32, V.23, V.42, V.42bis, EIA 578 Class1, ASL, 99\$
Vfast upgrade coupon.

Warranty :

2 Years on the board

CAUTION : Obvious damages due to improper insertion/removal will not be covered by warranty.

Order method :

1) On USRobotics Euro Tech support BBS at +33 20 05 32 41 :

Download file call ORDERFRM.TXT, complete this orderform and Upload it USRobotics on the BBS in

- File area : Terbo Upgrade
- file format: <your lastname>.ODR

or fax it at +33 20 05 32 40.

2) By FAX (Ask for USR special order form).

IMPORTANT NOTE FOR SYSOP: If you have a modem that complies with this offer that you bought through the Sysop deal in the USA, we will need a copy of your original invoice.

Payment methods :

Credit card : Visa, Eurocard, Mastercard, Carte Bleue

Bank check / Money Order

Eurocheque

Wire transfert

Villeneuve d'Ascq, September 20th, 1993

U.S. Robotics s.a.

1.10 Product announcements

PERFECT-LINK BBS V1.0 ANNOUNCED

TITLE

Perfect-Link BBS

VERSION

Version 1.0

AUTHOR

Alan Berney - Wild Rabbit Productions
(aberney@octopuce.alphanet.ch)

COMPANY

Wild Rabbit Productions
Avenue de France 98
1004 Lausanne
SWITZERLAND
Tel & Fax: ++41-(0)21-648.36.74
BBS & Fax: ++41-(0)21-648.36.74
EMail : aberney@octopuce.alphanet.ch

DESCRIPTION

A new "polymorphic" ANSI BBS package for the Amiga.

FEATURES

The main feature of this BBS software is that it is 100% online configurable. The sysop may create his own structure of menus, choosing himself the keys to press, which makes each BBS unique and "polymorphic". There is no need to compile menus. Everything is built-in, available even on terminal nodes, and very easy to use.

One "novice" can start a new BBS "from scratch" in less than 1 hour.

The menus are created in a tree-like structure. The SYSOP chooses the keys and links them to one of the 28 functions available. Each key has its own access level for reading and writing.

Other nice features are:

Multi-users, multi-nodes, 100% editable online, 10 sets of texts for multi-language support, 95% of the system texts editable, 4 sets of access levels, supports SigOps, Icons for each user, two text editors: in-line and full screen, over 160 special codes for text files, supports AREXX with many features, supports XPR

libraries for file transfers, supports high speed transfers, ability to send E-Mail without logging on, ability to receive news without logging on, editable icon for each user, ability to chat from the WorkBench, ability to edit the access level & time left of the user, log-off the user, all this by clicking on the user's icon, and add some files for transfer by putting the icon of the file into the user's icon, plus most of the features BBS usually have.

French version only. English version pending.
Printed French user manual.

Demo version without handling the serial device also available.

SPECIAL REQUIREMENTS

Any Amiga
Workbench 2.04 or higher
1 Mb RAM or more suggested
Hard disk recommended
Hayes compatible modem (AT command set)

PRICE

Commercial version: \$170 (CHF: 250.--) + Shipping & Handling

Demo version : Shipping & Handling only

DISTRIBUTABILITY

Available only from:

Wild Rabbit Productions
Avenue de France 98
1004 Lausanne
SWITZERLAND

Tel & Fax : +41-(0)21-648.36.74
BBS support: +41-(0)21-648.53.32

DiskExpander V2.1 Announced

TITLE

DiskExpander

VERSION

version 2.1

AUTHOR

Jaroslav Mechacek & others

DESCRIPTION

DiskExpander is a brandnew tool which may DOUBLE the capacity of your hard disk and your floppy disk(s).

DiskExpander is a program which multiplies your "virtual" disk space. It does so by compressing each file during writing (in real time). If you access the file later for reading, the file gets decompressed at once.

After installing DiskExpander, you will be able to continue your work without making any changes to your environment. Unless you change the configuration of DiskExpander you will never again have to restart it manually.

DiskExpander uses the XPK standard (by Urban Dominik Mueller & others) and lets you choose the most suitable compressor, e.g. (just two of many included XPK compressing libraries):

Method	Packing Memory	Unpacking Memory	Packing Speed	Unpacking Speed	Compression Ratio
FAST	92 KB	0 KB	426 KB/s	1048 KB/s	32.7%
NUKE	192 KB	0 KB	35 KB/s	613 KB/s	45.2%

(statistics from the standard XPK Benchmark System
[A3000/25 with SCRAM, AmigaVision being packed])

You can use any XPK compressor library. DiskExpander doesn't even need to have the XPKMaster.library (for reasons of memory consumption). All actions of DiskExpander are fully transparent. You will notice only a very slight delay during file operations. You don't have to worry about your files. If files are already better packed (e.g. lha-packed files) DiskExpander won't pack these once more.

There are also some tools in the DiskExpander package. Namely:

- * DEStatistics which gives you the proof how your files have been packed and which compression libraries have been used.
- * DevicePacker which helps you to pack or unpack entire directories, partitions or even entire hard disks/floppy disks. It can be also useful to convert files which have been packed with an obsolete compression library and pack them with a more sophisticated compression library.

All programs have a graphical user interface but can also get started with command lines.

DiskExpander is a carefully tested program. There have been

hundreds of testers worldwide.

SPECIAL REQUIREMENTS

none - ANY Amiga and Kickstart/WB

(There are some libraries which may require more than 512K memory!)

PRICE

International (English GUI and manual) US\$ 49,-

Version

Release date: Oktober, 1st 1993

German Version (German GUI and manual) DM 69,-

Release date: available now!

Dutch version (English GUI and Dutch manual) FL 89,-

Release date: Oktober, 1st 1993

DISTRIBUTABILITY

DiskExpander is a commercial product. You may buy it at your next dealer or order directly from

Stefan Ossowski's Schatztruhe
Gesellschaft fuer Software mbH
Veronikastrasse 33
D-45131 Essen
Germany

eMail: stefano@schatztr.adsp.sub.org

Dealer inquiries are welcome.

OTHER

DiskExpander is copy protected. That means you have to personalize your copy during installation. After that, the copy-protection won't disturb you!

1.11 Assistant v1.0

ASSISTANT V1.0 AVAILABLE FOR FTP

TITLE

Assistant-100.LHA

VERSION

Version 1.00, first public release.

COMPANY

R&R Software
POBox 22
NL-5133 ZG Riel
The Netherlands
Tel: ++31-4248-2313
Fax: ++31-4248-2344
email: Ronald@ecl014.adsp.sub.org

AUTHOR

Ronald van Eijck.

DESCRIPTION

Assistant keeps track of your appointments, todolists and your addresses. It also has an option to convert between different unit systems. (f.i. Degrees Celcius to Fahrenheit or Kilogram to Ounces)

NEW FEATURES

Since this is the first release all features are new :-)

SPECIAL REQUIREMENTS

The program needs at least OS version 2.0.
Since the programs is intended to start from your wbstartup and run in the background a system with harddisk and a little memory to spare is recommended.

HOST NAME

Aminet sites.
ftp.wustl.edu (128.252.135.4)

DIRECTORY

pub/aminet/util/misc

FILE NAMES

Assistant-100.LHA

PRICE

\$ 0.00

DISTRIBUTABILITY

Freely distributable copyrighted software.

1.12 CAP Demo

COMBAT AIR PATROL DEMO AVAILABLE FOR FTP

TITLE

Combat Air Patrol

COMPANY

USA:

Psygnosis Ltd.
675 Massachusetts Ave.
Cambridge, MA 01239
USA
Order Line: (800)438-7794
Tech Support: (617)497-7794

EUROPE:

Psygnosis Ltd.
South Harrington Building
Sefton Street, Liverpool L3 4BQ
United Kingdom
Tel: +44 51 709 5755

DESCRIPTION

Combat Air Patrol - Offering the excitement of a detailed flight simulator, the strategy of a war game, and the playability of an arcade shoot 'em up, all in a single package.

Piloting either an F-14 Interceptor or F18 Multi-Role Attack aircraft aboard the carrier Roosevelt, you will be responsible for carrying out a number of vital missions within both Kuwait or Iraq. Targets include a wide range of artillery, infantry and supply units as well as individual bridges, aircraft, transport and helicopters.

FEATURES

- o Fully AmigaDOS compatible - Hard Drive Installable
- o Pilot Both F-18 and F-14 in offensive & defensive operations
- o Super smooth 3D action, even on standard A500/A600
- o Multi-angle & zoom views give outstanding free-flight effect
- o Authentic digitally sampled sound effects
- o Sensational fly-past camera angle
- o Serial link between Amigas
- o Pre-mission reconnaissance photography
- o Infra-red night attack option

SPECIAL REQUIREMENTS

- o Any Amiga model with at least 1MB RAM.

PRICE & DISTRIBUTABILITY

\$49.99 US Suggested Retail Price
The full game is available from Amiga dealers worldwide.

Combat Air Patrol can also be ordered directly from Psygnosis.

Combat Air Patrol is a commercial product
Copyright 1993 Psygnosis, Ltd.

FREELY-DISTRIBUTABLE DEMO AVAILABLE

A fully playable demo of Combat Air Patrol is currently available on ftp.wustl.edu (128.252.135.4) and will be appearing shortly on all Aminet sites.

DIRECTORY AND FILE NAME

systems/amiga/aminet/new/CombatAirPatrol.dms
systems/amiga/aminet/game/demo/CombatAirPatrol.dms

DEMO DISTRIBUTABILITY

The Combat Air Patrol Demo is Copyright 1993 Psygnosis, Ltd. and may be freely distributed, provided that the contents of the archive are not modified in any way.

1.13 GNU Patch v2.1

GNU PATCH V2.1 AVAILABLE FOR FTP

TITLE

GNU Patch

VERSION

Version 2.1

AUTHOR

Amiga port by Peter Simons <simons@peti.GUN.de>

DESCRIPTION

Patch will take a patch file containing any of the four forms of difference listing produced by the diff program and apply those differences to an original file, producing a patched version.

This is a port of GNU Patch 2.1 for the Amiga and has been compiled with SAS/C 6.3, so no ixemul.library is necessary.

The manual is included in NROff-format and plain ASCII, also as the diffs to the original version.

SPECIAL REQUIREMENTS

none

HOST NAME

Any Aminet host, i.e. ftp.uni-kl.de (131.246.9.95).

or

ftp.wustl.edu:/systems/amiga/aminet/util/text/misc/PatchAmiga2.1.lha

DIRECTORY

/pub/aminet/util/text/misc/PatchAmiga2.1.lha

FILE NAMES

PatchAmiga2_1.lha

DISTRIBUTABILITY

GNU General Public License

1.14 Home Accountant v1.1

HOME ACCOUNTANT V1.1 AVAILABLE FOR FTP

TITLE

The Home Accountant
(Source and Executable release.)

VERSION

v1.1

COMPANY

Private developer.

AUTHOR

Vincent Platt
Internet: platt@mhd1.moorhead.msus.edu

DESCRIPTION

The Home Accountant allows one to keep track of any type of account one may use in the home. This includes checking, savings, mutual funds, and more. Along with it's record keeping features, one may use it to budget any revenue/expenses which flow through an account. One may also group accounts into

what is called a transaction base to compute net worth and obtain batch printings.

This release supports a new editing screen look and some other minor improvements. I've gone as far as I will with this, so I will no longer be making releases of this package. Future improvements may come through other AMOS programmers who choose to modify and redistribute the source I have included.

SPECIAL REQUIREMENTS

The Home Accountant was developed on an Amiga 500 (ECS) with 1 meg RAM. It requires the mathtrans.library included with AmigaDOS.

The Home Accountant does not currently work with AGA machines without some sort of CPU downgrade (ala Degrader, etc.) To fix this bug, I have simply included the source for any future ambitious person who wants to modify the source, recompile it, etc.

HOST NAME

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

DIRECTORY

/pub/aminet/biz/misc

FILE NAMES

HomeAccountant.lha
HomeAccountant.readme

PRICE

The Home Accountant is FreeWare.

DISTRIBUTABILITY

The Home Accountant may be distributed on any BBS or network. There is to be no charge for the program except for media charges which may not exceed \$1.00 (American).

I hereby give permission to any second party to modify the source and redistribute it for non-profit purposes. Also this new distribution must include the original text files included in this distribution. Mention must be made of me, the original author, by the second party when releasing this modified version. I hope this works to the benefit of all who use this package.

1.15 ARexxGuide Reference

ARexxGuide Reference Available For FTP

TITLE

ARexxGuide.guide

VERSION

1.0 -- First edition

AUTHOR

Robin Evans

robin@halcyon.com

r.evans6@genie.geis.com

DESCRIPTION

ARexxGuide is a complete ARexx reference with tutorials and examples. It is done in Commodore's AmigaGuide hypertext format, giving Amiga users one of the most extensive on-line help facilities available for REXX on any platform.

A tutorial guides the new user line-by-line through the code of an ARexx program. Hypertext links in the explanations take the user back to complete descriptions of language elements and concepts.

The major reference sections are:

Basic Elements

An explanation of important terms and concepts of the language, including tokens, expressions, and clauses. This section includes an extensive description of compound variables.

Instructions

Syntax and explanation, with examples, of keywords and instructions. This section includes a comprehensive explanation of the PARSE instruction.

Functions

Syntax and explanation, with examples, of all built-in functions and of the functions in rexxsupport.library. This section includes notes on file I/O functions.

Operators

Tables and explanations of operator tokens. Includes an interactive demonstration of comparison operators.

Commands

Syntax and explanations of the command utilities for ARexx, including RX and WaitForPort.

The guide includes an index and comprehensive contents listing.

SPECIAL REQUIREMENTS

ARexxGuide requires either AmigaGuide or Multiview. AmigaGuide is a hypertext utility distributed by Commodore and available on Fish disk 870 or by anonymous ftp from Aminet as aguide34.lha in the directory util/rexx. Multiview is a utility included with the Release 3.0 OS.

ARexx is needed to run the interactive examples included with the guide, but is not otherwise required.

HOST NAME

Available by anonymous ftp from any Aminet site in the directory text/hyper.

Check the Aminet mirror closest to you or look for it at

ftp.wustl.edu (128.252.135.4)

DIRECTORY

/pub/aminet/util/rexx

FILE NAMES

Download archive: ARexxGuide1_0.lha

The archive contains 20 files that make up one AmigaGuide application. Several .rexx example scripts are included as well.

PRICE

ARexxGuide is shareware and costs \$15. A printed quick-reference is available for a total shareware fee of \$21.

DISTRIBUTABILITY

The files in the archive are copyright 1993, Robin Evans and may be distributed only in the original form.

The archive may be distributed in its original form on any non-commercial media, on local and national computer networks, on Aminet distribution channels (including the Walnut Creek CD-ROM), and on the Fish Disks. Contact the author for information about other forms of commercial distribution.

1.16 MUIEmail v37.84

MUIEmail v37.84 Available For FTP

TITLE

MUIEmail - MUI Email interface for AmigaUUCP.

VERSION

37.84

AUTHOR

Franz Hemmer (hemmer@hemmer.adsp.sub.org)

DESCRIPTION

MUIEmail offers you an easy way to email people. MUIEmail reads your AmigaUUCP alias file and presents the entries in a listview together with information about the 'real' address & comments. You are able to configure MUIEmail to be used with any mailer & editor you might be using.

Full source in SAS/C is included in the archive.

NEW FEATURES

First release.

SPECIAL REQUIREMENTS

MUIEmail requires MUI (Magic User Interface by Stefan Stuntz), which can be obtained from ftp servers in directory:

/pub/aminet/dev/gui

MUIEmail also requires at least WB 2.04 & AmigaUUCP installed on your system.

HOST NAME

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

DIRECTORY

/pub/amiga/comm/mail

FILE NAME

MUIEmail_V37.84.lha

PRICE

Free.

DISTRIBUTABILITY

The archives are freely distributable in original and unmodified form. See documentation for details.

MUIEmail is (c) Copyright 1993 by Franz Hemmer.

1.17 Online Weekly

/// ONLINE WEEKLY Amiga Report Online

The lines are buzzing!

From Portal's AmigaZone

.../General Q&A, Announcements, and Help!/Looking for a faster modem?
16026.3.603.1 Try this one: \$99
9/29/93 15:46 46/2046 Harv

I ordered the LineLink 144e modem from Mac Warehouse on Tuesday this week. They told me it was out of stock and they expected a shipment in soon. This morning (Thursday) half an hour ago it was delivered to my front door. Total cost \$99 for the modem plus \$3 for Airborne Express overnight shipping.

The modem's box was securely packed in a larger outer carton.

I was shipped exactly what I ordered and received it in perfect working condition in a very timely manner. mac Warehouse's phone order takers were courteous and did not leave me on hold for long periods of time.

The modem itself is a white metal box, not very fancy or pretentious looking, about 6" wide, about 8" deep, about 1.5" tall with five LEDs on the front panel. The rear has the standard RJ11 phone and line jacks, a standard RS-232 female port, a small power switch, and a hole into which one plugs the small AC power adaptor.

Included is a 30 page manual, a disk with Mac terminal software, a Mac serial cable, and the AC power brick.

I unplugged my old modem, used the same Amiga serial cable I've been using since 1985 to connect the modem, connected the power brick, ran Baud Bandit, dialed in and here I am.

All things considered I would rate this purchase as a excellent bargain, and rate Mac Warehouse as an excellent company with whom to do business (I have absolutely no affiliation with them whatsoever

and I've NEVER bought anything from them before).

I don't know how long they intend to keep selling this modem for \$99. At that price it represents an absolutely incredible bargain and if you've been slogging along with a 1200 or 2400bps modem waiting for the price of 14.4K modems to come down to a reasonable level, your wait is now over.

Call Mac Warehouse and order one of these. They're at 1-800-255-6227. The modem's order number is BND0249. They take all major credit cards and again, Airborne overnight express is \$3 additional.

Again, I have NO connection with Mac Warehouse at all except I am now an extremely satisfied customer.

Harv

From FidoNet's Amiga International Echo

Area: AMIGA Date: 25 Sep 93 23:21:38
From: Jeff Grimmertt (1:202/739.1)
To : All
Subj: Amiga Echo Disk --Deux-- Status Report

Well, I hear the masses clamoring for news on AmigaDisk 4, like maybe when it will finally be out... right now, I have a basic problem with it: so far, I have yet to find a suitable distribution method and player! Isn't it amazing, here we are on THE multimedia machine, and yet I'm having trouble here...

Originally, I planned on using Impulse's Foundation 2.1. It had the virtue of being paid for, something dear to my heart. I put together a sample disk and started testing it out. I found out several things:

1. The player itself is over 500K! AUGH!
2. The player does NOT like 512K chip ram systems.
3. The player does NOT like A1000s.
4. The player seems to do OK with 3.0 and AGA.
5. Can't put buttons on HAM pics. Small but annoying.

OK, sez I, I've been considering Scala. I borrowed it from my former roomie and found out the following:

1. Fantastic program! Well worth the \$300 except...
2. To my dismay, the player requires a dongle! NO freely distributable player!!!

Scratch ScalaMM.

Now, I'm about to buy a copy of DeluxeVideoIII. I used to own it, it worked well, and did everything I wanted it to do on my 3000. I can get it CHEAP.

It comes with a freely distributable player, and I think the transfer util is also redistributable. If so, this will make installation a snap for everyone, too. My only real worry is AGA and AmigaDOS 3.0. We'll see in a very short time. I plan on sending a sample disk to Asha and have her try it out on her friend Dawn's machine (a 1200) to see if it works. If it works, I can have disk 4 out the door in a week or less and disk 5 will be right on its tail. I plan on hatching these disks via the Sky Amiga Network for widest distribution.

Now, the question remains: if DVIII doesn't work, what then? CanDo was used for the original disks, I believe. Perhaps someone has a used copy for sale? I am NOT rich, and can't afford to buy it for just one project, which is more or less why I would buy it. The current licensing agreement for the player is a bummer, too.

OR: I am willing to entertain other suggestions. Is there a PD or shareware util for coordinating such things? Remember, it MUST be 1.3 friendly! I figure around EchoDisk 10 we can drop that requirement, but for now we still have a few 1.3 holdouts, so we have to consider them. Otherwise, I'd already have a player assembled using ToolManager 2.1 :-)

This is very frustrating. I have the titles, the credits, and the title screen all done. I have pics. All I need is a presentation tool.

Figured everyone would appreciate a status report. Thanks for your contributions, everyone! OK, here's the info for those who don't know:

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_____
( _ _ )
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(_/hat's right folks, time once again to get your XapShots and
digitizers out and create a photo of yourself to be distributed
throughout the known universe!
```

The idea behind the Amiga <Echo> Disk is this: we have here a community of words and phrases formed by personalities that we have no way of attaching to an actual face. The Amiga Echo Disk is a collection of such 'photos' in IFF format, viewable on any Amiga throughout the land. This gives you a good idea of who you're "talking" to.

The first set of EchoDisks contained a pic of Asha in her infamous bustier, Yours Truly redeaux in one fairly tame and one

fairly bizarre interpretation, Orin amidst his creations, people posing with thier computers, people walking past the camera, and other more creative pics. Along with each pic were text-format bios of the person (self-authored) and some even had extra pics or sound samples (Jeff Johansen's Workbench, for instance -- out-a-sight!). The disks were distributed as a set and driven by a CanDo deck, usable on any Amiga.

Now, almost a year after release, we are once again gathering together pics, sounds, and sights related to the people that form this, the AMIGA echo!

WHAT TO DO

Easy! Send your pics to myself or to Orin Palmer (criteria to follow along with addresses)

HOW TO DO IT

Preferably, pics should be in IFF format, HAM included. If you don't have a digitizer handy, a snapshot will do -- we can digitize and return these pics. IFF-24's and other high-res/high-color pic formats are acceptable, but will be reduced down to HAM.

WHAT TO PUT IN IT

Hey, it can be a simple pic of yourself at the family picnic, or you can get way out gonzo creative! I've seen some excellent pics that were done with the original subject and then enhanced in some way. Put yourself in an Imaginary scene, in the middle of your workbench, or your face on Arnold Schwarzenegger's body -- just have fun!

Additionally, sound samples of your voice, favorite sound byte, or whatever can be integrated into the disk.

Along with all this, please include a self-written bio or introduction to yourself. It doesn't have to be long, nor flashy, nor witty, just write what you feel like writing.

WHO SHOULD SEND IT IN

If you're reading this, you're in! Just because you're not a regular doesn't mean you don't count!

Also, just because you were on the first disk collection doesn't mean you aren't welcome the second time around! Time has passed! People change!

WHERE TO SEND IT

IFF's and HAM pics should be sent to myself, either as a file attach to me at 1:202/739, or via Snail Mail to:

Jeff Grimmatt
3152 Kemper St #5
San Diego, CA 92110

24-bitters, XapShot disks, video tapes, flat pics should be sent to Orin Palmer either as a file attach to 1:202/739.10 or via US Snail to:

Orin Palmer
540 Naples St. #28
Chula Vista, CA 91911

Suggestions for the Amiga Echo Disk <Deaux> are appreciated, as well as questions on unclear parts of the "official" AmigaDiskII blurb (what you're reading).

All for now!

1.18 Amiga Report Mailing List

/// Amiga Report Mailing List

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

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!

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

1.19 WOCA Report

/// World of Commodore Amiga Show Report

By Dan Zerkle
(zerkle@cs.ucdavis.edu)

Part 6, Interviews on Show Floor

This is part 6 of my report from the World of Commodore Amiga show held in Pasadena, California, on September 10th, 11th, and 12th. This section details interviews I conducted at the booths on the show floor. I will continue to post sections each night or so until I finish.

READER COMMENTS

First, some comments from the readers about previous sections of this report.

From Yves Perrenoud (pyves@nuga.alphanet.ch) comes this comment about the sound on MPEG discs:

----- (BEGIN QUOTE) -----
The sound from the MPEG discs is compressed using a standard similar to the one used for the MiniDisk (ATRAC : Adaptive Transform Acoustic Coding). It is based on physiological studies of the human ear (it's sensitivity varies according to frequency).
----- (END QUOTE) -----

He had a lot more to say about this. That was the short version. For the long version, contact him at his e-mail address.

One of those "three guys" who ended up the the motel with Harv and me wrote to explain who they were:

----- (BEGIN QUOTE) -----
Steve Herring - Producer
Anthony Fiarito - Grip
Chris Hufnagel (me, chuff@ee.pdx.edu) - Grip

The show we were taping is called "Cyberspace 3-D" and deals with all aspects of technology (Even Amiga).

We did interviews of many people and products at the WOC. Did some taping at JPL. Did a taping at Virtual Worlds (Robotech center) and got cancelled for Foundation Imaging.

The show will air in Portland, OR, Virginia (?), New York, and other places.

If you need more info let me know and I'll get you the e-mail address of the producer.

----- (END QUOTE) -----

PORTAL COMMUNICATIONS

Well, Portal didn't have a booth at WOCA. They did, however, send Harv Laser, so I'd better mention them.

Portal is an online service. It has file download areas, message areas, and online chat. It offers full-blown access to Internet services such as Usenet, electronic mail, ftp, Internet relay chat, telnet, and so forth. If you are a North American without access to all these, Portal is probably the best way to get them.

In addition, a large part of Portal, called the "Amiga Zone," is dedicated to Amiga users. The Amiga Zone has various important Amiga personalities online, and you can "chat" with them online. It also has a vendor area dedicated to companies that sell Amiga products. It has a large collection of Amiga files for download, including the entire Fred Fish collection.

Best of all, it carries comp.sys.amiga.announce.

Portal costs \$19.95 per month, plus a one-time startup charge of \$19.95. You can connect to it through Tymnet, Sprintnet, or the Internet (via telnet). There is no "per-minute" fee, except any fee charged by your network.

If you do join Portal, mention that it is because of the Amiga Zone.

ANTI GRAVITY PRODUCTS

I thought that this medium-sized booth was a just a dealer, as they had stacks of products from various companies for sale. I found that they were more when Jeremy Birn saw my badge and started describing their special products.

"Snap Maps" are 24-bit IFF texture maps intended to be used in 3-D rendering programs. In addition to coloring polygons, they can cut out shapes of various objects. This saves a tremendous amount of time over modeling these object completely with polygons.

There are two Snap Maps packages. the "Fields and Foliage" library has grass, ivy, leafy branches, flowers, and so on. The "Materials and Fabrics" library has cloth, wicker, nets, and other man-made stuff.

I saw a couple pictures generated with the Maps. They were used to generate a picture of a fern leaf. It looked pretty good.

Along the 3-D line, they also offered the Humanoid Human Animation Designer. This is a kit consisting of four 3-D models of the human form: a man, muscular man, woman, and child. These models are fully articulated and can be used to generate motion

such as walking, running, changing facial expressions, and the like.

I was quite impressed with the demonstrations of these models. This package contains the most realistic, detailed electronic model of the human body I've ever seen.

WARM AND FUZZY LOGIC

Warm and Fuzzy Logic had the most controversial product at the show. This product is "LightRave." It is a hardware module that allows you to run NewTek's 3D graphics package, LightWave, without the need for NewTek's Video Toaster.

LightRave adds a few features to LightWave. With it, you can render to a normal Amiga screen or to a 24-bit graphics card. There is no trouble using it in PAL mode. It can render directly to GVP's ImageFX image processing program. It is faster than rendering with a Toaster installed. It will work with any Amiga computer with enough memory.

Of course, to use this, you have to find a copy of LightWave somehow.

EUPHONICS

One of the most interesting new products at the show was the Lightworks Graphics Synthesizer from Euphonics. This is a hardware/software combination package that is a little hard to describe. It lets you engage in what I call "performance graphics".

Basically, Lightworks lets you display actively changing graphics in conjunction with music. These graphics can be patterns, pictures, or anything you want. The graphics can change in response to scripts, audio input, MIDI input, or an active user. Many of the supplied patterns are intended to be genlocked over live video.

The package includes a controller box with eight sliders. These can be used to control almost any part of the display.

On display was one fancy geometric pattern changing its pallate in response to audio input. Another was a graphic display indicating the bass, midrange, and treble response to more music.

The package is intended for music technicians and disk jockeys. You really have to see it to understand how it works. I have only mentioned a few of the features. In the hands of a capable artist, it could have considerable potential.

ADDRESSES

Anti Gravity Products

456 Lincoln Blvd.
Santa Monica, CA 90402
PHONE: 310/393-6650
FAX : 310/576-6383

Euphonics
138 North Main Street, Suite 111
Sebastopol, CA 95472
PHONE: 800/892-3325

Portal Communications Company
20863 Stevens Creek Blvd., Suite 200
Cupertino, CA 95014
PHONE : 408/973-9111
MODEM : 408/725-0561
V.32BIS : 408/973-8091
SPRINTNET: c Portal

Warm and Fuzzy Logic, Inc.
2302 Marriot Road
Richmond, VA 23229
PHONE: 804/285-4304

Part 7, Interviews on Show Floor

This is part 7 of my report from the World of Commodore Amiga show held in Pasadena, California, on September 10th, 11th, and 12th. This section details interviews I conducted at the booths on the show floor. I will continue to post sections each night or so until I finish.

DIGITAL CREATIONS

The folks at Digital creations had three new products and seemed quite proud of themselves.

First and foremost, of course, was Brilliance, their paint program. This program works in all of the Amiga's graphics modes, including HAM-8. It has a wealth of features, including considerable animation abilities.

Most of you have probably seen the advertising for this program, which shows a magnificent painted lagoon scene. Now that the program is shipping, Digital Creations shows the entire picture, including the fish swimming about under water. The promotional material opens up to form a big poster of this picture.

Digital Creations has another genlock. This one is called the SuperGen SX. It is a high-performance tool designed to handle

the more sophisticated graphics modes available on the newer Amigas. It has one slider apiece for the background and the graphics, plus a switch to quickly disable itself for when it is not needed. It has both S-Video and composite inputs and outputs.

Their most interesting piece of hardware was their video slot box, available in late October. This is a mini-tower case with a 230 watt power supply containing four video slots! Once you hook it up to your Amiga, you'll be able to use up to four devices that make use of the video slot.

Some video slot boards are "active." Only one of these may function at a time. The slot box will turn off all but the one you select. "Passive" boards, which just listen to the signals on the video slot, may operate at the same time as other boards.

The box also holds three ISA slots (PC-AT style) with power and ground only available. Some time base corrector cards can be placed in these slots. It also has room for extra tape and disk drives, which may be connected to the power supply. It should list for about \$895.

VIDEOPOLIS R&D

Pat Keith and his son were showing off Videopolis' new product, called the Video Palace. This is another mini-tower case, but this one holds an Opalvision card. You can use it with any Amiga, including those with no regular internal slots. On display was a 1200 showing an animation running on the Opalvision card.

The case has a 200-watt power supply and can be used to hold other things, such as a hard drive. Mr. Keith said that he planned to add a lot more features to the product.

The Video Palace was on sale for the show for \$1200 and included the Opalvision card. Mr. Keith said that it was shipping and would be sent out within 48 hours of receiving an order.

U.S. CYBERNETICS

RISC technology is clearly on the way to the Amiga, and it's not going to wait for Commodore to figure out how to do it.

U.S. Cybernetics was showing off their prototype processor cards carrying Inmos chips. One model uses the T805 processor for 4.3 MFLOPS performance, while the other uses the T9000, for 50 MFLOPS. The chips are designed to operate in parallel, to work in conjunction with each other and with the Amiga's main processor. With an external box, up to 40 processors may be installed. If used properly, in parallel, this will give full-blown supercomputer performance.

Programs have to be especially written to take advantage of this

technology. U.S. Cybernetics has a development system to let programmers write programs in Parallel C. The programs currently being ported to the system include Pegger, Vista Pro, ImageFX, TV Paint, Real 3D, and Cinemorph.

I happen to have a minor in computer graphics and extensive experience in parallel processing, so this is quite interesting to me. For many applications, having multiple processors does not speed up computation much. However, ray tracing can be tremendously accelerated with good parallel processing. For instance, with well-written software, a scene that takes 2 hours to ray-trace on an Amiga 4000 could be completed in about seven minutes by a box with ten of these processors. Maybe faster.

At this time, U.S. Cybernetics is not selling their RISC boards. It is only interested in talking to developers who will port software to the system. Unless you are a developer, please don't contact them yet.

The low-end version should be available around the end of November. It will list for about \$750.

AVID PUBLICATIONS

Avid Publications were giving away free copies of their Video Toaster User magazine, of course. A subscription to this will tell you everything you ever wanted to know about how to produce neat stuff with NewTek's Video Toaster.

In addition to the regular magazine, they are coming out with a 16-page newsletter called LightWave Pro. This is full of advice for people using NewTek's 3-D graphics animation program, LightWave. If you contact Avid, they will send you a free sample copy.

I had a particularly infuriating exchange with one of the people behind the counter. She saw my press badge and properly recognized a fellow in the media:

"Have you heard any big announcements?"

No, why?

"We've got a big scoop!"

What?

"If you don't know, I'm not going to tell you. You're competition."

Aw, c'mon....

"No way."

I was ready to chew tacks in frustration after that. I think I know what it was now, though.

ADDRESSES

Avid Publications
21611 Stevens Creek Blvd.
Cupertino, CA 95014
PHONE: 408/366-8220
FAX : 408/725-8035

Digital Creations
P.O. Box 97
Folsom, CA 95763-0097
PHONE: 916/344-4825
FAX : 916/635-0475

U.S. Cybernetics
DEVELOPERS ONLY
(no address given)
PHONE: 403/269-1090 (Ron Henry)
FAX : 403/246-8478
EMAIL: John@quark.powerstar.cuc.ab.ca

Videopolis R&D
107 Park Avenue, Suite 106
Santa Maria, CA 93454
PHONE: 805/925-0970

1.20 Portal

/// Portal: A Great Place For Amiga Users

Portal Communications' Amiga Zone

The AFFORDABLE alternative for online Amiga information

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

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

into Portal for a flat \$19.95 a month, with *unlimited* use.

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

- Over 1.5 GIGabytes of Amiga-specific files
 - The *entire* Fred Fish collection of freely distributable software, online.
 - Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
 - Twenty Amiga vendor areas with participants like AmigaWorld, ASDG, Soft-Logik, Black Belt, Apex Publishing, Stylus, Prolific, NES.
 - 35 "regular" Amiga libraries with thousands of files. Hot new stuff arrives daily.
 - No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
 - Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. Famous Amiga folks aren't the exception on Portal, they're the norm.
 - Vast Message bases where you can ask questions about *anything* Amiga related and get quick replies from the experts.
 - Amiga Internet mailing lists for Imagine, DCTV, LightWave, HyperAmi, Director and Landscapes are fed right into the Zone message bases. Read months worth of postings. They don't scroll off, ever! No need to clutter your mailbox with them.
 - FREE unlimited Internet Email. Your Portal account gets you a mailbox that's connected to the world. Send letters of any length to computer users in the entire industrialized world. No limits. No extra charges. No kidding!
 - Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine. Usenet feeds into Portal many times each hour. There are 14 Amiga-specific Usenet newsgroups with hundreds of articles posted every day, including postings by Commodore personnel. Since Usenet is distributed worldwide, your questions and answers can be seen by literally hundreds of thousands of people the same day you post them.
 - Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, NeXT, UNIX, Science Fiction, Writers, amateur radio, and a graphics SIG with thousands of GIF files to name just a few. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever.
 - The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
 - Portal features an exciting package of Internet features: IRC, FTP, TELNET, MUDS, LIBS. Free to all Portal customers with your account. Internet Services is a menu driven version of the same kinds of
-

utilities you can also use from your Portal UNIX shell account.

- All the files you can FTP. All the chatting you can stand on the IRC. And on IRC (Internet Relay Chat) you can talk live, in real time with Amiga users in the U.K., Europe, Australia, the Far East, 24 hours a day.
- Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- And Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

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

Portal Signup or for more information:

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

PORTAL'S CURRENT RATES:

All prices shown are in U.S. Dollars

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

* plus cost of phone call if out of Portal's local dialing area

Direct rates also apply to connections made to Portal using the UNIX "telnet" program from an account you may already have on an Internet-connected system.

% 9600 bps Sprintnet and Tymnet available in over 300 cities areas

+ \$10 rate prevails at smaller US Cities

PCPursuit is a service of US Sprint. Portal is a PCPursuit

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

Note:

Portal Direct 9600/14400 bps service is available for both USR HST modems, and any V32/V32.bis modems. There are dozens of direct-dial high speed lines into Portal. No busy signals!

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

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

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

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

That number again: 408-973-9111.

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

1.21 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)

Did you ever feel overwhelmed by the endless stream of technical jargon and acronyms that pervade the electronics industry? Well, you're not alone. Acronyms have been around since the very first days of computers, with the ABC and the ENIAC, and programming languages with FORTRAN, T0 and COBOL, and even in companies with IBM and UNISYS. Computer scientists wonder why they're having such a hard time writing programs that don't cause major accidents. Well, its obvious, isn't it? The average computer scientist has so much brain power expended on remembering all this silly stuff that they couldn't code their way out of a paper bag! I mean, even software designed to help make better programs has an acronym, CASE! Unfortunately, unless NASA (hey, there's another one!) is planning on using the Hubble telescope to brainwash the entire planet into getting rid of all this pesky stuff, we as part of the computer nerd community must learn to live with it. Of course, we at AMIGA, in the interest of keeping our own acronym and helping

you remember yours, have compiled this rather inane acronym list for you to print out and keep in your wallet, so you can finally stop worrying about the difference between SCSI and IDE...

TAAL (The Amiga Acronym List)

I. Disk Drives

OFS, FFS, DC-FFS: Oh your Feet Smell, Frank's Feet Smell, Dear Columbus, Frank's Feet Smell.

DF0: Duh, i Flunked with a 0.

DF1: Duh, i Flunked with a 1.

DF2: Duh, i Flunked with a 2.

HD0: Hey, i got a D with a 0! (In case of special services for professor)

SCSI: So Can i Start to Inhale?

IDE: I Didn't Exhale.

(In honor of Slick Willie)

II. File Formats

IFF: Imploding Freshwater Fish

TIFF: Terrible-smelling Imploding Freshwater Fish

GIF: God-awful IBM Format

PCX: Pretty Crappy X-Rated pictures

FLI: Frustrated Little-boys tItillations

8SVX: HUH?

RTF: Really Tacky Format

MOD: Messed-up Old Data

MUS: Mysterious Unused Software

ASCII: Atrocious Simple-minded Code for Insidious Interpolation

III. Programming

FORTTRAN: FORTunately there's TRANslators (into this language)

COBOL: Commodore Outta Be bought out by Out Levi's (see SNOBOL)

SNOBOL: Chance in hell of anyone buying Commodore (see COBOL)

PL/1: Programming Language for 1st graders

BASIC: Blunderers And Simpletons Implement Code (in this language)

COMAL: COME on, Another Language?

LISP: Lots of Inane and Silly Parentheses

REXX: Not an acronym, named after Jurassic Park.

C: Cool!

E: Excellent!

C++: HUH?

IV. Other

WP: (Not supported by The Amiga Acronym List)

GUI: Goofy User Interface

MIPS: My I'm Pretty Sullen

RTFM: Read The Four-foot thick Manual!

BBS: Boring Blathering Sedation

MODEM: MORE DEMoralizing Ministrations

IBM: Incurable Butthead Mentality

THE END (This is the End, Exit Now Damnit!)

1.22 InterNet via Email

```
/// The InterNet via Email
-----
by Robert Niles
```

Those of you that only have email access to the InterNet might feel a bit limited at times on what you can do. In reality, you have more options than you think. Last week we talked about how to use FTPmail, a system in which you can easily get files, even if you only have an InterNet email account. This week we'll talk about using InterNIC's WHOIS (Netfind).

What is Netfind?

There are various ways in which to find someone's email address. You know of a friend that has an address, but whatever it is, you have forgotten.

One way is to use InterNIC's WHOIS program. InterNIC keeps a listing of users on the InterNet who have registered with NIC. InterNIC doesn't only keep a database of users on the net, it also keeps site and organization information as well.

How do I use it?

Quite easily! All you have to do is send a message to mailserv@rs.internic.net, and on the subject line enter: WHOIS username Where the username is the username of the person in which you want information on. Also username can be substituted with an organization name such as "itm.com".

Example:

```
To: mailserv@rs.internic.net
Subject: whois rniles
```

Additional "whois" commands can be placed within the message body, but no message body is needed to process the request. The mailserver processes email requests at least once a day and will send the information you requested to your email address.

Of course the easiest way to find someone's email address is to simply call them up and ask them, but if that is not an option try the above.

Next week we'll talk about how to use Archie via the internet.

1.23 Federal Inquiry on Privacy Programs

/// Federal Inquiry on Software Examines Privacy Programs

By John Markoff

The New York Times * Tuesday, 21 September 1993 * Business Day

SAN FRANCISCO, Sept. 20 - In a Government investigation with implications for free speech and privacy in the information age, a Federal grand jury in San Jose, Calif., has issued subpoenas to two software publishers selling versions of a program that protects the privacy of electronic mail and other computer data.

The investigation appears to focus on whether the program has been illegally exported in violation of State Department regulations that control the sale of weapons and other technologies whose export the Government believes may compromise national security. The relevance of such regulations in the post-cold war era is the topic of growing debate in Washington, where communications and computer executives plan to testify before Congress on Wednesday. [Page C3.]

The software program, known as Pretty Good Privacy, or P.G.P., was written several years ago by an independent programmer in response to Federal threats to crack down on the distribution of encryption software which is used to protect computer data by converting them into secret code. No one can read the encoded information without access to mathematical keys - one that is publicly known, a second known only to the recipient of the coded message.

The program has since been freely distributed around the world, used on thousands of personal computers and work stations.

Receiving the Federal subpoenas were Viacrypt, a Phoenix company that plans to sell a licensed version of P.G.P., and Austin Code Works of Austin, Tex., which is selling a version of P.G.P. for other software developers to incorporate their own programs. The grand jury subpoenas, which the companies received Sept. 9, ordered them to supply all correspondence and records related to the international distribution of P.G.P. and other information related to computer cryptography.

A Customs Department official refused to comment on the case today. William P. Keane, the assistant United States attorney who signed the subpoenas, confirmed that there was a grand jury investigation, but said he could not comment.

Both publishers said they had no plans to sell their products abroad.

"I think they're more concerned with our intentions than what we've done," said Leonard Mikus, president of Viacrypt, which is a division of the software company Lemcom Systems Inc. of Phoenix.

"They're on a fishing expedition, but this could become a landmark case that sets the limits that distinguish between electronic and conventional publishing."

Battling the N.S.A.

The investigation is the latest round in a growing battle in recent years between the National Security Agency and a variety of groups in this country, including high-technology companies, computer researchers and civil libertarians, over the role of coding software in protecting computer data. The N.S.A., whose role is to monitor electronic communications around the world, has consistently acted to block the adoption of new technologies that would make its mission more difficult.

But the widespread availability of high-speed digital communication links and inexpensive personal computers may make it impossible to enforce technology restrictions in the future - as the widespread international dissemination of P.G.P. has already indicated.

President Clinton alluded to the problems of controlling distribution of software technology in a speech last week promoting the North American Free Trade Agreement.

"Nothing we do in this great capital can change the fact that factories or information can flash across the world, that people can move money around in the blink of an eye," the President said. "Nothing can change the fact that technology can be adopted, once created, by people all across the world and then rapidly adapted in new and different ways by people who have a little different take on the way that technology works."

Question of Legality

Government regulations, enforced by the State Department, make it illegal to export cryptographic software without a special munitions export license issued for weapons sales.

Those restrictions have angered many computer industry executives who argue that encryption software is the crucial technology underlying a variety of information-age services, ranging from secure electronic mail to computerized payment of bills.

Last year, a number of United States software companies, represented by the Software Publishers Association, a trade group, struck a deal with the N.S.A. permitting them to export software that contained coding functions. Those codes, however, are believed to be easily cracked by the N.S.A. The P.G.P. software under investigation is thought to defy most N.S.A. code-cracking efforts.

The legitimacy of the export regulations is also disputed by legal scholars who argue that they restrict freedom of speech.

"There is a First Amendment right to speak in a encrypted way," said Eben Moglen, a professor of law and legal history at Columbia University who is familiar with the case. "The right to speak

P.G.P. is like the right to speak Navajo. The Government has no particular right to prevent you from speaking in a technical manner even if it is inconvenient for them to understand."

Protection from Code-Breaking

P.G.P. has been controversial since it was written by the programmer, Philip Zimmerman, because it uses a coding formula that many researchers believe powerful enough to protect information from even the National Security Agency's high-speed code-cracking computers. The formula was developed by three well known computer scientists: Ronald Rivest, Adi Shamir, and Leonard Adelman.

The preceding story was reprinted without permission, under the "Reasonable Use" interpretation of the 1976 Copyright Act.

1.24 UseNet Review - Llamatron

/// Usenet Review: Llamatron

By Thomas Baetzler
(s_walter@iravl.ira.uka.de)

PRODUCT NAME

Llamatron 1.0

BRIEF DESCRIPTION

Llamatron is a totally spaced-out shoot'em up game in the vein of the classic William's arcade machine "Robotron" for one or two players. To quote from the accompanying ReadMe file:

"Llamatron takes the Robotron idea and distorts it in a Yakly fashion, adding loads of new stuff and plenty of furry beasties in the Llamasoft style."

AUTHOR/COMPANY INFORMATION

Name: LLamasoft
Address: 49, Mount Pleasant
Tadley
Hants RG26 6BM
United Kingdom

Telephone: ++44 7356 4478

SHAREWARE FEE

The author requests you send in 5 Pounds Sterling (UK) or more.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

None. There are two versions of the game: one for 512 KB and one for 1 MB or more of Chip RAM. Llamatron works fine in both 68000 and 68030 mode. I was not able to test compatibility with the 68040. David Kinder reported that it works on the A1200.

SOFTWARE

To be able to run LLamatron on Kickstart 2.x and 3.0 systems or in 68020 or 68030 mode, you'll need the archive "fixllama.lha" from the "games/patch" directory of the Aminet ftp site. You might also need the VBR utility (included in this review) or something similar to reset the vector base register of your CPU to the start of Chip RAM.

Beware: there are hacked versions of Llamatron floating about. To use the patch, you'll need the original archive which contains two loaders and two data files. You can find a suitable archive on the AB20 or AMINET_0693 CD-ROM discs, in "AB20/GAMES/ACTION". The hacked version included on Almathera's Demo CD-ROM will not work.

COPY PROTECTION

None. Llamatron will boot just fine off a floppy disk or load from hard disk. I was even able to compress the main game file using the XPK package, which saved me approximately 100 KB of disk space.

MACHINE USED FOR TESTING

My test setup includes:

- o Amiga 2000, ECS chipset, Kickstart 2.04, Workbench 2.1
- o Commodore A2630 68030 accelerator with 4 MB of 32-bit memory
- o Picasso II graphics card

REVIEW

Jeff 'The Yak' Minter has been a household name since the golden age of home computing, back when the Commodore 64 was a hot machine. He always used to perplex players by taking a completely sane game idea and twisting it until it had become totally crazy.

Llamatron fits this description quite nicely. It's the basic Robotron game, with you buzzing around trying to fend off hordes of meanies and saving your proteges in the process. But as things turn out, you're not a super-hero, but a fast spitting llama, and you're up against enemies like

phone booths, cigarette papers and screaming Mandelbrot sets.

The game can be played by one or two players, and one or two joysticks can be utilized in one player mode. Using one joystick, you move around spitting in your current direction, and you can lock this direction by pressing the fire button. Using both joysticks, you can play in the original Robotron mode, where one joystick controls your movements while the other directs your fire. For beginners, there is a "droid" mode in which a computer player assists you.

The basic rule of the game is: "If it moves, shoot it, and if it doesn't move, it's an obstacle that must be destroyed". An exception to this rule are the various beasties waiting to be saved by you. Move close to one of them, and it'll follow you, and you'll get extra firepower for a short time. Saving the last beastie on the screen will give you a three-way firepower extra. If collecting the extra is the last thing you do in a level, it'll be awarded to you in the next level.

All levels start out with you at the center of the screen, and various meanies out there to catch you. Blast all of them into oblivion, and you'll advance to the next level. Your goal is to advance to level 99 and destroy the Ozric Tentacle to get to Herd Heaven on level 100. As you progress, you'll encounter certain types of level over and over again. On the "Herd Levels", you'll have to try and save your beasties from the evil brains that turn them into yucky mutant beasts. On "Rain levels", you'll have to catch all of the floating umbrellas to stop the rain while dodging the usual set of adversaries. Do well, and you'll be rewarded much-needed extras, like super firepower, bouncing missiles, and (above all) extra lives. Difficulty in the starting levels is low, but it increases steadily. Almost everybody manages to get to level 5 once they've familiarized themselves with the control, and after a few games they're possibly up at level 10. Beyond that, it starts to get nasty, and by level 25, it's sheer murder.

The graphics are well done, by Commodore 64 standards. On the Amiga, they're definitely nothing to write home about. From the first instant, you'll be able to tell that this game wasn't done by Psygnosis. But then, this doesn't matter at all, since while playing you don't have the time to look at them anyways. Zap and blast effects are plentiful, however.

The sound is limited to sound effects in demo mode and while playing the game. Jeff recommends to turn it up loud! You might give it a try if you want to drive your neighbors (roommates, parents, etc.) up the wall. It's what you'd expect from a twisted brain: screams and moans and explosions, and even a bleating sheep.

If you add it all up, you get a fiendishly difficult shoot'em up with average graphics and some strange sound effects. And yet, it all combines to make a very addictive game that keeps you glued to the computer until somebody arrives and demands that you stop the awful racket you're making. Maybe it's the Minter factor that makes us return to this game again and again.

DOCUMENTATION

The original archive contains a large "ReadMe" file written by Jeff Minter. Besides the basic game instructions, it contains Jeff's explanation

of why games look the way they do, and much plain rambling. If you're into that kind of stuff, you'll surely enjoy it.

The "fixllama" archive contains detailed instructions on how to apply the patch. Basically, you're just installing new loader programs.

LIKES AND DISLIKES

Llmatron takes over the Amiga completely, which is fundamentally evil from today's point of view. Expect to get into big trouble if you run Llmatron while other applications are writing to a disk.

Highscores aren't saved, so you'll have to resort to Polaroid pictures if you want to record them for posterity.

Having Llmatron run under the OS would sure be nice, but I just can't imagine Jeff Minter writing OS compliant code. And since he's quite possibly off to program the Jaguar or the soon-to-be released Cray XMP handheld, don't expect him to rewrite Llmatron using the lowlevel.library.

COMPARISON TO OTHER SIMILAR PRODUCTS

If you're interested in other interpretations of the basic "Robotron" theme, check out "Marketroid" on AmigaLibDisk (Fish Disk) 155. It's Leo Schwab's entry for the 1987 BADGE "Killer Demo" Contest, and it's still fun to watch. And yes, this runs fine on a 68030 Amiga running OS 2.04. After all those years!

BUGS

Llmatron doesn't open its own screen, but tries to grab the memory from the Workbench screen. If you're in PAL mode, everything is fine. If you run Llmatron from a NTSC Workbench, you can't see some of the bottom lines of the display. Using other display modes will quite possibly crash the program. I am using a special startup script that resets the VBR and switches to a standard PAL display before starting Llmatron to avoid trouble. Using a saved screenmode Prefs file, and the VBR utility, my script looks like:

```
screenmode use palmode.prefs
vbr >NIL: ?           ; WARN if VBR is != 0
if warn
    vbr >NIL:         ; toggle the VBR from Fast to Chip RAM
endif                 ; and vice versa.
```

This works quite nicely if no foreign windows are opened on the Workbench. Trying to switch screenmodes while there are non-Workbench windows on the Workbench screen will prohibit the display mode change, possibly resulting in a crash.

The loader patches in the fixllama archives fix an incompatibility problem with Kickstart 2.0 and above. They were written by David Kinder. You can reach him on Internet as "kinder@teaching.physics.ox.ac.uk", or via conventional mail:

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s_walter@irav1.ira.uka.de (send CC: to here please)
Thomas.Baetzler@mil.ka.sub.org (slow but reliable)
Medic BSS, 2:2476/454.2@fidonet (very slow but reliable)

Thomas Baetzler, Herrenstr. 62, 76133 Karlsruhe, FRG
Voice: ++49 (0)721 29872 Medic BBS: ++49 (0)721 496821

1.25 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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1.26 Aminet hits 5000 files

/// Aminet hits 5000 files

Reprinted from Comp.Sys.Amiga.Announce

Today, September 24 1993, 20 months after its foundation, Aminet has hit a total number of 5000 online files. I'll seize that opportunity to talk about how Aminet became what it is today, give you a few statistics about current usage and size, provide some outlooks and finally thank the many people involved in the creation of Aminet.

THE HISTORY

What would you expect to become of a software archive that is run on a borrowed 25 MHz 68030 computer at the end of the world (ie. Switzerland) with only 50MB of harddisk space available for uploads? A giant flop, of course. Well, this is how Aminet started. How can it be that it didn't just die before anyone ever heard of it?

The secret is that it's not just any archive, but an Amiga archive. And Amiga users are unlike the users of any other computer in the world. In fact

it is the user community that keeps the Amiga alive and kicking now that it has lost the technological lead it once had. And it was the user community that made that tiny little archive one of the biggest success stories on the history of Internet.

When in January 92 I took over the small archive that the local students' club (ICU) ran on a computer donated by Commodore Switzerland, I saw that 40 users logged in per day. I was impressed. Hey, that was happening unnoticed while we were using that computer for mail, news and FTP. But hell, 40 users a day are 280 per week, that's quite an audience, worth taking some effort.

So I wrote the .readme collector, still the one thing that defines our archive. It generated the RECENT and SHORT file every night. And amazingly many uploaders took the extra work of writing the special .readme files needed to generate those file lists. Slowly, the site started getting popular. Then, in April, came the ab20 shutdown. People were desperate to get a replacement, and many turned to amiga.physik. Too many in fact. We had to install a user limit. And 50MB of disk space may have been appropriate for a small unknown site in Switzerland, but for taking over all traffic the job from the 250MB ab20 which had ruled Amiga FTP before?

This could have been the quick death of a promising archive since the majority of users would have had to use another. But not on the Amiga. I asked my friends on the #amiga channel of IRC (Internet Relay Chat) whether they had the resources to run a mirror of our site. One of them had: Peter Sjostrom. First of May 92 was the moment when amiga.physik became Aminet, a collection of interconnected FTP sites. I wrote some mirroring scripts that allowed very frequent updates and forwarded uploads made to his site in Sweden, making the two sites nearly equivalent.

This helped with our bandwidth problem, but the hard disk space was still too small; we had to throw away files all the time to make room for new ones. We had no money for a bigger disk. But we had the user community. I placed a message in the login text, and within a month we had enough cash for a 1.5G harddisk Mike Schwartz cheaply bought for us in the USA. Half of that money came from Walnut Creek Inc., the company that had made the ab20 CDROM. Quite a courageous step back then, nobody knew what would become of Aminet.

Still, far more people wanted to log into amiga.physik than could, but more and more people started mirroring our site, even if they only could afford to keep the most recent 50MB online. That finally brought Aminet on the road to success. More downloads created more uploads, which created more downloads and so on. Breakthrough.

With the increased number of uploads, my workload got bigger and bigger, but I got help from Chris Schneider when I needed it. Aminet started running smoothly for quite a while. Then came the catastrophe: Because of the significant traffic our site created alone, we were ordered by the university to shut down the archive at amiga.physik in June 93. Fortunately, Chris Myers from wuarchive offered me an account and enough disk space so I could move the Aminet main site there. Isn't the Net a wonderful thing? Now we can easily administer an archive 6000 miles away from our home country.

Just recently the A3000UX that used to be amiga.physik found a new home at EUnet, where it is now available to general public again, but only as a mirror this time.

This is what happened so far, it's the violent history of the first 5000 uploads. In a way I'm glad we can expect the next 5000 to be a lot less exciting :)

THE PRESENT

Daily users:

```

amiga.physik 1992:    40
wuarchive today  : 1866
Aminet today     : 10000 (estimated)

```

Monthly downloads in thousands (wuarchive only):

1992								1993							
May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug
2	15	14	5	16	20	37	44	48	25	36	45	49	33	204	280

Bytes downloaded in August 93: 25G

Monthly uploads (files):

1992				1993								
Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep
98	188	181	137	235	396	609	389	431	287	333	419	502

Subdir size in megabytes: (total: 883M)

biz	comm	demo	dev	disk	fish	game	gfx	misc	mods	mus	os20	os30	pix	text	util
26	38	154	42	3	54	63	103	36	128	30	10	3	66	44	44

Number of files at each mirror

Mirror	Files
ftp.wustl.edu	5029
ftp.cdrom.com	5021
ftp.luth.se	5019
src.doc.ic.ac.uk	5019
ftp.etsu.edu	4939
ftp.eunet.ch	4457
ftp.th-darmstadt.de	3889

ftp.cs.tu-berlin.de 3643
ftp.uni-oldenburg.de 1605
ftp.uni-kl.de 1218
litamiga.epfl.ch 1020
ftp.uni-paderborn.de 916

THE FUTURE

There's a few things still coming up:

- Find servers. No need to log into some FTP site and download the index file in order to find out where a specific file is. Some kind of Aminet-archie.
- ADT 2.0. This is going to be a very easy-to-compile, easy-to-use frontend to Aminet. I plan to strongly encourage its use once it is finished. It will also include AmigaDOS, mail server and find server support.
- Unification with the Fish series. Fred and I are currently talking about merging our two series,
- More BBS accesses for users of the CD-ROM without net access who would like to contribute.

CREDITS

There is a lot of people I have to thank, and I hope I don't forget anyone. I'd like to thank

The uploaders for writing freely distributable software and taking the pain write readmes and to upload them

The downloaders for restricting themselves from using the main site, which helped a lot during the amiga.physik time

The mirror adms for taking most of the load from amiga.physik and keeping Internet traffic local thereby.

The donors for donating about \$900, saving Aminet from an early death

Walnut Creek Inc for paying another \$800, and making available the CD so cheaply, and giving free CD's to uploaders.

Chris Schneider for doing much of the moderation work, writing the virus-checking LhA and the search-server (coming soon).

Peter Sjostrom for running the very first mirror

Brian Wright for running the first US mirror
C= Switzerland for donating the A3000 that used to be amiga.physik
Mike Schwartz for buying the HD for us
Markus Wild for improving the amiga.physik ftpd
Chris Myers for offering to move amiga.physik to wuarchive
Martin Blatter for installing and administering amiga.physik
Our university for supplying internet access for the site
EUnet for giving amiga.physik a new home

I hope you liked the service so far, and if you have any comments, wishes or ideas, feel free to contact me. Watch this space for the 10'000 file posting an estimated one year from now!

Urban D. Mueller umueller@amiga.icu.net.ch umueller@wuarchive.wustl.edu
 "Tiresomely neat." (Douglas Adams about Switzerland)

1.27 Wil Wheaton's Toaster tour

/// Wil Wheaton's Toaster 4000 Tour

Or: When is a Trekker not a Trekker?

Midwest and east coast stops for Wil Wheaton's Toaster 4000 tour are as follows:

Thurs, September 30, 2 PM, Omni International Trading, 316 Westlake Avenue North, Seattle, WA, telephone (206) 628-2923.

Monday, October 4th, through Wednesday, October 6th, Image World/Video Expo New York. Jacob K. Javits Convention Center, call 800/847-6111 for free pass.

Friday, October 15th, 10 AM, Microtech Solutions Inc., 1885 North Farnsworth Avenue, Aurora, IL, (708) 851-3033.

Friday, October 15th, 3 PM, Ring Software, 726 East State St, Geneva, IL, telephone (708) 232-0009.

Video Toaster experts Jason Linhart, Christina Knighton, and Brad Peebler will be appearing with Kiki Stockhammer and Wil Wheaton and the following times and places:

Monday, October 11, 10 AM, Custom Supply, Inc., 2509 5th Avenue South, Birmingham, AL, telephone (205) 252-0141.

Monday, October 11, 10 AM, ACS, 5344 Jimmy Carter Blvd, Norcross, GA, telephone (404) 263-9190.

Tuesday, October 12, 10 AM, Vision Communications, 4000 Peidmont Parkway, High Point, NC (919) 841-6988.

Wednesday, October 13, 10 AM, Modern Business Machines, 4609 Fairfield St., Metairie, LA, telephone (504) 885-5961.

Wednesday, October 13, 10 AM, Eagle Computers Inc., 1122 S. Wickham Road, West Melbourne, FL, telephone (407) 951-9732.

Thursday, October 14, 10 AM, Micro Search, 9000 SW Freeway, Suite 330, Houston, TX, telephone (713) 988-2818.

Friday, October 15, 10 AM C & G Video, US 31 Highway 225, Spanish Fort, AL, telephone (205) 621-1971.

Call the dealer location nearest you for more information.

1.28 BIX

/// BIX - Byte Information Exchange

Lots of information!

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

BIX is divided into areas called conferences, each devoted to a particular area of interest. They range from algorithms to windows, from writers to amiga. Conferences are categorized into groups, usually referred to as exchanges, so that you can browse through whatever groups interest you and see a list of the conferences it contains.

These are some of the exchanges on BIX:

amiga.exchange - the place for Amiga developers and enthusiasts
byte - the full text of each issue of BYTE magazine; source code too
e.and.l - Entertainment and Leisure; music, pets, games, more
ibm.exchange - everything from OS/2 to PC clones

mac.exchange - Mac news, support, software, advice
 professionals - consultants, engineers, financiers gather here
 programmers - some of the best brains in the business!
 wix - the Information Exchange for Windows; Windows Magazine online
 writers.ex - the professional and amateur writer's exchange

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

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

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

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

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

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

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

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

To find your local SprintNet number, call SprintNet at (800) 877-5045, ext. 5. Internationally, call (404) 859-7700.

To find a local Tymnet number, call Tymnet at (800) 937-2862. Internationally, call (703) 442-0145.

=====

There is no surcharge for 9600 bps access via either telecom carrier.

There is no surcharge for up to 10mb of Internet mail per month (sent and received). There will be a charge of \$1 per 100,000 bytes thereafter.

=====

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

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

INTERNATIONAL USERS:

If you wish to connect internationally through Tymnet or SprintNet, please contact your local PTT. BIX accepts prepaid international calls, direct dial, or telnet connections. In order to make a "collect" (not prepaid) call to BIX, your account must be verified before the charges are accepted. When you complete the registration, we'll mail you a BIX Membership Agreement by regular US Mail. When you receive it, sign it and return it to us by mail. When we receive it here, we'll authorize your account to make reverse charged calls.

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

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

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

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

You may have your company invoiced for one or more BIX memberships with a BIX Corporate Account. To do so, send by US Mail or fax a Purchase Order including a Purchase Order number, invoice address, contact person, a phone number where we can reach the contact person, and the company's fax number. Please direct it to the attention of Connie Lopes, who handles corporate accounts. Our fax number is 617-491-6642. Your corporate account will generally be set up within 24 hours.

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

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

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

At the Name? prompt, type bix.amrpt

* Users already on the internet can telnet to x25.bix.com instead.
At the USERNAME: prompt enter bix, then bix.net at the Name? prompt.

Once your account is registered, you can connect the same way, except at the Name? prompt you'll enter your BIXname and then your password.

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

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

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

1.29 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
 BIX: jbasile
 (Send E-mail to subscribe to our mailing list)

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

Armadillo Brothers

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

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

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

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

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

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

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

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

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

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

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

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

1.30 AR Confidential

/// AR Confidential

We heard it through the grapevine!

- West Chester, PA

It's confirmed. Jim Dionne announced his resignation during a conference with developers at the World of Commodore show in Pasadena a few weeks ago. Effective September 20, 1993, Jeff Stilley is the new General Manager of Commodore U.S., and Dionne's position as president will not be filled.

- Duluth, GA

- The Editor's Desk
- Dealer Directory
- A.M.I.G.A.
- Wil Wheaton Tour
- CPU Status Report
- AR Online
- Llamatron
- More WOCA Reports
- New Products
- AR Confidential
- The Humor Department
- St. Louis Amiga Show

» Fighter Duel Pro 2 «
 » Jim Dionne Really DID Resign «
 » Aminet Hits 5000 Files! «

```

////////////////////////////////////
                Amiga Report International Online Magazine
                "Your Weekly Source for Amiga Information"
                  » FEATURING WEEKLY «
                Accurate UP-TO-DATE News and Information
    Current Events, Original Articles, Tips, Rumors, and Information
                Hardware · Software · Corporate · R & D · Imports
////////////////////////////////////
/
                DELPHI
                .
                PORTAL
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                FIDO
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                INTERNET
                .
                BIX
                /
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1.34 Columns and Features

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

CPU Status Report
 Computer Products Update

CPU Status Report - Amiga
 Amiga news

Gateway Computer Show
 In St. Louis

USRobotics Announcement
 V.32Terbo avail to European owners

Product Announcements
 Perfect-link BBS, DiskExpander

Online Weekly
 The lines are buzzing!

WOCA Report
By Dan Zerkle, parts 6 and 7

A.M.I.G.A.
Those *#\$@! acronyms!

The InterNet via Email
Using InterNIC's WHOIS

Federal Inquiry
On privacy programs

UseNet Review
Llamatron

Aminet hits 5000 files
The history of Aminet

Wil Wheaton's Toaster Tour
Touring the Toaster 4000

AR Confidential
We heard it through the grapevine!

The Humor Department
Jokes, insults, and shameless plugs

1.35 About Amiga Report

For Starters
Where to get AMIGA REPORT

AR Staff
The Editors, and Contributors

In Closing
Copyright Information

1.36 Commercial Online Services

Delphi
It's getting better all the time!

Portal
A great place for Amiga users...

Holonet
Inexpensive Internet Access

InterNet
Subscribe to the AR Mailing List

BIX
For Serious Programmers and Developers

1.37 FTP Announcements

Assistant v1.0
Scheduler utility

Combat Air Patrol Demo
By Psygnosis

GNU Patch v2.1
Applies patches to the original

Home Accountant v1.1
Home accounting program

ARexxGuide v1.0
AG hypertext guide to ARexx

MUIEmail v37.84
MUI Email interface for AmigaUUCP

1.38 NOVA

* NOVA BBS *
Official Amiga Report Distribution Site
* 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

1.39 In The MeanTime

* IN THE MEANTIME BBS *
Official Amiga Report Distribution Site
* Running AXShell *
Robert Niles, Sysop
rniles@imtired.itm.com
509-966-3828 Supra V.32bis 24hrs - 7 days
Yakima, Washington

***** Notice *****

After 13 September 1993, In The MeanTime will no longer be on FidoNet, thus

we will no longer be accepting File REQuests (FREQs). We WILL be still accepting calls and will have the latest edition of Amiga Report online. Downloads to first time callers are still accepted. For the west coast call

Cloud's Corner
to FREQ the latest edition of Amiga Report.

Those who call for the latest edition of Amiga Report, and who do not wish to establish an account, log in as guest with the password of "guest". At the prompt type "ARMAG" (without the quotes).

1.40 Cloud's Corner

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

New users can call and get ANY copy of Amiga Report. These are considered "free" downloads, they do not count against any file ratio. The latest issue of Amiga Reports can be Freq'ed (FileREQuoted) from here as "AR.LHA", as "AR" or as ARxxx.LHA where xxx is the issue number.

For users interested in reading AR, but who do not have access to AmigaGuide, you can freq ARBUL and get the AR in bulletin form. This service is provided for persons who do not have Amigaguide (such as IBM users). Please note that any pictures distributed with the "regular" Amiga Reports archive will NOT be sent with this freq. This file is not available for dial-in users, but you can read bulletin #22 with your capture buffer open and get the same file.

1.41 Biosmatica

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

1.42 Amiga Junction 9

```

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

```

1.43 BitStream BBS

```

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

```

1.44 Realm of Twilight

```

* REALM OF TWILIGHT BBS *
Official Amiga Report Distribution Site -- Canada
* Running Excelsior! BBS *
Thorsten Schiller, Sysop
Usenet: realm.tdkcs.waterloo.on.ca
UUCP: ...!uunet.ca!tdkcs!realm
FIDO: 1:221/202
Fish: 33:33/8
24hrs - 7 days
519-748-9365 (2400 baud)
519-748-9026 (v.32bis)
Ontario, Canada

```

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

1.45 Metnet Triangle

```

METNET TRIANGLE SYSTEM
Official Amiga Report Distribution Site
UK Support for Mebbsnet
* Running Mebbsnet and Starnet 1.02a *
Jon Witty, Sysop
FIDO: 2:252/129.0
24 hrs - 7 days

```


Line 1: 44-482-473871 16.8 DS HST
Lines 2-7: 44-482-442251 2400 (6 lines)
Line 8: 44-482-491744 2400
Line 9: 44-482-449028 2400
Voice helpline 44-482-491752 (anytime)

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

1.46 Omaha Amiganet

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

1.47 Amiga-Night-System

* AMIGA-NIGHT-SYSTEM *
Official Amiga Report Distribution Site - Finland
* Running DLG Professional *
Janne Saarme, Sysop
24 hrs - 7 days
InterNet: luumu@fenix.pp.fi
FidoNet: 2:220/550.0
+358-0-675840 V.32bis
Helsinki, Finland

1.48 Ramses Amiga Flying

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

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

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

1.49 Freeland Mainframe

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

1.50 LAHO

```
* LAHO BBS *
  Official Amiga Report Distribution Site -- Finland
    * Running MBBS *
      Juha Makinen, Sysop
+358-64-414 1516, V.32/HST
+358-64-414 0400, V.32/HST
+358-64-414 6800, V.32/HST
+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)

1.51 Falling BBS

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

1.52 Command Line BBS

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

1.53 Rendezvous BBS

* RENDEZVOUS BBS *
Official Amiga Report Distribution Site - New Zealand
New Zealand Excelsior! BBS Support Site
* Running Excelsior! Professional BBS *
David Dustin, Sysop
Internet: postmaster@eclipse.acme.gen.nz
+64 6 3566375 Supra V.32bis 24hrs - 7 days
Palmerston North, New Zealand

1.54 Leguans Byte Channel

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

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

1.55 Dead Fish BBS

```
      * THE DEAD FISH BBS *
Official Amiga Report Distribution Site
      * Running Excelsior *
      Aaron Wald, Sysop
(914) 425-6015 V.32bis Supra
      24 Hrs 7 Days
Internet: dfbbs.linnet.org
      Amiganet 40:714/14.0
```

1.56 Stingray Database BBS

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