

## **ACN\_8**

Angel Alvarez

**COLLABORATORS**

	<i>TITLE :</i> ACN_8		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Angel Alvarez	August 7, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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News

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### 1.3 Editorial

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---| EDITORIAL |-----| IT'S NOT TOO LATE FOR GOODBYES |---

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Welcome to AmiChannel News

Hello and welcome to the 8th issue of AmiChannel News.

While I am writing this editorial for AmiChannel News, my brother is playing a Tomb Raider III demo in his Playstation. An amazing game, is it n't?. And what does we have in the Amiga? Yes, Napalm has been just released, and I am sure that it will succeed, but some games which have been lately announced, they are not proper of the modern times.

For instance Alive Mediasoft have announced its upcoming releases, Phoenix Fighters, a 2D overhead shoot-em-up, and The Prophet, a RPG game. Even an unexpanded A1200 can run these games. My God, even the current GameBoy games are more complex than that.

For this reason I pray for the release of games like WipeOut 2097, the port to the Amiga of the Psygnosis best seller, and Claws of the Devil, a Tomb Raider clone. It seems that it is sure that the first one will be released. But I am afraid that COTD could be cancelled at any time, as well as other Titan Computers projects.

This kind of games is what the Amiga needs, not early 90's games like Alive are going to publish. Fortunately some big companies have released the source code of some 3D games, like Hexen and Heretic. Both of them have a PPC version (thanks to people like Steffen Hausser) which are amazing. And Alive are doing their best to provide the gfx data in order to run these games in the Amiga.

More and more people are upgrading their Amigas with PowerPC and GFX cards like the Bvision PPC or the Picasso IV. And Sam Jordan along the Frieden brothers are working hard to provide a 3D API for making games (BTW, a beta version of Warp 3D have been released with Permedia 2 support). And people want to run games and application which can fully exploit their new hardware.

And what about the "cows" in South Dakota?. No news means bad news? It seems that there will be a big announcement next month in St. Louis (Where did I heard this before?) It's time for the release of the developer boxes and some facts about the Amiga OS 3.5, in case they are in target. And it seems that the Gateway people are quite pissed nowadays with Amiga Inc. delays. If they were the only ones...

Finally I would like to say "thanks" to Donald Feldbruegge so far the only reader who has been kindly enough to send me a letter.

Remember to visit the SAUG-news website, which is located in:

[www.saug.com/eng/news.html](http://www.saug.com/eng/news.html)

or you can visit its mirrors located in:

[soporte.databasedm.es/amiga/sau/news.html](http://soporte.databasedm.es/amiga/sau/news.html)

And if you want to contribute to this effort, you can send your articles to:

[angel@saug.org](mailto:angel@saug.org)

Thanks for reading and I hope you enjoy this issue.

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=====
Angel Alvarez Díaz - angel@saug.org
Editor of the e-magazine called AmiChannel News.
Responsible of the News Department of S.A.U.G and Amiga Channel.
Member of C.U.A.E N° 293 - FOREIGN DIRECTOR
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## 1.4 News

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ALIVE MEDIASOFT RELEASES THE PROPHET FEATURE LIST

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NAPALM HAS BEEN FINALLY RELEASED!

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DIGITAL IMAGES UPDATE

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### 1.6 ANYONE INTERESTED IN A PORT OF AXIA TO AMIGAOS?

ANYONE INTERESTED IN A PORT OF AXIA TO AMIGAOS?

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Wildcard Design, Inc. are considering porting one of their games (Axia) to AmigaOS if there is enough interest in it at the DOS price. (See [www.buydirect.com](http://www.buydirect.com) and click on 'Games'. Axia is currently #5). If there is enough demand for it, they will look into porting. If ported, it would need a minimum of the OCS chipset.

Axia is a smooth top view, 360-degree scrolling space shoot-em-up game that's unique in its egocentric control and display. (The world revolves around you!) It boasts intense graphics & special effects, realistic gameplay, awesome music, and spectacular sound effects.

Send an e-mail to John Delamore at [jdelamore@wcdesign.com](mailto:jdelamore@wcdesign.com) if you'd like to see it on the AmigaOS. Take a look at [www.wcdesign.com/products/axia.html](http://www.wcdesign.com/products/axia.html) for some screenshots, or download the BeOS or DOS demo to take a look at how it plays.

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## 1.7 DIGITAL IMAGES UPDATE

DIGITAL IMAGES UPDATE

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Hello,

We have a few new announcements now...

Some more Space Station 3000 screenshots are on the way very soon and we are hoping to finalise the system requirements very soon as well. A demo should be released very soon... We are hoping for the game to be complete very very soon.

Amiga Style has been cancelled because there are enough Amiga magazines for the time being and we would like to concentrate on software development.

Wipeout 2097 is progressing well and a demo and screenshots will be ready soon. We can't guarantee a certain release date, but we will do our best to make it available soon.

We apologise for the Digital Images club for being un-available for a long time. We are attempting to automate it. When it is ready, we will post the information to our website and to our mailing lists.

We have also set up a new mailing list called Gathering of Amiga Developers. This list is open to all people who are/would like to be involved in the development of Amiga software. From here, people can exchange ideas, help each other out and get new people to join their teams. To join the list, just send a blank e-mail to [goad-suscribe@egroups.com](mailto:goad-suscribe@egroups.com)

We also have 2 other mailing lists—an announce only list and a full discussion list. These can be joined by sending a blank e-mail to:

- \* Announce Only List: [digital-images-news-subscribe@egroups.com](mailto:digital-images-news-subscribe@egroups.com)
- \* Full Discussion List: [digital-images-scubscribe@egroups.com](mailto:digital-images-scubscribe@egroups.com)

We will keep you updated with the Kijitsu Warriors and Digital Soccer development. If you join our news list, you will be the first to hear the latest news!

Any questions can be e-mailed to [info@digital-images.demon.co.uk](mailto:info@digital-images.demon.co.uk) If there is something that you feel should be sent directly to me, then e-mail [Stuart@digital-images.demon.co.uk](mailto:Stuart@digital-images.demon.co.uk)

As always, our homepage is available at [www.digital-images.demon.co.uk](http://www.digital-images.demon.co.uk)

Best Regards

Stuart Walker

Digital Images

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## 1.8 2 BIT PRODUCTIONS ANNOUNCES COMMERCIAL RELEASE OF STORM OF THE EYE

2 BIT PRODUCTIONS ANNOUNCES COMMERCIAL RELEASE OF STORM OF THE EYE

Press Release

2 Bit Productions Announces Commercial Release of Storm of the Eye, A GUI Driven Play-By-Email Game for the Amiga.

Perth, Western Australia - 25th January 1999.

2 Bit Productions today announced the release of Storm of the Eye, a large scale strategy wargame played via email.

Storm of the Eye is a commercial Play by Email game, which has been in development for two and a half years, and in playtesting for the past 6 months. The game caters for up to 100 players at a time, with each player using a sophisticated front end program to view their turns and input their instructions. Turns are processed weekly, with one turn costing \$2.50 Australian.

Each player has control of one of the worlds' 100 tribes. Gods perform miracles regularly for the devout, and the sacrifice of conquered enemies is encouraged. All is not what it seems in this happy (yet bloodthirsty) world. A complicated sequence of events which began thousands of years ago is rapidly nearing a conclusion, and the future is very uncertain.

2 Bit Productions are currently accepting reservations for places in first commercial game, which will begin once it is full. Players will not be charged anything until the commencement of the game. The front end program is free, and can be downloaded from the website below. A demonstration turn is available for download also so people can have a closer look at the mechanics of the game.

2 Bit Productions is a small company, dedicated to providing the best and most innovative play by email games on the market.

For more information, visit the 2 Bit Productions website at [www.2bp.com](http://www.2bp.com) or send email to [info@2bp.com](mailto:info@2bp.com)

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## 1.9 ALIVE MEDIASOFT UPDATE

### ALIVE MEDIASOFT UPDATE

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#### HERETIC & HEXEN

Heretic & Hexen are now available from Alive MediaSoft, both priced at £14.99 (plus p+p). Both require 68k or PPC, 8mb, HD, CD. Gfx cards are supported

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#### DESCENT

Descent is now back in stock and now comes with all the new mission packs on one CD. Still priced at £14.99 (plus p+p) Both require 68k or PPC, 8mb, HD, CD. Gfx cards are supported 80% Amiga Format, 82% The Pulse

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#### QUAKE

Total Quake Conversions is a new mission pack for Quake. Priced at £14.99 (plus p+p) Requires: Quake, 030+, 8mb, HD, CD. More news soon...

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#### PUTTY SQUAD

Putty Squad will be available in February. Sorry for the delay on this one... ..but it's worth the wait! Req: AGA, Disk or CD

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#### THE PULSE

There has been a delay on this month's "Pulse" - but again...worth the wait. It's now even bigger with 20 pages to read from, with new columns like "Buyers Guide" and Alive Budget Games. There's also bigger reviews and more news. The layout is also much better and clearer to read. Reviews in the new Pulse edition include: NAPALM - Yes! thats right NAPALM!, OloFight, Max Rally, Beambender, and many more. For your free subscription to The Pulse, email me your snail-mail address!

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#### CD CATALOGUE

The new "CD Catalogue" will be available soon. A few people experienced difficulties when using a Squirrel CDRom. I am happy to say, it is now fully compatible.

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Another new touch is that the demos have now been separated into categories according to the type of game, much in the same style as The Pulse. The "CD Catalogue" now includes all the new demos ie: Putty Squad, Heretic, Eat the Whistle, and some classic demos. All the games featured in the demos are available to buy from Alive MediaSoft. There are also loads of HDinstallers, updates for games and patches. The CD is a whopping 100% crammed full! CD Catalogue will cost you just £3.00! this includes postage & packaging, or FREE to all customers ordering over £30!!!

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#### ABUSE

Abuse has finally come into stock. After loads of negotiations with the distributors, they have agreed to keep the price down to £14.99. We think the wait has paid off! This action-packed game got a very good review in Amiga Format - 80%, and The Pulse - 86%, If you like action - Buy This! Req: 68k or PPC, 8mb, HD, CD.

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#### MILLENIUM GAMES

To celebrate the Millenium, Alive MediaSoft are holding the world's biggest Amiga software survey in years. We have always prided ourselves in our ability to track down old games for people through our "Classic Search Service" as well as stocking a large range of classic titles in our catalogue.

Over the last 10 years, the Amiga has given us thousands of brilliant games (not to mention just as many crap ones!). It can sometimes be difficult for us to choose which games people will want.

To celebrate all the great games, we launching the "MILLENIUM SURVEY" to find out the greatest Amiga games of all time.

By voting, you can help your favourite games to see the light of day again. On June 1st, Alive MediaSoft will announce the survey winners giving you the top ten from each category like Best Adventure, Best Beat 'em Up and so on. During the months running up to the announcements, Alive MediaSoft will put in 110% to obtain the winning games. All winning titles will go on sale from June 1st. Obviously, many of the games will be limited availability. So if say, 100 people vote for Sim City 2000, and we can only get 50 copies, we will give those who voted the first opportunity to buy a copy before opening sales to the general public.

Vote now, and receive your chance to reserve your favourite all time game!

As if all that isn't enough, Alive are celebrating this "Millenium Survey" by giving away hundreds of pounds worth of prizes. All voters will be entered into the prize draw for a chance to win one of the prizes below:

- \* 1st prize: £100 Alive gift certificate
- \* 3 x 2nd place prizes of £20 Alive gift certificates
- \* 10 x 3rd place prizes of free software titles.

On Alive's web page, you will soon be able to download a list of Amiga games

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from brand new titles, dating right back to the good old days of Elvira and Project X! This little slice of nostalgia may help jog your memory and give some ideas for your vote.

Full details of how to enter along with a voting form are going out to all Pulse subscribers. If you don't already subscribe to The Pulse, you can do so by emailing us your postal address. Subscription is totally free. It is simply our catalogue and supplementary magazine with compliments from Alive. To request your copy of The Pulse, send your full postal address to: jenniealive@innotts.co.uk

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## THE PROPHET

A quick note about a game Alive will be releasing around late April/early May this year: The Prophet. This is a dungeon master style adventure game made exclusively for the Amiga by an up and coming team based in Leicester, England, headed by a talented chap called Mark Ford.

Full details and demo will follow in time, but to give you an idea, it's hard-drive only for floppy users, or CDrom installable on hard-drive.

This is going to be a huge adventure game, with astounding features and incredible playability. Full details to come soon....

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Steven Flowers  
Director.

( Stevenalive@innotts.co.uk )

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## 1.10 DELSYD SOFTWARE WANT TO HEAR FROM YOU

DELSYD SOFTWARE WANT TO HEAR FROM YOU

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Delsyd Software, the first development team to announce a game for the Amiga NG, are taking a survey to see how fast the average PPC-based Amiga is, so they can keep this in mind during the programming phase of The Last Patriot.

This survey is due to the fact that the Amiga NG dev. boxes are nonexistent, so they don't see a reason why they should postpone the release of TLP for the PPC. Their new target release date for TLP is November-December 1999. This will be a limited release, that is, they will publish the game themselves in a limited quantity, and sales from this limited release will help them upgrade their manufacturing facilities, so they can release more copies of TLP. An Amiga NG

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release is still planned, but recent delays with the dev boxes could push it back a bit.

And, if this wasn't good enough news, Delsys Software have more games in development. Below is a list of future releases with planned release dates.

The Last Patriot	Nov/Dec 1999
The Adventures of DP Dog in 3D	2nd Half 2000
DP Tennis	1st Quarter 2000
DP Kart	Nov/Dec 1999
I-40:Cross Country Rally	2nd Half 2001
Destitution	2nd Quarter 2000

All titles will be PPC/Amiga NG compatible.

If you have any questions, email Delsyd Software at [delsydsoftware@yahoo.com](mailto:delsydsoftware@yahoo.com) or visit their WEB site [www.geocities.com/siliconvalley/foothills/2705](http://www.geocities.com/siliconvalley/foothills/2705)

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## 1.11 READ THIS IF YOU WANT QUAKE2 FOR THE AMIGA

READ THIS IF YOU WANT QUAKE2 FOR THE AMIGA

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Hello Everyone,

A licence for Quake 2 or Half Life seems as it will cost a lot of money, so how about getting the game ported to the Amiga by ID Software? It seems a long shot, but it is well worth a try. If ID see a possible Amiga market, then they may take the chance to release some stunning games to the Amiga. What I want everyone to do is to get everyone they know to write a small message of support to get an AmigaPPC version of Quake2. Get all your friends who don't have an internet connection to give you a text file on disk, then you can attach them to your e-mail. Come on, if you want Quake 2, make it happen now!! If you could write your messages of support to [quake2@digital-images.demon.co.uk](mailto:quake2@digital-images.demon.co.uk) we will forward them to ID Software. I doubt that we will be able to reply to every e-mail as we are expecting a large amount of response, but if you could send an e-mail of support, then you could have one of the best games ported to the Amiga PPC!

Best Regards

Stuart Walker

Digital Images

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## 1.13 WEIRD SCIENCE ANNOUNCES SPECIAL OFFERS ON SOFTWARE

### WEIRD SCIENCE ANNOUNCES SPECIAL OFFERS ON SOFTWARE

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Weird Science are pleased to announce the following Special Offers for Amiga users.

For a limited time we are offering a FREE Amiga CD-ROM Game with software purchases over £25.00. Choose one of the following four Amiga CD-ROM Games

- \* Ultimate Super Skidmarks CD
- \* Ultimate Gloom CD
- \* Theme Park CD
- \* Street Racer CD

In addition to the FREE item mentioned above we are also offering a BUY 2 GET 1 FREE promotion on the £2.99, £4.99 and £9.99 collections below. You can mix and match between different price points and we will charge for the highest priced two items in your selection. As per our usual policy all FREE items will have postage charged at our normal rates.

The following items are all £2.99 each:

Amiga Floppy Titles: Blitz Tennis, Gloom, Minskies, Gloom Deluxe, Testament, Subversion, Roadkill, Blitzkrieg, Virtual Karting, Bravo Romeo Delta, White Death, Sensible Golf, Fields of Glory, Kick Off 2, Impossible Mission, Valhalla 2, Info Nexus.

Amiga CD-ROM Titles: Cannon Fodder, Sleepwalker/Pinball, Aminet 15, Scene Storm, Pandoras CD, Demos are Forever, Golden Games, 3DCD-1 Objects, 3DCD-2 Images, Octamed Sound Studio.

CD32 Titles: Guinness Disc of Records, Cannon Fodder CD32, Guardian CD32.

The following items are all £4.99 each:

Amiga CD-ROM Titles: Ultimate Super Skidmarks, Ultimate Gloom, Theme Park CD, Street Racer (CD or Floppy), Aminet 21, Aminet 22, Aminet 23, Aminet 24, Artworx Amiga, Artworx PC.

The following items are all £9.99 each:

Amiga CD-ROM Titles : Time of Reckoning, Deluxe Paint 5 (CD or Floppy), Ultimate Blitz Basic, Final Odyssey, Uropa 2, Strangers, WinBench '98, MidiNet CD, AGA Toolkit, Assassins 3 CD, Fontamania, Speccy '99 CD, Retro Gold, Sounds Terrific & Octamed 6 CD.

Remember the BUY 2 AND GET 1 FREE offer. Further details on the Special Offers and secure ordering facilities can be found on our web site at [www.weirdscience.co.uk](http://www.weirdscience.co.uk)

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for and on behalf of Weird Science Ltd.

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WWW - www.weirdscience.co.uk

PGP Key Available upon Request.

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## 1.14 AMIGA FORMAT NEWS

AMIGA FORMAT NEWS

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From: " Ben Vost " ben.vost@futurenet.co.uk  
Date sent: Fri, 29 Jan 1999 11:08:38 +0000  
Organization: Future Publishing  
Subject: Amiga Format News - for immediate dissemination!

Hi all,

Just wanted to tell you the latest news about Amiga Format

- \* After five years of working on Amiga Format, Nick Veitch is finally leaving to pursue an editing career on a different magazine, called Computer Publishing which will be on sale in the UK in May. He'll still contribute as a freelancer to Amiga Format, and Ben Vost will take over the reins as editor.
- \* This means that we really could use a staff writer on Amiga Format to help with the production of the magazine. We'd prefer it if you were a 1200 owner, with an interest in music, the internet, coding and hardware and you knew how to write witty, informed and on time copy, in order to complement the skills of the efficient Amiga Format team. If not, but you're interested in the post which would involve you moving to Bath, send email explaining who you are, where your Amiga expertise lies and why you'd like the job, and we'll get you down for an interview. You can send an email to

ben.vost@futurenet.co.uk with the subject "New Staffer" or send a letter to the usual address of 30 Monmouth Street, Bath BA1 2BW.

- \* The third bit of news concerns two new mailing lists for the Amiga. The first - "afb-announce" is a list that gives out the details of what will be in the next issue of Amiga Format before it becomes on sale in the UK, or sent out to subscribers. If you want to know what we'll be covering in advance, you should subscribe to this list. You can do so by visiting [www.egroups.com/list/afb-announce/](http://www.egroups.com/list/afb-announce/) and signing up. You can expect an email every four weeks or so.

We also have an open discussion list, called afb, which is available from [www.egroups.com/list/afb/](http://www.egroups.com/list/afb/). It's a bit hectic, but it's a good place to get general (and specific) Amiga information. At the moment, the list gets about 65 messages a day, so it's quite busy, but offers the facility to read these messages on the web, so you don't have to have your mailbox filled with them constantly. Both mailing lists also have additional facilities in their calendar functions, which allow you to see important upcoming events; and polls, which allow for online voting on important topics. Join up, and see what you think.

All the best,

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Ben Vost                   T: (+44) 01225 732337  
Associate Editor       F: (+44) 01225 732275  
Amiga Format             UIN: 20459449  
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Amiga and DOpusWBR - a match made in computing heaven.

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News

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## 1.15 UGN ANNOUNCES USER GROUP STARTUP DOCUMENTS

UGN ANNOUNCES USER GROUP STARTUP DOCUMENTS

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FOR IMMEDIATE RELEASE

Contacts:

Wayne Hunt, UGN Executive Director ( wayne@amiga.org )  
Robert Hamilton, UGN North American Director ( lostman@amiga.org )  
Fabian Jimenez, UGN Public Relations ( fabian@cais.com )

The User Group Network (UGN) is pleased to announce the availability of the "User Group Startup Documents". This kit provides a valuable resource to those individuals wishing to start an Amiga related user group in their area. It can also provide useful information to existing user groups interested in making their group better.

The "User Group Start Up Kit" is a compilation of materials assembled by the UGN's own Robert Hamilton (Lostman). Robert has searched high and low to include

information on the following topics: starting up, legal issues, club services, user meetings, user needs, and working with other groups or companies. Also available is the "User Group Startup Guide" from Inprise Inc. (formally BorderBund).

If you want more information, please take your web browser and go to "ugn.amiga.org/startup". The UGN Web Page can be found at "ugn.amiga.org". Together the "User Group Startup Kit" and the UGN can provide you all you need to have a successful Amiga User Group.

The User Group Network is an organization dedicated to the advancement of the Amiga computing platform and the fostering of Amiga oriented User Groups worldwide. The UGN will work co-operatively with the owners, licensees, user groups, and the users to establish and expand a customer support base for licensed Amiga computer products. The UGN will endeavor to provide a single, centralized resource for the promotion and assistance of User Groups and users world-wide. The UGN Web Page is located at "ugn.amiga.org"

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## 1.16 YAM NEWS VOL. 4

YAM NEWS VOL. 4

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From: Marcel Beck mbeck@access.ch  
 Subject: [yamnews] YAM News Vol. 4  
 Date: Tue, 2 Feb 99 20:14:00

### \*Contents\*

- \* YAM 2 beta status
- \* Problems downloading more than 60 messages
- \* Using mailing list support
- \* Using fixed fonts
- \* Current versions

### YAM 2 beta status

Currently there are a few internal betas of YAM 2. A new public prerelease will become available in about one month.

Since YAM 2p6, some bugs have been fixed:

- \* saving decrypted PGP message didn't work
- \* encrypted PGP/MIME messages didn't contain content-type headers
- \* texts encoded with PGP/MIME were not decoded before displaying
- \* YAM crashed when dropping files on the appicon
- \* "OpenURL.library" support didn't always work
- \* YAM hung when the alias of an existing address book entry was set to an

- empty string
- \* when editing a sent message, 'add info' and signature settings were not remembered
- \* when starting YAM from a directory other than the program directory, some configuration files couldn't be found
- \* random tagline generator ignored first and last tagline
- \* remote filters didn't work
- \* when getting mail from multiple servers, the pre-selection list was not cleared
- \* a couple of other small bugs

There are some new features as well, for example:

- \* mailing list support (To pattern/address) is now working in incoming folder too
- \* result list in search window is now sortable
- \* YAM now displays current host/spoolfile name in transfer window
- \* tagline hashfile is now automatically updated if the tagline file has been modified
- \* reworked folder settings: separate configuration window, menus to create/edit/delete folders
- \* you can now create an unlimited number of folders
- \* sort by subject now ignores any mailing list suffix if the suffix is embedded in [ ]
- \* re-introduced keyboard shortcuts for the toolbar buttons (problems with menus fixed)
- \* "WEBmail.rexx" launches YAM from a web browser
- \* error message history can be cleared
- \* killfile support now works for all header fields
- \* shift-click a column title to set the second sort key
- \* folder list is now sortable by clicking on the column title or using drag&drop
- \* hidden option AutoSave automatically saves contents of texteditor every x seconds
- \* bubble help of folder/message lists now show information about current entry
- \* drag&drop of addresses from message list into recipient fields
- \* append an existing message as attachment using drag&drop
- \* message time can be displayed in Swatch Beats instead of hh:mm
- \* new ARexx commands REQUESTSTRING and REQUESTFOLDER

Problems downloading more than 60 messages

YAM 2p6 crashes on some POP3 servers when there are more than 60 messages waiting. If this is a problem for you, use preview 5 until the bug is fixed:  
[www.yam.ch/preview/YAM20P5.lha](http://www.yam.ch/preview/YAM20P5.lha)

=====  
 \*Using mailing list support\*

Some users complained that the mailing list support is not working. Here's what you should pay attention to:

- \* Mailing list support is only required if the mailing list software doesn't set the "Reply-To" field to the return address of the list. If "From:" contains the sender address and "Reply-To:" is the list address, there's no need to use ML support.
  - \* ML support only works in one single folder. Usually you move incoming messages from a mailing list to a special folder using filters. Then you
-

read the messages and reply to some of them. The ML support should be setup for that particular folder only.

- \* The "To:" pattern is compared against the whole "To:" header. So if you only specify the E-mail address, then you must put #? around it.

\*Example\*

```
From: List Membermember@private.com
Reply-To: List Member member@private.com
To: The List list@listserver.com
```

Note that the reply-to field should be set to list@listserver.com. It isn't, so we could now use the mailing list support feature:

- \* To: pattern: ?list@listserver.com?
- \* To: address: The List list@listserver.com

=====

\*Using fixed fonts\*

To use fixed width fonts in the read window and the editor of YAM, it doesn't suffice to enable 'Fixed width font' in the Read section of the configuration window.

- \* Select 'Settings/MUI' to open MUI Preferences
- \* Then go to the TextEditor section
- \* Now you can select the desired font in 'Fonts/Fixed'

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## 1.17 ZENMETAL SOFTWARE ANNOUNCES AVAILABILITY OF BASE0 WEB SERVICE

ZENMETAL SOFTWARE ANNOUNCES AVAILABILITY OF BASE0 WEB SERVICE

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NEWS 27-01-99: FOR IMMEDIATE RELEASE!

Announcing new Amiga WWW Message Board software!

Ray A. Akey of ZenMetal Software is pleased to announce the release of Base0 Web Service (BOWS). BOWS is the premiere message board software for the Amiga and, can be used as a "bbs-style" discussion forum or as a support message board. BOWS supports both flat and hierarchical message areas and now has theme support.

Those interested in ordering BOWS should access the "Official BOWS Homepage" at [www.cnetbbs.net/zmnews/bowsnews.shtml](http://www.cnetbbs.net/zmnews/bowsnews.shtml). There are links to current systems running BOWS in various themes and looks, recent version changes and ordering information.

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## 1.18 AMINET 29 CD-ROM IS AVAILABLE!

AMINET 29 CD-ROM IS AVAILABLE!

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Aminet 29 CD-ROM is available!

Suggested Retail Price DM 25.00

Subscription price DM 19.80

US\$1 = DM 1.73 given current exchange rates.

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Ordering information :

The most convenient method of placing an order is to use our electronic order form located at <http://www.schatztruhe.de/order.html>. You can also send an E-Mail to [stefano@schatztruhe.de](mailto:stefano@schatztruhe.de) including your address and the products you wish to order.

=====

Aminet CD 29, dated February 1999, contains 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet CD 28 more than 900 MB new software has appeared. The current edition includes the full version of ArtEffect V1.5. Owners of the Aminet 29 are entitled to obtain an inexpensive upgrade to the latest release directly from Haage&Partner.

Contents of Aminet 29

| Directory | Size   | Files | Contents              |
|-----------|--------|-------|-----------------------|
| biz       | 88 MB  | 80    | Business software     |
| comm      | 25 MB  | 112   | Communications        |
| demo      | 102 MB | 63    | Graphics & sound demo |
| dev       | 27 MB  | 100   | Development software  |
| disk      | 1 MB   | 25    | Disk & HD tools       |
| docs      | 81 MB  | 81    | Documents             |
| game      | 77 MB  | 179   | Games                 |
| gfx       | 30 MB  | 79    | Graphics software     |
| hard      | 1 MB   | 11    | Hardware related      |
| misc      | 18 MB  | 60    | Miscellaneous         |
| mods      | 212 MB | 203   | Music modules         |
| mus       | 16 MB  | 43    | Music software        |
| pix       | 189 MB | 210   | Pictures              |
| text      | 9 MB   | 36    | Text software         |
| util      | 30 MB  | 223   | Utilities             |

+-----+-----+-----+-----+-----+-----+

Stefan Ossowski

--

Stefan Ossowski's Schatztruhe Gesellschaft für Software mbH  
 Veronikastr. 33 - 45131 Essen - Germany  
 Phone: ++49-201-788778 Fax ++49-201-798447  
 stefano@schatztruhe.de <http://www.schatztruhe.de/>  
 Visit our Web site and join our mailing-list.

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## 1.19 NETAX1200: A SOLUTION TO NETWORK A1200/A600

NETAX1200: A SOLUTION TO NETWORK A1200/A600

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Netax1200 is the best solution for Amiga 1200/600 owners to network their computers in a smart and cheap way. The card plugs in the PCMCIA slot and gives a fast, powerful and reliable Ethernet connection, in a 100% compatible way with other platforms. The Netax1200 is a fast PCMCIA "credit card" who comes with a detailed printed manual, a pass-through "T" connector for BNC cables and a disk including the Netax software for Amiga Systems. The software features a standard system device ( netax.device ), that makes the card compatible with almost every Amiga networking software, including Genesis, NetConnect, AmiTCP, Miami and MiamiDeLuxe. The device fully complies to SANA-II specifics, so also other software like Envoy run flawlessly and with no bottlenecks.

The Netax1200 also features a full combo connector for both standard UTP and BNC cabled networks, and can also be plugged while your computer is on with no risk for the computer or the peripherals. By providing a full Ethernet connection, the Netax1200 can be used to network the Amiga with almost every other computer as PCs, MACs, UNIX like systems and so on.

The card consumes no CPU time, leaving your processor free for other applications, unlike other networking devices do, and assures you unthinkable speeds also on the plain 68000 mounted on the Amiga 600. We recommend anyway at least a 68030 processor to get the best out of your Netax1200 and reach higher speed rates. Our tests indicate that in FTP mode, the Netax1200 provides speeds not lower than 500kb/sec. with peaks of 600kb/sec on a simple 030. With a 060 processor the speed goes over 800kb/sec, making the Netax1200 one of the fastest card available for any Amiga model.

Technical Details:

- \* Credit card PCMCIA type II
- \* 10 MBit Ethernet
- \* Combo transceiver with UTP/BNC connectors
- \* Network and Transfer leds



Price: 198 DM (120 US\$)

For more information, please visit the Haage&Partner homepage at:  
[www.haage-partner.com/e.htm](http://www.haage-partner.com/e.htm)

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## 1.20 FURTHER DEVELOPMENT ON JVP DEPENDS ON YOU

FURTHER DEVELOPMENT ON JVP DEPENDS ON YOU

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JVP (Jey Visual Pascal) is a developer tool for Pascal programmers from beginners to professionals. It helps you to create, program and handle gui very easily and neat. The idea is very close to that of visual programming tools and compilers on "PeeSee's". It is being developed by Hossein Shirdashtzade .

Recently, a demo version has been uploaded to Aminet. This demo version is not as sophisticated as the visuals which let you program within the JVP GUI Manager (JVPM), but if you and your friends send the author mails or snails supporting and encouraging him to continue he will complete it and make it as a ShareWare.

So send a mail that indicates your interest in JVP until 01-Apr-99:

Email: [shirdash@www.dci.co.ir](mailto:shirdash@www.dci.co.ir)

or send him by snail to the following address:

No. 132, Kerdabad,  
 Jey st., Isfahan,  
 Iran  
 Zip code: 81599

or call (English or persian only!) to:

+98-031-510155

Note that if he doesn't recieve enough requests to continue until 01-Apr-99 then he will assume that JVP is useless and quit it.

The author is also looking for Pascal programmers on the Amiga, if you are or know one please contact him or give him his/her email address.

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## 1.21 KUANG ELEVEN VIRUS WARNING!

## KUANG ELEVEN VIRUS WARNING!

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FOR IMMEDIATE RELEASE

## \* Warning

All Kuang Eleven users who have received an update in the past few weeks are at risk!

Two viruses have been released via the update server attached to different versions of the file "rexxkuang11.library" (normally placed in "LIBS:"), and also affecting the file "C:Mount".

## \* Details

The two versions of the library which were infected are shown below, along with some details:

"rexxkuang11.library 0.36 ( 4/02/99)"

- \* File size: 31,172
- \* Attaches itself to your "C:Mount" file (any version) unless SnoopDOS is running
- \* Performs "run NIL: newshell TCP:2551" (both the library and "C:Mount")
- \* Allows remote CLI ("shell") access to your computer
- \* Calls itself "Vaginitis #2" by "STD"
- \* Does NOT spread to any other files (other than "C:Mount")

"rexxkuang11.library 0.27 (27/12/98)"

- \* File size: 26,532 bytes
- \* Performs "RUN NIL: newshell tcp:2333" when the library is opened
- \* Allows remote CLI ("shell") access to your computer
- \* Calls itself "Vaginitis #3" by "STD"
- \* Does NOT spread to any other files

## \* Solution

You should have received version 0.37 (or later) of "rexxkuang11.library" with this update. You should verify this by typing:

Version LIBS:rexxkuang11.library FILE FULL

You should get the response:

rexxkuang11.library 0.37 ( 5/02/99)

or a later version.

- \* Reboot your system (if possible, do NOT go online).
- \* Replace the file "C:Mount" from your original disks, or some other reliable source.
- \* Reboot AGAIN.

If you have any copies of "rexxkuang11.library" versions 0.27 and 0.36, they should be deleted, as these were never legitimately uploaded to the update server.

## \* Explanation

The server at which the Amiga Coding Syndicate's updates are stored was hacked by an unknown, malicious person or persons. We have changed our passwords and have made every effort to secure our site.

We sincerely regret any inconvenience this has caused anyone.

If you wish to eliminate auto-updates from your Kuang Eleven installation, simply rename or delete the file "Rexx/Kuang11UPD.amirx" (relative to your AmIRC directory).

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## 1.22 CLICKBOOM INTRODUCES THE CLICKBOOM AMIGA 'PORTAL'

CLICKBOOM INTRODUCES THE CLICKBOOM AMIGA 'PORTAL'

FOR IMMEDIATE RELEASE

Toronto, February 11, 1999: clickBOOM proudly introduces The clickBOOM Amiga "Portal"

The "Portal" is a new way for clickBOOM users to access online information, be it their record at clickBOOM, or Amiga-related content -- it's a dynamic online database allowing for much closer interaction with the Web.

"clickBOOM and clickboom.com are undisputedly at the top of the Amiga games market.", says Sofia Tsiotsikas, PR at clickBOOM. "It is our intention to use this leverage and extensive web-creation knowledge to provide Amiga users with the next-generation web experience -- The "Portal". Our target is now beyond the games scope, and we are confident The "Portal" will provide all Amiga users, not just players, a great service. We strive to push technology forward, hence The "Portal" -- the first and only on Amiga."

Although this is clickBOOM's first step into a non-gaming area, The "Portal" is created with the same high-quality standard you'd expect to receive from clickBOOM.

The "Portal" consists of the following sections:

- \* AUCTIONS
- \* NEWS CENTER
- \* COMMUNICATION CENTER
- \* STATUS INFORMATION
- \* PREFERENCES

AUCTIONS

The "Portal"'s main attraction is the fully automatic real-time online "Auction" section. This is where all the action is -- you can bid on or sell Amiga-related items at the one and only place of its kind on Amiga. Finally there is a place

for Amiga users to be able to trade their hardware in a simple and absolutely private manner.

The "Portal" is the place where you will find the best Amiga deals, guaranteed.

If you have an Amiga-related item to sell, The "Portal" is the place, hold an auction and have other Amiga users bid on it. It's fully automatic, create a new auction in less than 5 minutes, and don't worry about it until you make a sale at the highest offered price.

Full details on how "Auctions" function, are available at The "Portal".

#### NEWS CENTER

"News Center" takes a whole new step at addressing Amiga news flow on the Internet. We guarantee you that "The News Center" is the simplest, most comprehensive, one of a kind, customizable Amiga news section on the Internet!

Instead of creating another news-reporting site clickBOOM worked with leading Amiga news sites behind the scenes to create a single place on the Net from which you will start your news search.

The idea behind the "News Center" is very simple - every time one of the 50 Amiga news sites currently supported gets updated, their news will appear at the News Center!

The news section is unbiased, because the actual site owners update their section at The "Portal"! Moreover, you can customize which news sites you want to have top priority.

Never again will you have to spend time searching sites, only to find they haven't been updated. Just come to The "Portal" and you will immediately see the latest headlines of ALL the sites, then with just one click go to the actual site and read the news. Moreover, the "Portal" will remember which sites you prefer and have them waiting at the top of the section at your next visit!

We would also like to take this opportunity to invite all Amiga news sites not currently featured at The "Portal", to contact us.

#### COMMUNICATION CENTER

The "Communication Center" allows registered clickBOOM users to communicate with clickBOOM in a more direct approach and receive more efficient responses to their questions. Through a simple web interface you can leave a message for clickBOOM and your message will get the highest priority, because it will not go to the same pool of email letters that non-registered users got to. Then simply check back at any time for a response.

#### STATUS INFORMATION

clickBOOM registered users can also access their status information online. The "Portal" recognizes when you are visiting, so it prepares dynamic content that's tailored for you only. This makes the "Portal" better and friendlier than a regular web site. Get information such as how many BOOM\$ you have; which games you have registered; what is the status of your last order, etc.

#### PREFERENCES

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The "Preferences" section allows one to easily update his personal information such as change of email or mailing address. It also allows for customization of the "Portal", such as which News sites you prefer to always see at the front.

The "Portal" is located at [clickboom.com/portal](http://clickboom.com/portal)

The "Portal" is not finished, nor will it ever be, it's a constantly evolving flux, just like the Web itself. So, be prepared for even more content very soon, as we get the engine running.

Best Regards,  
clickBOOM

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## 1.23 DIGITAL DREAMS ENTERTAINMENT UPDATE

### DIGITAL DREAMS ENTERTAINMENT UPDATE

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FOR IMMEDIATE RELEASE

Hello,

15.02.1999.

Distant Space testing finished

Distant Space testing has finished. The game is now polished to it maximum, so finally we are ready to proceed with the publishing.

15.02.1999.

Wasted Dreams or Distant Space ?

We have received many letters from Amiga fans requesting that we give back the old name to the game Wasted Dreams instead of new one Distant Space. So we have decided to fulfill that request and to come back with the old name, so from now on the game will be known as Wasted Dreams.

15.02.1999.

Wasted Dreams distribution agreement.

During last week we have made a distribution agreement for Wasted Dreams with Vulcan Software Ltd. In a few days the contract will be signed and then we will be ready to print the CDs.

Regards,

Digital Dreams Entertainment

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### 1.24 DIGITAL IMAGES UPDATE

DIGITAL IMAGES UPDATE

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FOR IMMEDIATE RELEASE

I am afraid that Sierra have ruled out the possibility of an Amiga version of Half Life. They say that at present, they are not developing or licencing any software for the Amiga market.

However, as we don't like to disappoint people, we are persuing another licence. At the moment, I can't say who it is, but we have been recieving plenty of votes for this game.

We no longer require your Quake 2 support as we have had a lot of it! Over the last week, I have recived 236 e-mails for Quake 2 support!

Anyway, I hope to bring you news of which game we will be porting very soon.

We have also set up a new mailing list called GoAD. This list is a new mailing list for Amiga games developers who wish to discuss programming ideas, recruit new members to their teams and also to help each other with problems. We will also post a developers news file to this list every week.

Best Regards

Stuart Walker

Digital Images

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### 1.25 AMIGA SWOS NETWORK IS LOOKING FOR HELP

AMIGA SWOS NETWORK IS LOOKING FOR HELP

~~~~~

FOR IMMEDIATE RELEASE

Hello,

(SWOS=Sensible World Of Soccer)

Amiga Swos Network is an organization to give support to Amiga SWOS Players by keeping Team Files up-to-date through a "one admin per country" network. Also informs you about the technical details of SWOS.

We would like to let you know that we are looking for people who can help us in this quest to make a SWOS99 Update possible.

We already have a table and adminlist on our site so people can apply for a country, which doesnt have an admin yet.

Our page is at [www.amigart.com/swos](http://www.amigart.com/swos)

Guvenc Kaplan  
Amiga Swos Network

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## 1.26 TOYSOFT DEVELOPMENT ANNOUNCES AVAILABILITY OF STARGATE 1.0

TOYSOFT DEVELOPMENT ANNOUNCES AVAILABILITY OF STARGATE 1.0

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FOR IMMEDIATE RELEASE

Toysoft Development Inc. is pleased to announce the commercial release of StarGate 1.0 for the Amiga computers. StarGate (SG) is a new premier e-mail client using POP3 and SMTP protocols. SG is highly configurable, very easy to use, 256 color icons, multiple mailboxes and unlimited folders.

StarGate supports multiple e-mail accounts and accounts can be turned off at anytime. Messages can be preview in all mailboxes and folders. A Mail Peek feature lets you look at your mail server before doing the actual message download. This will give you a visual filtering system for spam mail.

An extensive address book lets you maintain user profile with multiple e-mail account. StarGate also supports a unique graphical forms with sounds, detailed error handling, file attachment is easy as drag and drop, helper for MIME messages, customized column views in all mailboxes and folders and many more features.

Come experience the coming of StarGate at [www.toysoft-dev.com](http://www.toysoft-dev.com)

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## 1.27 THE WORLD FOUNDRY NEWS UPDATE

### THE WORLD FOUNDRY NEWS UPDATE

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From: E Collins collins-e@dnet.co.uk

The World Foundry website moves to a new home

Very soon the TWF website will move to it's new home (www.worldfoundry.com) with a new look to it. This should make it much easier to remember where our site is as the Monolith redirection has stopped working and the old site's true address is quite a mouthful.

Explorer 2260 Development update

Development of E2260 has been developing well with much of the station systems which is the heart of the game making good progress. Work is also progressing well on several of the game editors that will be used to create data used for the game (and will most likely be included with the final release).

Screenshots won't be appearing for at least a few months I'm afraid. We would like a release of a demo in the 2nd quarter and the finished game in the 3rd quarter but none of this can be guaranteed so both demo and finished product releases could well fall back into the 3rd and 4th quarters respectively.

Maim & Mangle is revived

After the game being originally cancelled after George Hornmoen's departure from the team to pursue a PC games development career, the rights and code for the game were passed onto us. With work needed heavily on E2260, trying to find a new team to revive M&M was put on the back burner. We now have found a new team to work on the game and development has restarted on the game.

Some of the features have been updated because as there are more PPC Amigas available and better 3D support we feel it would help make a better game and stand out against similar realtime wargames such as Napalm, Operation Counterstrike, Forgotten Forever, etc. Test have been performed on a 3D engine and we have decided it is viable and so has been given the go ahead. Only test graphics of the 3D engine have been used so when we have progressed a little with the engine

So here is the info for those who have not heard of the game before and updated feature list planned for the game.

=====

#### Game Information

Maim & Mangle is a Dune 2 or Command & Conquer style realtime wargame for the Amiga computer but will have plenty of unique features never seen before on an Amiga. It will be one of the most technically demanding Amiga games released to date. However, despite all of the wizardry involved, game-play will always be the top priority.

#### Feature List

---



Some of the features you can expect to see in Maim & Mangle are:

\* Total 3D:

That's right! When Maim & Mangle was originally started to be developed it was to have a 3D landscape but things have changed since then with improved Amiga systems supporting 3D hardware acceleration so this time the game will be in total 3D. The landscape, buildings, vehicles will all be in 3D. The player will be able to move around the map and rotate and zoom in on units to check for damage and info on them.

Since the landscape is in 3D, gameplay can be different from other similar games of this type as units can hide behind hills, infantry can scale cliff faces and canyons, vehicles can fall off cliffs, etc. Units will progress slower up a slope and faster down a slope. Units on a hilltop will have a longer range of fire, however, they will have a 'blind' spot immediately below them.

\* Multiplayer games via TCP/IP:

Maim & Mangle will have full TCP/IP support, so whether you have two Amiga's linked together over a serial cable, or they are on a network, you will be able to fight your friends to the death!

\* Save option for multiplayer games:

Hey, waging a full out assault takes time, and you might not be able to fit it into one session. So we've included the provision to save a multiplayer game.

\* Night-time combat: (1)

Present day wars don't always take place during the day-light, and the wars of the future will be no different. Therefore, night-time combat will also be present in Maim & Mangle. To complement this, infantry will have flashlights, vehicles will have headlights & bases will have searchlights. Additionally, night-time vision equipment and flares will also play an integral part on the Maim & Mangle battlefield.

\* Weather effects:

As all battles do not take place during the day, likewise they do not always take place during fair weather. Thus, weather effects such as rain storms, dust storms, fog, etc. will also be encountered within the game.

\* Way-point navigation:

To complement the movement currently found in games of this style, Maim & Mangle will have a 'way-point' style of directing your units. This will allow the player to tell the units to avoid known landmarks and enemy encampments.

\* Light Sourcing: (1)

Explosions and lights in Maim & Mangle will also light up the surrounding terrain. This will be especially stunning in the night-time battles. Plus many more!

In addition to the above features, Maim & Mangle will include several other features such as a R & D element [akin to Genesia], an on-line library system of known units, and an extensive plot to support the action!

---

(1) Visual effects of this nature may require a 3D Hardware accelerated or PPC Amiga to make the most of it.

#### Predicted System Requirements

- \* Amiga computer. Minimum 040 processor.
- \* PPC boards supported from Phase 5 or G3 card from Escena.
- \* WarpOS PPC kernal will be used. We will provide installation scripts for installing WarpOS and a detailed FAQ for those people who experience problems using WarpOS programs.
- \* Minimum 8MB Ram.
- \* CD drive (recommended 4x).
- \* Hard Drive (uncertain at this time how much space will be needed).
- \* GFX Card Recommended (essential for those with only an ECS Amiga). AGA will also be supported.
- \* Warp3D V2 driver system will be used to provide an independent of hardware standard for 3D on the Amiga.
- \* Modem (33.6+ recommended) and internet account for network games.
- \* AHI installed.

Support for 68k Amigas has been decided for now but may have to be reassessed as the 3D engine becomes more advanced. Possibility of a restriction to a 060 and GFX card if speed is not good enough in lower systems.

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## 1.28 VAPORWARE ANNOUNCES X-ARC 1.3 NOW AVAILABLE

### VAPORWARE ANNOUNCES X-ARC 1.3 NOW AVAILABLE

X-Arc is an archive management program for the Amiga, designed in a similar fashion to WinZip(®) on Windows(®) systems and Stuff-It(®) for MacOS(®).

X-Arc is somewhat different from previously released archive management tools: those programs provided no more than a graphical interface on top of existing archiver commands, often in a incomplete and inflexible way.

X-Arc offers the user an extremely intuitive interface for the more often performed operations, whilst complimenting this with a range of advanced options suitable for the expert user.

X-Arc provides the user with a brand new and sophisticated way to add files to an archive, mixing speed and power never seen in any similar program on any operating system.

X-Arc is based on a modular concept, allowing any third party to develop modules to handle new archive formats without having to alter the main program.

X-Arc offers the ability to perform many operations, using drag&drop, from within the main program or with standard Workbench icons (ie. drag files from

your Workbench screen to X-Arc's lister window). X-Arc also supports drag&drop with Scalos based lister windows.

X-Arc is supplied with an advanced file recognition engine, based on both filename and content matching, allowing the user to display any file using a suitable external viewer.

X-Arc's interface is highly configurable and customisable.

X-Arc allows the user to install software from within the archives, in a matter of seconds, with its installer support.

Where to download it:

FTP:

- \* ftp.vapor.com, pub/xarc/
- \* ftp.us.vapor.com, pub/xarc/
- \* ftp.au.vapor.com, pub/xarc/
- \* ftp.pl.vapor.com, pub/vapor/xarc/
- \* AmiNet, util/arc
- \* X-Arc.lha, 598500 Bytes

(Note that ftp.us.vapor.com has generally the best connectivity of the listed mirror sites)

WWW:

- \* www.vapor.com
- \* vapor.ukonline.co.uk (File mirror only)
- \* www.meanmachine.ch/vapor (File mirror only)
- \* www.AmyResource.it/X-Arc

New features since X-Arc last release (1.2) include:

- \* Installer support: you can now install software from within X-Arc, without the needs to extract the archive, by just press the install button.
- \* Several major and minor bugfixes.
- \* Speed improvement.
- \* Some GUI redesign.
- \* Some new small functions and optimized old ones.
- \* Some new settings in the preferences.
- \* Other minor ones improvements.

New features since X-Arc release 1.1 include:

- \* 4 months spent to rewrite almost all program's basic routines.
  - \* Several bugs fixed, some of which where severe ones.
  - \* Fixed some illegal memory accesses.
  - \* Loading and parsing routines totally rewritten.
  - \* All secondary routine has been adapted to the new internal program design.
  - \* You can now update the contents of a directory of loaded archive without having to reload the whole archive.
  - \* If you perform an operation within one branch of the archive (e.g. adding a file), only this branch is updated. The whole archive is not reloaded again.
  - \* New routines can handle flawlessly even archives version 1.1 had problem to manage.
  - \* Version 1.2 is 1.5 times faster than the previous version, which is a good result since new routines are more sophisticated and reliable.
  - \* Scalos support for drag&drop.
  - \* A file-attributes column added.
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\* Other minor ones.

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Best Regards,  
Federico Pomi

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## 1.29 ACTIVE TECHNOLOGIES ANNOUNCE GENESIS, A NEW TCP/IP STACK FOR THE AMIGA

ACTIVE TECHNOLOGIES ANNOUNCE GENESIS, A NEW TCP/IP STACK FOR THE AMIGA ←

Genesis is a state-of-the-art TCP/IP stack for the Amiga computer. Combining ease of use with advanced features, Genesis offers built in dialup Internet connectivity and/or local area networking.

Genesis requires Magic User Interface (v3.8+) in order to operate.

Further information can be obtained from [www.vapor.com](http://www.vapor.com) or [www.active-net.co.uk](http://www.active-net.co.uk). A demo is also available and you can register online via the Vapor automatic registration form.

Feature list includes:

- \* Easy to setup. The software is fully configurable via a custom interface, no need to edit text files. Offers simplicity, enabling a beginner to be able to setup their stack within minutes, yet keeping the advanced features needed for the professional user.
- \* Compatibility. Genesis is fully compatible with existing Amiga Internet software. Based on the recognised and established AmiTCP Professional kernel (v4.6), Genesis offers the highest possible compatibility with other net products, no need for AmiTCP emulation.
- \* Built-in support. Genesis ships with modules for PPP, (C)SLIP and support for other variations such as SANA-II etc. Supports Internet access by modem, external ISDN TA, internal ISDN boards, ethernet (such as Ariadne or Hydra), serial cards (Hypercom, IOBlix, GVP-IO etc) and other local networks (parnet, null modem etc).
- \* Advanced PPP implementation: (MS)CHAP, PAP, Callback (WinNT compatible), VJ compression, protocol field compression, MTU negotiation, magic number negotiation, async map negotiation, MSDNS1/2 IP address negotiation, WINS1/2 IP address negotiation, Compression Control Protocol (modules include - BSD compress, deflate and MPPC). Also, PPP events control allows you to create scripts to perform actions when PPP has been put on or offline.
- \* Dial control. Teach-me dialer, multiple phone numbers, configurable dial script.
- \* Comprehensive security. Secure kernel to prevent illegal attacks over the Internet: SYN flooding, IP fragment attacks, IP address spoofing, land and

fist attacks.

- \* Enhanced SANA-II. Powerful and improved SANA-II support allows the fastest transfer rates across an ethernet network.
- \* Connection Wizard. Step by step Wizard interface to connect a user to the Internet. Enter basic information, Wizard obtains the IP and DNS information automatically and records your loginscript.
- \* Arexx interface and improved API - allows external software to check status of interfaces, logged in user, active user and much more.
- \* Socks. Socks v4/5 client supplied as standard. Socks server available, free of charge, as a downloadable option.
- \* Multiple interface support. This allows you to connect and disconnect more than one interface at one time. For instance, create two ethernet links between an Amiga and Linux machine and another between your Amiga and PC and then still connect and disconnect from your Internet (dialup) connection, without the other interfaces being affected. You can even launch Genesis on bootup so that a local area network is put online automatically when you start your Amiga. This is essential for a Siamese system, for example. You can then use Genesis for modem dialup or route your dialup connection via the remote computer. Multiple interface support is easy to setup and the interfaces are listed within the main status window (shown here). Allows routing between interfaces.
- \* Multiple-user support. Full support and API for multiple-users. Create more than one user and then log-on via the main status window (users can be password protected to prevent unauthorised access). The multi-user API is currently supported by a range of Amiga Internet software including Microdot-II, Contact Manager and soon YAM (from r7), with more in the future.
- \* Multiple providers. Add multiple providers or provider configurations with ease, then select these providers by point and click, from the main status window. You might be testing two providers with a 30-day trial? Setup both providers and flick between them.
- \* Access control. Parents have full time/access control over each user. The system manager can setup time limitations (for example a user could be prevented from connecting during the working hours 09:00-18:00). Genesis will double-check the current time on connection, so that the user cannot temporarily alter the system clock to fool software into thinking it is a weekend, for instance.
- \* Advanced time/cost logger. Shows each user access (or overall access), time and date and the cost of this access. Genesis shows statistical information to help you monitor Internet costs and time usage.

For further information:

Active Technologies  
 113 Victoria Road  
 Darlington  
 County Durham  
 England, DL1 5JH.

Tel : +44 (0)1325 460116

Fax : +44 (0)1325 460117

Web: [www.active-net.co.uk](http://www.active-net.co.uk)

E-mail: [sales@active-net.co.uk](mailto:sales@active-net.co.uk)

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## 1.30 CONTENTS OF THE ISSUE 121 OF AMIGA FORMAT

CONTENTS OF THE ISSUE 121 OF AMIGA FORMAT

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### Spring Cleaning

Ben Vost helps you tidy up your Workbench and gives advice on cleaning the outside of your machine, as well as your hard drive.

### Nick's review:

Nick Veitch goes over the 72 issues he's been involved with, now he's moving on to new pastures.

### Reviews

- \* BVisionPPC: It's finally here, and Andrew Korn gives it a thorough review.
- \* IOblix: Simon Goodwin reviews the Zorro II version of this IO card, while...
- \* IOblix 1200: Andrew Korn checks out the versions for the A1200.
- \* AmigaWriter: Need a new word processor? Ben Vost checks out the latest contender.
- \* Romblor: It's an Mpeg audio add-on for the Prelude card, and it's reviewed by Simon Goodwin
- \* The Key to Driving Theory CD: Ben Vost gets to test his non-existent driving theory with this CD from Epic.
- \* DOpus Magellan II: AF finally review the best Workbench replacement, with Neil Bothwick at the helm.
- \* DOpus CD: Neil Bothwick also checks out this add-on for Directory Opus.
- \* Reader Review - Sequencer One Plus: Not only does John Carrington review Sequencer One Plus, he's given us some audio tracks that he's created with it to put on the CD.

### ScreenPlay

In this issue of Amiga Format you can find previews of T-Zer0 (the game previously known as Trauma 0), Phoenix Fighters and more, and due to the lack of new releases, they review the "A-Z of Amiga Games" and the "A-Z of Spectrum Games", along with our usual Reader games, a WIP (Work-in-Progress) from Digital Images's SS3000, and a guide to playing Quake.

### Creative

- \* Amiga.net: Free ISPs are the focus of Dave Cusick's column this issue.
- \* Emulators: Simon Goodwin does a special one-off on the developments in the emulator world since his column on them finished.
- \* HTML: Neil Bothwick regales us with tales of tables.
- \* Music: Tony Horgan talks about reasonably priced MIDI equipment to kit our your studio with.
- \* C for yourself: It really is the last in the series this time, and John Kennedy finishes off telling you how to write a game.

### Coverdisks:

This issue features Beatbox 2, Madhouse, Video Poker and Legend on the floppies, and the CD has the usual mix of stuff, including Shapeshifter 3.10, the Moonbases final demo (for AGA and gfx cards), a demo of CYCAS a

new CAD package and two audio tracks to go with the reader review.

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## 1.31 ALIVE MEDIASOFT RELEASES THE PROPHET FEATURE LIST

### ALIVE MEDIASOFT RELEASES THE PROPHET FEATURE LIST

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The Prophet feature list - Alive Mediasoft

Over 200,00 locations set in the city, dungeons, graveyard, crypt, temple and an alternate dimension.

More than 50 different types of locations, including shops, taverns, guilds, spinners, false walls, Teleports, buttons, levers, etc.

Every monster has two different attack moves also graphics when defending, hurt and dying. A total of 25 frames of animation for each monster.

Each type of monster has totally unique strengths and weaknesses, some have poison, disease or magic attack. Some may try to weaken you by attacking your arms or legs, others might beat you unconscious.

Four different styles of attack that vary in efficiency depending on the weapon used and your skill in that attack. A defensive move, as well as a run away for mummy's boys.

Dozens of different items, including keys, foods, potions and spells.

Each weapon has its own individual statistics so you can see how good it is for hacking, slashing, jabbing, defending as well as how heavy it is and how easy to use.

Complex and realistic character health, with overall health (HP), as well as individual body areas. All health effects fully displayed on your character, so you can see just by looking how bad the wound on his arm really is. Many different types of poison and disease that can spread through your body, all displayed in full colour.

A full graphical display of your character showing the different armour worn and weapons held.

No fixed route through the game, Go where you want, do what you want, when you want too. Discover plots within plots, help poor unfortunates or just kill for money and power. Quests that change the shape of the game, completing one may open or close another. Will the city's inhabitants sing of your deeds, or fearfully whisper your name.

A unique learning system, that means you choose how your character will advance.

Train in magic, thievery, medicine or fighting skills.

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Steven Flowers
Director.
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( Stevenalive@innotts.co.uk )
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## 1.32 NAPALM HAS BEEN FINALLY RELEASED!

NAPALM HAS BEEN FINALLY RELEASED!

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It's been a long wait but it is finally over with the release of Napalm for the Amiga.

NAPALM: The Crimson Crisis is an all new real-time strategy wargame from clickBOOM. Both Command & Conquer and Red Alert featured high in the clickBOOM wishlist that they ran, because of this it was obvious that this type of game was something Amiga users wanted.

The game is set in the near future in which human made robots with high intelligence yet very rebellious behavior attempt to take over the Earth, it is your job to stop them.

The game itself follows in the footsteps of the most popular real-time wargames such as Dune II & Command & Conquer. It plays in a very similar fashion, where two armies clash on the battlefield. This can be either against the computer or against another player with two linked computers (via serial, modem or internet connection).

To win, the aim is simple. To destroy the other sides army, obviously, you have a massive range of soldiers, vehicles (from tanks to helicopters) and other attacking devices at your disposal. The fact that Napalm is set in the future allowed clickBOOM to implement very high-tech vehicles that are only limited by their imagination - some of these units will be of the like that has never been seen before, however, you'll have to wait till the games release to find out what they are. To enable you to build these buildings/units you will require credits, these are gained by mining your surroundings for fuel.

Obviously, the 1 player missions will be great fun with them not all being of the destroy everything mold but also with specific aims. However, as with any other multi-player games Napalm comes into its own when played with a human opponent. clickBOOM have put a lot of effort into this part of the game to make sure that it doesn't become too repetitive. Many features have been added so that even when it looks like you are down and out there will be a way for you to survive and come back. Many options have been implemented that ensure a long

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lasting appeal, there are many ways to attack, defend against, trick and destroy your enemy.

The game is completely multi-tasking and OS friendly, it comes on CD-ROM only and it Napalm requires 16Mb of Ram.

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### 1.33 DIGITAL IMAGES UPDATE

#### DIGITAL IMAGES UPDATE

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FOR IMMEDIATE RELEASE

Hello,

I am pleased to tell you that Space Station 3000 is finally on the road to completion and we are hoping to have it complete next month. It will feature some amazing Doom style gameplay as well as many new and original ideas. Benchmarks of the Doom engine will be uploaded to our website very soon, but you should get good speeds even with an 030 and AGA! All graphics cards shall be supported as well. A demo of Space Station 3000 will be released in less than 4 weeks.

Some people have been asking about the Syndicate style game. Well, unfortunately this has been cancelled due to certain things breaking up, but you can still look forward to many of our other titles which will be on the way very soon.

Wipeout 2097 is progressing nicely and we hope to release a demo and some screenshots very soon!

Best Regards

Stuart Walker

Digital Images

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### 1.34 EYELIGHT ANNOUNCES TORNADO3D 2.1A AS A FREE UPGRADE

## EYELIGHT ANNOUNCES TORNADO3D 2.1A AS A FREE UPGRADE

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FOR IMMEDIATE RELEASE

Tornado3D V2.1a FREE UPGRADE - What's new since V2.0?

- \* Permedia2 support - Unleash the power of your CVPPC/BVPPC! And it works for real. ;) )
- \* Faster PowerPC - Now upto 10 times faster than a 68060 with 603e and 604e special code!
- \* PowerPC Textures - Optimized PowerPC Crumpled and Bricks textures are now in.
- \* Particle World Gravity - Particle systems can now interact with world's gravity!
- \* Metamesh Auto-V Tension - V Edge Tension is auto adjusted when U Tension is modified.
- \* Clipmapped Shadows - Even more realistic clipmaps, great for SFX models and rotoscoping!
- \* Object LookAhead - Global property forces objects to align to where they are heading.
- \* New Golem functions - Ready made scripts to group lights, make helicopter blades spin!
- \* Trailing Particles - Leave particle trails to simulate missile exhausts and comets!
- \* High "Low" Quality - New rendering method replaces Low has full quality at amazing speed!
- \* Edged particle objects - Turn polygons into line particles: "Wireframe" effects made easy!
- \* Fireball Interpolation - Fireball texture can fade for explosions and volumetric suns!
- \* Smoke gravity - Smoke particle systems now allow gravity property!
- \* Improved volumetrics - More accurate results and works even with depthless objects!
- \* Volumetric Tracing - Point Lights can now cast raytraced shadows!
- \* Faster Lens Flare preview - Preview of lens flares is now two times faster!
- \* SmartApt - The Smart(ad)Apt(er) detects the processor used to provide optimal performance!
- \* Group LookAts - Now Look At command and animation control works on (sub)groups as well!
- \* Group Transformation Panel - Now transformation panel applies its forms to groups as well!
- \* Font Preferences - Preferences panel allows to choose and save the preferred screen font.
- \* Equalize Scaling - Rebuilds the size/position relationships of a group.
- \* Plus many more bug fixes and enhancements!

YES, we know we should have called this v2.5 at the very least. It includes more features than some other softwares do with major revisions. However, compared to the amazing array of ground-breaking features Tornado3D V3.0 will have, this can be considered a minor upgrade. And it's FREE to all the loyal Tornado3D users out there!

The new shadow-casting, clip-mapped surfaces allow for high quality integration of real and rendered sequences.

Permedia2 support requires CyberGFX V4, which is a commercial product. Please

visit Schatztruhe Gmbh for more details on upgrading from CyberGFX 3 or purchasing V4.

Due to site maintenace we are unable to serve updates at the moment. Updates will be available again beginning Febraury 23rd, 1999. We apologize for this problem.

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## 1.35 A LETTER FROM DONALD FELDBRUEGGE

A LETTER FROM DONALD FELDBRUEGGE

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Hello Angel Alvarez Diaz,

I am writing this short note to tell you that I enjoy reading your publication "AmiChannel News". I suppose you seldom receive any information regarding the number of readers and how satisfied they are with the publication -- I thought it might be good for me to write and tell you that I find it very useful and read every issue.

Thank you for AmiChannel News.

Best wishes,  
Donald Feldbruegge

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