

ar508

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Chapter 1

ar508

1.1 Amiga Report Online Magazine #5.08 -- September 29, 1997

September 29, 1997

Turn the Page

Issue No. 5.08

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"THE Online Source for Amiga Information!"

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1.2 Amiga Report Main Menu

Amiga Report 5.08 is sponsored in part by:

Amiga Informer Magazine
The fastest-growing American print magazine

Catalyzer for ImageFX
ImageFX is the engine. This is the Catalyzer.

=====
== Main Menu ==
=====

Editorial and Opinion

Featured Articles

Reviews

News & Press Releases

Aminet Charts

Reader Mail

About AMIGA REPORT

Dealer Directory
Contact Information and Copyrights Amiga Dealer Addresses and ↔
Numbers

Where to Get AR

Advertisements
Mailing List & Distribution Sites Online Services, Dealers, ↔
Ordering

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// | | //
=====//=====| Amiga Report International Online Magazine |=====//=====
== \// | Issue No. 5.08                    September 29, 1997 | \// ==
=====| "THE Online Source for Amiga Information!" |=====
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1.3 Editor

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EDITOR

=====

Jason Compton

=====

Internet

jcompton@xnet.com
jcompton@amigazone.com

Address

1203 Alexander Ave
Streamwood, IL 60107-3003
USA

Fax

847-741-0689

Phone

847-733-0248

1.4 Assistant Editor

=====

ASSISTANT EDITOR

=====

Katherine Nelson

=====

Internet

kati@nwu.edu

1.5 Games Editor

=====

GAMES EDITOR

=====

Ken Anderson

=====

Internet

kend@dhp.com
ka@protec.demon.co.uk

Address

44 Scotland Drive
Dunfermline
Fife KY12 7TD
Scotland

1.6 Contributing Editor

```
=====
CONTRIBUTING EDITOR
=====
```

```
William Near
=====
```

```
Internet
-----
wnear@epix.net
```

1.7 Contributing Editor

```
=====
CONTRIBUTING EDITOR
=====
```

```
Bohus Blahut - Modern Filmmaker
=====
```

```
Internet
-----
bohus@xnet.com
```

1.8 compt.sys.editor.desk

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compt.sys.editor.desk
Jason Compton
=====
```

By:

Ahhh! Finally.

Work on this issue is finally coming to an end. And yes, it's been a long time since we put out 5.07, although I must say that most of you showed considerable restraint in not mailing me -too- much about it.

A lot of work went into getting this issue ready for the new graphical HTML format we'll be moving to. That's right. Amiga Report has finally made the switch. Initially, we had thought we could maintain both an AmigaGuide and an HTML version of the magazine, but now that we've seen the result of the HTML version (which, if you're reading the AmigaGuide version shortly after its release, will be available in a few days), we've realized these things.

1. HTML lets us do a lot more with Amiga Report.
2. HTML lets us make Amiga Report look a lot better.

3. Trying to maintain both an AmigaGuide and an HTML version would be nearly impossible on anything resembling our current schedule.

For these reasons, Amiga Report in AmigaGuide is a lame duck. We'll do one, perhaps two more issues in .guide format, and thereafter switch fully to HTML. For the time being, the HTML version will be available on Aminet and through participating web sites. Once the switch is made, however, we'll use the Amiga Report mailing list at majordomo@ninemoons.com (the "areport" list) to distribute HTML Amiga Report. Because HTML tends to be larger, and because we'll be able to include pictures much more readily, the magazine will be split up into multiple archives, logically ordered (a text archive, and various graphical archives as needed).

There are a minority of readers who cannot even read AmigaGuide but struggle through reading the magazine as text. To these readers, a switch to HTML means a slightly higher level of inconvenience because the magazine will be in multiple text files instead of just one large .guide file.

There is another minority of readers who do not have an HTML browser. My advice? Get one, they're easy to find and run on virtually any Amiga configuration put together since 1989. Your browsing mileage may vary, of course (Amiga Report in HTML has been IBrowse optimized but looks quite good on other Amiga and non-Amiga browsers), but AWeb, Voyager, and IBrowse demos are all over the place--online, on shareware and magazine CD-ROMs, even on commercial CDs as front ends. Check out AR 5.08 in HTML when released and we hope you'll agree with our decision.

A lot has gone on besides just switching over to HTML. Last issue, I was about to leave on a trip--to Gateway HQ, where I participated for a few days in discussions with new Amiga, Inc. GM Jeff Schindler, his skeleton staff, and the directors of the ICOA (or Open Amiga for "short".) Petro was there as well. Most of what went on was friendly talk and just getting acquainted--there was of course some mutual brain picking going on, as Amiga Inc. wanted to know what market insiders and well-known luminaries like Andy Finkel thought about the Amiga market, while we all hammered at them trying to find out what their plans were.

As of today, Amiga, Inc. has not been able to hire many employees--partially due to a company policy imposed by Gateway requiring them to fill upper management positions first before fleshing out their larger engineering and marketing staffs. It may seem somewhat disappointing, but I was greatly inspired by the drive and level head with which Schindler is approaching the situation. For now, cooler heads need to prevail and these guys need a chance to get up and running before TOO much judgement has passed.

They have made some attempts at a public presence--Petro is flying around making personal appearances, and new moving target PR man Darreck Lisle has made some stops in the US as well. What they've said so far is largely general--no spec sheets are being handed out. But they will be at the early November Midwest Amiga Expo as well as the large Cologne Computer '97 expo. By then, perhaps we'll hear a bit more.

-Jason

PS: It looks like I'll be at the Midwest Amiga Exposition, along with Assistant Editor Katherine Nelson and our partners from Legacy Maker. Hope

to see some of you there!

1.9 Commercial Products

Commercial Products

Catalyzer for ImageFX
ImageFX Tutorial Videotape

Amiga Informer Magazine
The USA's fastest growing magazine

CalWeb
The new home of the Amiga Zone

News

Opinion

Articles

Reviews

Charts

Adverts

1.10 The Amiga Informer Magazine

I hope you had a chance to have a look at issue 9 of The Amiga Informer. It was our largest issue to date and contained over eight main news stories, fifteen news bytes and product announcements, sixteen reviews and summaries, and, of course, our usual informative columns.

At The Informer, we have a unique way of bringing you information. Through our network of internationally connected correspondents, we are able to gather information as it happens and often we get inside reports directly from the source. Unlike some publications, we don't just reprint press releases that are posted to the internet, but instead investigate and research our stories and provide you with a commentary view of the events happening in the Amiga world.

We have an innovative approach to bringing you this information too.

Unique among Amiga publications, The Informer provides our readers with both a detailed and professional print magazine, and a comprehensive website where readers can enjoy current and past articles and columns. The website provides instant links to the web sites and email addresses of both our advertisers and the Contacts listed within those articles. In addition, our subscribers get regular news reports sent directly to their email address, courtesy of Amiga Update Newsletter. By taking advantage of the power of the internet and the expediency of electronic correspondence, we are able to provide our readers with the latest and most comprehensive reporting available to Amiga enthusiasts.

The Informer also provides a means for the small developer or vendor to reach the Amiga community. By printing our magazine in grayscale instead of a full color glossy format, we are able to maintain affordable subscription and advertising rates. This gives small companies a chance to advertise and let readers see just what products are available in the market today. We also give a voice to the development community by offering them free announcements for their new products and upgrades and providing a web-based Developers Forum where developers can air their views on matters of interest to the entire Amiga community.

The combination of these and other services are what is making The Informer the fastest growing Amiga print publication in North America. By listening to the suggestions of our readers, and keeping our fingers on the pulse of the world-wide Amiga community, we will continue to provide our readers with the most comprehensive and informative Amiga publication available.

You can purchase the latest copy of The Amiga Informer from one of the following retailers:

AV Solutions, St. Paul, MN
Commodore Country, Burleson, TX
Computer Advantage, Johnston, IA
Digital Arts, Bloomington, IN
GfxBase, LaSalle, QC
JW's Lil Shoppe, Walla Walla, WA
Maxximum Video, Boise, ID
National Amiga, London, ON
Sixty-four and More, El Cajon, CA
Systems For Tomorrow, Independence, MO
The Lively Computer, La Mesa, CA
Turtle Lightning, Midland, TX
Wonder Computers, Ottawa, ON

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and Canadian addresses).

Thanks for your support,

Fletcher Haug, Editor
PO Box 21
Newburgh, NY 12551-0021
eldritch@mhv.net
Phone/fax: 914-566-4665

1.11 Catalyzer: Tutorial Video for ImageFX

Starting in November, Legacy Maker is going to put ImageFX in a whole new light.

ImageFX is the engine.

Your Amiga's tank is full of gas.

This tape is the Catalyzer.

Catalyzer is a project-based approach to learning how to create professional-looking effects with one of the Amiga's most powerful tools.

Hosted by Bohus Blahut, the man responsible for Nova Design's latest ImageFX demonstration tape, Catalyzer explores the limit of ImageFX's capabilities to put you in control.

For more information, contact Legacy Maker at 773-465-5158.

Catalyzer is \$39.95 plus shipping. Availability is expected for the Midwest Amiga Exposition show.

1.12 Reader Mail

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Reader Mail
=====

Ardell Broussard (Ardellb@concentric.net)

comments: I found an AmigaGuide viewer for those Amiga users out there that have (temporarily) left the Amiga for MS-Doze... I just can't remember where I found it... It's called AGV... (AmigaGuide Viewer - original name eh?) I don't have any docs on it but I found it on the WWW (somewhere...)

- Mr. Broussard followed this up with the executable. I'll see what I can do about making it more readily available. It's ironic, though, that this came through so short to our cancellation of the AmigaGuide version of Amiga Report... -Jason

From: "James Sellman" <skuld@inconnu.isu.edu>
Subject: Amigas in Sri Lanka

In the current issue of AR, a poor Amiga enthusiast from Sri Lanka asks for help in getting Amiga-related materials in his decided un-Amigan country. While unfortunately I live nowhere near Sri Lanka and cannot help him, I should point out that one of the Amiga's more famous promoters, Arthur C. Clarke, DOES happen to live in Sri Lanka.

I wonder where he got his equipment?

From: "Todd A. Oberly" <taoberly@mindspring.com>
To: dhaslup@erols.com
CC: jcompton@xnet.com
Subject: Migraph

Dear DeWilton,

> comments: I am writing because I have a MS2400 Migraph Flatbed Scanner and
> recently had a reason to scan slides. When I purchased the scanner Migraph
> had an attachment that allowed the scanning of transparencies.
>
> My question is does Migraph still exist? There phone has
> been disconnected and I can't get a new listing from
> directory assistance.
>
> Do you have any idea where I might find one of these attachments?

I just read your letter in Amiga Report this morning. Unfortunately I can't help you with locating the transparency attachment, but I can confirm Migraph's fate. Back in December I tried contacting them to get an update to their Touch-Up software, but to no avail. So I then proceeded to mail each of their 3 or 4 last known addresses. All but one was returned, and that letter went to a Post Office Box. AFAIK that relies on the cooperation of the (current?) boxholder. So I then decided to contact City Hall in Federal Way, WA, who plainly told me that Migraph had not renewed their business license for 1997. So they chose to quietly slip away.

I've never seen any of their hardware first-hand, but would be surprised if they didn't just choose generic scanners made in the Far East and put their name on it. I have seen hand scanners for several different platforms, and this would appear to often be the case. So my guess is that some company out there sells an attachment that will work for you. Hopefully somebody can give you a more concrete answer, but failing that, I would start making enquiries. And if all else fails, I have the name (and possible address) of the owner.

Sincerely,

Todd Oberly

From: Enrique Ortegón Moreno (rfp05000@inter.net.co)

comments: Hello Mr. Compton. I know the Amiga Computer since 1988 and get a A1200 in august of 1993. This computer is "sensacional", "la berraquera" this the principal expresion to this platform. My machine A1200 had accelerator Microbotics, with MMu and FPU and 50MHZ, sound, video and conection to Internet.

I lost my A1200, because the "ladrones" in spanish, get into my house and get us all my home: TV, A1200, CDTV, VHS, bicyclet, radio, "joyas", and so on.

This occurred in jun 27 of 1996. Today i buy another A1200, with HD 80MB, Accelerator GVP, monitor Comm. 1084, MMU, FPU and Midi Interfece.

I have an PC Computer Premium.

But A1200 is very nice. I work in Servicio Nacional de Aprendizaje, SENA. in Santafé de Bogotá, Colombia South America.

My Entity is a public service to prepared the workers.

We are 9,000 employees. 4,500 of they are teachers an instructor of diferents materias or especialities.

Sena is the only public service for the poor people.

The working student has much necessities and the only site to study is Sena Entity.

In relation to Amiga report I have collected Amiga Report from 201 through 507.

Your magazine is very important. The Colombians Amigans are "preocupados por" the Amiga future. Gateway 2000 not decided nothing.

I have in my computer IBrowse v1.0 and tomorrow will have IBrowse 1.12a.

Excuse me my bad English.

Thank you. Felicitacions from Amiga Report.

A Colombian Amigan.

- It's really rewarding to hear from readers so diverse from across the globe. Sorry to hear about the loss of so much of your equipment.
-Jason

From: Per Jonsson <perty@oden.se>
Subject: For next AR, readers section..

Hi!

I have now for about one year waited for a sign of an eventually new

version of Magic Workbench. I'm still waiting...

Reference:

----8<---from <http://www.sasg.com/mwb/future.html> ---

The test extends over the coming months. The amount of new-registered users in this test period will be decisive of the future of MagicWB and if I will continue my work on it. If the amount of registrations within this period is not going to improve I will interpret this as a "no" to any further development of MagicWB and will eventually have to stop this project (as much as I would regret it).

----8<-----

This test Martin is talking about have been almost a year now... (1st of August 96?)

I wonder when it will end? As with the Amiga situation today only time will tell..

Regards Per Jonsson

From: MORNE GELDENHUYS (ERIC@SMARTNET.CO.ZA)

comments: Is Amiga dead or not? When is Gateway releasing the new Amiga range is there such a range and is there any hope of South-Africa getting some Amiga stores or support. My A1200 BLEW UP by lightning and no one can fix it. Give us some news on the net of what is happening.

- No, the Amiga is not dead. It's too soon to tell when Amiga, Inc. could release a new line of Amigas or even what is feasible to put in such a computer. As far as South Africa gaining substantial Amiga support, in the short run I would imagine that would have to be market driven, although it would be nice to see a world-class service organization develop over time. -Jason

From: Chad Freeman (chadf@sgi.net)

comments: Wow, Amiga Report still kicking! I am glad to see you do not have archived my inauspicious publishing debut with A.M.I.G.A. :-). Sadly, I jumped the Amiga ship about 3 years ago now, and have been paying for it since through Windows 95/DirectX programming hell. You don't know how I've wished for sanity in an operating system! I do still have my trusty A1200, languishing away under the bed, but there nonetheless. Anyway, just wanted to say I hope you have continued success with the mag, and I expect you to still be here 3 years from now when I check in again (and the Amiga will be owned by Wal-Mart or some such nonsense) :-)

Chad Freeman, former Amiga Report anarchist

- Something must be in the air, I keep getting e-mail from former Amiga

Report editors and contributors! -Jason

1.13 The Evolution Of The Icon

```
=====
                        The evolution of the Icon
Eric Sauvageau                                merlin@thule.no
=====
```

[Eric Sauvageau is the current author and maintainer of NewIcons, which recently released Version 4. As someone who is deeply involved with the look and feel of Amiga desktops, he can be considered an expert. He is, of course, somewhat biased by his experience, but his insight is worth reading. -Jason]

Workbench85

One of the things in which Commodore never did much work was probably the icon part of Workbench. Be it the icon engine itself, or the look of the system icons, Commodore seemed to have always worried about the ridiculously-low-end part of things by keeping their icons 4 colors--with a no-frill engine to handle them. Fast but boring. Basically, icon imagery is nothing but actual bitplane data stored in an image structure, with no color information. All that is stored is information that some pixels will use whatever color is first in the screen's color map (Color0), other pixels will use the next color, and so on. This means the icon will use whatever colors the system palette is set to, preventing the use of any color scheme in icons for easy recognition. Thus, an icon which is supposed to show the Canadian flag (red and white) might very well come up as gray and green.

Workbench 2.04 - Things are getting better... Are they?

With Release 2 of the OS, Commodore did a complete overhaul of the GUI. A new 3D look was defined for windows and gadgets. This was also applied to icons--they were turned into large buttons that would recess as you clicked on them. While this provided a very useful visual feedback, this kinda hindered artistic efforts - you had to do something that would look nice while surrounded with a gray box. You couldn't get rid of it. As for the icon look itself, not much was done to improve the look. It was mostly left to flat black & white pictograms.

A little Magic on your Workbench

The first real effort toward improving things came probably through MagicWB. It defined an 8-color standard palette (quite an improvement over the CBM 4-color scheme), as well as more a intricate icon design. It quickly became popular, and soon hundreds of icons using the MagicWB style started to appear. However, the palette engine used by Workbench and icon.library was still a problem. A small patch was written to ensure that

the 8 standard colors would be locked, preventing applications from changing them. So, you were sure your MagicWB icons would always use the same colors on any system running that pen locker. For quite a few years, people were content with it.

Newer and better

The second attempt at improving things came out as NewIcons, from Nicola Salmoria. NewIcons's revolution was that it wasn't just an attempt at changing the look - it was also an attempt at improving the actual icon engine, by allowing a palette (up to 256 colors) to be embedded within each icon, which would be dynamically remapped as it was displayed. The drastic improvement over the original palette-less icon scheme was to allow more colorful icons to be used, without having the user worrying about what color to lock in his or her Workbench palette.

The new engine (supplied as a library and a system patch) was shipped with a 16-color isometric iconset, bringing a whole new look to the Workbench. However, the silly gray boxes were still there. There was also a price to pay--more colorful icons meant higher memory requirements, and the actual remapping process slowed down icon display quite a bit as well. Today, we might find this irrelevant as we're flying with 24-bits cards and 68060, but back to these days (around 1993), the average user was still using ECS or AGA, on a 68020 or 68030.

The new Ring Bearer

Just after the release of NewIconsV2, Nicola decided to pass the torch to new developers as he migrated to another computer platform. Eric Sauvageau and Philip Vedovatti decided to take over, respectively as programmer and icon artist (former icon art was being done by Roger McVey). Work began on a major update that would push it even further. V3 finally came out, with a welcomed surprise: gone were the gray boxes surrounding icons! Also, as people started to get faster CPUs and better graphic cards, they started to want something more colorful for their Workbench, NewIcons grew in popularity. V3 also allowed graphics card owners to have icons loaded into FastRAM instead of the slower (and limited to 2 MB max) ChipRAM.

Better, Stronger, Faster

About one year later, another incarnation of NewIcons appeared, as Version 4 was released. As 68060 and graphics cards had become popular, the included iconset got redesigned in 32 color. Also, gray boxes were totally eliminated, as icon dragging is now also box-free. It also allowed the user to select between normal, outlined or shadowed rendering for the icon's text, allowing even more freedom in Workbench look customization. And finally, it was also faster than V3.

icon.library - The Next Generation

There is no doubt that something must be done about the icon scheme in a future update to AmigaOS. The first thing that needs to be addressed is the need for screen palette independant icons - having each icons decide which colors it requires, just like NewIcons does. However, NewIcons itself isn't a long-term solution. NewIcons was designed as a patch over the old icon scheme, compromising in various areas to allow full backward compatibility, like having its new image data stored in the tooltypes. And with modern graphics cards, 256 colors for icons is no longer enough. The icon palette would need to be extended to at least 16 bits, with true transparency support.

Other features missing from the actual icon scheme is support for alternate imageries. How about less colorful images for systems with less color? Or with the advent of more powerful processors, dynamic rescaling so icons would adapt to the aspect ratio of the actual display could even become a realistic feature. Another feature popular on other platforms is the presence of an alternate, smaller image that can be used as a pictogram either in an application launcher or in some text display of a directory, like a file requester.

Finally, some form of filetype recognition needs to be integrated to the Workbench. This could be implemented as a "filetype" field stored into the icon, which would take further the idea of a "default tool", where a user could change the default tool for a given file type through some global preference editor, rather than having to individually change every icon for a given filetype. This would eliminate the chaos of every programmer finding another new esoteric text viewer to set as the default tool for their documentation icon, ruining the idea of saving the actual user the work of having to decide what to use as he double-clicks on its icon.

Who shall lead the herd to greener pasture?

Third party developers pushed farther the unfinished task Commodore had started in 1985 by bringing to the user a graphical user interface that was meant to be both easy in use and attractive. They took care of the aesthetic side of things that Commodore had somewhat failed to assert. Now, it's time to give back the torch to whomever at Amiga, Inc. will be working on the next version of AmigaOS, so they can take things one major step further ahead, farther than third parties could by just patching over an OS and an icon system that's starting to show its age.

1.14 Amiga Report Format Change

As some of you will notice already, Amiga Report has made its long-awaited shift to a graphical HTML version.

When first announced at the beginning of the year, it was thought that the Amiga Report editorial staff would be able to continue producing simultaneous AmigaGuide and HTML versions of the magazine. However, due to the work required, and the amount of pride we have in the new HTML appearance, this will not be the case.

1997 will be the last year in which an AmigaGuide Amiga Report will be produced. This is not a decision we make lightly, but these factors helped us make our decision:

1. The HTML version looks much better than the AmigaGuide, and more easily allows us to present information (including better tables, picture integration, and other enhancements) in a much more pleasing form.
2. The vast majority of input we've had about the appearance of Amiga Report encouraged an HTML version wholeheartedly.
3. Any Amiga with a configuration even approaching "modern" is capable of running a minimal HTML browser. Demo versions, some with surprisingly few limitations, are available free. Magazines give them away on their CD-ROMs like crazy. They are, in short, not difficult to find.
4. For the small percentage of AR readers who have access to neither an AmigaGuide reader or an HTML online viewer (for the current text-only HTML conversion), it would seem that the inconvenience of reading the magazine in HTML is only slightly more than the inconvenience of reading an AmigaGuide file as plain text.
5. Amiga Report's release schedule has not been very commendable over the past year. We know this. Requiring us to produce two different versions on two totally different design paradigms would make matters worse. (In AmigaGuide, the tendency is to squash many files into one. In HTML, the idea is to make as many things independent files as possible. This is inconvenient for making two versions from the same source material.)

We hope that you will be understanding about this change, and that this advance warning will allow the minority sector of readers without HTML viewers to seek one out before the permanent change is made.

The Amiga Report mailing list will distribute AR HTML as a series of files, due to the restraint many systems impose on incoming mail. Most likely, AR will be distributed as an archive of text-only files, with graphical archives following. The archive to be placed on Aminet will of course contain all the necessary files in one .lha file, since the restriction is not the same.

We hope all of you will be as excited by the new Amiga Report as we are. For as long as the AmigaGuide version lasts, the mailing list will be used exclusively for the AmigaGuide version--the HTML versions can be obtained from Aminet or other participating distribution sites.

Jason Compton
Editor in Chief, Amiga Report

1.15 Power Solutions

Power Solutions acquires world wide distribution rights for Distant Suns

Winnipeg, MB, August 1, 1997 - Power Solutions has reached agreement with Chaocity to acquire world wide distribution rights for Distant Suns. NTSC and PAL OEM versions of the CD-Rom are available, as well as a floppy disk

version. All versions are aggressively priced at \$27.75 CAD. Dealer and distribution inquiries are encouraged. Distant Suns is a "Desktop Planetarium", which has won many awards in the past. Power Solutions is a new, Amiga only, Canadian company.

<http://www.powersolutions.mb.ca>
info@powersolutions.mb.ca
1-204-453-0527

ABOUT DISTANT SUNS

Distant Suns is a virtual planetarium, like having a high powered telescope on your desktop. With Distant Suns, you can display up to 10,000 stars and galaxies, nebula and star clusters. Comes with 25 full screen images and over 200 smaller deep sky images. Displays images in 256 colours on machines with AGA compatability. Animate planets, asteroids and comets as they travel around the sun.

1.16 TimeString.mcc

TITLE

TimeString.mcc

VERSION

12.3

RELEASE DATE

14.08.1997

AUTHOR

Kai Hofmann i07m@informatik.uni-bremen.de
<http://home.pages.de/~i07m/>

DESCRIPTION

TimeString is a Custom Class of the Magic User Interface by Stefan Stuntz. It's a subclass of string-class and time-class.

TimeString is an MUI public custom class that displays a string gadget for time strings. The display format of the time string can be freely defined. An input string can be parsed by the given format string, or in various standard formates.

TimeString.mcc features that are of interest for users:

- Can be dragged around
 - Accepts drops of other Time.mcc objects.
 - Handles daylight savings time
 - Handles time zones
 - Supports 12h and 24h clocks
 - Supports various string formats
-

TimeString.mcc features of interest for developers:

- Based on Time.mcc
- Supports MUIM_Import and MUIM_Export
- The time can be read in hour/minutes/seconds format or as seconds from midnight on
- The time range can be restricted - so the user can only input time that lies within his/her working time
- It's possible to notify a Date.mcc object when the next or previous day was reached
- Method to set the current time
- Methods for increasing and decreasing the time
- Method to compare with another time object

NEW FEATURES

- Added AmigaGuide V40 features to the documentation
- Added "Please rate" section to the documentation
- Added MagicWB readme
- Compiled with MCCLib 12.2
- MCC-Install 43.21
- Now based on Time.mcc 12.3
- MUIA_String_Contents will now be filtered
- Improved demo

SPECIAL REQUIREMENTS

MUI 3.1

date.library 33.278 (included)

locale.library

AVAILABILITY

<http://home.pages.de/~i07m/amiga/mui/TimeString.html>

ftp://wuarchive.wustl.edu/pub/aminet/dev/mui/MCC_TimeString.lha

And all other Aminet sites.

PRICE

For NON-COMMERCIAL USE this is giftware!

(Non-commercial includes giftware and shareware!)

Permission for COMMERCIAL USE is only given by an extra available commercial license that must be validated! Contact me directly for this license, because it will be individually handed out per your needs.

Please send me a full version of your product at no cost including free updates.

DISTRIBUTION

Permission is hereby granted, without written agreement and without license or royalty fees, to copy and distribute this software and its documentation for any purpose, provided that the copyright notice and the following paragraphs appear in all copies of this software, to:

- All who will distribute this software for free

- All free accessible Internet servers
- All Aminet sites
- Fred Fish for his great Amiga software library
- The German SAAR AG PD-Library
- Angela Schmidt's Meeting Pearls series
- All others who do NOT take more than US\$ 5.- for one disk that includes this software

This package may not be included on any further Aminet CD-ROMs unless authors contributing their software to the CD-ROM, (without mentioning distribution "NoCD") are granted a copy of the CD free of charge.

1.17 DanNews 1.6

TITLE

DanNews 1.6

AUTHOR

Tim Corringham
Ramjam Consultants Ltd
<http://www.ramjam.demon.co.uk/>
<mailto:support@ramjam.demon.co.uk>

DESCRIPTION

DanNews is a NNTP news unbatcher. It is much faster than RNews, and can cope with relatively small amounts of free memory.

NEW FEATURES

DanNews 1.6 copes even better than DanNews 1.5 with corrupt news batch files (corrupt news batch files commonly result from dropped connections to newsservers).

SPECIAL REQUIREMENTS

DanNews requires Kickstart 2 or later, and a news set up which stores news articles in UUNews:

AVAILABILITY

The most recent version of DanNews is always available from:

<http://www.ramjam.demon.co.uk/software/DanNews.lha> (21318)
or via e-mail to support@ramjam.demon.co.uk

PRICE

DanNews is FREE!

DISTRIBUTION

DanNews 1.6 is Copyright (c) 1997 by Ramjam Consultants Ltd. It may be

distributed without charge for non-commercial use. There is no requirement to register its use, but anyone who does so will be kept informed of future updates.

1.18 Dice C Source

From Matt Dillon and Obvious Implementations Corporation (OIC):

I have finally found the time to release the source to the DICE compiler. It's pretty much as-is, I'm sorry to say, but still a pretty good piece of work even now. The release is roughly equivalent to the last commercial release that we (OIC) did.

The core source will compile on the Amiga and can also be compiled on most UNIX platforms. It generates 68000 output and all files are output in the amiga's binary, object, and library file formats. Embedded 68000 support is included, which is basically what I use it for these days.

Sources for the complete system: dcc, dcpp, dcl, das, dlink, and dobj have been released along with a bunch of other stuff. Since I still use DICE for embedded hardware projects, it isn't **totally** obsolete.

The code should easily compile on an Amiga or a FreeBSD box and ought to compile reasonably well on other UNIX boxes. The code can be retrieved from the Obvious Implementations Corp. web site:

<http://www.obviously.com/>

I haven't done much work on the Amiga recently. Some of you might have heard that I got caught up in an ISP startup <wry grin>. That was about 3 years ago and I've been working at it ever since. Thank god we don't have to deal with Microcruft NT. It's FreeBSD all the way. I'm doing mostly UNIX work these days... back to my root's, in fact, as I was using BSD 4.2 at UC Berkeley a couple of years before the Amiga came out.

In anycase, DICE is probably my finest piece of code. I hope people get some use out of the core and libraries.

-Matt

1.19 A Subtle Reminder from Sidewinder Productions

Future Shock 2 (#SWP1969), the first 100% Amiga made electronic dance music CD album, is still available at a good price of \$10. Certainly a must for your CD collection. Produced in 1994 by Sidewinder Productions on A500/A2000.

Visit

<http://www.geocities.com/SunsetStrip/Palladium/1244/>
for additional info

Regards,

Eric 'Sidewinder' Gieseke

1.20 Oliver Wagner Clears The Java-Filled Air

Oliver Wagner is the one-man wrecking crew behind a number of Amiga internet utilities, most notably Voyager, the shareware HTML browser which more than once has been the first to offer new features, beating its commercial counterparts AWeb and IBrowse. Java and Javascript support have been mentioned for the browser in the near future. Below is Wagner's explanation of the situation, taken from the CU Amiga mailing list.

To join CU's mailing list yourself, mail listserv@cu-amiga.co.uk with HELP in the body for a full list of commands and options.

From Mr. Wagner:

I've been working on the Javascript implementation for quite some time already; actually, all Voyager versions since 2.42 internally have the hooks to the Voyager_JS.VLIB plugin which contains the interpreter and object management parts (those were accidentally left active in 2.70, thus causing Voyager to complain about lack of this library upon hitting <script> tags or event specifications). Those are now disabled for the public releases but are still used internally for testing.

I've also made several statements about upcoming Javascript support in Voyager on the support mailing list, including a recent thorough explanation of the problems which were introduced due to Netscape's latest update to "their" language. If you ever hit Javascript intensive pages with MSIE 3.x, you know what I mean :) (see, for example, <http://www.opel.com/>). Obviously, we want to support the latest Netscape specs on JS, and are closely following the W3C effort to standardize a web scripting language.

I'm not actually writing the interpreter myself, this is done by someone who prefers to stay unnamed since he fears "When will JS be ready?" mailbox cluttering. However, the interpreter will be an integral part of the Voyager 3 release. Part of the code has been originally developed by Holger 'hkr' Kruse.

Olli

1.21 Darreck Lisle at the Amiga Users of the Heartland Meeting

Darreck Lisle, Amiga Inc.'s utility infielder (event coordinator, PR man, and pretty much anything else necessary until a full staff gets hired), spoke last week at an Amiga user group meeting in Omaha, Nebraska. Set on the grill, this is the summation of the Q&A session that ensued.

Q: Should we buy AmigaOS 3.1?

A: Yes--you will need the ROMs for the updated AmigaOS anyway.

Q: Is graphics card compatibility going to be built into the next OS release?

A: Yes--some type of RTG standard should be included as well as an AHI-type of standard.

Q: How long should we expect to wait before we see new systems?

A: Probably around a year.

Q: Are there any other enhancements to the Amiga you foresee?

A: Possibly support for the Universal Serial Bus (USB).

Q: What is Amiga, Inc.'s position on UAE, the Amiga emulator available for Microsoft and UNIX?

A: The current practice of pirating Amiga ROMs will be cracked down on shortly.

Q: What does Amiga, Inc. think about Java?

A: We would like to see Java in the next OS, but there is still a lot to be done in this area.

Q: Are we going to see any of the current operating system hacks, such as MUI, built into a future AmigaOS?

A: Possibly--however, MUI is too large and bulky to consider making it an integral part of the OS. A TCP stack is a definite possibility.

Q: Will the prices of existing systems be dropped, like say \$1000 off the existing A4000T prices?

A: Yes--Amiga motherboards are quite simple in design so cost should reduce, especially after improvements are made to the current design, such as optimization of the existing custom chip set.

Q: Will Amiga, Inc. be coordinating with third parties?

A: Yes--that is one of the main goals of Amiga, Inc.

1.22 VDisk 2.7

TITLE

VDisk v2.7 (Update from v2.6)

AUTHOR

Etienne Vogt <Etienne.Vogt@obspm.fr>

DESCRIPTION

vdisk.device is a driver for a recoverable RAM disk. Main features are:

- Up to 16 units with virtually unlimited size (512 MB)
 - Dynamic memory allocation and (optionally) de-allocation
 - Full support of all AmigaDOS filesystems
 - Will survive the heaviest system crashes as long as its own data is not corrupted
-

- In case of a recovery failure, the cause can be reported by a support command

SPECIAL REQUIREMENTS

VDisk requires AmigaDOS 2.04 or higher (v37).

AVAILABILITY

On any Aminet site. It was uploaded to:

`ftp://ftp.grolier.fr/pub/aminet/disk/misc/vdisk27.lha` (22630)

PRICE

Free.

DISTRIBUTABILITY

Freeware (C) Copyright 1994-1997 by Etienne Vogt.

CHANGES

Fixed a stupid bug that caused crashes when odd unit numbers were used on a 68000 system.

1.23 BamsModePromotableGamesList 1.2

TITLE

BamsModePromotableGamesList

VERSION

1.2

RELEASE DATE

20.08.97

AUTHOR

Tomas Larsson
(studio_bams@geocities.com)

DESCRIPTION

BamsModePromotableGamesList (BMPGL) is simply a list of games that you are able to modepromote, eg to be able to use them on a VGA screen without the use of a scandoubler.

SPECIAL REQUIREMENTS

An AmigaGuide viewer.

AVAILABILITY

<http://home1.swipnet.se/~w-14055/sb/>

<ftp://ftp.sunet.se/pub/aminet/docs/lists/bmpgl.lha>
And all other Aminet sites.

PRICE

BamsModePromotableGamesList is PD.

1.24 UltraAccounts 4.3

TITLE

UltraAccounts 4.3

AUTHOR

Richard Smedley
PO Box 59
Sutton-In-Ashfield
Nottinghamshire
NG17 3HP
England

rsmmedley@cix.compulink.co.uk

DESCRIPTION

UltraAccounts is a home accounts program which has been designed to make things as simple and easy to use as possible - so that even people who don't know anything at all about keeping accounts (or using computers) should be able to use UltraAccounts without any problems at all.

Features include:

- Multitasking windows. Open and use several different windows at exactly the same time.
 - Supplied in English, Francais & Nederlands.
 - Multiple accounts & transaction tags.
 - Full payslip support, including multiple wage configurations.
 - Debit & credit standing orders, and timed transfers. The transactions entered by these timed events can be edited or erased *without* duplicate entries being created.
 - Budgeting facilities.
 - Common transactions & transfers. Predefine the details of any often-used transactions or transfers, saving you from having to keep retyping those details each time you enter that particular
-

transaction/transfer.

- Reminders. Make sure you don't miss important events, such as birthdays/anniversaries or bills that need paying.
- Pie, bar and line graphs, with optional future projections.
- Encrypted files, optionally password protected.
- Fully configurable export formats.

NEW FEATURES

- The Show/Account etc windows have been redesigned to add some buttons for selecting the Display Options, Date Range, etc.
- The titlebar of the main UltraAccounts window now only displays the "name" part of the current filename, instead of both the name & path.
- The various backup options (and associated tooltypes) have all changed. See the main docs for more info about this.

SPECIAL REQUIREMENTS

- Requires: AmigaOS 2.0, 2 meg ram.
- Recommended: AmigaOS 3.0, hard drive, additional memory, and an accelerator.

AVAILABILITY

Available via FTP from Aminet sites.
<ftp://wuarchive.wustl.edu/pub/aminet/biz/misc/ultra4.lha>
(235012 bytes)

PRICE

Standard registration fee is 10 Pounds Sterling (or equivalent), with poverty registrations accepted at reduced amounts.

DISTRIBUTABILITY

Shareware, unregistered copies are freely distributable.

UltraAccounts is Copyright Richard Smedley 1997

1.25 Join the Amiga RC5 Effort

Do you have an 040 or 060 idling away all day (not to mention night) long?
(or 68020 and above)

The Amiga RC5 Team effort seeks to bundle the spare cycles of Amiga users' machines to compete in the RSA Secret Key challenge, more specifically to find the right key in the third RC5 contest.

This effort is uses the Bovine Amiga RC5 client and targets exposure for the Amiga by way of appearing in their statistics, perhaps even finding the right key.

An explanation of what RSA, RC5 etc. is and details on how to join, see: <http://www.cistron.nl/~ttavoly/rc5>

Any questions not answered by that page can be directed at: rc5@amiga.cistron.nl

1.26 Convergence International Web Site

Convergence International, the user and development group dedicated to the support of non-Wintel platforms, has created a free news service summarising the important events occurring in the non-Wintel world.

The index page at <http://www.convergence.eu.org/news/> gives a run down of the major news items, with specific sections for:

* Acorn	* Amiga	* Apple
* ARM	* CHRP	* Network Computers
* Phase 5	* Psion	* Convergence itself

The pages are updated in the evening on which any newsworthy item is found, and it is possible using our "URL Minder" feature to be notified by e-mail of news updates.

Other features such as a forum for discussing non-Wintel issues, a technical support form, and links to the rest of the site, are provided. If you prefer a no tables version is also available.

WWW : <http://www.convergence.eu.org/news/>
http://www.convergence.eu.org/news/index_nt.shtml (no tables version)

E-mail : enquiries@convergence.eu.org

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Convergence International - the non-wintel user group
Supporting Acorn, Amiga, Apple, ARM, Be, Psion

1.27 AROS V1.10

TITLE

AROS - The Amiga Replacement OS V1.10

AUTHORS

Aaron "Optimizer" Digulla - Head of Development
Haldenweg 5
78464 Konstanz

Germany

irc: Optimizer
 email: digulla@aros.fh-konstanz.de (for AROS related mail)
 digulla@home.lake.de (for private mail)
 digulla@fh-konstanz.de (for large mails)

aros-bugs@aros.fh-konstanz.de (for AROS bugs)
 aros-linux-bugs@aros.fh-konstanz.de (for AROS bugs on Linux)
 aros-amiga-bugs@aros.fh-konstanz.de (for AROS bugs on Amiga)

Matthias Fleischer (Exec, DOS, drivers)
 Peter Boeckmann (Sparc, Alpha)
 Iain Templeton (FreeBSD, utility)
 Peter Bortas (WWW site)
 Martin Recktenwald (WWW, layers)
 Lennard voor den Dag (Amiga port, layers)
 Chris Lawrence (Linux/m68k)
 Geert Uytterhoeven (Linux/m68k)
 Kars de Jong (misc)
 Nils Henrik Lorentzen (diskfont, icons)
 Stefan Ruppert (Datatypes)
 Harald Frank (Amiga port)
 Martin Steigerwald (Beta tester)
 Sebastian Rittau (Includes, Gadtools)
 L. A. Guest (CLI tools)
 Johan Alfredsson (Commodities)
 Stefan Berger (Math libs)
 Jesper Skov (Linux/m68k)
 Wez Furlong (Shell)

Note: It's no mistake that the addresses of the other persons are missing. It just that I want to protect them from beeing swamped by EMail :)

DESCRIPTION

AROS is an effort to re-write the AmigaOS V3.1 (40.70 or later) in ANSI C (mostly). The goal is to have the power of the AmigaOS without beeing limited by the hardware. We try hard to maintain source compatibility which means that, if you want some Amiga application on your mainframe, all you have to do is to get its source and compile it again.

Right now, we have implemented these features:

- Almost the complete exec. Only interrupts and some more esoteric functions are missing
- Much of DOS
- A shell to run DOS commands
- A set of working DOS commands: Dir, List, Echo, Cd, ...
- Parts of graphics.library, intuition.library and locale.library, math*
- Enough of Intuition to open a window, receive IntuiMessages and process them.
- console.device with RawKeyConvert()
- Several demos
- The following parts are finished: icon.library, iffparse.library and utility.library.

If you want to participate, then you can choose between these two:

- a) The Preferred Way: Get your hands on CVS and follow the instructions on our WWW pages.
- b) The Usual Way: Get the latest source, make your modifications and send me patches via email. Since this takes some time, make sure you allocate your work with the jobserver.

If you write something for us, make sure to check if that job is not already done by someone else. To achieve this, use the jobserver. You can reach it by writing an EMail to

aros@aros.fh-konstanz.de

with the Subject "jobserv" (without the ""). It reads the contents of the mail and executes it. For help simply use the command "help" on a single line.

CHANGES (since 1.10)

- Bugfixes (as usual)
- Many new functions and libs
- We have the first game for AROS: Moria3D runs after minor changes
- All necessary includes to compile AROS
- Added conditional build (see make.defaults)
- Much faster linking on Unix
- Makefiles are generated from templates
- AROS has Resource Tracking now :-)
- Added a small mini kernel to ease porting
- New libs: math*, diskfont, gadtools
- New logo by Mike Williams
- New unix kernel with only one simple assembler file left
- New technique which allows the hardware dependend part of AROS replace files in other parts of AROS

FUTURE

- More docs :-)
- More functions
- More Resource Tracking
- The fastest AmigaOS ever on an DEC-Alpha-Workstation with 200MHz ;)

SPECIAL REQUIREMENTS

You need a PC with Linux or an Amiga. For more information, please visit our WWW pages.

AVAILABILITY

Aminet://misc/emu/AROS*
ftp://aros.fh-konstanz.de/pub/aros/ (Main FTP Server)
http://aros.fh-konstanz.de/aros/ (Main page)
http://www.lysator.liu.se/amiga/aros/ (Sweden Mirror)
http://home.worldonline.nl/~ldp/aros/ (AROS for Amiga)

On Aminet on misc/emu. There are two archives: AROSdev* which contains the source and AROSbin* which contains ready compiled demos which you can start in an XTerm under Linux.

PRICE

Free.

DISTRIBUTABILITY

(C) 1995-97 AROS - The Amiga Replacement OS
It's freely distributable as long as all files are distributed unchanged. The source may be used in commercial product with written permission by the authors.

1.28 AmigaZone Face Lift

10 August 1997

AMIGAZONE WEB SITE GETS COMPLETE FACE-LIFT

The venerable AmigaZone's Web site (<http://www.amigazone.com>), one of the oldest existing Amiga-supporting web sites has just gotten a total redesign!

Our pages now loads faster, because we've split them up a bit into more sub-pages, and we now use tables with a convenient bar of buttons down the left-hand side to take you to its other areas.

However this new site design incorporates even more info than we had before. For example, we now feature tables of our current weekly prize offerings and a listing of recent winners.

We've even included buttons which will automatically launch your favorite Telnet client (once you've configured your browser for it) to let you log right into the Zone's Text-style interface, and another to take you to its members-only web interface (<http://amigazone.com>).

If you haven't visited the AmigaZone site in a while, well c'mon back and take a look at our fresh new face :-)

(The AmigaZone is an online service for Amiga owners, users and lovers. We've been in business since 1985. We're fully net-connected with Usenet newsgroups, Fidonet "echoes", Amiga mailing lists, email, local message bases, 40,000 files, CD-ROMs online, a text-style interface and a slick Web interface, and live, nightly chats with prize contests. We are hosted by CalWeb Internet Services and \$19.95/month gets you total access to everything, 24 hours a day, including your own CalWeb UNIX shell account with 10 meg of storage for your own web site!. Free two-week trial accounts are available to check us out. All details are at <http://www.amigazone.com>)

Harv Laser
AmigaZone Sysop

harv@amigazone.com

1.29 AnimGIF Plugin for AWeb II 3.0

AnimGIF for the AWeb-II 3.0+ browser

This brandnew plugin adds the possibility to view inlined animated gifs and normal gifs in a progressive manner to the AWeb-II 3.0 browser which has the API plugin system. Version 1.00 is available from the Aminet (comm/www/animgif.lha) and version 1.10 is available from the homepage at <http://people.zeelandnet.nl/supernov/>.

The plugin is shareware, but contains all the functionality of the full version. However you will see a text now and then inside the animations saying it's a demo version. By registering for a low shareware fee you will get the full version sent to you by e-mail. Updates of the plugin will be free and sent to you automatically. See the documentation for full details.

Improvements in version 1.10

- o Added support for JavaScript (a new feature in AWeb-II 3.1).
- o Better handling of the disposal methods for animated GIF's.
- o Better handling of different image sizes for different frames.
- o Removed some Enforcer hits.
- o Somewhat higher decoding speed.
- o Click and go button inside documentation for easy AWeb settings installation.

Future releases

- o Full Cybergfx support.
- o the PNG (and later on JPEG) formats.
- o PowerPC.

Developed by the author of AMIS (text/edit/amis.lha).

1.30 Haage and Partner August News Update

HAAGE & PARTNER NEWS August, 1997
The Graphics World Of ArtEffect

Following the recent successful debut of ArtEffect 2 in June, we are now pleased to introduce two new special effect packages to extend its' power. PowerEffects 2 offers a variety of outstanding effects like LensFlares, Lightning and FishEye. The new PowerUP Effects package offers a great performance boost for users of PowerUp boards by Phase5. This is also the first commercial Amiga application that takes advantage of the incredible speed of these RISC based cards.

ArtEffect 2.0

Version 2 of ArtEffect has been completely revised. We have built on the innovative concepts which were introduced in version 1.0, and have added many new features, e.g. Layers, ARexx and multiple Undo/Redo.

ArtEffect Frequently Asked Questions (FAQ)

There is a new FAQ section on the homepage of ArtEffect with helpful answers to often asked questions. You are also able to submit your own questions here regarding ArtEffect.

ArtEffect Mailing List

A new ArtEffect mailing list has been setup as an open forum for questions and discussion. It is also a good place to voice your wishes for future releases of ArtEffect.

New PowerEffects for ArtEffect

Nine (9) sensational new effects are included in PowerEffects 2. Besides FishEye, Patchwork, FalseColor, Pointize, HalfTone and Crystalize; the highlights are certainly: Lightning and LensFlares.

Need for Speed: PowerUP Effects

Are you looking for some really fast effects? Then stop here to have a look at the PowerUP Effects. The speed of the PowerUP Effect is mainly based on the PowerPC native version of the plugin.library that handles almost all actions of the plug-ins. So not only the filters of this package will be faster, there is also an increase in speed of every effect, because they all will now use the new PPC plugin.library. Besides this, there are special native versions of the major effects. The PowerUP Effects are 2 to 20 times faster than the normal ones. The PowerUP Effects are the first application that makes use of the enormous power of the PowerUP board of Phase 5.

HAAGE & PARTNER is the leading manufacturer of Development Systems and Applications for the Amiga family of computers. The Storm series (StormC, StormWizard, StormPowerASM) for 68K AmigaOS, PowerPC (PowerUP) and p.OS provide a powerful suite of programming tools. Our latest project, MERAPI, will bring the power of JAVA to the Amiga.

HAAGE & PARTNER is also the developer and/or distributor of several cutting edge applications including: ArtEffect, PowerEffects, EasyWriter, DrawStudio, Tornado3D and NetConnect. Our mission is to provide the Amiga market with the most effective tools and applications possible. It's not enough to just ask: "Where do you want to go?" At Haage & Partner we are harnessing the power of the Amiga to actually help get you there!

HAAGE & PARTNER Computer GmbH, PO Box 80, 61191 Rosbach, Germany
Phone: +49 - 6007 - 930050, Fax: +49 - 6007 - 7543

Email: info@haage-partner.com
Internet: http://www.haage-partner.com

We develop to PowerUp the Amiga!

1.31 No Amiga To Waste Update

No Amiga To Waste Update

A place where developers and users can come together as one to share ideas and comments.

NATW HAS EXPANDED WITH SOME NEW FEATURES

DEVELOPERS WANTED

Developers can now use a forum where their needs for development partners can be posted to. This forum is freely accessible to anyone and will facilitate the creation of perfect development teams.

MAINTAIN RESERVED IDEAS

Developers have the possibility to drop the reservation of ideas. The sad truth points out that this is a necessity. Soon they'll have the ability to give feedback about the development status. A special page will be added to each idea. This will be freely editable by the developer that has reserved the idea.

AUTOMATIC NOTIFICATION THROUGH EMAIL

Developers can now choose to be notified daily or weekly about the new ideas that were posted to the site. The email contains the full data of the new ideas, including a link to the ideapage itself (for those that are running HTML enabled email programs).

GIFANIMS AND BANNERS FOR PROMOTION

Several promotion graphics have been created for those that stand behind NATW and that want to help to make it get known.

WHERE IS THE SITE

Url

<http://thunderstorms.org/NATW/>

Email

natw@thunderstorms.org

EXPANSION POSSIBILITIES

Anyone who wants to create a Amiga development specific site, can contact

me. I've got a fully function virtual server at their disposal (thunderstorms.org). For further information, please contact me at (gbevin@thunderstorms.org). AmiBench (<http://thunderstorms.org/AmiBench>) is an example of such a site.

August, 21nd, 1997
No Amiga To Waste - Webmaster
Geert Bevin (gbevin@thunderstorms.org)

1.32 CUCUG News Update

[For extra clarity: CUCUG is not directly involved with either the MAE or Amiga, Inc., but as the news agency which wrote and released this story, their original contact information is retained here. -Jason]

The Champaign-Urbana Computer Users Group
P.O. Box 716
Champaign, IL 61824-0716

<http://www.cucug.org/amiga.html>

September 6, 1997
Contact: cucug@cucug.org

Amiga Inc. To Host Official Developers Conference at MAE

We are very pleased to announce that South Dakota-based Amiga Inc., will be hosting its first-ever official Developers Conference at the The 1997 Midwest Amiga Exposition (MAE) which will be held in Columbus, Ohio on November 1 and 2. The show is produced by the Amiga Central Ohio Network (AMICON) user group and will be attended by many Amiga software and hardware companies, Amiga industry luminaries and promises to be a very positive shot in the arm for the entire Amiga community.

Darreck Lisle, Amiga Inc.'s Public Relations and Events Coordinator told CUCUG, "The Developers Conference at the MAE show is actually just the first of a series of international conferences Amiga Inc. will be sponsoring. We recognize the importance of effective communication and cooperation between software and hardware makers and the new Amiga development team here at Amiga Inc. and we are putting together an ambitious program to facilitate an effective exchange of ideas and information."

Additional conferences are now planned for Cologne Germany, Milan Italy, St. Louis Missouri, and London, according to Lisle.

Amiga Developers Network Planned

CU Amiga Magazine announced today that it was contacted by Amiga Inc. and asked to assist in building a database of Amiga developers. Serious Amiga developers are being encouraged to register at the CU Amiga web site for possible, later contact by Amiga Inc. A Registered Developers Network will at some point be put together by Amiga Inc., according to Lisle who also went on to say, "The Industry Council Open Amiga (ICOA) will play a big part in the future of the Developers Conferences, and the Developers

Network."

Epson Supports the Amiga

In another bit of promising Amiga news, Lisle told CUCUG, "The people at Epson have agreed to work with us and to supply us with everything needed to develop software and drivers to support their full line of printers and scanners." This unexpected announcement will come as a relief to the many Amiga users who have been frustrated by the lack of Amiga driver support for popular peripherals in the past.

###

CUCUG, The Amiga Web Directory, Agnes and the Agnes character are all service marks of the Champaign-Urbana Commodore Users Group. Amiga is a registered trademark of Amiga, Inc. Be sure to check the Amiga Web Directory at <http://www.cucug.org/amiga.html> frequently for news about all of the latest Amiga developments.

1.33 DOpus Magellan Upgrades Available

For Immediate Release:

Directory Opus Magellan Upgrades now Available!

GPSoftware is pleased to demonstrate its continuing support for the Amiga with the release of new upgrade patch files for Opus Magellan. For registered Opus users, these patch files are available free from our from our web site to upgrade the original Opus Magellan 5.6 versions to versions 5.62 and 5.65.

For more detail please see

<http://www.gpsoft.com.au>

1.34 PMPro V4.0 Now Shipping

Picture Manager professional V4.0 available now from Blittersoft !

The premiere release of the english version of Picture Manager professional now can be ordered from BlitterSoft in England (dealers welcome, below is end-user price information).

A demo version can be found for download on BlitterSoft's WWW site <http://blittersoft.wildnet.co.uk/pmpro.htm> or on Aminet under biz/demo/pmpdemo.lha

Picture Manager Professional V4 (PMPro) is an excellent commercial image catalogization program with a large number of features for creation and handling of thumbnail tables.

It is a powerful database and allows loading, processing and displaying images via SuperView-Library and includes an automatic conversion function for catalogs of images, which allows to convert between all file formats SuperView-Library does support ... AND MORE ...

It even can directly scan LHA and LZX archives for images.

- The ENGLISH version of Jürgen Schäfer's Picture Manager can be obtained from

Blittersoft
6 Drakes Mews
Crownhill Industry
Milton Keynes, MK8 OER Voice: +44-(0)1908-261466
United Kingdom Fax: +44-(0)1908-261488

Or from any distributor. The official pricing as of August 1997 has been 49.95 UK pounds (no guarantee). Ask them for it.

Blittersoft also are the distributors of many other Amiga hard and software products, among them Village Tronic and phase5.

Blittersoft WWW page: <http://blittersoft.wildnet.co.uk/pmpro.htm>
Blittersoft: sales@blittersoft.com

- The GERMAN version of Jürgen Schäfer's Picture Manager can be obtained from

IrseeSoft SPCS
Meinrad-Spieß-Platz 2
D-87660 Irsee Voice: +49-(0)8341-74327
Germany Fax: +49-(0)8341-12042

Or from any distributor. The official pricing as of August 1997 has been 129 DEM (no guarantee). Ask them for it.

IrseeSoft also are the manufacturers of the TurboPrint V5 high quality printer driver enhancement system.

A CD-ROM containing catalogues of more than 25000 graphics from Amiga CD-ROMs as well as a full version of PM 2.0 and demo versions (german) of PMPro 4 and TurboPrint 5 is available for 29 DEM (no guarantee). It's the first one of a new CD-ROM series - the second one just has been released and does contain graphic catalogues for Aminet 1-16 and Aminet Set 1-4 CD-ROMs.

IrseeSoft WWW page: <http://home.t-online.de/home/IrseeSoft/>
IrseeSoft: IrseeSoft@t-online.de

1.35 IAM Donates To Flood-Damaged Libraries

For Immediate Release
PUBLISHERS RESTORE FLOOD-DAMAGED LIBRARIES

PHILADELPHIA, Pa., September 12, 1997 - The floods of earlier this year continue to impact the communities of the Midwest, especially non-profit institutions such as libraries. In many cases, insurance will only cover the cost of rebuilding facilities, not the costs of replacing books and collections. Publishers are helping to restore library collections by donating new books, with more than 60,000 books donated so far.

This summer, one small publisher, Intangible Assets Manufacturing, of Philadelphia, contributed by donating new books valued at more than \$1500. IAM president Dale L. Larson explained, "It might be profitable to try to sell our books to these libraries as they rebuild their collections, and we're small enough that those sales would be significant for us. But some things are more important than sales."

Midwest book distributor The Bookmen and various volunteers have worked with the Minnesota Library Association Foundation to coordinate and distribute donations. This week IAM received a letter from the Association saying in part, "Your gift will help with the restoration of collections for libraries affected in both Minnesota and North Dakota. We are truly grateful for your generosity."

And that's what's more important than sales.

Intangible Assets Manufacturing produces a line of Amiga products, including the book "Connect Your Amiga! A Guide to the Internet, LANs, BBSs and Online Services", DiskSalv4, MRBackup, MegaBall4 and others.

IAM also publishes Internet-related books "Torn Shapes of Desire: Internet Erotica" and "Lineland: Mortality and Mercy on the Internet's Pynchon-L@Waste.Org Discussion List."

Web site: <http://www.iam.com>, Toll-free order line: 1-888-3-WWW-IAM

Source: IAM

-0- 09/12/97

/CONTACT: Barbara Wray of IAM, 610 853 4406, fax 610 853 3733,
bwray@iam.com/

1.36 Totally Amiga Magazine Issue 1 Announcement

Totally Amiga Magazine

The Amiga Revolution Is Here:

The revolution is here. Totally Amiga is the leader in the Amiga revolution with its previews and extensive reviews. Our tutorials are written to educate; our recreational reviews are written to stimulate; we have what it takes to satisfy your Amiga needs, bar none.

We are here to serve you - the Amiga user, developer and store owner - in every way possible. So why not add a little spice to your life by adding Totally Amiga to your magazine collection day!

Totally Amiga Magazine
Premier issue / Vol. 1 Num. 2
\$3.95 U.S. \$4.95 Can
Subscription: US \$15.80 Can \$19.80
On sale September 1997

Emulators: Our emulator expert reviews a plethora of emulators. Find out which emulator(s) is the right one for you.

Cleaning And Maintaining Your Amiga:
Our local technical guru teaches you the tricks of the trade. Learn how to keep your Amiga healthy with this monthly guide.

Ultra Accounts 4.0: Richard Smedley's Ultra Accounts 4.0 is finally available. We give you the lowdown on Ultra Accounts 4.0 .

These features and more can be found in the premier issue of Totally Amiga.

Product Information:

PRODUCT NAME:
Totally Amiga Magazine

PUBLISHED BY:

Neo-Media Publications
P.O. Box 65 - Mailing address
Barnstead, NH 03218-0065

Neo-Media Publications
c/o Totally Amiga Magazine - Address for parcels from UPS, Fed-Ex, etc
46 Hemlock Dr.
Barnstead, NH 03218

ISSUED:
Quarterly

Retail:
\$3.95

Product number:
0-07154495040-4

Order by phone: 603/269-7180

Order by fax: 603/269-7181

Order by email: totallyamiga@hotmail.com

1.37 Games Master System 0.8B

TITLE

Games Master System
(GMS)

VERSION

0.8B (Released September 1997)

AUTHOR

Paul Manias (paul@ethos.co.nz)

DESCRIPTION

The Games Master System is a developers kit that is aimed at enhancing the functionality of the Amiga OS, with emphasis on games programming. It is based on the Amiga shared library standard, so will work with any programming language such as C, Assembler, E, Basic etc.

The system can be ported across to other platforms besides the Amiga, and in future GMS programs could be run on other platforms without recompilation (CPU's must match or they have to be emulated).

Here are just a few of the GMS features:

- Object Oriented kernel design.
- Fast blitter functions, including CPU assisted blitting.
- Full sprite support.
- In-built proportional fading functions.
- Sound support, includes intelligent channel play-back.
- Support for raster/copperlists with built-in special FX.
- External structure and object pre-processing, allows user editing of program data.
- Dynamic resource allocation.
- Support for all kinds of input devices (joysticks, joypads etc)
- An official system debugger is provided.
- A preference program that allows editing of things such as default screen dimensions, resolutions, mode promotion etc.
- Multi-tasking and screen-switching is supported.

The system has a very modern design and includes full resource tracking and safe task destruction features. A debugger has been included which GMS functions co-operate with, so there is no need for special patches or debugging tools. Functions are written with garbage protection features and where possible, software based memory protection. GMS can recover from many programming errors that usually result in software failures.

Full documentation and 285k of example source in C, Assembler and E is included within the developer archive.

NEW FEATURES

Some of the new features present in V0.8B are:

- Complete object orientation, making GMS the first low-level OO system to appear on the Amiga.
- Lots of smaller changes and bug fixes.
- Dice C support.
- Revised documentation.

SPECIAL REQUIREMENTS

GMS will take up 1.5 megs of space on your hard-drive and runs in less than 90k of memory. There are no must-have requirements, but an AGA Amiga is necessary for about 5% of the demos. KingCON or any other enhanced shell with a scroll back buffer is desirable for running IceBreaker.

AVAILABILITY

GMS is available on all up to date Aminet sites, for example:

```
ftp://ftp.wustl.edu/pub/aminet/dev/misc/gms_dev.lha (420k)
ftp://ftp.wustl.edu/pub/aminet/dev/misc/gms_user.lha (190k)
```

Developers will need both archives, Users will only need the second archive.

PRICE

This beta version is free.

DISTRIBUTAILITY

The distribution of the Games Master System is limited to Aminet and may not be redistributed without permission from the Author. The Games Master System is (c) Copyright 1996-1997 Paul Manias / DreamWorld Productions.

1.38 www.amiga.dk Now Online

A new independent resource for Amiga users in Denmark, <http://www.amiga.dk>, has gone online. A strong grasp of the Danish language is recommended.

1.39 Amiga Informer Web Enhancements

Attention all Amiga users!

The Amiga Informer is proud to announce some fantastic new additions to its full featured web site. Now, the Informer hosts several great new content areas:

- Outspoken Amigans

This is a moderated forum, wherein The Informer selects editorials written

by notable Amiga users to be posted for the Amiga community to read and ponder. Expect a new editorial every month or so.
(www.amigainformer.com/community.html)

- Developers' Forum

This special area is a discussion of important decisions about the future of the Amiga, from the people that know it best: the Developers. One crucial question is posed to a pool of popular Amiga developers, and selected responses are posted on the Amiga Informer web site. Expect frequent updates in this area. (www.amigainformer.com/forum.html)

- THE GAME ZONE

The Games Evaluations section of the Amiga Informer 'Zine now has its own dedicated area on the web site. This issue, Nemac IV: The Director's Cut, Burnout and more! (www.amigainformer.com/games.html)

Here's another important announcement. Pantheon Systems has converted the Amiga Informer web site to frames, so you'll need Aweb II 3.x, Voyager NG 2.x, Ibrowse 1.1x, or Netscape 2.x to properly view the site. In the next several months, The Informer will be hosting a non-frames version (www.amigainformer.com/fronpage.shtml) of the site in order to allow everybody ample time to upgrade their web browsers.

You'll also want to vote for the Informer as a Starting Point Hot Site by clicking on the Hot Site icon on the frontpage of the Informer's site. (amigainformer.com/frontpage.shtml)

In addition to the already immense Informer search engine (www.amigainformer.com/search.html) and online archives (www.amigainformer.com/archive.html), we've also added an SSL-enabled secure credit card subscription form, so now there's no hassle or worry when subscribing to The Informer on-line. Access this secure form from the Amiga Informer frontpage using your HTTPS-equipped browser. (Check with the manufacturer of your browser to see if it can handle secure HTTPS protocol.)

Of course, you can always subscribe by credit card by calling 888-88-AMIGA, too.

As if all that wasn't enough, The Informer continues to be the best source for insider news and information. The Amiga Informer magazine is now 48 pages, and the web site has almost as many pages, too. Check it out at www.amigainformer.com

Contact:

Ted Wallingford
Production Director, Pantheon Systems Co. (www.mich.com/~twalling)
Quality Net Commerce
313-365-8414

1.40 DB 3.5

TITLE

DB - The multipurpose database

VERSION

3.5

AUTHORS

David Ekholm
Sweden
email: david-ek@dsv.su.se

Marcin Orlowski
ul. Radomska 38
71-002 Szczecin
Poland

email: carlos@wfmh.man.szczecin.pl

DESCRIPTION

db is a small and fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look and OS 3.0 behaviour.

My main need was to keep record on addresses and telephone numbers of friends and companies. Before v2.0 db was fixed to be just an address and telephone database, but that has changed. db was designed with user definable layout in mind from start. Since v3.0 I've added GUI-based database design to db that relieves the user from the work of specifying the layout by writing RFF code

When you use db you will notice that the user interface has been kept as compact as possible (few gadgets, menus and windows). Still the functionality in for example, searching and sorting is high. This is intentional. I prefer few buttons with high functionality than the opposite. The ASL requester is in my opinion an example of good design. It may look simple, but hides features like automatic drawer creation and filename completion. I hope you spend enough time with db to discover its hidden features.

FEATURES

A partial list of db's features include:

- o Dynamic memory handling. Number of records and fields only limited by free memory.
 - o GadTool based. (Use fields of string, checkbox, cycle and text type)
 - o Support for multi-line fields through textfield.gadget
 - o Mouse and keyboard driven.
 - o User definable fields and layout.
 - o Multiple views of the same database.
 - o The views can be designed through a simple to use GUI.
 - o Commodore's Clipboard for flexible interaction with other programs.
-

- o AppWindow -just drag and drop database icons on db to load.
- o Online MenuHelp -Press HELP key when selecting a menu item.
- o Font sensitive.
- o ASL requesters for flexible loads and saves.
- o Localized.
- o ARexx support.
- o Dial numbers using a modem or loudspeaker.
- o WB and Shell usage with Commodore's template parsing.
- o Fast and flexible find function using AmigaDOS patterns.
- o Listview browser.
- o Filter function.
- o Fast and flexible sort function. Multiple sort orders can be specified.
- o 'Export View' and two standard ASCII export features.
- o Automatic ASCII import (tab-separated ASCII).

CHANGES:

Changes since previous release:

- o Added TEXT type to view design toolbar.
- o Added TEXTFIELD type to view design toolbar (however you can't change its height in editor yet).
- o Added abbreviations to Shell template
- o Trailing ':' is no longer added to selector window's title if the record label the title is based on, already has it.
- o Edit view related strings are now localized
- o New CLI/tooltype DEFPATTERN (def. "#?")
- o New CLI/tooltype DEFREXXPATTERN (def. "#?.(db|rexxdb)")
- o Toolbox items can be also accessed via F1-F5 keys directly from edit view window
- o New menu item - reload current project
- o New menu item - relaunch recently selected ARexx script
- o Hungarian translation added. DB now supports 14 languages. Unfortunately, most of existing translations are a little bit outdated with this edition. Hope that will change with next release, when all will finish their holidays. For now you can use old catalogs so all newly localized strings will appear in english.

REQUIREMENTS

AmigaOS or compatible (release 2.05 (v37) or better)

PRICE

Shareware (USD 20, DEM 30, GBP 13, SEK 130)

1.41 AAA Awards Coordinator Appointed

For Immediate Release

Permission Granted To Redistribute Without Alteration

Contact:

Martin Sahlén - martin.sahlen@amiga-cg.se

Director, AAA Awards

Umeå, Sweden - Friday, September 19, 1997.

A AAA Awards Co-ordinator has been appointed, to co-ordinate and make more efficient the work around the AAA Awards. The new co-ordinator is Tobias Ander, tobias.ander@amiga-cg.se.

Assignments

The new co-ordinator will focus on maintaining contacts with AAA Awards Partners, AAA Awards Associates, and others (see the AAA Awards Homepage on what Partner and Associate is). He is also responsible for appointment of the "AAA Award International" and "AAA Award Sverige" (Swedish award) juries. He will co-ordinate the work efforts as to achieve a focused and purposeful organisation, that will strive towards one single goal; "Uniting the AMIGA Community". One of the first tasks for the new co-ordinator will be to form a AAA Awards Committee, which will take over much of the AAA Awards work from the board of founding AMIGA association Amiga Computer Group. Please wait for future releases.

About Tobias

Tobias Ander, the new AAA Awards Co-ordinator, is 22 years old, and lives in Umeå, Sweden. He works for one of Sweden's largest computer consulting firms. In his spare time, he runs "The MagicBox BBS" (<http://www.arosnet.pp.se/magicbox/>), one of Sweden's largest AMIGA BBSs. Tobias himself says about the appointment: "I have supported the AAA Awards since they were established, and I feel it's a very good initiative to unite the AMIGA Community in such a way. Getting the chance to work with the AAA Awards is something I really look forward to, and I will do my best to please each and every one."

Feel free to contact Tobias on just about anything!

The Future

Much is at hand with the AAA Awards. A lot will happen within the next few months. The best way to keep up-to-date is by accessing the AAA Awards Homepage, <http://www.amiga-cg.se/aaaa/>, which will undergo major changes. Stay tuned, the future of the AAA Awards and the AMIGA Community has only begun.

Associates STILL Wanted

Due to lack of applications AAA Awards Associates are still wanted! Are YOU in an AMIGA user group? Then take the chance to hand out your own national AAA Award! Check the AAA Awards Homepage for more information right now! Last application date has been changed to November 17th (only this year) - please ignore other dates mentioned.

Take a stand - apply for AAA Awards Association right away!

Acknowledgements

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The AAA Awards logo is copyright © 1997 Amiga Computer Group and Björn

Hagström.

The national and international AAA Awards are copyright © 1997 Amiga Computer Group.

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More Information

AAA Awards Homepage - <http://www.amiga-cg.se/aaaa/>

Amiga Computer Group Homepage - <http://www.amiga-cg.se/>

1.42 Phase5 PowerUP News

The first, and probably most important news about Phase5's PowerUP PowerPC/060 cards is that they are actually, finally, shipping.

The CyberStorm PPC cards for the A3000 and A4000 are the first to be sent out the door--the A1200 and 2000 models will follow.

Phase5 has also been doing some work to expand PowerUP coverage: Newtek is in possession of a board, and SAS/C will be gaining PowerUP code generation capabilities. In fact, just about all of the 3D software for the Amiga is slated for PowerUP conversion.

A1200 owners have seen their options expand again. The 603+ series of Blizzard cards will allow the use of an 040 or 060 (as opposed to the 030 previously planned for the original 603 Blizzard board), and all A1200 models with PowerUP cards will be able to use the planned BVision PPC graphics board, which will attach to the accelerator card in much the same way as the already announced CyberVision PPC for the big-box Amiga accelerators.

Blizzard 603+ card pricing is as follows:

(All pricing in DM, does not include necessary 040 or 060 CPU)

160 Mhz: 749.00

200 Mhz: 999.00

250 Mhz: 1199.00

PowerUP-grade users subtract 100 DM for 160 and 200 Mhz models, 150 DM for 250 Mhz model.

The BVision PPC will be a 4 meg video RAM device capable of 1600x1200x24 bit display at 60Hz. Planned price is 499 DM, with a 50 DM discount for PowerUP-grade program members.

Also, Phase5 has dropped all 040-based products from its lineup due to the lack of availability for 040 chips. The CyberStorm Mark II has also been dropped and has been replaced by the CyberStorm Mark III, which is essentially a PowerUP CyberStorm with the relevant PowerPC circuitry missing, i.e. only an 060 onboard with no ability to add a PowerPC 604. Pricing and availability should be available soon.

1.43 Haage and Partner Announce WarpUP, Phase5 Blasts H&P

The relationship between Phase5, manufacturer of the PowerUP PowerPC cards for the Amiga, and German software developer Haage and Partner, has taken an unexpected turn.

H&P, who from appearances had a mutually beneficial relationship with Phase5 and were one of the earliest and most active supporters of the PowerUP concept, porting their StormC compiler to generate PowerUP code, have announced a new kernal for use with PowerUP cards. This design apparently deviates somewhat from the intended PowerUP software standard.

This lead to a swift and strong reaction from Phase5. The relevant news items follow below--H&P's WarpUP announcement, followed by a statement from Phase5 GM Wolf Dietrich.

WarpUP: A high-speed kernal for PowerUP

Finally the Amiga has its PowerPC. Everyone of us owes Phase 5 a lot of gratitude for that. Because it was them who steered the CPU-discussion into the right direction. Through their PowerUP-boards they ensure that the Amiga will regain its rightful position at the top of technology.

The PowerPC-technology offers a maximum of technological security for the future. Under the banner of their motto "NO RISC NO FUN", Motorola have already taken the first step that Intel processors have yet to make. Due to this decision, CPUs with a clock speed of up to 350 MHz are now available. And a limit to this is not in sight.

Hardware-development is only one side of the coin in this respect. Without the appropriate software even the very best hardware is not really worth much. Therefore the biggest burden is currently carried by software developers all over this world. They are pondering the question whether porting their software to the PPC will pay off. Switching to a new CPU involves porting and maintaining the software for two different kinds of CPU. It is due to this fact that many software developers (despite promising announcements) still sit back and watch the market before starting the effort of doing a port.

What makes the right decision easier is a software-interface to the hardware which guarantees that future hardware-developments can be utilised by the software without changing it (it does not matter whether this hardware will be a new PowerPC-board from a third-party manufacturer or a PowerPC-Amiga from Amiga International Inc.). Exactly this functionality is offered by WarpOS which was developed on the Phase 5 dual-processor boards by our authors Sam Jordan, Michael Rock and Jochen Becher.

WarpUP forms a so-called hardware-abstraction-layer (HAL) between the hardware and software-applications. This HAL guarantees the proper function of these applications on different PowerPC-concepts. To every software-developer this offers a risk-free start into a new era of software-development for the Amiga.

WarpUP forms the interface between the 68K-, PowerPC-hardware, the

68K-operating system software and the software-applications. The premier issue is of course to optimally exploit the speed provided by the PowerPC-CPU while at the same time making applications as easy to port as possible. For the first time on the Amiga, WarpUP allows using native PowerPC-applications as well as applications and shared libraries in mixed- and fat-binary form.

The StormC C/C++ developer system offers the possibility to compile an AmigaOS-application as a native PowerPC application by simply setting a compiler option. The necessary switching between the 68K-AmigaOS and the PowerPC- functions is handled by the WarpOS-kernel within WarpUP. This is a valuable advantage for the software developer. The reason for this is that even a direct port of the software achieves a sufficient performance increase. Conceptual changes to the software only become necessary if even the last bit is too be squeezed out of the system.

WarpUP offers the following advantages:

Highspeed communication-interface between the 68K- and PowerPC-CPU.

Entirely native multitasking, native memory management, semaphores, list-/tag-management, signalling, message handling.

Facultative memory protection: tasks are given the option of allocating protected memory areas.

Virtual signals, i.e. signals are CPU-shared and are always redirected to the correct CPU.

Inter-CPU message-system: messages can be passed between the CPUs

Optimal use of the PPC-MMU and the PPC-Cache

MMU/Exception-handling support for applications

PowerSave-function that shuts down the PPC if no applications use it

PowerPC-Enforcer (protects the first page)

Detailed crash-requester that optimally aids the developer in finding errors

Integrated debugging system to make bug-tracking easier.

Special support for highly optimized software such as games and demos.

Support for Amiga-compliant applications.

PowerPC native, mixed- and fat-binary applications and shared-libraries.

Also usable for alternative developer systems such as Modula- or E-compilers with PowerPC-support because objects are not mandatorily created in ELF; instead the tried and tested Amiga-compliant hunk-format can be used as well.

Easy installation

Hardware-independent

Optimal future prospects

We save the best for last, of course: WarpUP can be obtained free of charge from Haage & Partner! You only have to pay your phone costs.

This is our contribution towards a brighter Amiga-future.

Further information can be obtained from:

HAAGE & PARTNER Computer GmbH
PO. Box 80
D 61188 Rosbach
Germany

Tel.: ++49 6007 930050

Fax: ++49 6007 7543

E-Mail: warpup@haage-partner.com

WWW: <http://www.haage-partner.com>

Statement from Wolf Dietrich, Phase5:

This is a short preliminary statement, which will be extended during the next week and can then be found on our web site <http://www.phase5.de>.

phase 5 digital products is shipping the PowerUp boards as a complete solution, consisting of the powerful dual-processor hardware and the comprehensive PPC library and other stuff. The PPC library is a complete PPC native multitasking and multiprocessing kernel. It features everything that is necessary for all kind of software developments, even for adoption of different or future OS versions. The information about disadvantages and slow communication between the two CPUs is nonsense, as our system software provides a comprehensive message and signalling system, which even provides protectable memory areas for each task, making PowerUp-compliant software ready for future memory-protected OS updates or versions.

AS A MATTER OF FACT, THE FUNCTIONALITY WHICH HAAGE&PARTNER OUTLINES AND PROMOTES IS NOTHING SPECIAL, BUT A STANDARD FUNCTIONALITY PROVIDED BY THE PHASE 5 POWERUP SYSTEM SOFTWARE. We simply did not make so much noise about it. It is also nonsense that the WarpUp software by Haage&Partner is faster than the PowerUp system software from phase 5 digital products; this may only be true when StormC is used for the compilation a PowerUp application.

The WarpUp from Haage&Partner is a solution which is not compatible to the phase 5 solution. As it does not use the HAL that is provided by phase 5 digital products, but hacks the hardware by using an incomplete knowledge of the hardware functionality - which has been acquired by reengineering the phase 5 digital products software - it is most likely that it will not work with future revision changes or different product releases of the PowerUp series.

Furthermore, phase 5 digital products will not tolerate that an

incompatible software takes over the control of the PowerUp hardware and prevents the user from running software that has been developed for the PowerUp boards by phase 5 digital products as well as many other vendors. All software which is supplied by phase 5, and in which we have invested lots of work and financial efforts to make the PowerUp a useful product, would be disabled once the Haage&Partner software is installed in the system. That includes for example the fast CyberGL native library as well as the MPEG video and audio decoding integrated into CGX V3. Consequently, third party products using such advanced functionality would not run. USAGE OF THE THE HAAGE&PARTNER SOLUTION WOULD RESULT IN A COMPLETE INCOMPATIBILITY MESS. In the interest of our customers, who buy our products with high expectations, and all our developers who expect a completely compatible product line, we will take care that the phase 5 system software can not be disabled.

Haage&Partner has - from the beginning - rejected to use the ELF format which phase 5 has introduced on the PowerUp boards. The reason to choose this widely accepted format was to open the Amiga/PowerUp development to industry software standards. As an example, the ELF format allows professional development for PowerUp even on other platforms (such as Motorola PPC systems, IBM AIX systems, even on Sun or under WindowsNT), where high performance PPC Cross compilers are available, which integrate far superior experience and performance; phase 5 is currently testing such compilers which may offer the chance to accelerate software such as the CyberGL native library and the PPC MPEG library even further. Additionally, soon an update for SAS/C on the Amiga can be expected, which supports PowerUp and the ELF format.

Haage&Partner, instead, wants to establish their own "extended Hunk-format", which may is derived from the Amiga Hunk format, but still a new and proprietary solution. It is a concept that forces developers to use the only solution supporting this format - the Storm C compiler by Haage&Partner. Haage&Partner declares it's product being open and Amiga-compliant - in fact, it is only open to the Haage&Partner standard and compliant to their own software solutions.

At this point, it is important to mention that the software concepts of phase 5 digital products have all the time been focused on developments that open doors and smooth upgrade paths to future and completely revised OS versions, which incorporate functionalities such as memory protection and multi-processing (which is not supported by the Haage&Partner concept, BTW). This has e.g. also been proposed to Amiga International/Gateway2000 in May this year, together with our offer for extensive technological cooperation. To reach such a goal, we feel it is mandatory to set today guidelines for programming that make current Amiga/PowerUp developments more independent from the current OS revision by clear structured and object-oriented programming, instead of using the StormC concept of simply recompiling older sources (this issue will be adressed in detail later).

As the solution from Haage&Partner is not compatible and can - because of it's proprietary software concept - not fullfill demands of professional developers, it is very unlikely that developers will choose it. phase 5 digital products highly recommends not to use this incompatible system, as well as the Storm C compiler which - because of the concept - is wasting most of the performance that the PowerUp boards can deliver (this issue will also be adressed in detail later).

phase 5 digital products has supported Haage&partner with free developer systems, as well as all necessary information to develop compatible software and tools, thus enabling Haage&Partner to become a leading software vendor. We also held many meetings explaining our strategy and goals to make the PowerUp a useful platform not only for a new generation of high-performance applications, but also for the development towards a new OS or OS version that fullfills the demands of the next century. To our surprise and disappointment Haage&Partner has mainly used their status to create a replacement for the PowerUp system software which is intended to set a standard controlled by Haage&Partner, and they even attempt to trash the complete and comprehensive software development in which we have spend many efforts. At the same time, they have yet not been able to present a stable running PowerPC application which the Amiga/PowerUp user would have an advantage from. We highly disregard this contraproductive and confrontational behaviour, and will completely drop any support for Haage&Partner as a PowerUp developer as well as for any of their products.

 Wolf Dietrich, General Manager phase 5 digital products
 Return mail address: wd@gf.phase5.de http://www.phase5.de

1.44 Cutting Audio CDs on an Amiga

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Cutting Audio CDs on an Amiga

By Adam Hough

adamh@spots.ab.ca

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I recently picked up a Yamaha CD400T CD-ROM burner. My initial intent was to use the burner to cut my own data CDs, and I'm still using it for that, but recently I've rather changed my priorities.

Yes. Audio. Everyone has their custom music mixes on tape, but these days if you're like me you're rather used to being able to skip tracks that just don't appeal to you much at a particular moment in time and for that tape just doesn't cut it. Besides, even with Dolby the hiss from standard tape audio can be quite irritating. Well, the obvious answer is to start burning your own custom audio CD mixes. Now, certain PC users have been making "nya nya nya" noises about being able to do that on their machines so in true bullheaded Amigan fashion I decided to try it out myself.

It started easily enough. I tracked down a few pieces of software that would allow me to accomplish the task. On Aminet there are demo versions of some CD-ROM burning software that do audio work in addition to data: MasterISO (from ASIMware of Canada) and MakeCD (from a pair of shareware authors in Germany.) I started with those. MasterISO unfortunately was initially unusable as the version I had did not support the Yamaha drive so I started playing around with MakeCD. Despite a slow start trying to figure out what all the commands meant I soon got the hang of it and decided to work on the first audio CD.

I used ASIMware's ASIMcdfs to pull CDDA data off music CDs and stored them on my harddrive. CDDA, for those who're still in the dark, is the format in which audio is encoded on audio CDs. It rather predictably stands for

Compact Disk Digital Audio. Then I loaded those tracks into MakeCD and cut my first CD, "Diva". You can probably guess the content (although Annie Lennox doesn't appear on it.)

Shortly after that the full version of MasterISO turned up (mail order is a wonderful thing) so I decided to cut a second CD with it, this time focusing on instrumental works. Again I dumped the CDDA to disk and started work. MasterISO's interface is a little less intuitive than MakeCD's but it is functional none the less. As MakeCD in its demo form only allows up to 10 tracks and this CD had 15 tracks I didn't have much choice. On cutting the CD I found a significant problem with my process of grabbing from assorted CDs. With the first one I'd been lucky -- as I'd only been using contemporary rock CDs for source material, the volume level was consistent. With the instrumental tracks I was pulling from a variety of sources, they weren't. This means that a relatively loud track (in terms of recording level) lead to a quiet one (also in terms of recording level) and so on. A number of tracks also started as a continuation of a previous track, so they seemed rather abrupt when starting. The result didn't sound very good.

So I began my search for an audio editor capable of editing CDDA. To cut a long story short: there isn't one. So I started looking for alternates based on the fact that ASIMcdfs had the capability to pull off audio in AIFF, MAUD and one or two other formats in addition to CDDA. AudioLab16r2 was highly recommended by people and supported AIFF. I'm sure it is indeed excellent but I couldn't even figure out how to edit a sample. Then I moved over to SinED. Again, it looked good, but the author hadn't implemented any form of virtual memory in it. As the average five minute audio track takes up about 60MB or so, that was not acceptable. I then went through just about everything else I could find. They either were purely 8 bit, didn't support the formats I needed or were reliant on custom hardware that I didn't have. At this point I was getting close to packing it all in.

Except I'd not counted on AMUC [Adam's Calgary-based Amiga user group], that wonderful resource. One AMUCcer, John Lees, had a Studio16/AD516 combo that he wasn't using so he was willing to lend it to me. For those who've not been looking at high end audio equipment on the Amiga (probably most of us), this is about as good as it gets. When available commercially a few years ago, the AD516 sold for about \$1500 American. In terms of capability and software/hardware integration many PC users who've migrated from the Amiga still wish there was something similar for the PC. Anyway, the hardware is indeed excellent, but the software is a little on the old side now. It's not terribly CyberGraphics capable -- waveforms are mapped to the background colour and so become invisible (making editing very hard) and the entire program runs incredibly slowly. However under DBLNTSC on the internal chipset it runs very speedily. Go figure. It is however nicely 060 compatible (yay) but since almost all of the functionality of the software is based around the board's DSP the processor is almost irrelevant.

Studio16 (the software side) is very capable. While not CDDA compatible it is 16 bit AIFF-able so served my purposes admirably. It has a nice waveform editor able to edit stereo waveforms (admittedly split into two simultaneous mono waveforms.) For those of you familiar with older products like Oxix's AudioMaster the idea is quite simple -- you select areas of the waveform you want to edit and then perform one of the many specified

operations such as cutting, volume edits, fades and so on. More importantly it can handle large audio files (up to 2 GB) without needing a corresponding amount of memory.

Then it occurred to me that instead of just a sample editor I now had a full audio sampling board. And I had a whole slew of vinyl records that I'd been unable to track down on CD. After some significant hardware moving (as in physically carrying stuff around the house in search of a 240v socket; don't ask) I connected the Amiga up to the record turntable and started digitising. At first I tried digitising whole sides of records but had to stop after seeks through the 200+MB files were taking ridiculous times. Again AMUC came to the aid. Bryan Ewert (another AMUCcer) mentioned that perhaps an MS-DOS format filesystem might work better than AmigaDOS's FFS for this sort of thing. So I reformatted a Jaz disk to MS-DOS and watched seeks go from extremely slow (we're talking about 90 seconds here) to instantaneous. This then allowed me to record an entire side and then cut the resulting sample into its component sections. Those I then edited them for running time and content ("it used to be King Lear") and ensured that starting and ending level on each audio track were zero -- otherwise I'd end up with an abrupt audio hiss starting the track.

Part of the editing involved removing hiss and pops and other audio glitches inherent in a vinyl source. Pops are little spikes that result from scratches on the record or static hitting the needle and are easy to remove (assuming you can find them rather than just hear them.) Hiss is harder and I've not found (as of yet) a way to remove it without killing the high range of the audio. If anyone has any ideas, please feel free to share them with me. EasyCD Pro (or any other PC based product) is **not** an acceptable answer!

There were some interesting side effects from deciding to use MSDOS as the file system. The first one which took me ages to find out was that if I chose a file name longer than 6 characters for the base name, Studio16 hung on recording. Studio16 adds "_L" and "_R" to the samples for each of the audio channels; with more than 6 characters already that breaks the 8.3 rule and the software gets confused resulting in a reboot to clear it. The other problem was more minor. When editing a waveform and cutting and pasting to another sometimes the new file would go one letter over resulting in one audio channel overwriting the other. Mono is nice (I suppose) but it wasn't what I wanted...

I did have a few crashes on cutting sections from the audio sample but they've been rare and fortunately have not resulted in any data being lost.

Ok, so now we enter the endgame: cutting the newly digitized and edited audio out to CD. As mentioned previously MakeCD had a limit of 10 tracks and I was cutting more so I started using MasterISO. MasterISO unfortunately has a major flaw in its audio cutting routines. It drops a blip right at the start of the track (you don't want this) and roundabout 3-4 seconds in to the each track a second audible glitch (this you most definitely don't want.) I didn't realise this (neither does ASIMware I'd imagine) and burnt a couple of coasters before I discovered where the problem lay. As a test I then burnt a 9 track CD via MakeCD using the same audio data and it was glitch free. Not a happy camper was I.

The following day Bryan decided to cut his own CD using data we'd digitized. Being a PC kind of person, while digitizing the audio via

Studio16 on the Amiga, he'd done all his editing on a PC using CoolEdit96 in 16 bit WAV format and then brought it back to the Amiga on the Jaz. We used ASIMware's AudioThunder to convert from WAV to CDDA only to find that it generated a file the wrong size to record to CD. A second try converted the audio file to 16 bit AIFF which MakeCD can handle. We then ran the data through a test before going onto the main cutting only to discover that in the demo of MakeCD 10 tracks is the limit per MakeCD session, not CD. Notch up another coaster. In the end we did cut a successful audio CD and from what I've heard back from Bryan it's working just fine (on audio CD players, CD-ROM players and so on.)

Certainly the CDs I have cut for myself sound really clear and accurate as the vinyl masters I took them from were in good condition. Obviously a properly mastered commercial CD will sound better, but the results after editing do sound quite excellent. I've not totalled up the cost of all the hardware and software involved in this little project yet, but I'm sure it's rather high. It does work, and it works well. Blank CD-Rs cost between CDN\$6-25 and I tend to use the cheaper ones. They've worked for me. [In the US, some stores are offering CD-Rs for \$2 and under. You can find rebate deals which even make them free. -Jason]

As my registered copy of MakeCD has just turned up I'm looking forward to the upgrade which adds DAO (Disk at Once) to the existing TAO (Track at once.) The former is far more common these days as it allows one track to segue straight into the next; TAO leaves a mandatory 2-3 seconds between tracks meaning that live albums or ones with crossfades between tracks are not possible.

Happy audio burning!

Addendum:

- 1) The MakeCD guys have no idea what caused the problem with the 10 track limit; they can't duplicate it, and I don't want to :)
- 2) The MasterISO guys have found the sound glitch problem and it's a Yamaha firmware bug. Use 128k buffers instead of 512k ones to get around it.
- 3) AudioThunder really doesn't pad out CDDA files to the proper size. It's not an accident and apparently will be changed in the next update.
- 4) Using CyberGraphix v3 the waveform in Studio16 reappears so it's purely a problem in v2.

1.45 People Who Work Harder Than Me

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People Who Work Harder Than Me.
By:
Jason Compton
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Profilee: Katherine Nelson, Assistant Editor, Amiga Report

The idea for this feature, which I plan to make a regular appearance in AR, was borne out of two observations.

First, profiling hard-working Amiga community members is fun to do and it makes fun, rewarding reading. I know that sometimes the Amiga community is a downer--don't lie, at one point or another you've been bummed out by something or other during the rich pageantry of the Amiga's recent history. Hearing about the people who work to keep it enjoyable and rewarding is a nice change sometimes from the doom and gloom crowd on your favorite newsgroup.

Secondly, I get e-mail from time to time from people who thank me for all the hard work I do. Which I'm usually reading while sitting around being lazy. Don't get me wrong, I like to hear it, but on the other hand there are people out there working harder than me who deserve some recognition as well. Hardware designers, programmers, webmasters, and just all around enthusiasts who do good work and don't always get the recognition they deserve.

To launch the feature, I thought I'd start close to home--with AR's assistant editor, Katherine Nelson.

Katie joined the magazine as the assistant editor shortly after I took over as editor in 1994 when I discovered that trying to be the head writer AND the news and product gatherer AND the AmigaGuide editor was a whole lot of work that I wasn't up to doing. She stepped in and volunteered to take over much of the actual assembly and maintenance of the magazine. When a writer sends me an article, I look it over and maybe make some changes, but 9 times out of 10 it's Katie who does the formatting to get it into the magazine itself. When BBSes and dealers are added and changed, she does the work--and it sounds like nothing, but when I think of the hundreds of entries made and dropped over the years, it really adds up.

She was responsible for AR's design change in 1995--a layout so nice it was even appropriated by a rival online magazine for a time. (Without her, you would have been stuck with the much more boring old layout, because I'm not the type to come up with things like that.)

Now, after months of work, Katie is across the room finishing up the new graphical HTML interface and look for AR. 99% of the graphics and layout were her doing--my job was to say "Yes, that looks good." "No, I liked the first one you showed me better." "I really don't care--do whichever is less work for you." It's really amazing how much time she's put into it and I know for a fact that I never could have finished such a project. Frankly, I love the way the magazine is going to look--and it's all due to her hard work, while I sat here screwing around with emulators and whatever else I did that seems so trivial now.

Amiga Report would never be where it is today without the constant thankless work of my assistant editor. I am grateful to her for all of her hard work--and hope that it isn't too much to ask of you that the next time you enjoy an issue of AR, that you remember the person who REALLY makes it possible.

Next issue: Honorable Mention gets paid to a couple of webmasters who seem to me like they do more work than I do on any given day of the week.

Except maybe deadline. :)

1.46 Confessions Of an RC5 Co-Conspirator

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Confessions Of an RC5 Co-Conspirator: A Virtual Diary
By:
Jason Compton
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- Someone on IRC asked me today if I wanted to help out in cracking RC5. I have no idea what he meant. He tried to explain it to me. It sort of sounds like people are working on cracking encryption methods--probably because they don't like the American government's attitude towards encryption system importation and exportation. Whatever, sounds complicated.

- This RC5 thing came up again. More people are talking about it--I'm gathering that it's nothing illegal, it's some sort of sponsored contest. But working on cracking an encryption system sounds a little complex. There are massive massive tomes on cryptography--my roommate even has one. "Applied Cryptography." It competes with some phone books I've seen.

- Now these RC5 guys want me to talk about their project in the magazine. Ok, so now I've visited a website or two (<http://rc5.distributed.net>) (<http://homepage.cistron.nl/~ttavoly/rc5/>) and have found out that it doesn't really require you know anything about anything. See, the idea is that there are all these encrypted keys out there: 2^{56} of them, in fact. You can run a client on your computer to try to find the secret key. If you do that, everybody on the team who was working with you gets pizza money or something like that. But I don't know. I'm a little leery of just running some net client because someone told me so...

- Ok, these RC5 guys won't leave me alone. I've been asked no less than 24 times to run the client and do an article about it in AR. Nobody seems to have had their system invaded as a result of the client, and the whole thing does look pretty legit. So, all right, all right already. I'll follow the procedure on the web site, benchmark my machine for their statistics, and go ahead and start running...

- Now that I've hacked a few code blocks...well, not really hacked them personally, but now that I've let my machine's CPU time be hogged a bit by this RC5 client, maybe I'll look into this a bit more. I'm a little disappointed that this is the "Amiga" RC5 effort but in the name of advancing the cause (and getting the Amiga name moved higher and higher on

the list of top code hacking teams), non-Amiga machines are being liberally employed in the effort. You can run these clients on PCs and high-end Unix workstations, too...and let's just say that most of those machines are pulling down more KKeys per second than my 060 card is.

Ugh, now they've got me talking technical. "KKeys per second" is the rate at which your computer is testing the keys to try to find the secret one. "KKeys" is short for "kilokeys", in other words, how many thousands of keys per second. My machine does about 100 KKeys/s: 100,000 keys per second. Sounds like a lot, right? First think about how much 2^{56} is, then 100,000 per second doesn't sound very good anymore...

- Well, this is it. I've got the RC5 client running in a shell in the background. It's about 10% through a new block of keys, and it really isn't taking up CPU time--I can type here, carry on in IRC, browse the web, etc. I need to remember to break out of it with a control-C before I turn off the computer though, just to make sure all the hard work is saved.

So, if you spend a lot of time aimlessly online, or might want to start, putting your Amiga to work on the RC5 project is a good way to feel a bit productive. And the guys who run the Amiga RC5 effort will be happy--happy that I wrote this article, and happy that by the time you read it, the Amiga team might have broken into the top 10 teams in the international effort. It's an impressive feat--a ragtag group of Amiga junkies and guys with access to faster machines with a soft spot for Amigas have banded together to form one of the largest volunteer armies of spare CPU cycles in the world. I imagine you could make a movie like Toy Story this way, too. But it would probably be harder to motivate people.

1.47 The Emulation Rambler: Useful and Ridiculous Emulator Tricks

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The Emulation Rambler: Useful and Ridiculous Emulator Tricks
By:
Jason Compton

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Rather than profile any specific emulator in this issue, I'd like to explore a few highlights and "dubious-lights" of what you can do with emulators on the Amiga. Next issue: FUSION 2.0 gets the works, and a look at what PC-Task 4.3 promises to add to our PC emulation repertoire.

Stick It To Microsoft!

Ah yes. You've already told the PC industry what it can go do with itself by buying PCx, PC-Task, or maybe a second-hand bridgeboard. But how to get around Microsoft? It seems that the best you can do is find an old copy of MS-DOS somewhere...but wait!

Caldera has purchased the rights to Novell DOS, formerly known as DR DOS, which is now called OpenDOS. And...wait for it...Caldera has made OpenDOS free to most comers! (If you're planning to use OpenDOS commercially, they'll gladly sell you a license.) But for regular old evaluation or educational use, OpenDOS is yours for the asking.

At www.caldera.com, OpenDOS can be yours by simply filling out a short questionnaire for the folks at Caldera to look at. (Mostly, they want to know if you want to hear about their Linux products.) Then you get a passcode and the ability to download the encrypted OpenDOS archive. There is a slight catch in that you need a previously bootable DOS in order to de-archive the OpenDOS archive...a bit of a snag for getting completely around Microsoft, although you can always carry out this part of the operation on some other machine which has already paid its dues. Once installed, OpenDOS functions virtually the same as MS-DOS. There are a few quirks and additional features available: OpenDOS has built-in task-switching and multitasking, for starters. Neither work quite 100% with PCx and PC-Task, although they're worth investigating. PCx has a couple of issues that I've found--the special PCXANSI driver seems to be incompatible and a video bug occurs when exiting most applications to DOS. Microcode Solutions was unaware of OpenDOS until my bug report to them, but they assured me that they are working on the problems. The author and publisher of PC-Task 4 have been informed of their program's clashes with OpenDOS, but have not yet replied.

Both get strange video blackouts when task switching is enabled--curiously enough, the solution Jim Drew of Microcode Solutions suggested I use for PCx only worked for PC-Task: blindly entering a "CLS" to reset the video display. There may be some additional issue on my machine keeping it from working properly for PCx.

OpenDOS also offers a DOS-based HTML 3 web browser dubbed WebSpyder. We'll take a look and tell you how it fares next issue, as well as keep you up to date on how well the PC emulators are handling OpenDOS. I've installed it to both of my emulation partitions and haven't looked back.

Two Ridiculous Things Done With Emulation

We all know that emulation can lead to some crazy notions. Of course, there's the classic "run UAE on UAE" (which works), or the oft-practiced "Run Shapeshifter on UAE" (because the PC barely has a decent Mac emulator, and that only recently). But just iterating two common emulators isn't truly novel. No, to be really ridiculous takes some hard work. Here are some examples I've come across, in no particular order:

- A64's GEOS emulation mode. Don't get me wrong, I don't have a death wish for C64 GEOS. It's actually ok once you get some decent speed into it. The real problem with this GEOS implementation was that it only ran on 68000 Amigas, meaning that you got no major benefits over running on a real 64. If it had supported 030s and 040s, it would have been worthwhile, but it was just another misguided effort from A64's author.

- The Gameboy Infocom interpreter. For those of you unfamiliar with the technology behind the Infocom text games, Infocom was able to port them to so many platforms because what they did was to establish a specification

for a mythical computer called the "Z-Machine" and then emulate it on various computers ranging from 8-inch floppy CP/M computers all the way up to Amigas. These emulators all read the same game data file. So in effect, playing an Infocom game involves using an emulator. Implementing this emulator on a Gameboy took some real gall--and, of course, you can use it on a Gameboy emulator. (So far, I've only had success with AmigaVGB by ignoring the CRC checking. AmiGameBoy and WzonkaLad seem not to be able to actually give a display, although it sometimes is visible for a second when breaking out of the emulator.

)

With this 8k of Gameboy code, you're able to play almost all of the Infocom games and even some new creations on a Gameboy or emulator, on a 39 wide by 9 row text screen. You use the directional pad and buttons to select letters "high-score style", but a neat feature lets you pick words off of the display as well. It's beyond ridiculous--but it's very, very clever.

Come On, Amiga MAME, Catch Up!

The latest version of MAME, the multi-machine arcade emulator, supports such classics as Tron and Spy Hunter. Our port is still one revision behind. Come on!

Things You Should Own For Emulation

Here's a brief, and not by any means exhaustive, summary of the sort of hardware you might want to have if you're going to approach emulating a certain machine or platform.

PC and Mac emulation hopefuls should get a CD-ROM drive or high density floppy drive. Preferably both.

Mac emulators match up pretty well for CPU power, so you need a CPU as powerful as the Mac you want to emulate--although video is a different issue. If you don't have a graphics card and can't afford one or don't have a good way to hook one up, you should at least have AGA and a lot of memory to burn.

PC emulators require a lot of CPU power and work better (PCx and PC-Task 4) when given lots of memory.

To get good Apple II emulation on an Amiga is simple--030/25. That buys you about 100% performance using any Amiga system.

64 emulation, in my opinion, is best done through Frodo if you have the machine for it--and that would be an 060 with graphics card. Magic64 is pretty good for reliability with a somewhat slower machine, but Frodo's color choices are a lot better, I feel.

Gameboy emulation can be pulled off on 030 machines.

Atari 2600 emulation: Trust me, you want a fast machine. It seems ironic, I know.

1.48 Review: Formula One Grand Prix

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Review: Formula One Grand Prix

By:

Jason Compton
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Another entry in the Guildhall Leisure republication line of old Microprose titles, this is the game that has created a lasting legend among Amiga users.

Formula One Grand Prix, or F1GP as its fans refer to it, was originally produced in 1991 by Geoff Crammond of Stunt Car Racer fame. Race games always scare me. I've got a lot of arcade game experience under my belt, and usually impress friends at how quickly I can learn the rules and gameplay of just about anything I find. A big exception is race games. Typically, the more realism a game offers, the worse off I am. I could fling around the courses of Pitstop and Pitstop 2 on the 64 fairly well, but Pole Position and up had me stumped. Virtual Karting was a particular low point for me--I couldn't get anywhere to save my life in that game. Anything more taxing than XTR usually is too much.

So imagine my intimidation level when the F1GP manual tells me how it is more of a simulation than a game. Great, that's all I need, the realistic implementation of high-speed cigars of death on supersmooth roads. You'll forgive me for saying so, but that seems to me what Formula One racing is.

F1GP puts you in the cockpit of a race car with the authentic spread of 1991 F1 circuits at your beck and call, for individual racing or a championship season. Qualifying, practice runs, pit stops, they're all here, right down to technical issues of tire...excuse me, tYre types and wing adjustments. A great deal of attention has been paid to detail--much of the manual is a primer on the F1 circuit, racing strategy, and the cars and their history. For a die-hard F1 fan most of this will be old hat--for an American, where F1 in particular and auto racing in general is not the most popular of sports (particularly since I'm not in the American South), it made some interesting reading.

The game lets you control your car using digital joystick, keyboard, or analog joystick. Using digital joystick can be difficult for a precision driving game, but I found it workable. It's a small shame that multi-button Amiga joysticks were not in use at the time since it could have made things a bit easier.

Fortunately for weaklings like me, Crammond made the game very playable for mere mortals. A number of "driving aids" are supplied. When all enabled, driving the F1 car is pretty much just a matter of steering along a dotted line in the road--the computer handles speed and gear for you. You can progressively enable or disable these as you see fit, even on the fly during the course of the race. To get the full respect and admiration of the game and your peers, you'll need to race without any help whatsoever--very difficult until you get familiar with the game and know

the tracks intimately, which is what the manual keeps insisting you do, just like the real life F1 drivers.

The game aims for accuracy and tries to give you the real-life cockpit view, which means you get rear-view mirrors and your dead-ahead perspective--although you can get a trackside view and the view from other pilot's perspectives.

Once I got the hang of the game I was pretty happy with it--but I'm still not ready to really drive well without any help from the computer.

1991 means ECS, a game styled for pretty stripped down machines. 4 floppies which are HD installable (although the installer is a pretty silly one which insists on putting the game in your SYS: directory). Runs with little to no coaxing on modern hardware. Interestingly enough, the game was designed to run in NTSC. It runs fine on 060s--the only bad part is that looking at the graphics and detail you know that the 060 (and even some lower processors) feel like they have both hands tied behind their backs.

I actually enjoy F1GP, which surprised me somewhat. I do think that the thrill can and will wear down, particularly for those F1 fans who don't want to play with the heroes of yesteryear. This is the neat part of F1GP--Oliver Roberts' F1GPEd. This little piece of shareware digs into the F1GP executable (or your copy running in memory) and lets you customize virtually everything about the game, as well as making improvements to the game's logic and its overall challenge (for those who find it a breeze after some practice.) Highly recommended as a companion piece. With F1GP's budget price, the US\$15 Roberts asks isn't that much more. Roberts also presides over an ongoing competition of other F1GP addicts--it's things like this that keep a game interesting 6 years later.

I don't know that F1GP has made me get over my problem with racing games, but I do know a solid, enjoyable effort when I see one.

Budget re-released by:

Guildhall Leisure (Acid Software)
Unit 15
Guildhall Industrial Estate
Kirk Sandall
Doncaster
South Yorkshire
DN3 1QR ENGLAND

++44 1302 890000 voice
++44 1302 890010 fax
guildhall@glukok.demon.co.uk e-mail

1.49 Review: UFO Enemy Unknown

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Review: UFO Enemy Unknown

By:
Jason Compton
=====

An equally appropriate title for this game would have been "Laser Squad Goes To Roswell." A production by some of the same people who brought the 80s 8-bit and Amiga classic Laser Squad to life, UFO is a strategic combat and planning game which pits you, the director of a secret anti-UFO multinational organization, against the combined forces of aliens who are bent on converting, subverting, and annihilating the population of Earth.

A game that is as many things as UFO is sometimes is best described with some very up front and direct assessments.

- UFO is not for the impatient.
- UFO is not for those who cringe when they hear the word "strategy" (or at the very least, not for those who cringe with good reason, rather than simply not having ever given it a try.)
- UFO is not non-stop action and alien blasting fun--although there's plenty of that.

To really enjoy UFO takes patience and dedication. It's not an easy job you've been handed. Not only are the aliens rather better equipped than you are to start with, but they typically have the strategic advantage over you at the beginning of the game. Until your surveillance equipment blankets the Earth, you're likely to only hear about an alien in Earth's skies until they've attacked a city--and then they're holding the ground.

UFO takes place in two major modes. One is the "planning and waiting" mode, which gives you access to a map of the world and the ability to create, maintain, and upgrade your UFO X-Com facilities. (You're in charge of X-Com.) At first, your budget is a major constraint, but nonetheless you have to hire personnel and build rooms that will make your job easier.

The other is the strategic combat mode. This is where the game shows its Laser Squad roots, although the old engine has had some polishing up. You command a squad of specially trained soldiers in a 3D-isometric map, often on search-destroy-capture missions. The 3D view, while prettier than Laser Squad and offering such amenities as line-of-sight, multiple heights, the ability to kneel and take cover, is overall more difficult than the old LS interface simply because getting a clear shot can be much tougher with everything taken into account. I found myself getting wasted early and often.

As the game progresses, you learn more about the aliens and alien technology. There's a sort of storyline running through the game, although of course at first you're just focusing on your own survival while trying to do your job well enough to keep the money rolling in.

I honestly wish I was better at planning strategic combat. I still get pasted by my friends in Laser Squad, and the computer-controlled aliens in UFO have a field day with me most of the time--although I do get lucky sometimes. UFO is going to require that you be better than me to get the fullest out of the game.

Guildhall's republished version comes on a few floppies with a printed

manual (black and white rather than the color of Microprose's original manual, but otherwise identical.) The game has absolutely terrific atmosphere--the graphics and music are chilling and disturbing, exactly what they should be for such a game. A fast machine will come in handy for the game although you can get by with an 020. Guildhall is republishing both AGA and ECS versions of the game.

UFO is not particularly graphics-board compatible but is 060 compatible. The game is HD installable and runs from the WB. Documentation protection exists, and you're provided with a manual just like Microprose's, but in black and white only.

Note: Microprose made two additional X-Com games for the PC, one focusing on underwater lifeforms, and the latest, Apocalypse, dealing with all of humanity crammed into one last mega-city which you have to defend from aliens. Given that having all of humanity crammed into a single city is a pretty crappy way to live anyway, I think X-Com Apocalypse makes playing UFO Enemy Unknown a real downer--why bother defending the planet if that's how the X-Com universe ends up anyway? I really hate sequels sometimes...

Budget re-released by:

Guildhall Leisure (Acid Software)
Unit 15
Guildhall Industrial Estate
Kirk Sandall
Doncaster
South Yorkshire
DN3 1QR ENGLAND

++44 1302 890000 voice
++44 1302 890010 fax
guildhall@glukok.demon.co.uk e-mail

1.50 ArtEffect 2.0

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                                Review: ArtEffect 2
                                By:
                                Jason Compton
=====
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Don't blink--you might miss a shift in the Amiga graphics product market. For the past few years now, starting I'd say with Photogenics, the Amiga software customer has been flooded with options. Image processing programs have become all the rage. Relative newcomer ArtEffect has taken up an interesting position with its version 2: it's now just about as expensive as professional favorite ImageFX, is more accessible and available than aging but still good AdPro, and even offers a feature or two that the other guys don't have.

ArtEffect is marketed heavily on being a Photoshop clone. This is a bit of

a stretch if you're talking about features, but it does have a heavily graphical/window based interface, something ImageFX 2.6 doesn't offer. The interface is pleasingly simple to look at, although this might seem deceptive if you're accustomed to being overwhelmed by on-screen options.

ArtEffect is geared towards 24-bit work and runs quite well under CyberGraphX. I have heard reports that it is non-functional under Picasso96. AGA 256-color and HAM8 modes can be used, although HAM8 can get very slow very fast.

The first place to start with any image editor is loading. ArtEffect can load a decent although not exhaustive array of common image formats, but straight out of the box it is very limited in what it can save out to--IFF and JPEG being the notably useful ones. To expand your image load/save capabilities you need the SuperView plugin for ArtEffect, available for about US\$45.

Once you're that far, of course, now you have to put that \$200 or so you just spent to good use. As an image conversion package, ArtEffect will do the job (and now that ArtEffect 2 has added ARexx, you could conceivably automate the process of batching a collection into JPEG or GIF or IFF). ArtEffect does not really offer any cataloguing features, but there are other programs which will take care of that for you.

ArtEffect, like any good image processor, has to perform not just on image conversions, but on manipulations. The basic color balance level changes are available, good for importing images from a source and touching them up. ArtEffect offers scanner plug-in capability, so this sort of work would be your next likely step after a successful scan. But if you're looking to go further, into design and graphics work, you'll want to take advantage of ArtEffect's filters and the implementation of layers, unique among Amiga graphical packages.

Layers provide you the ability to approach an image not as a single flat surface on which to apply effects and transformations, but as up to three sandwiched "layers" which overlay each other, either completely opaquely or with some degree of translucency. ArtEffect allows you to use just three layers at a time, the functional minimum for seriously getting any use from layers. The concept has been used successfully in Photoshop for some time--this is one of the areas where a somewhat legitimate comparison between the two can be made. But three layers isn't much--while an included tutorial shows how they can be used effectively, it's always frustrating to see arbitrary imposed limits. Hopefully memory will be the only barrier in the future.

Layers can only be created--they cannot be "pulled" from an existing image. The exception is the special IFF format you can save while working in ArtEffect which will preserve your layers. Any other format requires combining all of your layers into one for the save. Layers can also be merged at any time, freeing up a layer to add another effect.

ArtEffect's filters are the power effects you'll spend your time in once you're done converting or gamma correcting images. These are your "special FX", the things that make image processors fun and can produce stunning results. ArtEffect comes with a good sample, although some of the more fun effects come in the special plug-in add on packs for US\$45. Many effects are very dramatic, reminiscent of the current trend for PC and Mac users to

want to "cartoonize" every image they come across. The most impressive facet of ArtEffect's filter system is that the preview windows which come up when an effect is called are interacting--multiple effects will cascade their results in corresponding filter windows and update automatically. This is very useful for getting a hold of what your final image will look like. Multiple level undo is indispensable as well--luckily, it's in this version of ArtEffect.

For all that's nice about ArtEffect, I'm a little turned off by the price. I realize that ImageFX does not seem to be the most intuitive program in the world, but I've seen what it can do when used by someone familiar with the system--and I know that the effects are superior to those offered in ArtEffect. So when the price of the two packages is now virtually identical, and ArtEffect actually requires that you spend MORE money in order to get even close to the amount of effects and supported image formats, I have to caution you. If it's serious work you're looking to do, ImageFX is still the way to go. ArtEffect is probably going to be more instantly gratifying to someone, and it is certainly nicer to look at and more CyberGraphX-friendly, but for the price you could be doing better.

ArtEffect 2 ships with the documentation from ArtEffect 1, plus an AmigaGuide update file. Haage and Partner provides very good customer support and frequently releases update patches.

Haage and Partner
 PO Box 80
 61191 Rosbach
 Germany
 ++49 6007 930050 voice
 ++49 6007 7543 fax
 info@haage-partner.com e-mail
 http://www.haage-partner.com

1.51 Aminet Charts, August 10, 1997

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File	Dir	Size	Age	Description
Gui-4-UnZip.lha	util/arc	3K	27+	Little GUI for UnZip by John Bush
KipsZip.lha	pix/icon	1K	89+	A NI style icon for your Zip drive!
VirTerm.lha	comm/misc	193K	0+	Telnet client
MacPict2-dtc.lha	util/dtype	101K	0+	Datatype for Macintosh PICT2 picture
MCC_Busy2_4.lha	dev/mui	41K	0+	Busy display bar, reg. MUI-Class
WeatherEx15.lha	comm/tcp	147K	0+	Monitor global Internet weatherdata
AsyncIO.lha	dev/c	40K	0+	AsyncIO library for fast IO. V39.1
cP_ShowConfig.lha	util/wb	21K	0+	CP!_ShowConfig V1.1 - Shows your Sys
gfxcon.lha	gfx/conv	228K	0+	Image format converter (V1.8c) for m
cnetdevice.lha	hard/drivr	70K	0+	PCMCIA Network Card driver. V0.5
AminetFTP.lha	comm/tcp	3K	0+	Gets latest Aminet uploads via AmFTP
IconZ.lha	util/wb	21K	0+	Sort and cleanup your icons better t
WebCacheCopy.lha	biz/dopus	2K	0+	DOPUS5.5+ Script for copy WWW-Cache
XHelveticaC.lha	gfx/misc	55K	0+	XHelvetica font with outline and sha

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pcmser.lha          hard/drivr  11K    0+Freeware PCMCIA modem driver for Ami
moreHTML.lha       text/hyper 136K    0+HTML Offline Browser with Sourcecode
FixRAM.lha         util/wb     39K     0+Solution for the RAM problem
YellowsMap.jpg     pix/park   368K    92+US-park: Yellowstone NP. Map (1M) Wy
AnimGIF.lha       comm/www   65K     0+Animated gif/Progressive gif AWeb pl
VirtualMem12.lha   util/libs  25K     0+Smart virtual memory (requires no MMU)

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| where <path> is the file you want to judge and <num> is a mark from 0..10
| with 10 being the best. You can rate several programs in one mail, but
| don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8
|

```

File	Dir	Size	Age	Description
STFax.lha	comm/misc	271K	4	STFax 2.87 - Powerful and user-frien
MagicMenu2_15.lha	util/wb	169K	32	Improves the Intuition menus (V2.15)
ProRen.lha	gfx/misc	118K	3	Manager for ya animframes, bugfix (M
AlgoMusic2_2.lha	mus/misc	1.2M	4	Creates algor. techno tunes. Bugfixe
AlgoMusic2_2u.lha	mus/misc	148K	4	Needs installed AlgoMusic V2.0+
GuideML.lha	text/hyper	28K	5	Cool AmigaGuide -> HTML converter (V
Iconian2_98s.lha	gfx/edit	325K	56	OS3.0 icon editor, NewIcon support.
tkglevel.lha	game/data	1.1M	10	Extra level for TKG (definitely fixe
Xtruder36.lha	util/virus	436K	5	Virus killer with extensive checking
WBStartupPlus.lha	util/boot	180K	27	V2.8 Expands WBStartup capabilities.
Daywatch.lha	util/time	146K	16	Powerful MUI calendar & reminder.
EO230.lha	biz/misc	430K	18	Everyday Organiser 2.30 MUI
TKG_episodepre.lha	game/data	1.0M	12	Preview of a TKG episode
ab3dii-xtra.lha	game/data	281K	41	An extra level for AB3DII-TKG (4meg)
SViewNG.lha	gfx/show	817K	0	SViewNG V7.17 + Library 17.9 (8.8.97
MathScript32.lha	misc/math	411K	17	WYSIWYG Equation Editor V3.2 (MUI)
DrumMisc.lha	mods/inst	98K	75	Drums: Miscellaneous
trsivw66.lha	util/virus	650K	5	Virus Workshop Version 6.6
windowwalker.lha	game/gag	10K	9	Man on the WB, just for fun. V1.121
bouldersnoop.lha	game/jump	378K	0	BoulderDaesh V3.98Beta (RTG) (one ga
oMS-BVHD.lha	demo/aga	15K	5	HD installer for Batman Vuelve (Batm
AmigaTEd47.lha	text/edit	118K	5	ASCII Text Editor with Buttons V4.7
ADPCM_Package.lha	util/pack	107K	0	Highly effective sample compression
Razor.lha	game/demo	574K	5	New 2D side-view shot-em-up, with Pr

1.52 Aminet Charts, August 17, 1997

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|

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File	Dir	Size	Age	Description
akJFIF43x.lha	util/dtype	224K	0	AkJFIF-dt V43.95 (JPEG, 68000-060)
ar507.lha	docs/mags	124K	0	Amiga Report 5.07, August 9, 1997
akPNG43x.lha	util/dtype	219K	0	AkPNG-dt V43.95 (PNG, 68000-060)
akLJPG43x.lha	util/dtype	103K	0	AkLJPG-dt V43.95 (LJPG, 68000-060)
yamexpansion.lha	comm/mail	111K	0	YamExpansion v1.6 expands YAM functi
akSVG43x.lha	util/dtype	85K	0	AkSVG-dt V43.95 (SVG, 68000-060)

AVId.lha	gfx/show	91K	0+Very fast AVI player for AGA-ECS-OCS
pplib020.lha	util/libs	7K	1+Powerpacker.library & PPLoadSeg 020+
findports.lha	comm/tcp	4K	0+Finds all services (http,...) a give
MCC_Time.lha	dev/mui	112K	0+MUI custom class V12.3
MCC_TimeString.lha	dev/mui	156K	0+MUI custom class V12.3
MCC_TimeText.lha	dev/mui	154K	0+MUI custom class V12.0
ib_wav.lha	comm/www	1K	1+Play Wave files on your home page wi
Eucalyptus.lha	comm/mail	267K	0+E-mail prog. V1.0 Alpha test release
showsystem.lha	util/moni	61K	1+Displays your hardware configuration
xpk_User.lha	util/pack	188K	0+V4.14a Compression package, user's e
bZ_Filetypes.lha	biz/dopus	14K	0+Complete collection of DOpus filetypep
FAXX43x.lha	util/dtype	179K	0+FAXX-dt V43.5 (IFF-FAXX, 68000-060)
sc658pch.lha	biz/patch	668K	0+SAS/C 6.58 Patch (requires 6.58)
Gui-4-UnZip.lha	util/arc	3K	28+Little GUI for UnZip by John Bush

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 | with 10 being the best. You can rate several programs in one mail, but
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
MagicMenu2_15.lha	util/wb	169K	33+	Improves the Intuition menus (V2.15)
Prog_Bar_103.lha	dev/misc	55K	3+	A Progress Bar Link Library Amiga pr
AlgoMusic2_2.lha	mus/misc	1.2M	5+	Creates algor. techno tunes. Bugfixe
AlgoMusic2_2u.lha	mus/misc	148K	5+	Needs installed AlgoMusic V2.0+
HTDS.lha	util/dtype	266K	19+	HyperText-Data-Type-System (HTDS) 40.
Gui-4-UnZip.lha	util/arc	3K	28+	Little GUI for UnZip by John Bush
KipsZip.lha	pix/icon	1K	90+	A NI style icon for your Zip drive!
STFaxFix.lha	comm/misc	37K	5+	Update STFax 2.87 to 2.88
tkglevel.lha	game/data	1.1M	11+	Extra level for TKG (definitely fixe
Online1.5.lha	comm/misc	94K	74+	Ultimate Phone Call Coster/Logger OS
WeatherEx15.lha	comm/tcp	147K	1+	Monitor global Internet weatherdata
TKG_episodepre.lha	game/data	1.0M	13+	Preview of a TKG episode
ab3dii-xtra.lha	game/data	281K	42+	An extra level for AB3DII-TKG (4meg)
modemd11.lha	comm/misc	43K	10+	Displays the LEDs of your Modem on W
OwnDevUnit.lha	comm/misc	32K	276+	Extended locking for serial devices.
mFinger12.lha	comm/tcp	92K	14+	Fully featured finger client (MUI)
ARC16.lha	util/misc	18K	1+	Aminet Readme Creator 1.6
HaleBopp.lha	demo/tg97	359K	18+	Hale-bop-p/Elefantklubben - 14th at
windowwalker.lha	game/gag	10K	10+	Man on the WB, just for fun. V1.121
HaleBopp2.lha	pix/astro	33K	16+	Hale-Bopp pictures
OnlineMeter.lha	comm/misc	82K	68+	Calculates Online-Costs (German Tele
ADPCM_Package.lha	util/pack	107K	1+	Highly effective sample compression

1.53 Aminet Charts, August 24, 1997

| The most downloaded files from Aminet during the week until 24-Aug-97
 | Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
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AmIRCMPEGA.lha	comm/tcp	2K	12+Mpega script for AmIRC
VirusZ_II139.lha	util/virus	189K	0+VirusZ v1.39 by Georg Hoermann
onEscapee.lha	game/demo	5.0M	0+First Playable Aminet Release ! BugF
VirTerm.lha	comm/misc	198K	0+Telnet client V1.1a
MUIExtend.lha	dev/mui	30K	0+MUIExtend.library V1.1
ahiusr.lha	mus/misc	277K	0+Retargetable audio v4.14, User's Arc
NSA-Patch14.lha	util/misc	47K	0+SPEED UP ALMOST ANY PROGRAM!!!!
MPEGAPlayer.lha	mus/play	224K	0+MPEG Audio DeliTracker player V2.45
mcx275.lha	util/cdity	65K	0+Multi Function Commodity
mpegau_player.lha	biz/dopus	207K	0+DOPUS5.5+ MPEGAudio, MPEGASoundcards
UnInstaller.lha	util/wb	4K	0+UnInstaller v1.0. Uses Installer log
pmuser.lha	dev/gui	25K	0+Now MagicMenu2 Images!!
board214.lha	util/libs	22K	1+Boards.library V 2.14 - 361 Expansio
tcpdl.lha	comm/tcp	46K	0+V2.2,downloads http files, follows li
yamexpansion.lha	comm/mail	135K	0+YamExpansion v1.9 expands YAM (eng/i
AVId.lha	gfx/show	91K	1+Very fast AVI player for AGA-ECS-OCS
FastKiller.lha	util/virus	11K	0+New viruskiller (1.5)
themes_cheech.lha	util/wb	2.2M	1+Amiga WorkBench Themes (Simpsons Ser
akJFIF43x.lha	util/dtype	224K	1+AkJFIF-dt V43.95 (JPEG, 68000-060)

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| with 10 being the best. You can rate several programs in one mail, but
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File	Dir	Size	Age	Description
MagicMenu2_15.lha	util/wb	169K	34+	Improves the Intuition menus (V2.15)
AlgoMusic2_2.lha	mus/misc	1.2M	6+	Creates algor. techno tunes. Bugfixe
Prog_Bar_103.lha	dev/misc	55K	4+	A Progress Bar Link Library Amiga pr
HTDS.lha	util/dtype	266K	20+	HyperText-DataType-System (HTDS) 40.
Gui-4-UnZip.lha	util/arc	3K	29+	Little GUI for UnZip by John Bush
KipsZip.lha	pix/icon	1K	91+	A NI style icon for your Zip drive!
STFaxFix.lha	comm/misc	37K	6+	Update STFax 2.87 to 2.88
Online1.5.lha	comm/misc	94K	75+	Ultimate Phone Call Coster/Logger OS
WeatherEx15.lha	comm/tcp	147K	2+	Monitor global Internet weatherdata
modemd11.lha	comm/misc	43K	11+	Displays the LEDs of your Modem on W
OwnDevUnit.lha	comm/misc	32K	277+	Extended locking for serial devices.
mFinger12.lha	comm/tcp	92K	15+	Fully featured finger client (MUI)
ARC16.lha	util/misc	18K	2+	Aminet Readme Creator 1.6
HaleBopp.lha	demo/tg97	359K	19+	Hale-bop-p/Elefantklubben - 14th at
HaleBopp2.lha	pix/astro	33K	17+	Hale-Bopp pictures
OnlineMeter.lha	comm/misc	82K	69+	Calculates Online-Costs (German Tele
ADPCM_Package.lha	util/pack	107K	2+	Highly effective sample compression
AVId.lha	gfx/show	91K	1+	Very fast AVI player for AGA-ECS-OCS

1.54 Aminet Charts, August 31, 1997

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| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
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|-----|-----|-----|-----|
ilbmdt44.lha      util/dtype      4K      0+Replacement for ilbm.datatype V43.x
NSA-Patch14.lha  util/misc       47K     1+SPEED UP ALMOST ANY PROGRAM!!!!
Visage.lha       gfx/show       241K    0+Picture viewer for OS 3.0+. V39.15
ViNCEd.lha       util/shell     339K    0+The final CON: solution, ^Z, XTerm,
ColorCorrect.lha util/misc       4K      0+No more flickering stripes on high r
astart.lha       util/boot       7K      1+Allows to LoadWB with mo' memory.Try
DiskMaster.lha   util/dir       83K     0+DiskMaster 2.2b14 and DM2.guide 1.39
HappyDT.lha     util/cdity     75K     0+Allow all prog. to use Datatypes
Max_Reset_V1.5.lha util/boot     47K     0+You can now execute your progs/games
blitscroll.lha   util/boot       3K      1+Patches ScrollRaster() to look nicer
jpegoptim.lha    gfx/misc       68K     1+Optimizes JPEG pictures, v1.1
AllocP.lha       util/boot       7K      3+AllocP - BetterAlloc (AllocMem/Alloc
pcmser.lha       hard/drivr    12K     1+Freeware PCMCIA modem driver for Ami
KaminariBench.lha pix/wb        369K    0+CV64/3D 800*600*15 grab. Worth looki
YellowMap.jpg    pix/park      368K    95+US-park: Yellowstone NP. Map (1M) Wy
magPLIP37.8.lha  comm/net       76K     0+SANA-II parallel port driver
mpgaguil37.lha   mus/play      58K     1+THE real Gui for MpegA V3.0 and up
FlyinHigh.lha    game/demo     2.1M    0+Latest demo of a 3D-Racing Game!!!
GNUTar15.lha     util/arc      507K    1+GNUTar 1.11.2, Amiga V1.5 (68000,030

```

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|File           Dir           Size Age Description
|-----|-----|-----|-----|
AlgoMusic2_2.lha mus/misc     1.2M  7+Creates algor. techno tunes. Bugfixe
pbill35a.lha    comm/misc   301K  16+Log file analyzer for comm. programs
Prog_Bar_103.lha dev/misc    55K   5+A Progress Bar Link Library Amiga pr
RDBSalv.lha     disk/salv  239K  18+Recover lost RDB/RDSK (*no* AFS)
Pro-Wizard_220.lha mus/misc   817K  105+Converts various Protracker-Packers
Jdx2xjdx.lha    text/misc   19K   1+Edict japanese dictionary index file
HTDS.lha        util/dtype  266K  21+HyperText-DataType-System (HTDS) 40.
Gui-4-UnZip.lha  util/arc    3K    30+Little GUI for UnZip by John Bush
KipsZip.lha     pix/icon    1K    92+A NI style icon for your Zip drive!
STFaxFix.lha    comm/misc   37K   7+Update STFax 2.87 to 2.88
swoshd.lha      game/patch  22K   27+SWOS HD installer (.96/97 update di
FiDED39274.lha  comm/misc   25K   3+FileId-Diz Extractor Deluxe (GUI bas
Online1.5.lha   comm/misc   94K   76+Ultimate Phone Call Coster/Logger OS
NetTimeDL32.lha comm/tcp    29K   57+Tool for on-line timing (GUI+Anim).
WeatherEx15.lha comm/tcp    147K  3+Monitor global Internet weatherdata
GBlanker36_020.lha util/blank  102K  138+GBlanker 68020 version
VirusZ_III139.lha util/virus  189K  1+VirusZ v1.39 by Georg Hoermann
modemdl1.lha   comm/misc   43K   12+Displays the LEDs of your Modem on W
DiskSafe.lha    disk/salv   44K   3+No longer non validated disks! 1.15
OwnDevUnit.lha  comm/misc   32K   278+Extended locking for serial devices.
mFinger12.lha   comm/tcp    92K   16+Fully featured finger client (MUI)
ARC16.lha       util/misc   18K   3+Aminet Readme Creator 1.6
HaleBopp.lha    demo/tg97  359K  20+Hale-bop-p/Elefantklubben - 14th at
ClearRAM.lha    util/misc   10K   127+Clears RAM: while leaving env,t,clip
swosfff.lha     game/patch  104K  52+SWOS Data Editor with many features
HaleBopp2.lha   pix/astro   33K   18+Hale-Bopp pictures

```

```
den6.lzh          text/font      2K 107+Small readable 7x6 font for 640x256
OnlineMeter.lha  comm/misc     82K 70+Calculates Online-Costs (German Tele
NightDancer.lha  mods/pro     188K 32+Old PT mod by Wavemaker,dance style
PacMan96.lha     game/misc    571K 36+Superb PacMan-Clone, systemfriendly
```

1.55 Aminet Charts, September 14, 1997

| The most downloaded files from Aminet during the week until 14-Sep-97
 | Updated weekly. Most popular file on top.

```
|
|File              Dir           Size Age Description
|-----|-----|-----|-----|-----|
ffppatch.lha      util/boot     9K  0+Mathffp.library FPU speedup patch 1.
AmIRCMPEGA.lha   comm/tcp      2K  15+Mpega script for AmIRC
ILBMDT44.lha     util/dtype    4K  0+Replacement for ilbm.datatype V43.x
sspeed24.lha     util/moni    362K 1+SysSpeed V 2.4 - THE Speedtester !
DeluxeGalaga_A.lha game/shoot   1.0M 1+Galaga clone with lots of extra feat
Miami21gmain.lha  comm/tcp     412K 1+Internet TCP/IP stack (main archive)
msbpatch.lha     util/boot     2K  0+Mathieeesingbas.library FPU patch 1.
100degree.lha    mods/tp96    543K 32+100 degree, a TP96 multichannel mod.
FAXX43x.lha      util/dtype   181K 0+FAXX-dt V43.6 (IFF-FAXX, 68000-060)
FastExec29.lha   util/boot    28K  1+Moves exec.library to fastest memory
CyberAnim13.lha  gfx/show     52K  0+IFF/ANIM-format Animation Player v1.
WebDesign.lha    comm/www     311K 0+Easy to use powerful html editor.
AFSOptimizer10.lha disk/optim   18K  1+AFS disk optimizer with Nice GUI V1.
AsyncIO.lha      dev/c        41K  1+AsyncIO library for fast IO. V39.2
MCC_HTMLtext.lha dev/mui     182K 0+HTML text display custom class (MUI)
DeluxeGalaga_E.lha game/shoot   857K 1+Galaga clone with lots of extra feat
Play16.lha       mus/play    178K 0+Multi format sound player, supports
CoolInstaller.lha game/patch   73K  1+Installs nearly every DOS game on HD
astart12.lha     util/boot     0K  0+V1.21 Allows to LoadWB with more mem
moreHTML.lha     text/hyper  159K 0+HTML Offline Browser with Sourcecode
```

| The highest rated programs during the week until 14-Sep-97
 | Updated weekly. Best program on top. Please rate all the programs you
 | download. To do so, send to aminet-server@wuarchive.wustl.edu :
 | RATE <path> <num>
 | where <path> is the file you want to judge and <num> is a mark from 0..10
 | with 10 being the best. You can rate several programs in one mail, but
 | don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

```
|
|File              Dir           Size Age Description
|-----|-----|-----|-----|-----|
AmIRCMPEGA.lha   comm/tcp      2K  15+Mpega script for AmIRC
pplib020.lha     util/libs     7K  5+Powerpacker.library & PPLoadSeg 020+
AlgoMusic2_2.lha  mus/misc     1.2M 9+Creates algor. techno tunes. Bugfixe
Visage.lha       gfx/show     235K 0+Picture viewer for OS 3.0+. V39.16
pbill35a.lha     comm/misc    301K 18+Log file analyzer for comm. programs
RDBSalv.lha     disk/salv   239K 20+Recover lost RDB/RDSK (*no* AFS)
jpegoptim.lha    gfx/misc     68K  3+Optimizes JPEG pictures, v1.1
DigitalAlmanac.lha misc/sci     4.6M 1+Great Astronomical Program (V39.2)
Pro-Wizard_220.lha mus/misc     817K 107+Converts various Protracker-Packers
Jdx2xjdx.lha     text/misc    19K  3+Edict japanese dictionary index file
HTDS.lha        util/dtype  266K 23+HyperText-DataType-System (HTDS) 40.
akJFIF43x.lha    util/dtype  222K 1+AkJFIF-dt V43.96 (JPEG, 68000-060)
```


akPNG43x.lha	util/dtype	216K	1+AkPNG-dt V43.96 (PNG, 68000-060)
kidstop.lha	game/misc	3.6M	5+Interactive entertainment for kids
hwb12ami.lha	hard/misc	764K	0+Computer hardware reference guide. v
DiamondGUI09.lha	mus/play	28K	3+V0.9 of the most usable GUI for MPEG
swoshd.lha	game/patch	22K	29+SWOS HD installer (.96/97 update di
Miami21freg020.lha	comm/tcp	205K	1+Internet TCP/IP stack (reg. 020 bina
NetTimeDL32.lha	comm/tcp	29K	59+Tool for on-line timing (GUI+Anim).
AsyncIO.lha	dev/c	41K	1+AsyncIO library for fast IO. V39.2
HyperViper.lha	game/misc	111K	2+The classic viper in a labyrinth
D_Engine.lha	gfx/aga	28K	3+3D engine, renders Doom levels
jpeginfo.lha	gfx/misc	58K	3+Gives JPEG info & checks integrity,
ahiusr.lha	mus/misc	277K	3+Retargetable audio v4.14, User's Arc
HighRenderWB.lha	pix/wb	414K	5+HighRender CyberWB. By Davide Bigazz
PaveWB.lha	pix/wb	89K	5+Pavement OpusWB 800x600 32 col BEAUT
GBlanker36_020.lha	util/blank	102K	140+GBlanker 68020 version
NSA-Patch14.lha	util/misc	47K	3+SPEED UP ALMOST ANY PROGRAM!!!!
showsystem.lha	util/moni	61K	5+Displays your hardware configuration

1.56 Amiga Report Mailing List

Amiga Report Mailing List

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 majordomo@ninemoons.com

Your subject header will be ignored. In the body of the message, enter
subscribe areport

The system will automatically pull your e-mail address from the message header.

Your account must be able to handle mail of any size to ensure an intact copy. For example, many systems have a 100K limit on incoming messages.

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

1.57 uuencode

UUDecoding Amiga Report

=====
If you receive Amiga Report from the direct mailing list, it will arrive in UUEncoded format. This format allows programs and archive files to be sent through mail by converting the binary into combinations of ASCII characters. In the message, it will basically look like a lot of trash surrounded by begin <filename> and end, followed by the size of the file.

To UUDecode Amiga Report, you first need to get a UUDecoding program, such as UUXT by Asher Feldman. This program is available on Aminet in

```
pub/aminet/arc/
```

Then you must download the message that it is contained in. Don't worry about message headers, the UUDecoding program will ignore them.

There is a GUI interface for UUXT, which should be explained in the docs. However, the quickest method for UUDecoding the magazine is to type

```
uuxt x ar.uu
```

at the command prompt. You will then have to decompress the archive with lha, and you will then have Amiga Report in all of its AmigaGuide glory.

If you have any questions, you can write to
Jason Compton

1.58 Aminet

```
Aminet  
=====
```

To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to docs/mags. All the back issues are located there as well.

Sites: ftp.netnet.net, ftp.wustl.edu, ftp.luth.se, ftp.doc.ic.ac.uk

1.59 World Wide Web

```
World Wide Web  
=====
```

AR is also available on the WWW! Some of the mirror sites include a mail form, allowing you to mail to Amiga Report from the web site and some also include a search engine allowing you to search recent issues for specific topics and keywords (if your browser has forms capability). Simply tell your browser to open one of the following URLs (pick a location nearest you for the best performance):

Australia

<http://ArtWorks.apana.org.au/AmigaReport.html>
<http://www.deepwoods.saccii.net.au/ar/menu.html>
<http://www.livewire.com.au/cucug/ar/ar.html> (w/search and mail)
<http://www.phys.unsw.edu.au/~pec/amiga.html>

Germany

<http://www.fhi-berlin.mpg.de/amiga/ar/>

Greece

<http://www.acropolis.net/clubs/amiga/amigareport/>

Hungary

<http://mm.iit.uni-miskolc.hu/Data/AR>

Italy

<http://www.vol.it/mirror/amiga/ar/ar.html>

Poland

<http://www.pwr.wroc.pl/AMIGA/AR/>

Sweden

<http://www.lysator.liu.se/amiga/ar/>

United Kingdom

<http://ppewww.ph.gla.ac.uk/~gowdy/Amiga/AmigaReport/>
<http://www.iprom.com/amigaweb/amiga.html/ar/ar.html> (w/search and mail)
<http://www.sussex.ac.uk/Users/kccil>

USA

<http://www.cucug.org/ar/ar.html> (w/search and mail)
<http://www.omnipresence.com/Amiga/News/AR/>

Additional Amiga information can also be accessed at this URL:

<http://www.cucug.org/amiga.html>

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

1.60 Copyright Information

```
=====
Amiga Report International Online Magazine
September xxx 1997      Issue No. 5.08
Copyright 1997 FS Publications
All Rights Reserved
=====
```

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1.61 Amiga Report Writing Guidelines

Amiga Report Writing Guidelines

The three most important requirements for submissions to Amiga Report are:

1. Please use English.
2. Please use paragraphs. It's hard on the eyes to have solid screens of text. If you don't know where to make a paragraph break, guess.
3. Please put a blank line in between paragraphs. It makes formatting the magazine much much easier.
4. Please send us your article in ASCII format.

Note: If you want to check ahead of time to make sure we'll print your article, please write to the
 Editor
 .

Please stipulate as well if you wish to retain copyright or hand it over to the editor.

1.62 CalWeb

CalWeb: The Home of the Amiga Zone!

AMIGA ZONE MOVES TO CALWEB!

THE AMIGA ZONE MOVES FROM PORTAL TO CALWEB INTERNET SERVICES

For over ten years the Amiga Zone has been an online resource, home, community, oasis, for Amiga owners.

For over ten years I've made my living running the Zone and supporting Amiga users all over the USA, Canada, and the world.

Five years ago when American People/Link pulled their own plug, we had to find the Zone a new home and we found a good one on the Portal Online System.

Well, it's happened again.. Portal has informed all of its customers that its ten year history as an online service and Internet provider is coming to an end on Sept. 30, 1996. This is very sad, it's short-notice, and the decision is completely out of my control, but it's also irreversible.

Portal is changing its entire business plan from being an ISP to selling an accounting system to other online services.

So be it. It's sad, but like I said, the Zone went through this before and now we'll go through it again, and come out the other side better and wiser.

THE AMIGA ZONE IS MOVING TO CALWEB INTERNET SERVICES.

CalWeb (<http://www.calweb.com>) is a two year old Internet provider located in Sacramento, CA. It has a good sized customer base, and very knowledgeable support staff.

It's also run by a long time Amiga owner who has been a friend of mine for many years.

The world of modeming has changed much in the last ten years. In 1985 you had very few choices and you had 1200 baud. These days, everyone and his dog has an ISP running and a web page

But the vast majority of those providers don't know an Amiga from a hole in the ground, and could care less about Amiga owners. Say "AWeb" or "IBrowse" to them and they'll say "Omega? Amoeba? What? Huh? They still make those things?"

CalWeb is different because it's the new home of the Amiga Zone.

In October 1996, a new custom front-end menued system will be added to CalWeb to host the Zone. It'll have features for Zone users that neither Plink nor Portal ever had nor were they willing to add.

The tradition of a friendly online Amiga community, run by long time Amiga owners, users and lovers will continue.

Message bases, huge file libraries (we plan to move over the 20,000+ files we have on the Zone on Portal to CalWeb, MANY of which you'll never see on Aminet or anywhere else), live nightly chats, vendor support and our famous prize contests will continue.

We've given away tens of thousands of dollars worth of Amiga prizes in the last ten years. No one else even comes close.

I urge any and all of you who were on Plink, or who are now on Portal or who may have left Portal.. or even if you were never on either but used or still use another online service to join CalWeb for the Amiga Zone. I personally promise you the best online Amiga community we can possibly build. You will not be disappointed.

CalWeb has arranged a special signup offer for you!

Call:

1-800-509-9322

or

1-916-641-9320

or telnet to calweb.com, login as "guest", and follow the prompts.

You can join CalWeb for US\$19.95 flat, a month.

CalWeb takes major credit cards or you can establish a monthly invoiced account if you don't have plastic.

The signup is FREE.

To get this deal you must say "THE AMIGA ZONE SENT ME" when you call or signup online.

I hope to see lots of you join CalWeb. You can telnet into it from anywhere for no hourly charges at all. Your \$19.95/mo fee covers everything and also gets you ten meg of storage which includes hosting your own personal web page. Naturally, when the Zone opens there, you'll have unlimited use of all of its features and areas. Never a "money meter" clock to worry about.

Your personal or business CalWeb Web pages are maintained by you via FTP. It's pretty slick. You can make a net connection to the server with any Amiga FTP client, put your files onto it, the permissions are automatically set (no "chmod-ing" required!) and flip to your running browser and see the changes instantly.

The Amiga Zone's new home is already up at:

<http://www.amigazone.com>

running on CalWeb's server. Ckeck it out!

Please feel free to write to me at harv@amigazone.com or harv@cup.portal.com if you want more information.

Remember to say "THE AMIGA ZONE SENT ME!" when you join.

A splendid time is guaranteed for all.

Please plan to join us in the Amiga Zone on CalWeb!

1.63 Distribution BBSes - Asia

```
=====  
Distribution BBSes - Asia  
=====
```

```
-- IRAN --
```

```
* MAVARA BBS *  
0098 21 8740815
```

```
--JAPAN--
```

```
* GIGA SONIC FACTOR *  
Email: kfr01002@niftyserve.or.jp  
+81-(0)564-55-4864
```

1.64 Distribution BBSes - Australasia

```
=====  
Distribution BBSes - Australasia  
=====
```

```
--NEW ZEALAND--
```

```
* BITSTREAM BBS *  
FidoNET 3:771/850.0  
AmigaNET 41:644/850.0  
+64-(0)3-548-5321
```

```
--VICTORIA--
```

```
* NORTH WEST AMIGA BBS *  
mozza@nwamiga.apana.org.au  
Fido: 3:633/265.0  
BBS Phone/Fax: +61 3 9331 2831
```

1.65 Distribution BBSes - Europe

```
=====  
Distribution BBSes - Europe  
=====
```

```
-- BELGUIM --
```

```
* VIRTUAL VORTEX BBS *  
vzpirit@mygale.org  
WWW: www.mygale.org/02/vzpirit
```

Fido: 2:291/735.8
+32-2-3873391

--DENMARK--

* NEMESIS AMY BBS *
boersting@hoa.ping.dk
Fido: 2:238/43
+45 75-353726

--FINLAND--

* HANG UP BBS * (telnettable)
helpdesk@hangup.dystopia.fi
+358 - 09 - 278 8054

* LAHO BBS *
+358-64-414 1516 +358-64-414 0400
+358-64-414 6800 +358-64-423 1300

* KINDERGARTEN *
matthias.bartosik@hut.fi
+358-0-881 32 36

--FRANCE--

* DYNAMIX BBS *
erlsoft@mcom.mcom.fr
+33.1.48.89.96.66 Minitel to Modem

* RAMSES THE AMIGA FLYING *
Fidonet: 2/320/104-105-106
+33-1-45845623 +33-1-53791200

--GERMANY--

* DOOM OF DARKNESS *
marc_doerre@doom.ping.de
+49 (0)4223 8355 19200
AR-Infoservice, kai@doom.gun.de

* IMAGINE BBS *
Sysop@imagine.commo.mcnet.de
+49-69-4304948
Login: GAST (Download area: "Amiga-Report")

* LEGUANS BYTE CHANNEL *
andreas@lbcmbx.in-berlin.de
49-33203-249794 (22h-06h, +1 GMT)
Login as User: "amiga", Passwd: "report"

* REDEYE BBS *
sysop@coolsurf.de

Modem/ISDN: +49-89.54662690
Modem only:+49.89.54662680

* STINGRAY DATABASE *
sysop@sting-db.zer.sub.org.dbp.de
+49 208 496807

* VISION THING BBS *
++49(0)345 663914
System Password: Amiga

--GREECE--

* HELLAS ON LINE *
cocos@prometheus.hol.gr
Telnet: hellas.hol.gr
++301/ 620-6001, 620-6604, 620-9500

* LOGIC SYSTEMS BBS *
Paddy@hol.gr
(301) 983-4645

* ODYSSEY BBS *
odyssey@acropolis.net
Amiganet: 39:250/1.0
++301-4123502 23.00-09.00 Local Time
WWW: www.acropolis.net/~konem/odygb.html

--IRELAND--

* FWIBBLE! *
E-Mail: 9517693@ul.ie
Fidonet: 2:263/900.0
Phone: +353-902-36124 Midnight to 8am (GMT)
Freq "Readme.txt" for details

--ITALY--

* AMIGA PROFESSIONAL BBS *
+(39)-49-604488

* AMIPRO BBS*
+39-49604488

* DB-LINE SRL *
amiga@dbline.it
WWW: www.dbline.it
+39-332-767383

* FRANZ BBS *
mc3510@mclink.it
+39- (0) 6-6627667

* IDCMP *

FidoNet 2:322/405
+39-542-25983

* SPEED OF LIFE *
FidoNet 2:335/533
AmigaNet 39:102/12
+39-931-833773

--NETHERLANDS--

* AMIGA ONLINE BS HEEMSTEDE *
Email: sysop@aobh.xs4all.nl
FidoNet: 2:280/464.0, 2:280/412.0
+31-23-5471111 +31-23-5470739

* THE HELL BBS *
Email : root@hell.xs4all.nl
FidoNet: 2:281/418.0
+31-(0)70-3468783

* MACRON BBS HEILOO *
Email: macron@cybercomm.nl
FidoNet: 2:280/134.0
+31-(0)72-5340903

* TRACE BBS GRONINGEN *
Martin@trace.idn.nl
FidoNET 2:282/529.0
+31-(0)-50-410143

* WILD PALMS *
radavi@xs4all.nl
WWW: www.xs4all.nl/~radavi/wildpalms/wildpalm.html
+31-(0)30-6037959

* X-TREME BBS *
u055231@vm.uci.kun.nl
+31-167064414

--NORWAY--

* BODØ BBS *
bbsoft@sn.no
+47 7552 2008

--POLAND--

* SILVER DREAM!'S BBS *
+48 91 540431

--PORTUGAL--

* CIUA BBS *

denise.ci.ua.pt
FidoNet 2:361/9
+351-34-382080/382081

--RUSSIA--

* NEW ORDER BBS *
sysop@neworder.spb.ru
FidoNet: 2:5030/221.0
+7-812-3270054

--SPAIN--

* GURU MEDITATION *
+34-1-383-1317

* LA MITAD OSCURA *
jovergon@offcampus.es
Fido: 2:341/35.19
+34-1-3524613

* MAZAGON - BBS - SYSTEMS *
jgomez@maze.mazanet.es
FTP: ftp-mail@ftp.mazanet.es
+34 59 536267
Login: a-report

--SWEDEN--

* CICERON *
a1009@itv.se
+46 612 22011

--SWITZERLAND--

* USE COMMUNICATIONS POP ZUG *
wenk@use.ch
+41 41 763 17 41

--TURKIYE--

* NEEDFUL THINGS *
Erdinc.Corbaci@beygir.bbs.tr
90-216-3629417

--UKRAINE--

* AMIGA HOME BBZ *
Oleg.Khimich@bbs.te.net.ua
FidoNet: 2:467/88.0
+380-482-325043

--UNITED KINGDOM--

* AMIGA JUNCTION 9 *
sysadmin@junct9.demon.co.uk
FidoNet: 2:440/20
+44 (0)372 271000

* CREATIONS BBS *
mat@darkside.demon.co.uk
2:254/524@Fidonet
+44-0181-665-9887

* DEMON FEARS AMIGA BBS *
mike@timp8.demon.co.uk
FidoNet: 2:250/194.0
+44-161-627-3360

* DRAUGHTFLOW BBS *
Ian_Cooper@draught.demon.co.uk
+44 (01707) 328484

* METNET CCS *
metnet@demon.co.uk
FidoNet: 2:2502/129.0 2:2502/130.0
+44-1482-442251 +44-1482-444910

* OCTAMED USER BBS *
rbfsoft@cix.compulink.co.uk
+44 (01703) 703446

* SCRATCH BBS *
kccil@solxl.susx.ac.uk
+44-1273-389267

--YUGOSLAVIA--

* UNIVERSE BBS *
sule@universe.bc.co.ui
+381-(0)21-741084

1.66 Distribution BBSes - North America

=====
Distribution BBSes - North America
=====

--ARIZONA--

* MESSENGER OF THE GODS BBS *
mercury@primenet.com
602-326-1095

--BRITISH COLUMBIA--

* COMM-LINK BBS *
steve_hooper@comm.tfbbs.wimsey.com
Fido: 1:153/210.0
604-945-6192

--CALIFORNIA--

* TIERRA-MIGA BBS *
torment.cts.com
FidoNet: 1:202/638.0
619.292.0754

* VIRTUAL PALACE BBS *
tibor@ecst.csuchico.edu
916-343-7420

* AMIGA AND IBM ONLY BBS *
vonmolk@crash.cts.com
AmigaNET: 40:406/7.0
(619) 428-4887

--FLORIDA--

* LAST! AMIGA BBS *
(305) 456-0126

--ILLINOIS--

* PHANTOM'S LAIR *
FidoNet: 1:115/469.0
Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0
708-469-9510 708-469-9520

* THE SAGE'S TOWER *
johnh@ezl.com
FidoNet: 1:2250/7
618-259-1844

* STARSHIP CUCUG *
khisel@prairienet.org
(217) 356-8056

* THE STYGIAN ABYSS BBS *
FIDONet-1:115/384.0
312-384-0616 312-384-6250 (FREQ line)

--LOUISIANA--

* The Catacomb *

Geoff148@delphi.com
504-882-6576

--MAINE--

* THE KOBAYASHI ALTERNATIVE BBS *
FidoNet: 1:326/404.0
FTP: ftp.tka.com
(207)/784-2130 (207)/946-5665

--MEXICO--

* AMIGA BBS *
FidoNet 4:975/7
(5) 887-3080

* AMIGA SERVER BBS *
5158736

* TERCER PLANETA BBS *
FX Network 800:525/1
[525]-606-2162

--MISSISSIPPI--

* THE GATEWAY BBS *
stace@tecnet1.jcte.jcs.mil
FidoNet: 1:3604/60.0
601-374-2697

--MICHIGAN--

* DC PRODUCTIONS *
dcpro!chetw@heifetz.msen.com
616-373-0287

--NEW JERSEY--

* T.B.P. VIDEO SLATE *
201-586-3623

* DLTACOM AMIGA BBS *
dltacom.camphq.fidonet.org
Fidonet: 1:2606/216.0
(201) 398-8559

--NEW YORK--

* THE BELFRY (!) *
stiggy@belfry.org
WWW: www.belfry.org

718.793.4796 718.793.4905

--ONTARIO--

* COMMAND LINE BBS *
416-533-8321

* CYBERSPACE *
joehick@ophielia.waterloo.net
(519) 579-0072 (519) 579-0173

* EDGE OF REALITY BBS *
murray.smith@er.gryn.org
Fido: 1:244/320.0
(905) 578-5048

--QUEBEC--

* CLUB AMIGA DE QUEBEC *
Internet: snaclaq@megatoon.com
Voice: (418) 666-5969
(418) 666-4146 (418) 666-6960
Nom d'usager: AMREPORT Mot de passe: AMIGA

* GfxBase BBS*
E-mail: ai257@freenet.hsc.colorado.edu
Fidonet: 1:167/192
514-769-0565

--TENNESSEE--

* AMIGA CENTRAL! *
root@amicent.raider.net
615-383-9679

* NOVA BBS *
FidoNet 1:362/508.0
615-472-9748

--VIRGINIA--

* NETWORK XXIII DATA SYSTEM *
gottfrie@acca.nmsu.edu
804-266-1763
Login: anon Password: nopass

--WASHINGTON--

* FREELAND MAINFRAME *
freemf.wa.com
(360) 412-0228

* PIONEERS BBS *
FidoNet: 1:343/54.0
206-775-7983
Login: Long Distance Password: longdistance Or FREQ: AR.lha

1.67 Distribution BBSes - South America

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Distribution BBSes - South America
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--BRAZIL--

* 68000 BBS *
vaclav@centroin.com.br
AmigaNET-BR: 120:5521/1
+55-21-393-4390 [16-06h (-3GMT)]

* LITHIUM SYSTEMS BBS *
pal00137@datacontrol.com.br
051-632-2805 (00:00 - 08:30)

* STUFF OVERLOAD BBS *
dan_cab@lepus.celepar.br
AmigaNET-BR: 120:120/0
+55-41-252-9389

1.68 Dealers - Asia

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Dealers - Asia
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--JAPAN--

Grey Matter Ltd.
1-22-3, Minami Magome
HillTop House 2F suite 201
Ota-ku, Tokyo 143
Tel: +81 (0)3 5709-5549
Fax: +81 (0)3 5709-1907
BBS: +81 (0)3 5709-1907
nighty@gmatter.japan-online.or.jp

-- MAYLAYSIA --

Innovations Lights & Magic (M) Sdn Bhd,
A1106, University Towers, 28, Jalan Universiti,
46200, Petaling Jaya,

Selangor Darul Ehsan
Tel: +6 03 7544544
Fax: +6 03 7544588
skchiew@pc.jaring.my

1.69 Dealers - Australasia

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--AUSTRALIA--

Amadeus Computers
1/534 Old Northern Rd
Round Corner, NSW 2158
Voice: 02 9651 1711
Fax: 02 9651 1710
WWW: www.amadeus.com.au
amadeus@ca.com.au

Amiga Genius
826 Hunter St.
Newcastle West, NSW 2302
Ph: +61 49 623-222 Fax: +61 49 623-583
cdgtb@hunterlink.net.au

Amiga 'n PC Centre Pty Ltd
644 South Road Glandore
Adelaide, SA 5037
Phone: (08) 8293 8752
Fax: (08) 8293 8814
melbice@cobweb.com.au

Amiga Technologies (Not officially related)
17 Thompson Circuit
Mill Park, VIC 3082
Phone: (03) 9436 5555
Fax: (03) 9436 9935
WWW: <http://lion.cs.latrobe.edu.au/~laburacj/amitech.html>
laburacj@lion.cs.latrobe.edu.au

Amilight Pty Ltd
47A Tate Street
South Perth, Western Australia, 6151
Phone: (09) 367 4422
Fax: (09) 3674482
WWW: www.vianet.net.au/~dwark
dwark@vianet.net.au

Amitar Home Computer Systems
Unit 1, 25 Gillim Drive
Kelmescott, WA 6111
Phone: (09) 495 4905

Fax: (09) 495 4905
WWW: <http://crystal.com.au/~amitar/>
amitar@crystal.com.au

Byte One
24 Silverton Drive
Ferntree Gully, VIC 3156
Phone: (03) 9752 3991
gordon@ozramp.net.au

Computa Magic Pty Ltd
44 Pascoe Vale Road
Moonee Ponds, VIC 3039
Phone: (03) 9326 0133
Fax: (03) 9370 8352

Computer Affair
337 Penshurst Street
Willoughby, NSW 2068
Phone: (02) 9417 5155
Fax: (02) 9417 5542
WWW: www.computeraffair.com.au
sales@computeraffair.com.au

Computer Man
611 Beaufort Street
Mt. Lawley, WA 6050
Phone: (09) 328 9062
Fax: (09) 275 1010
WWW: www.iinet.net.au/~cman
cman@iinet.net.au

Desktop Utilities
PO BOX 3053
Manuka, ACT 2603
Phone: (06) 239 6658
Fax: (06) 239 6619
WWW: ourworld.compuserve.com/homepages/~dtu
100026.1706@compuserve.com

Don Quixote Software
PO BOX 786
Toowoomba, QLD 4350
Phone: (076) 391 578
Fax: (076) 320 145
donq@tmba.design.net.au

Exclusive Computer Systems
Street: 34 Weston Street Weston, N.S.W. 2326
Postal: P.O. Box 68, Weston, N.S.W. 2326
Phone: (049) 361213
Fax: (049) 36 1213
Email: peter.archer@fastlink.com.au

Fonhoff Computer Supplies
Baulkham Hills, NSW 2153
Phone: (02) 9639 7718

Fax: (02) 9639 5995
WWW: <http://godzilla.zeta.org.au/~jfonhof>
jfonhof@zeta.org.au

GSoft
Shop 4, 2 Anderson Walk
Smithfield, SA 5114
Phone: (08) 8284 1266
Fax: (08) 8284 0922
gsoft@cobweb.com.au

Image Domain
92 Bridge St
Fortitude Valley, Brisbane Queensland
Voice: 617-3216-1240 Fax: 617-3852-2720
imagedomain@msn.com

Motherboard Computers
Suite 19, 9-11 Abel Street
Penrith, NSW 2750
Phone: (047) 222 803
Fax: (047) 215 277
WWW: www.pnc.com.au/~mother
mother@pnc.com.au

MVB
506-508 Dorset Road
Croydon, VIC 3136
Phone: (03) 9725 6255
Fax: (03) 9725 6766

Sigma.com
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Miranda, NSW 2228
Phone: (02) 9524 9846
Fax: (02) 9549 4554
WWW: www.sigma.com.au

Software Buyers Service
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Belmont, VIC 3216
Phone/Fax: (052) 431 445
arne@euphoria.bay.net.au

Software Circus
27 Darling Street
Kensington, NSW 2033
Phone: (02) 9313 8484

Synapse Computers
190 Riding Road
Hawthorne, Brisbane Queensland 4171
Voice/Fax: +61 7-3899-0980
WWW: www.powerup.com.au/~synapse/
synapse@powerup.com.au

Unitech Electronics Pty. Ltd. / Maverick Amiga

8B Tummul Place
St. Andrews, Sydney 2566
Voice: +61 2 9820 3555
Fax: +61 2 9603 8685

Valhalla: Games and Hobbies
493 Wellington Street
Perth, 6000
Phone: (09) 321 2909

Westcomp
96 Bentinck Street
Bathurst, NSW 2795
Phone: (063) 322 611
Fax: (063) 322 623

--NEW ZEALAND--

CompKarori
LG/F Karori Shopping Mall
Karori, Wellington
Tel: +64 4 476-0212
Fax: +64 4 476-9088
WWW: www.compkarori.co.nz
sales@compkarori.co.nz

Dezigna Systems
PO BOX 33-959
Takapuna, Auckland
Voice: 0064-9-478-9657
Fax: 0064-9-410-8788
dzign@ihug.co.nz

1.70 Dealers - Europe

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Feldstrasse 13
3300 Amstetten
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Fax: +43 7472/63566-6

Solaris Computec Ges.m.b.H.
Mariahilfpark 1
A-6020 Innsbruck
Tel: ++43-512/272724
Fax: ++43-512/272724-2
solaris@computec.co.at

--BELGIUM--

AVM Technology
Rue de Rotheux, 279
B-4100 Seraing
Voice: +32 (0)41 38.16.06
Fax: +32 (0)41 38.15.69
defraj@mail.interpac.be

CLICK! N.V.
Boomsesteenweg 468
B-2610 Wilrijk - Antwerpen
Voice: +32 (0)3 828.18.15
Fax: +32 (0)3 828.67.36
click@ping.be

Generation Amiga
Rue Hotel des Monnaies, 120-122
B-1060 Bruxelles
Voice: +32-2-538.93.60
Fax: +32-2-538.91.35
WWW: www.genamiga.arc.be/genamiga/
Email: genamiga@arcadia.be

--BULGARIA--

KlubVerband ITA Gmbh
1309 Sofia
P.F.13, KukushStr. 1-2
Contact: Dr. ING B. Pavlov
Tel: +359-2-221471
Fax: +359-2-230062
KVITA@VIRBUS.BG

--DENMARK--

Data Service
Att. Soren Petersen
Kaerhaven2a 2th
6400 Sonderborg
Phone/Fax: +45 74 43 17 36
sorpe-95@sdbg.ih.dk

--FINLAND--

Gentle Eye ky
PL 8
33841 Tampere
Phone: 358-3-363-0048
Fax: 358-3-363-0058
WWW: www.ge.vip.fi
ge@vip.fi

Lincware Computers Ltd
Lovkullankuja 3
10300 KARJAA
Voice: +358-50-5573696
Fax: +358-11-231511
lincotech@freenet.hut.fi

--FRANCE--

ASCII Informatique
10 Rue de Lepante
06000 NICE
Tel: (33) 93 13 08 66
Fax: (33) 93 13 90 95

Quartz Infomatique
2 bis, avenue de Brogny
F-74000 ANNECY
Tel./Fax: +33 50.52.83.31
tcp@imaginet.fr

--GERMANY--

AMitech Systems GmbH
Ludwigstrasse 4
D-95028 Hof/Saale
Tel: +49 9281 142812
Fax: +49 9281 142712
WWW: www.hof.baynet.de/~mediatech
mediatech@hof.baynet.de

dcp, desing+commercial partner GmbH
Alfredstr. 1
D-22087 Hamburg
Tel: + 49 40 251176
Fax: +49 40 2518567
WWW: www.dcp.de
info@dcp.de

Fa. Eternity
Rosmarstrasse 37
50226 Frechen
Tel: +49 2234 272300
Fax: +49 2234 271472
BBS: +49 2234 271815
SYSOP@Eternity.dssd.sub.org

Hartmann & Riedel GdbR
Hertzstr. 33
D-76287 Rheinstetten
Voice: +49 (7242) 2021
Fax: +49 (7242) 2167
rick@morrison.inka.de
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Mittelstra_e 33
D-56564 Neuwied
Voice: +49 (2631) 8399-0
Fax: +49 (2631) 8399-31

Pro Video Electronic
Gabelsbergerstr.6
D-63739 Aschaffenburg
Voice: +49-(0)6021-15713
Fax: +49-(0)6021-15717
WWW: www.provideo.de
provideo@primanet.de

--ITALY--

C.A.T.M.U. snc
Casella Postale 63
10023 Chieri (TO)
Tel/Fax: +39 11 9415237
fer@inrete.it (Ferruccio Zamuner)

Cloanto Italia srl
Via G. B. Bison 24
33100 Udine
Tel: +39 432 545902
Fax: +39 432 609051
WWW: www.cloanto.com
info@cloanto.com

--NETHERLANDS--

Chaos Systems
Watermolen 18
NL-1622 LG Hoorn (NH)
Voice: +31-(0)229-233922
Fax/Data: +31-(0)229-TBA
WWW: gene.fwi.uva.nl/~marioh/
marioh@fwi.uva.nl

Computer City
Zebrastraat 7-9
3064 LR Rotterdam
Voice: +31-10-4517722
Fax: +31-10-4517748
WWW: www.compcity.nl
info@compcity.nl

Computer + Repair Schoonbrood
Rodeput 15
63695N Simpelveld
Voice: 0031-455680048
Fax: 0031-455680049
CRS@CUCI.NL

--NORWAY--

Applause Data AS
Storgaten 31
Postboks 143
2830 Raufoss
Voice: +47 61 19 03 80
Fax: +47 61 19 05 80
WWW: www.applause.no
post@applause.no

DataKompaniet ANS
Trondheim Innovation Centre
Prof. Brochs gt. 6
N-7030 Trondheim
Tel: +47 7354 0375
Fax: +47 7394 3861
WWW: www.datakompaniet.no
post@datakompaniet.no

Sezam Software
Ulsmågeveien 11a
N-5050 Nesttun
Tel/Fax: +47 55100070 (9-20)
ABBS: +47 55101730 (24t)
Email: oleksy@telepost.no

--SPAIN--

Amiga Center
Argullós, 127
08016 Barcelona
Tel: (93) 276 38 06
Fax: (93) 276 30 80

Amiga Center Alicante
Segura, 27
03004 Alicante
Tel: (96) 514 37 34

Audio Vision
San Jose, 53
Gijon (Asturias)
Tel: (98) 535 24 79

Centro Informático Boadilla
Convento, 6
28660 Boadilla del Monte (Madrid)
Tel: (91) 632 27 65
Fax: (91) 632 10 99

Centro Mail
Tel: (91) 380 28 92

C.R.E.
San Francisco, 85
48003 Bilbao (Vizcaya)
Tel: (94) 444 98 84
Fax: (94) 444 98 84

Donosti Frame
Avda. de Madrid, 15
20011 San Sebastián (Guipuzcoa)
Tel: (943) 42 07 45
Fax: (943) 42 45 88

Eurobit Informatica
C/. Gral. Garcia de la Herran, 4
11100 - San Fernando
Cadiz
Tel/Fax: (956) 896375

GaliFrame
Galerías Príncipe, 22
Vigo (Pontevedra)
Tel: (986) 22 89 94
Fax: (986) 22 89 94

Invision
San Isidro, 12-18
28850 Torrejón de Ardoz (Madrid)
Tel: (91) 676 20 56/59
Fax: (91) 656 10 04

Invision
Salamanca, 53
46005 Valencia
Tel: (96) 395 02 43/44
Fax: (96) 395 02 44

Norsoft
Bedoya, 4-6
32003 Orense
Tel: (988) 24 90 46
Fax: (988) 23 42 07

PiXeLSOFT
Felipe II, 3bis
34004 Palencia
Tel: (979) 71 27 00
Fax: (979) 71 28 28

Tu Amiga Ordinadors
C/ Progreso, 6
08120 La Llagosta (Barcelona)
Tel: +34-3-5603604
Fax: +34-3-5603607

vb soft
Provenza, 436
08025 Barcelona

Tel: (93) 456 15 45
Fax: (93) 456 15 45

--SWEDEN--

Orebro Videoreklam
Slottsgatan 12
703 61 OREBRO
Tel/Fax: +46 (0)19-123807
WWW: www.flevel.co.uk/videoking
videoking@inbox200.swipnet.se

Tricom Data Vision - Stockholm
Birkagatan 17
113 36 Stockholm
Voice: +46-(0)8-7360291/92
Fax: +46-(0)8-7460293
support@tricom.se

Tricom Data Vision - Uppsala
Svartbacksgatan 41
753 32 Uppsala
Voice: +46-(0)18-124009
Fax: +46-(0)18-100650
info@tricom.se

--SWITZERLAND--

RELEC Software & Hardware AMIGA
Village du Levant 2B CH 1530 PAYERNE
Tel: +26 660 02 82
Fax: +26 660 0283
Relec@com.mcnet.ch

Studio 4D
Deinikonerstrasse 14
6340 Baar
Voice: +41 41 763 17 47
Fax: +41 41 763 17 48
studio4d@zug.use.ch

--UNITED KINGDOM--

5DLicenceware
1 Lower Mill Close
Goldthorpe
Rotherham
South Yorkshire S63 9BY
Tel/Fax: 01709 888127
WWW: www.ware5d.demon.co.uk
phil@ware5d.demon.co.uk

Almathera Systems Ltd
Southerton House

Boundary Business Court
92-94 Church Road
Mitcham, Surrey CR4 3TD
Voice: 081 687 0040
Fax: 081 687 0490
Sales: almathera@cix.compulink.co.uk
Tech: jralph@cix.compulink.co.uk

Brian Fowler Computers Ltd
90 South Street
Exeter, Devon EX1 1EN
Voice: (01392) 499 755
Fax: (01392) 493 393
brian_fowler@cix.compulink.co.uk

Computer Magic
Unit 8
Freemans Yard
Doncaster Road, Barnsley S71 1QH
Tel: 01226 218255 / 0378 425281

Visage Computers
27 Watnall Road
Hucknall, Nottingham
Tel: +44 (0)115 9642828
Tel/Fax: +44 (0)115 9642898
visage@innotts.co.uk

1.71 Dealers - North America

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--CANADA--

Animax Multimedia, Inc.
Willow Tree Tower
6009 Quinpool Road, Suite 802
Halifax, Nova Scotia B3K 5J7
Voice: 902-429-1921
Fax: 902-429-1923
WWW: www.animax.com/
info@animax.com

APC Computer Services
402-5 Tangreen Crt
Willowdale, Ont. M2M 3Z1
Voice/Fax: 416-733-1434
WWW: www.interlog.com/~shadow/apccomp.html
shadow@interlog.com

Atlantis Kobetek Inc.
1496 Lower Water St.

Halifax, NS / B3J 1R9
Phone: 902-422-6556
Fax: 902-423-9339
atkobetek@ra.isisnet.com

Atlas Computers & Consulting - Derek Davlut
400 Telstar Avenue #305
Sudbury, ON / P3E 5V7
Phone: 705-522-3665
Fax: 705-522-1923
s2200147@nickel.laurentian.ca

CineReal Pro-Video
272 Avondale Avenue
Ottawa, Ontario K1Z 7G8
Phone/Fax: 613-798-8150 (Call first to fax)
cinereal@proton.com

Computer Shop of Calgary, Ltd.
3515 - 18th Street S.W.
Calgary, Alberta T2T 4T9
Voice: 403-243-4358
Fax: 403-243-2684
WWW: www.canuck.com/cshop
austin@canuck.com

Computerology Direct
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Voice: 604-483-3679 (24h)
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Computer Centre: 416-785-8348
Sales: 416-785-3553
Fax: 416-785-3668
bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

ElectroMike Inc.
1375 Boul. Charest Ouest
Quebec, Quebec G1N2E7
Tel: 418-681-4138, (800) 463-1501
Fax: 418-681-5880

Forest Diskasaurus
35 Albert St., P.O.Box 84
Forest, Ontario N0N 1J0
Tel/Fax: 519-786-2454
saurus@xcelco.on.ca

FranTek
5-353 McArthur Avenue
Vanier, Ontario K1L 6N5
Phone: 613-746-7854 ext 3
Fax/Modem: 613-746-7854
WWW: www.travel-net.com/~frantek

frantek@travel-net.com

GfxBase Electronique, Inc
1727 Shevchenko
Montreal, Quebec
Voice: 514-367-2575
Fax: 514-367-5265
BBS: 514-769-0565

Le Groupe PowerLand
630 Champagne
Rosemere, Quebec J7A 4K9
Voice: 514-893-6296
Fax/BBS: 514-965-7295
mchabot@nationalnet.com

National Amiga
London, Ontario
Fax: 905-845-3295
WWW: www.interlog.com/~gscott/NationalAmiga.html
gscott@interlog.com

Oby's Amiga Computing Shop
16 Keziah Crt.
Sudbury, Ontario P3B-2T9
Voice: 705-675-3331
Fax: 705-675-1333
WWW: icewall.vianet.on.ca/pages/obys
obys@vianet.on.ca

Oshawa Amiga
Oshawa, ON L1J 5J8
Phone: 905-728-7048
WWW: web.idirect.com/~oshamiga
mjacula@idirect.com

Randomize Computers
R.R. #2
Tottenham, Ont. L0G 1W0
vox: 905-939-8371
fax: 905-939-8745
WWW: www.randomize.com
randomize@interlog.com

SpectrumTech Electronics
Contact: Derek Clarke
412-1205 Fennell Avenue East
Hamilton, ON L8T 1T1
Voice: 905-388-9575
BBS: 905-388-2542
ste@spectrum.gryn.org

Valley Soft
P.O. Box 864
Pembroke, Ontario K8A 7M5
Voice: 613-732-7700
Fax: 613-732-8477

WWW: www.renc.igs.net/~valsoft

Videolink Canada
53 Lucy Ave
Toronto, Ontario M1L 1A1
Voice: 416-690-1690 / 800-567-8481
Fax: 416-690-0136
WWW: www.videolink.ca
brich@videolink.ca

Wonder Computers Ottawa Retail Store
1315 Richmond Road
Ottawa, Ontario K2B 8J7
Voice: 613-721-1800
Fax: 613-721-6992
WWW: www.wonder.ca

Wonder Computers Vancouver Sales Office
2229 Edinburgh St.
New Westminster, BC W3M 2Y2
Voice: 604-524-2151

young monkey studios
797 Mitchell Street
Fredericton, NB E3B 3S8
Phone: 506-459-7088
Fax: 506-459-7099
sales@youngmonkey.ca

--UNITED STATES--

A&D Computer
211 South St.
Milford, NH 03055-3743
Voice/Fax: 603-672-4700
BBS: 603-673-2788
amiga@mv.mv.com

Alex Electronics
597 Circlewood Dr.
Paradise, CA 95969
Voice/Fax: 916-872-3722
BBS: 915-872-3711
WWW: www.wordbench.com/
alex@wordbench.com

Amigability Computers
P.O. Box 572
Plantville, CT 06479
Voice: 203-276-8175
caldi@pcnet.com

Amiga-Crossing
PO Box 12A
Cumberland Center, ME 04021
Voice: 800-498-3959 (Maine only)

Voice: 207-829-3959
Fax: 207-829-3522
amiga-x@tka.com

Amiga Exchange
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Manhattan Beach, CA 90266
Voice/Fax: 310-534-3817
BBS: 310-325-1796
robertwt@ix.netcom.com

Amiga Library Services
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Fax: 602-491-0048
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Amiga Video Solutions
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St. Paul, MN 55105
Voice: 612-698-1175
Fax: 612-224-3823
BBS: 612-698-1918
wohno001@maroon.tc.umn.edu

Applied Multimedia Inc.
89 Northhill St.
Stamford, CT 06907
Voice: (203) 348-0108

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

Armadillo Brothers
4379 South State
Salt Lake City, Utah 84107
Voice: 801-262-4454
Fax: 801-262-4441
WWW: www.armadillobrothers.com
brent@armos.com

Computer Advantage
7370 Hickman Road
Des Moines, IA 50322
Voice/Fax: 515-252-6167
Number1@netins.net

Computer Concepts
18001 Bothell-Everett Hwy, Suite "0"
Bothell, WA 98012
Voice: (206) 481-3666

Computer-Ease

1819 S. Alameda
Corpus Christi, TX 78404
Voice: (512)882-2275
Fax: (512)883-1433
glaecken@ciris.net

Computer Link
6573 middlebelt
Garden City MI 48135
Voice: 313-522-6005
Fax: 313-522-3119
clink@m-net.arbornet.org

The Computer Room
2760 South Havana Street
Aurora, Colorado 80014
Voice: 303-696-8973
WWW: www.computerroom.com
Email: sales@computerroom.com

The Computer Source
515 Kings Highway East
Fairfield, CT 06432
Voice: (203) 336-3100
Fax: (203) 335-3259

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

Computerwise Computers
3006 North Main
Logan, UT 84322

Concord Computer Solutions
2745 Concord Blvd. Suite 5
Concord, CA 94519
Orders: 1-888-80-AMIGA
Info/Tech: 510-680-0143
BBS/Fax: 510-680-4987
WWW: www.ccompsol.com/
moxley@value.net

CPU Inc.
5168 East 65th St.
Indianapolis, IN 46220
Voice: 317-577-3677
Fax: 317-577-1500
cpuken@indy.net

CyberTech Labs
PO Box 56941
North Pole, Alaska 99705
Vox: (907) 451-3285
BBS1: (907) 488-2547
BBS2 & Fax: (907) 488-2647

71516.600@CompuServe.com

DC Productions
218 Stockbridge Avenue
Kalamazoo, MI 49001
Phone: (616) 373-1985 (800) 9DC-PROD
dcpro!chetw@heifetz.msen.com

Digital Arts
1321 North Walnut
P.O. Box 5206
Bloomington, IN 47807-5206
Voice: (812) 330-0124
Fax: (812) 330-0126
BIX: msears

Digital Castle
4046 Hubbell Ave. Suite 155
Des Moines, IA 50317-4434
Voice: (515) 266-5098
Sheep@netins.net

Digital F/X, Inc.
1930 Maple, Suite 7
North Bend, OR 97459
Voice: (800) 202-3285 / (541) 756-6693
WWW: www.digital-fx.com
DFX@Mail.coos.or.us

Discount Computer Sales
1100 Sunset Strip #5
Sunrise, FL 33313
Voice: 954-797-9402
Fax: 954-797-2999
DCS@aii.net, DCS@interpoint.net

Electronic Connection
635 Penn Ave
West Reading, PA 19611
Phone: 610-372-1010
Fax: 610-378-0996

Hawkeye Communication
1324 Fifth Street
Coralville, Iowa 52241
Voice: 319-354-3354
Hawkcom@inav.net

HHH Enterprises
Contact: Tom Harmon
PO Box 10
Hartwood, VA 22471
Voice: (540) 752-2100
ko4ox@erols.com

HT Electronics
211 Lathrop Way, Ste. A.

Sacramento, CA 95815
V: (916) 925-0900
F: (916) 925-2829
BIX: msears

HT Electronics
422 S. Hillview Dr.
Milipitas, CA 95035
V: (408) 934-7700
F: (408) 934-7717
BIX: msears

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

Kipp Visual Systems
360-C Christopher Ave.
Gaithersburg Md, 20878
Voice: 301-670-7906
kipp@rasputin.umd.edu

Krulewich Enterprises
554 Vega Dr
Corpus Christi, TX 78418
Voice: (512) 937-4624
1040.3444@compuserve.com

The Lively Computer - Tom Lively
8314 Parkway Dr.
La Mesa, CA 91942
Voice: 619-589-9455
Fax: 619-589-5230
tlively@connectnet.com

Magic Page
Contact: Patrick Smith
3043 Luther Street
Winston-Salem, NC 27127
Voice/Fax: 910-785-3695
spiff@ix.netcom.com

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

MicroTech Solutions, Inc.
17W745 Butterfield Road, Suite F
Oakbrook Terrace, IL 60181
Phone: 630-495-4069
Fax: 630-495-4245
WWW: www.mt-inc.com

info@mt-inc.com

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

Multimedia Network Consultants
Bellamah N.E.
Albuquerque, New Mexico 87111
Voice: 505-292-3504
WWW: www.netcom.com/~hitscom
hitscom@ix.netcom.com

Paxtron Corporation
28 Grove Street
Spring Valley, NY 10977
Voice: 914-576-6522
Orders: 800-815-3241
Fax: 914-624-3239

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

Raymond Commodore Amiga
795 Raymond Avenue
St. Paul, MN 55114-1521
Voice: 612-642-9890
Fax: 612-642-9891
BBS: 612-874-8342
WWW: www.visi.com/~raycomp
raycomp@visi.com

Safe Harbor Computers
W226 N900 Eastmound Dr
Waukesha, WI 53186
Orders: 800-544-6599
Fax: 414-548-8130
WWW: www.sharbor.com

Slipped Disk
170 E 12 Mile Rd
Madison Heights, Michigan 48071
Voice: (810) 546-DISK
BBS: (810) 399-1292

Software Plus Chicago
2945 W Peterson Suite 209
Chicago, Illinois
Voice: 312-878-7800

System Eyes Computer Store

730M Milford Rd Ste 345
Merrimack, NH 03054-4642
Voice: (603) 4244-1188
Fax: (603) 424-3939
j_sauter@systemeye.ultranet.com

TJ's Unlimited
P.O. Box #354
North Greece, NY 14515-0354
Voice: 716-225-5810
BBS: 716-225-8631
neil@rochgte.fidonet.org

Zipperware
76 South Main St.
Seattle, WA 98104
Voice: 206-223-1107
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WWW: www.speakeasy.org/zipperware
zipware@nwlink.com

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Editorial and Opinion

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What IS up?

The Evolution Of The Icon
From someone who's taken action

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Darreck Lisle gives the answers

Amiga Report Format Change
Amiga Report and HTML switchover

New AAA Awards Coordinator
Sort of like an MC...

Phase5 PowerUP News
Boards shipping!

Haage & Partner News Update
StormC/ArtEffect Publisher News

WarpUP/WarpOS and Phase5
Clash between P5 and Haage&Partner

New Distant Suns Distributor
Power Solutions picks up from Chaocity

DirOpus Magellan Updates
New patch files at GPSoft site

TimeString.mcc
MUI Custom Class update

DanNews 1.6
NNTP News un-batching program

OIC Releases DICE C Source!
Classic development package is now free

Future Shock 2 Price Cut
A subtle reminder from Sidewinder

Voyager Java Information
The author sounds off on Java support

VDisk v2.7
Recoverable RAM disk driver

BamsModePromotableGamesList
Games you can mode-promote. Clearly.

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Home accounting management system

Join the Amiga RC5 Effort
Dedicate spare CPU cycles to the cause

Convergence International
Pointer to non-Wintel user group

AROS V1.10 Release Update
The Amiga Replacement OS project

AmigaZone Web Facelift
Rejuvenated venerable service and resource

AnimGIF Plugin for AWeb-II
Plugin for GIFs and AnimGIFs

No Amiga To Waste
NATW updates their comings and goings

CUCUG News Update
Various tidbits brought to you by CUCUG

Pic Manager Pro 4 Shipping
Picture catalogue/DB using SuperView

IAM Donates Books
Amiga manufacturer helps rebuild libraries

Totally Amiga Magazine
New American print magazine

Games Master System 0.8B
Now object-oriented game builder

Amiga Resource Page In .dk
Danish-only website goes online

Amiga Informer Web Upgrade
New features on Informer website

DB 3.5 Released
Multipurpose database software

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Hacking keys into the night

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What you need to do to write for us

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The legal stuff

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The Staff

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Distribution BBSes
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Europe

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South America

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