

ACN_10

Angel Alvarez

COLLABORATORS

	<i>TITLE :</i> ACN_10		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Angel Alvarez	October 9, 2022	

REVISION HISTORY

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Contents

1	ACN_10	1
1.1	AmiChannel News	1
1.2	Main Menu of AmiChannel News	1
1.3	Editorial	2
1.4	News	2
1.5	Articles	5
1.6	AMIJOE REMARKS FROM MET@BOX	5
1.7	PHASE5 ANNOUNCES THE EXPANDIBILITY OF ITS G3/G4 ACCELERATORS FOR AMIGA	7
1.8	UGN ANNOUNCES HENRY CHUNG AS ASIA COORDINATOR	10
1.9	BITWISE ANNOUNCES PHOENIX FIGHTERS' WEB SITE AND DEMO	12
1.10	RANDOMIZE ANNOUNCES SCANQUIX/UMAX SCANNER BUNDLE	12
1.11	ANNOUNCE: SETDST 1.0	13
1.12	SIAMESE SYSTEMS ANNOUNCES MULTI-BOARD COMPUTER SYSTEM CASE	14
1.13	OPEN LETTER TO THE COMMUNITY BY JIM COLLAS: APRIL 1999	15
1.14	UPDATE ON AMIGA'S MAJOR ACTIVITIES: APRIL 1999	17
1.15	AMINET 30 HAS BEEN RELEASED!	18
1.16	UPCOMING RACING GAME FOR THE AMIGA	20
1.17	HAAGE&PARTNER NEWS	20
1.18	OS BUNDLE (LINUX, NETBSD & P.OS) AVAILABLE!	21
1.19	AMBERMOON AND AMBERSTAR NOW FREE	23
1.20	TWISTER PPC TURBOBOARD	23
1.21	AMICOMSYS GETS A NEW HOME	24
1.22	CINEAMIGA WEBSITE UPDATED	25
1.23	AMIGA DOWNUNDER 99 SHOW	25
1.24	HERETIC PORT 0.999(9) AVAILABLE	26
1.25	IBROWSE 2 IS COMING!	27
1.26	LIVEWIRE AMINET MIRROR GOES DOWN	28
1.27	MAILING LISTS AT NORDICGLOBAL.COM HAVE BEEN SWITCHED	28
1.28	INTERVIEW WITH MR. PETRO TYSCHTSCHENKO	30
1.29	FINNISH AMIGA USERS GROUP ANNOUNCES SAKU 99	33

1.30 TOYSOFT DEVELOPMENT ANNOUNCES AVAILABILITY OF STARGATE V2.0 MUI	33
1.31 TWF NEWS UPDATE: 1ST APRIL 1999	35
1.32 LATEST AMIGA NEWS	36
1.33 ANTIGRAVITY.COM ADDS INTERACTIVE ALIEN BOXER FAQ	37
1.34 AMIWEST'99 COMING IN JULY	37
1.35 ANNEX IN AMIGAWARES AT ST. LOUIS	39
1.36 BLITTERSOFT TO BEGIN TAKING PRE-ORDERS FOR AMIGAOS 3.5	39
1.37 HAAGE&PARTNER NEWS	40
1.38 NCAUG COOKOUT AT SOFTWARE HUT	41
1.39 RANDOMIZE TO INTRODUCE THE GENESIS ODYSSEY PPC II	41
1.40 ANNOUNCE: FIRST 3 TURNS FREE FOR STORM OF THE EYE	42
1.41 CONTENTS OF THE ISSUE 124 OF AMIGA FORMAT	43
1.42 AMIGA PRESS CONFERENCE	44
1.43 NEW ALIVE WEBSITE	45
1.44 ANTIGRAVITY.COM OFFERS FUSION & PCX EMULATORS WITH OS 3.5 PRE-ORDER	46
1.45 WHO WANTS FUSIONPPC AND PCXPPC?	47
1.46 HURRICANE STUDIOS ANNOUNCE AVAILABILITY OF THE FIRST AMIGA COMMERCIAL PPC GAME	48
1.47 AMIGA JIKES JAVA COMPILER NOW AVAILABLE	49
1.48 ANNOUNCEMENT: NEWSROG VERSION 1.6 UPDATE	49
1.49 THE INTERNET & OS 3.5	50
1.50 RECRUITING PEOPLE FOR PORTRAIT DEVELOPMENT TEAM	51
1.51 BEST POWER TO SUPPORT AMIGA	52
1.52 VOYAGER NEWS	53
1.53 WARPUP RELEASE 4 NOW AVAILABLE	55
1.54 WORLD OF AMIGA '99 - IT'S GOING AHEAD!	57

Chapter 1

ACN_10

1.1 AmiChannel News

```

-----
#                                     #####
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1.2 Main Menu of AmiChannel News

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                                         AmiChannel News - Issue 8
                                   April 1999

The fast magazine in ENGLISH about all the news in the AMIGA world

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      Editorial
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News

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Articles

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1.3 Editorial

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---| EDITORIAL |-----| YOU GOTTA BE |---

Welcome to AmiChannel News

Hello and welcome to the 10th issue of AmiChannel News.

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

www.saug.com/eng/selec.html

or you can visit its mirrors located in:

www.geocities.com/SiliconValley/Sector/2282/sau/index.html

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

angel@saug.org

Thanks for reading and I hope you enjoy this issue.

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

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Main Menu

|-----|

1.4 News

---| NEWS |-----|

*
AMIJOE REMARKS FROM MET@BOX

*
PHASE5 ANNOUNCES THE EXPANDIBILITY OF ITS G3/G4 ACCELERATORS FOR ←
AMIGA

*
UGN ANNOUNCES HENRY CHUNG AS ASIA COORDINATOR

*
BITWISE ANNOUNCES PHOENIX FIGHTERS' WEB SITE AND DEMO

*
RANDOMIZE ANNOUNCES SCANQUIX/UMAX SCANNER BUNDLE

*
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*
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*
AMINET 30 HAS BEEN RELEASED!

*
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*
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*
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*
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*
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*
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*

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*

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*

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*

TWF NEWS UPDATE: 1ST APRIL 1999

*

LATEST AMIGA NEWS

*

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*

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*

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*

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*

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*

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COMMERCIAL PPC GAME

*

AMIGA JIKES JAVA COMPILER NOW AVAILABLE

*

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*

BEST POWER TO SUPPORT AMIGA

*
 VOYAGER NEWS

*
 WARPUP RELEASE 4 NOW AVAILABLE

*
 WORLD OF AMIGA '99 - IT'S GOING AHEAD!

---| _____
 Main Menu

1.5 Articles

---| ARTICLES |-----

*
 OPEN LETTER TO THE COMMUNITY BY JIM COLLAS: APRIL 1999

*
 UPDATE ON AMIGA'S MAJOR ACTIVITIES: APRIL 1999

*
 INTERVIEW WITH MR. PETRO TYSCHTSCHENKO

*
 NCAUG COOKOUT AT SOFTWARE HUT

*
 CONTENTS OF THE ISSUE 124 OF AMIGA FORMAT

*
 WHO WANTS FUSIONPPC AND PCXPPC?

*
 THE INTERNET & OS 3.5

*
 RECRUITING PEOPLE FOR PORTRAIT DEVELOPMENT TEAM

---| _____
 Main Menu

1.6 AMIJOE REMARKS FROM MET@BOX

AMIJOE REMARKS FROM MET@BOX

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What "stuns" me ....

We are very glad to see that our recent announcement of the AmiJOE G3 processor upgrade for the AMIGA contributes not only to the ongoing discussion about the future of AMIGA, but also to the design efforts of other companies. Even in their approach towards potential customers and users of such products these people have started to think a little more customer-friendly. So, maybe it's time to release some more educational stuff.

Our AmiJOE 1200 is certainly meant for the majority of loyal Amigans still using one of the most exciting sub-500-\$ computers worldwide. But please note, that we do not provide the G3 solution to owners of a customized A1200 built into a big tower case. Our AmiJOE will fit into the regular keyboard-style case of the original A 1200. How do we do that? Engineering!

The AmiJOE 1200 will have an expansion socket for a module also fitting into the regular A 1200, offering either USB or, without any difference in price, a Fast-SCSII 2 - connector. This module is part of the AmiJOE 1200 product and included in the price of 599 EURO.

AmiJOE 2000/3000/4000 will obviously be a little bigger in size, so it has USB on board. The PCI 2.1 - compliant connector will be ready to connect to another expansion card, the MultiJOE. At this stage, we don't want to disclose too much information about the MultiJOE, since others should think up their own ideas. We are only going to let you know that MultiJOE will offer Ultra-SCSII and a complete graphics system, which includes 2D/3D, video-in and digitizing, alpha blending, genlock and flicker-reduction and AC-97-sound.

In the last couple of months, we have learned a lot from our microprocessor partners about G4 and AltiVec. The major benefit of the G4 (PPC 7400) will be to handle up to 2 Mbyte of Backside Cache. It's some waste of time making 1 MB BSC solutions with the G4, so we will stick to the G3 for now. One important thing to understand is that this next generation of PowerPC isn't ready to ship by the time we will start to deliver the AmiJOE to the market. As it becomes available, there will be another product, too.

Firewire maybe of interest for digital video editors, but it's our clear vision that USB will bring a broad range of modern peripherals into the Amiga world. On the other hand, video work will bring much fun and productivity with the MultiJOE, and this will be a turn-key- solution without paying a fortune.

EURO pricing is rather new, but makes it very easy for all customers in Europe and the US to figure out their ticket into the G3 sphere. We appreciate that others will join these practices, adding also more transparency to the competition.

As we still don't ask for prepayments, it's good to support people who need this type of financials. And in this case, it's very customer friendly to accept orders even without the prepayment, although they will have to pay a huge interest charge on top.

Time will tell about reality.

Your's sincerely

Stefan Domeyer  
 President & CEO  
 met@box AG

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---|
      Main Menu
      |-----|
      News
      |---
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## 1.7 PHASE5 ANNOUNCES THE EXPANDIBILITY OF ITS G3/G4 ACCELERATORS FOR AMIGA

PHASE5 ANNOUNCES THE EXPANDIBILITY OF ITS G3/G4 ACCELERATORS FOR AMIGA ←

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FOR IMMEDIATE RELEASE

phase 5 digital products is excited to announce that the next step in ground-breaking technological progress will take place soon. Since we first announced the Cyberstorm G3/G4 project just 10 days ago, the overwhelming response by the Amiga Community has not only convinced us to extend the original Cyberstorm G3/G4 project to an extended Amiga G3/G4 product line. Driven by the excitement of so many Amiga users, we have spent many hours of additional consideration meanwhile, discussing the requests and demands by the user community, and going into technical details and cost optimization. Today we can present some exciting news, which also make some of the statements of the original announcement and the update obsolete already. However, if you had not informed yourself about this development before, please read these original announcements which contain information about conditions and time frames for this new product generation.

Following the history of world's most established processor upgrade technology for Amiga computers, and implementing the experience of the innovator who made the PowerPC technology for the Amiga a reality, we at phase 5 digital products have also decided to make this new technology available to a much larger user base, and doing what we always did in the past years with our stunning products: Offer more value for less money! And that's what we will be doing again - so go ahead and read about the new additional features at the new lower prices!

New models:

By introducing a second product, the Blizzard G3/G4, we will also provide the stunning G3/G4 technology and performance to the users of A1200 Tower systems. Two models - one with G3 and one with G4 processors - can be ordered now. We are also now taking orders for the 300MHz G4 version of the Cyberstorm G3/G4.

New features:

All G3/G4 boards from phase 5 digital products come with SCSI on board -

UltraSCSI on the A1200 versions, UltraWide SCSI on the A3000/A4000 version. Our proven SCSI technology, which has been providing unmatched performance since seven years, will provide full backwards compatibility with existing SCSI devices. But even more than that: With the integration of 400Mbit/s FireWire ports, all our G3/G4 boards open the door to this future industry standard, including the world of digital video devices

New prices:

By proceeding with the related projections and calculations, and going into the details, we have been able to determine new and improved pricings which will make these stunning products even more attractive. Plus, we have changed the pricing to EURO (for Europe) and US\$ (for outside Europe).

New Order & Prepayment conditions:

In order to proceed quickly with the finalization and production of this new product line, we still require the originally announced quantity of back orders with a prepayment deposit. All customers who support our development will receive a major discount, as announced before (please see below for the new prices and discounts for the different models). But phase 5 digital products is also ready to take orders now without prepayment, for the suggested retail prices listed for the different products. These orders will not be shipped by phase 5 digital products directly, but forwarded to local dealers and distributors.

So far the overview of the major changes in the project. Now here comes the list of the extended and updated new G3/G4 product line for the AMIGA by phase 5 digital products. Right now, users can choose out of the following four models:

BLIZZARD G3/300 for A1200 Tower systems

- * 300 MHz PowerPC750 processor with 1MB fast Backside-Cache.
- * Ultra SCSI on board for backwards compatibility with a large number of existing SCSI devices, providing a performance of up to 20MB/s.
- * Three 400Mbit FireWire ports (IEEE-1394), allowing the connection of up to 63 devices, and opening the world of digital video to the AMIGA
- * up to 1 GB SDRAM
- * PCI-Bridge-Connector: This interface, a fully PCI 2.1 compliant implementation, allows the connection of PCI devices or PCI backplanes, thus allowing the expansion of the Amiga with all kinds of industry standard hardware products.
- * suggested retail price of EURO 669.00 (Europe) or US\$ 729.00 (outside Europe)
- * Customers who are ready to pay a prepayment deposit of EURO 125 / US\$ 140 will take advantage of the discounted prepaid price of EURO 589.00 or US\$ 639.00 including worldwide free postal delivery - and, of course, will be among the first to receive their Blizzard G3 board!

BLIZZARD G4/300 for A1200 Tower systems

- * 300 MHz PowerPC7400 processor (G4 with AltiVec) with 1MB fast Backside-Cache
 - * The breathtaking multimedia performance of the 128-Bit AltiVec vector processing unit will open new dimensions to all kind of applications which are optimized on the G4 chip
 - * Ultra SCSI on board for backwards compatibility with a large number of existing SCSI devices, providing a performance of up to 20MB/s.
 - * Three 400Mbit FireWire ports (IEEE-1394), allowing the connection of up to 63 devices, and opening the world of digital video to the AMIGA
-

- * up to 1 GB SDRAM
- * PCI-Bridge-Connector: This interface, a fully PCI 2.1 compliant implementation, allows the connection of PCI devices or PCI backplanes, thus allowing the expansion of the Amiga with all kinds of industry standard hardware products
- * suggested retail price of EURO 749.00 (Europe) or US\$ 829.00 (outside Europe)
- * Customers who are ready to pay a prepayment deposit of EURO 125 / US\$ 140 will take advantage of the discounted prepaid price of EURO 659.00 or US\$ 729.00 and worldwide free postal delivery - and, of course, will be among the first to receive their Blizzard G4 board!

CYBERSTORM G3/400 for A3000/A4000 systems

- * 400 MHz PowerPC750 processor with 1MB fast Backside-Cache.
- * UW-SCSI on board, providing a performance of up to 40MB/s and backwards compatibility with a large number of existing SCSI devices.
- * Three 400MBit FireWire ports (IEEE-1394), allowing the connection of up to 63 devices, and opening the world of digital video to the AMIGA
- * up to 1 GB SDRAM
- * PCI-Bridge-Connector: This interface, a fully PCI 2.1 compliant implementation, allows the connection of PCI devices or PCI backplanes, thus allowing the expansion of the Amiga with all kinds of industry standard hardware products
- * suggested retail price of EURO 949.00 (Europe) or US\$ 1049.00 (outside Europe)
- * Customers who are ready to pay a prepayment deposit of EURO 125 / US\$ 140 will take advantage of the discounted prepaid price of EURO 829.00 or US\$ 919.00 including worldwide free postal delivery - and, of course, will be among the first to receive their Cyberstorm G3 board!

CYBERSTORM G4/300 for A3000/A4000 systems

- * 300 MHz PowerPC7400 processor (G4 with AltiVec) with 1MB fast Backside-Cache
- * The breathtaking multimedia performance of the 128-Bit AltiVec vector processing unit will open new dimensions to all kind of applications which are optimized on the G4 chip
- * UW-SCSI on board, providing a performance of up to 40MB/s and backwards compatibility with a large number of existing SCSI devices
- * Three 400MBit FireWire ports (IEEE-1394), allowing the connection of up to 63 devices, and opening the world of digital video to the AMIGA
- * up to 1 GB SDRAM
- * PCI-Bridge-Connector: This interface, a fully PCI 2.1 compliant implementation, allows the connection of PCI devices or PCI backplanes, thus allowing the expansion of the Amiga with all kinds of industry standard hardware products
- * suggested retail price of EURO 899.00 (Europe) or US\$ 989.00 (outside Europe)
- * Customers who are ready to pay a prepayment deposit of EURO 125 / US\$ 140 will take advantage of the discounted prepaid price of EURO 779.00 or US\$ 859.00 and worldwide free postal delivery - and, of course, will be among the first to receive their Cyberstorm G4 board!

All prices do not include VAT / MwSt. or any other local taxes or duties which may apply. Specifications and prices are subject to change.

A note about Software:

For the add-on features such as the SCSI interfaces or the FireWire ports, phase

5 digital products will provide the necessary software tools and drivers, and also cooperate with other developers. Additionally, we are in negotiations about licensing useful software to ship with our G3/G4 boards, and will take care that support of the upcoming AmigaOS developments is realized.

Another note on the prepayment & discount:

Remember, the prepayment which enables you to take advantage of the discounted price, will go on a special notary account as announced earlier. The amounts collected there will not become available to us before we actually ship the products; they are a deposit which support our efforts to bring out the new products for the Amiga which the users have been asking for, thus representing a partnership between the Amiga community and us in realizing this stunning new technology for the Amiga.

If this new list of stunning product offerings includes the G3/G4 model which you want for your Amiga 1200 Tower/3000 (T)/4000(T), then do not hesitate but go ahead and support us in supporting the future of the Amiga by placing Your CYBERSTORM G3/G4 or BLIZZARD G3/G4 preorder NOW!

IMPORTANT:

If you have already placed an order during the last 10 days, please DO NOT place a new order! We will email or mail you in the next days, to verify if your order may be changed to a different model.

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|
|           Main Menu
|           |-----|
|           News
|           |---
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1.8 UGN ANNOUNCES HENRY CHUNG AS ASIA COORDINATOR

UGN ANNOUNCES HENRY CHUNG AS ASIA COORDINATOR

FOR IMMEDIATE RELEASE

Contacts:

Wayne Hunt, UGN Executive Director - wayne@amiga.org

Fabian Jimenez, UGN Public Relations - fabian@cais.com

The User Group Network (UGN) is pleased to announce the selection of Henry Chung as the Asia Coordinator for the UGN. Henry will help represent user groups located from Pakistan to the Far East. Henry, like the other Worldwide Coordinators, will collect information from user groups in his area when needed, as well as forward on to them information from the UGN, Amiga Inc., and developers.

Henry is one of the many Coordinators who represent the UGN's Worldwide commitment to supporting Amiga User Groups everywhere. The UGN Area Coordinators function as the Board of Directors. Their decisions make sure that the UGN goals and plans are beneficial to all. They will do their best to ensure

that all Amiga User Groups are supported. The UGN is not about one person, or one country. It's about all of us!

User Group Officials are encouraged to contact their local UGN representative nearest them:

BOARD OF DIRECTORS

- * Asia Coordinator: Henry Chung - henrychung@hotmail.com
- * Africa Coordinator: Cade Hannan - cihanna@vm.sc.edu
- * Europe Coordinator: Tony Mees - tony@amiga.org
- * Middle East Coordinator: Mohammed Mostafa Karam - kamba@technologist.com
- * North America Coordinator: Robert Hamilton - lostman@amiga.org
- * Pacific Rim Coordinator: Wayne Martin - tb@amiga.org
- * South America Coordinator: Giovanni Perdomini - giovanni@opensite.com.br
- * User Representative: Harv Laser - harv@amigazone.com

REGIONAL COORDINATORS

- * Europe
 - * AAA Awards (special): Martin Sahlen - zealous@amiga-cg.se
 - * Belgium: Frank Mosch - frankm@glo.be
 - * Denmark: Mikkel Lokke - flameduck@software.dk
 - * Finland: Janne Siren - siren@mikrobitti.fi
 - * France: Jean Thomas Munier - overaga@id-net.fr
 - * Germany: Christoph Dietz - chrisdi@chrisdi.kdt.de
 - * Italy: Alessandro Gerelli - a.gerelli@agonet.it
 - * Netherlands: Dennis Cornet - dcornet@multiweb.nl
 - * Portugal: Miguel Goncalves - ee97228@tom.fe.up.pt
 - * Russia: Eugene Stepanoff - sysop@neworder.spb.ru
 - * Spain: Raphael Morales - rmorales@bpe.es
 - * Sweden: To Be Decided
 - * Switzerland: Claude Mueller - claudem@eye.ch
 - * UK: Chris Livermore - chrisl@amigasoc.org
- * North America
 - * Eastern US: Mike Rozack - mrozack@infinet.com
 - * Central US: Chris Holt - digitalq@earthlink.net
 - * Western US: Joanne A. Calhoun - venom@psnw.com
 - * Canada: Paul Haggins - ugn-rep-ca@graphix-design.com
- * Pacific Rim
 - * Australia: Blaz Segavac - blazs@orac.net.au
 - * New Zealand: To Be Announced

The User Group Network is an organization dedicated to the advancement of the Amiga oriented User Groups worldwide. The UGN will work cooperatively with all to establish a valuable resource to share and disseminate information to Amiga User Groups. See what the UGN can offer your User Group at ugn.amiga.org.

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-----|
Main Menu
|-----|
News
|----
-----|

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1.9 BITWISE ANNOUNCES PHOENIX FIGHTERS' WEB SITE AND DEMO

BITWISE ANNOUNCES PHOENIX FIGHTERS' WEB SITE AND DEMO

FOR IMMEDIATE RELEASE

Phoenix Fighters, from Alive mediasoft Ltd, now has its web site ready with the latest demo (version 1.1) available for download.

The web site, hosted by the development team Bitwise, is located at:
www.cs.umu.se/~dva95rng/PF.html

/Bitwise, Mar-30-1999 - Robert Norberg

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---|
      Main Menu
      |-----|
      News
      |---
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1.10 RANDOMIZE ANNOUNCES SCANQUIX/UMAX SCANNER BUNDLE

RANDOMIZE ANNOUNCES SCANQUIX/UMAX SCANNER BUNDLE

Randomize, Inc. - Toronto, Canada - March 29, 1999

Randomize brings affordable flatbed scanning to the Amiga in North America by introducing ScanQuix Amiga Scanner and its ScanQuix/Umax Scanner Bundle.

ScanQuix 4 works with a number of popular scanners and provides a universal scanner interface for the Amiga.

The ScanQuix/Umax Scanner Bundle provides ScanQuix 4 bundles with the Umax Astra 610S, 1200S and 1220S scanners giving the cost effective flatbed scanning solution.

Simply connect the Umax Astra Scanner to your Amiga's SCSI port (we offer the DKB Spitfire as a bundle options for those needing as SCSI controller) and install ScanQuix 4 and your ready to scan.

Umax Astra 610S Bundle - \$224.95 US, \$349.95 CDN
 Umax Astra 1200S Bundle - \$289.95 US, \$449.95 CDN
 Umax Astra 1220S Bundle - \$319.95 US, \$499.95 CDN
 ScanQuix 4 Software (sold separately) - \$99.95 US, \$149.95 CDN
 DKB Spitfire - \$89.95 US, 139.95 CDN

Additional information can be found at www.randomize.com/scannerbundle.html

Randomize, Inc.
 R.R. #2,
 Tottenham, Ont.

LOG 1W0

Phone: 905-939-8371
 Fax: 905-939-8745
 email: sales@randomize.com
 WWW: www.randomize.com

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---|
      Main Menu
      |-----|
      News
      |---
-----|
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1.11 ANNOUNCE: SETDST 1.0

ANNOUNCE: SETDST 1.0

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FOR IMMEDIATE RELEASE

Hi everyone!

Again it's the time of the year birds start to collect bunches of nesting material, the course of the sun reaches higher every day and trees begin to turn green again ~~ in other words: spring break is here! Well, at least as long as you're living in the northern hemisphere; for those living south of the equator: have your warm clothes ready ;-)

Anyway, it is very likely that your local time will change from or to "Daylight Saving Time RSN" or it even has changed already recently and this is where SetDST comes in (at last :).

Its main task is to adjust the Amiga system time and the battery-backed clock for Daylight Saving Time and standard time.

The first public release, SetDST 1.0, has been uploaded to Aminet and it includes the following features (among others):

- \* Can be run in the background as a commodity if you wish (for those who run their Amiga 24/7 and usually don't have to reboot it for days, months or even years???)
- \* Smoothly integrates into AmigaOS by using current Locale settings to select the correct timezone scheme as default behaviour.
- \* Is flexible enough to be used in various countries and other geographic regions.
- \* Can use file notifications if you wish to update its behaviour on the fly.
- \* Creates and manages up to 4 different environment variables to let various other applications make use of the current zone name, GMT offset and DST status.
- \* It's freeware.

SetDST can be found in the 'util/time' directory at 'de.aminet.net' and should be available on all currently active Aminet mirrors (hear that, wustl? ;- ) as well.

Regards,

~~

Stefan Falke  
sfalkeRemoveThis@gmx.de | PGP: 0xA2A2333D

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-----|
Main Menu
|-----|
News
|---
-----

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## 1.12 SIAMESE SYSTEMS ANNOUNCES MULTI-BOARD COMPUTER SYSTEM CASE

### SIAMESE SYSTEMS ANNOUNCES MULTI-BOARD COMPUTER SYSTEM CASE

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For Immediate Release
30th March 1999

Siamese Systems wish to announce the new 3-Pack multi-board computer system case. This case is designed with our Multi-OS platform in mind and combines up to three complete computer motherboards in one strong, space efficient and good looking case. Giving the ability to run AmigaOS, Linux and Windows all at the same time.

We have designed this system to combine the Newtek Video Toaster 4000 based Toaster/Flyer system with a commodity Windows or maybe Linux powered PC/Alpha. The Video Toaster will be controllable from the Windows display. Both of these can be fitted into the 3-Pack case and still have room for an Alpha or another PC as a rendering system or whatever you want from it. Any Amiga 4000 motherboard will fit including any 68k/PPC card and we will produce an A1200 adapter if there is a demand.

It is made from the same high quality and strong steel constructions as the Siamese 8-Pack case and is designed to run very cool internally. The case should appeal to all those computer users like us who have two or three systems in use at once and would like them all in one place, and controllable from one Keyboard, Mouse and Monitor. Add to this the cool design and colours and we believe it looks good too.

Please take a look at our web site at www.siamese.co.uk and then email us for more details at steve@siamese.co.uk

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-----|
Main Menu
|-----|
News
|---
-----

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1.13 OPEN LETTER TO THE COMMUNITY BY JIM COLLAS: APRIL 1999

OPEN LETTER TO THE COMMUNITY BY JIM COLLAS: APRIL 1999

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This is my first open letter to the Amiga community. In many ways, I am honored by the opportunity to address such a great community of people and represent such a unique brand as Amiga. There are many remarkable Amigans, both former and current, that are responsible for Amiga's impressive products and its spirit of revolutionary innovation. These are the people that created the Amiga phenomena and the people that persevered through these tough times. Amiga communities from across the world have kept the Amiga spirit alive. I can't claim any responsibility for the early success of Amiga or the current endurance. I can only praise the people responsible and hope that I can help bring a new era of greatness to Amiga and fulfill the hopes of the Amiga community.

The St. Louis show a few weeks ago was the first Amiga show I attended as president of Amiga. From the feedback I have received, the show was a great success. The show was well organized with good attendance and was also a lot of fun. The number of people who attended was approximately 1,200 but more important is the fact that there was a 14% increase in attendance from last year. I made my debut as president of Amiga and I want to thank everyone who welcomed me to the community. I especially want to thank those who welcomed me until 3:00 a.m. in the morning and taught me that Amigans really know how to have fun. You know who you are.

In St. Louis, I had the opportunity to spend a significant amount of time with people in the Amiga community. Several times during the show, I publicly made the statement that the Amiga community is the greatest community in the computer industry. I am now more convinced of this than ever. The Amiga community is the most innovative, dedicated, heroic and enduring community in the computer industry. I am amazed at what the community has done with little or no support from a corporate entity. You have endured through extremely tough times and kept the spirit of Amiga alive and strong.

Unfortunately, some of the difficulties the Amiga community has endured in the last two years stem from some misguided decisions made by Amiga Inc. It is now obvious to me that some very big mistakes were made in defining a path for Amiga in the last two years. The low priority and support given to Amiga by our parent company, Gateway, aggravated this situation. Gateway was preoccupied during this period with significant internal restructuring to strengthen its core business for the future. The intentions relative to Amiga were good but the situation was mismanaged. Some people have told me that I should stop talking about past mistakes and only look toward the future. I agree with this but I also want people to clearly understand that I realize how much our past mistakes have hurt the community and delayed progress. This is important because I do not want to repeat these mistakes so be patient as I discuss this one last time.

In my opinion, the biggest mistake was the decision not to evolve the current Amiga architecture as we developed the next generation. This hurt the current Amiga community the most. The right decision would have been to overlap product generations just as Apple did during the Apple II to Macintosh transition. Apple evolved the Apple II architecture by introducing the Apple III even after Apple came out with the Mac. The Apple III wasn't a big seller but it helped Apple II hardware and software companies and allowed them time to transition their products to the new Mac platform.

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In hindsight and from the vantage of the Amiga community, not evolving the current architecture may look like an incredibly stupid mistake but it was not as obvious to people coming from the PC industry. I am not trying to justify this flawed decision but to give some insight as to how such a decision could be made. Living in a computer industry dominated by Wintel PCs skewed the thinking of people making this decision. In a computer industry dominated by Wintel PCs, computers are obsolete within six to twelve months. The inefficiency of the architecture requires a continuous upgrading of CPUs, graphics, and storage devices in order to deliver acceptable improvements in features and functions. This is what happens in an industry where revolutionary innovation has been replaced by constrained evolution. From this PC centric view, no one could imagine that a computer architecture that stopped evolving in the early '90s could have any life left in it. Obviously this view was very limited and flawed as the Amiga community has proven over-and-over again how much life was left in the current Amiga architecture.

It is obvious that the community would currently be stronger if we had made the decision two years ago to evolve the current Amiga architecture. Two years have now passed and we are faced with a tough question. Is there still life left in the current architecture? I believe that there is. The release of O/S 3.5 in late July or early August will allow the current architecture to live on for a few more years. In addition to O/S 3.5 we are looking at supporting companies that are looking at hardware enhancements to the current architecture. We will also support emulation of the current Amiga architecture on the next generation Amiga so that people can use most of their old software. I am spending time with key people in the Amiga community to finalize transition plans between the current Amiga and the next generation.

Now, it's time to talk about the future! I know this has been an extremely difficult and painful period for the Amiga community but I would like to put that chapter of the Amiga story behind us and look toward the future. We have a difficult road ahead of us with many important decisions to be made on our future plans. I will not make the mistake again of not understanding the Amiga community, its requirements, and its dynamics. St Louis was a good start for me but I require even more input to better understand the situation. As all of you know, the Amiga community is very strong in Europe with many Amiga companies and extremely impressive individuals. I am planning a trip to Germany and the U.K. in late April to meet with more leaders in the Amiga community. The objective of my trip is partially to communicate our current thinking but mostly to listen and understand. I want to understand the opinions of prominent people in the Amiga community. I will use this input to finalize our future architecture and plans. I especially need help in planning out how we will transition from the old architecture to the new architecture in such a way that keeps the Amiga community healthy.

One thing clearly requested by the Amiga community was BETTER COMMUNICATION on the activities at Amiga. I promise to improve our communication starting with this letter and continuing with frequent postings on our Web site as well as increased interaction with the community. Our participation in the St. Louis show and my upcoming trip to Germany and the U.K. are good examples of our efforts in this area. The letter you are currently reading is posted on our Web site in the new "Executive Update" section that I will personally be updating on a monthly basis. In this section you will also find an update on major activities listed after the monthly letter to the community. I think this is a good start and we will continue improving our communication as we go forward. If you have any input on my executive update web page or on how to improve our

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communication please send your suggestions via email to executive@amiga.com. You can also send email to me directly at jim.collas@amiga.com but I get significant amounts of email so it may take me a few days to respond. The executive@amiga.com email address goes to my assistant who in turn directs the email to the Amiga executive that can most effectively reply.

I know that I have yet to prove my dedication or win your confidence but I hope to do so over the coming months. As many of you already know, I stepped out of a senior executive position with Gateway that was a very prominent position in the PC industry to lead Amiga. I did this because I believe strongly in what Amiga stands for. I believe in the Amiga spirit of revolutionary innovation. I believe that the PC revolution is over because innovative revolution has been replaced by constrained evolution. I believe that there is a new computer revolution on the horizon, one that will fulfill the promise of bringing the power of computing to the masses. Most importantly, I believe that Amiga will play a significant role in this new computer revolution. But Amiga can't do this without the full support of the Amiga community. The Amiga community is one of the greatest and most innovative communities in the computer industry. It is a revolutionary army waiting to strike and reclaim its prominent position in the computer industry. I truly believe this from the depths of my heart and I promise to use all of my experience, resources, industry contacts, and energy to give Amiga a strong and aggressive push. I hope I will not let you down.

Let's keep the momentum going as we come back for the future.

Sincerely,  
Jim Collas  
President, Amiga

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-----|
Main Menu
|-----|
Articles
|---
-----|

```

## 1.14 UPDATE ON AMIGA'S MAJOR ACTIVITIES: APRIL 1999

UPDATE ON AMIGA'S MAJOR ACTIVITIES: APRIL 1999

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Operations/Planning:

- * We have combined Amiga, Inc and Amiga Intl under a single corporate entity. The name of the new company is simply Amiga. Amiga Intl is a subsidiary of Amiga and will remain in Germany under Petro's leadership. As part of this we have combined our Web sites into a single Web site.
- * We have secured funding for a significant budget to drive our plans.
- * Our executive headquarters have been moved to San Diego.
- * We are opening up San Jose engineering facilities to support our rapid engineering expansion.

New Staff:

- * In February we officially hired Dr. Allan Havemose as VP of S/W engineering.
- * In February we also hired Jim Von Holle as VP of OEM Sales and marketing.
- * Allan has hired Richard Lipes from Silicon Graphics as a director of S/W

engineering for graphics and A/V.

- * Within 2 weeks I will announce a new Chief Technology Officer (CTO) and VP of advanced technology (you will be impressed) as well as a new VP of finance and operations (you will be impressed again).
- * In the next few weeks we will begin advertising in major newspapers to recruit engineering resources for our San Jose facility.

Major Development Programs:

- * O/S 3.5 - This product is being developed by Haage & Partner under contract from Amiga. The target release date is late July or early August. We will also be talking to Amiga hardware development companies about possibilities for hardware products targeted at the O/S 3.5 release.
- * AmigaSoft Operating Environment (OE) - We are developing our next generation operating environment including operating system, user interface, and some revolutionary software structures to be disclosed at a later date. Target beta version is 3Q99 with final in late 4Q99.
- * Next generation hardware architecture - Being developed as a foundation for all next generation Amiga products.
- * AmigaSoft development system - This is planned in 3Q99 along with the beta release of the new AmigaSoft Operating Environment.
- * Initial next generation computer - We are developing the next generation computer that will be used to launch the next generation systems architecture and operating environment. Target release date is late 4Q99.

Shows and Community Activities:

- * Amiga had a strong presence at the St. Louis show. We also spent a significant amount of time talking to leaders in the Amiga community.
- * I am planning a trip to Germany and the U.K. in late April in order to discuss future Amiga plans with leaders of the Amiga community in Europe. Petro is coordinating this.
- * We are working on supporting and getting finalized plans for a 1999 World of Amiga show in London.
- * We are planning for the Cologne show in November.
- * We are planning for the Las Vegas Comdex in November.
- * Petro is developing reseller, distributor, and magazine support programs to help the Amiga community.
- * We are also working on some user group support programs.

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-----|
Main Menu
|-----|
Articles
|---
-----|

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1.15 AMINET 30 HAS BEEN RELEASED!

AMINET 30 HAS BEEN RELEASED!

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Aminet 30 CD-ROM is available!  
 Suggested Retail Price DM 25.00  
 Subscription price DM 19.80  
 US\$1 = DM 1.81 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 www.schatztruhe.de/order.html. You can also send an E-Mail to stefano@schatztruhe.de including your address and the products you wish to order.

~~~~~

Aminet CD 30, dated April 1999, contains 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet CD 29 more than 900 MB new software has appeared. The current edition features the full version of Gloom 3. Owners of the Aminet 30 are entitled to obtain the improved sequel Zombie Massacre at a reduced price.

Contents of Aminet 30

| Dir. | Size   | Files | Contents              |
|------|--------|-------|-----------------------|
| biz  | 25 MB  | 75    | Business software     |
| comm | 23 MB  | 128   | Communications        |
| demo | 64 MB  | 42    | Graphics & sound demo |
| dev  | 37 MB  | 97    | Development software  |
| disk | 1 MB   | 19    | Disk & HD tools       |
| docs | 43 MB  | 78    | Documents             |
| game | 104 MB | 184   | Games                 |
| gfx  | 32 MB  | 81    | Graphics software     |
| hard | 5 MB   | 27    | Hardware related      |
| misc | 64 MB  | 65    | Miscellaneous         |
| mods | 327 MB | 199   | Music modules         |
| mus  | 19 MB  | 54    | Music software        |
| pix  | 169 MB | 228   | Pictures              |
| text | 10 MB  | 47    | Text software         |
| util | 25 MB  | 214   | Utilities             |
| All  | 955 Mb | 1542  |                       |

Stefan Ossowski

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Stefan Ossowskis Schatztruhe Gesellschaft für Software mbH  
 Veronikastr. 33 ~ 45131 Essen ~ Germany  
 Phone: ++49~201~788778 Fax ++49~201~798447  
[stefano@schatztruhe.de](mailto:stefano@schatztruhe.de) [www.schatztruhe.de](http://www.schatztruhe.de)  
 Visit our Web site and join our mailing~list.

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Main Menu

News

|---

-----

## 1.16 UPCOMING RACING GAME FOR THE AMIGA

### UPCOMING RACING GAME FOR THE AMIGA

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Davor Rivic has sent me the following snapshots of the racing game he is developing for the Amiga. For the first time, I include these pictures in the WEB, because I think it worth showing them.

As you can see from the pictures, the game has an excellent look. So far there is not a working title for the game (what about Fast Tracks?), The minimum requirements for the game are OS3.0+, 68030/50, AGA, 8 Mb RAM, 6 Mb HD and joystick.

The game is nearly finished, so they are looking for a publisher. If you are interested, please contact Davor Rivic at davor@usa.net. I expect to receive a preview version in a few days, so I will write an article to tell you how it plays.

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-----|
Main Menu
|-----|
News
|---
-----

```

1.17 HAAGE&PARTNER NEWS

HAAGE&PARTNER NEWS

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Dear Amiga User,

this is the current issue of the HAAGE&PARTNER NEWS.

02 April 99: Updated Support Area

Nearly all support pages have been updated to a new look. There are also new FAQ pages which we will extend in the near future. [www.haage-partner.com/support.htm](http://www.haage-partner.com/support.htm)

02 April 99: 350.000 Visitors

Our homepage is getting more and more popular - we have about 850 visitors per day. We are very happy about that and want to know what you think we could improve: Survey 99 [www.haage-partner.com/survey99-e.htm](http://www.haage-partner.com/survey99-e.htm)

31 Mar 99: New Pics in Tornado3D Gallery

There are some great new pictures in the Tornado3D gallery. It's worth a look.

31 Mar 99: STFax 3.8 Update

The free update STFax 3.8 is available for download.

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31 Mar 99: Microdot-II v.1.3 Update

A minor update that will only work with the NetConnect v2.3 update (due to new "netconnect.library").

31 Mar 99: SoftLogik is moving

SoftLogik is moving to a new location and even their domain www.softlogik.com is not available for about 2 weeks.

25 Mar 99: Warp3D v2 for Permedia

Finally the official version 2.0 of Warp3D for the Permedia chip of CVision/BVisionPPC graphics boards is available.

Please visit our homepage for more news and information:  
www.haage-partner.com/e.htm

If you want to send us comments or suggestions on that list:  
supportteam@haage-partner.com

If you want to recommend that list to someone please link him to:  
www.haage-partner.com/news\_mlist.htm

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-----|
Main Menu
|-----|
News
|---
-----|

```

## 1.18 OS BUNDLE (LINUX, NETBSD & P.OS) AVAILABLE!

OS BUNDLE (LINUX, NETBSD & P.OS) AVAILABLE!

OS Bundle is available!  
Suggested Retail Price DM 59.00  
US\$1 = DM 1.81 given current exchange rates.

Ordering information:

The most convenient method of placing an order is to use our electronic order form located at [www.schatztruhe.de/order.html](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.

OS Bundle

Three alternative Operating Systems for your Amiga at a single price:

### 1. The unofficial RedHat Linux5.1

Linux is a free Unix-type operating system originally created by Linus Torvalds with the assistance of developers around the world. Linux is an independent POSIX implementation and includes true multitasking, virtual memory, shared libraries, demand loading, proper memory management, TCP/IP networking, and other features consistent with Unix-type systems. Developed under the GNU General Public License, the source code for Linux is freely available to everyone.

This CD-ROM contains the unofficial RedHat 5.1 Amiga-Version (binaries only!) ported by Jes Sorensen. The source code is available upon request. Technical support is provided free of charge via phone (English & German spoken).

### 2. NetBSD (Gateway! Vol.3)

With the release of NetBSD in the version 1.3.2 a milestone in the widened space of UNIX-alike operating systems has been set.

Gateway! Volume 3 offers NetBSD 1.3.2 in full featured release version:

- \* Installation files for all 16 supported platforms
- \* X-Window
- \* all Sources in compressed form
- \* Binary distributions for m68k

As a special goodie you can boot from the CD-ROM without any hassle

This CD is directed to the UNIX-Meister and everybody who owns more than one platform, but is also intended to be useful for the intermediate user.

More about this CD also on Internet: [core.de](http://core.de)

### 3. p.OS (Prerelease)

With this prerelease every user gets the opportunity to take a closer look into the philosophy of p.OS - the operating system which will soon be available for the Amiga and many other platforms.

The prerelease is a nearly complete operating system at a reduced price!

An excerpt of the features of the prerelease (CD ROM version):

- \* Complete p.OS workbench
- \* Powerful p.OS shell
- \* Easy to use p.OS filer
- \* incl. pOS-DOS
- \* incl. demos

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The regular prices of ...

- * The unofficial RedHat Linux5.1
- * NetBSD (Gateway! Vol.3)
- * p.OS (Prerelease) ...would sum up to DM 107,90.

available as OS Bundle for only DM 59,-

Stefan Ossowski

~~
 Stefan Ossowskis Schatztruhe Gesellschaft für Software mbH
 Veronikastr. 33 - 45131 Essen - Germany
 Phone: ++49-201-788778 Fax ++49-201-798447
 stefano@schatztruhe.de www.schatztruhe.de
 Visit our Web site and join our mailing-list.

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-----|
Main Menu
|-----|
News
|---
-----

```

1.19 AMBERMOON AND AMBERSTAR NOW FREE

AMBERMOON AND AMBERSTAR NOW FREE

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Ambermoon and Ambestar, two classic Amiga-RPGs developed by Thalion, are now free.

You can download them from here:

- \* [Thalion.atari.org/Amberstar/Amberstar.html](http://Thalion.atari.org/Amberstar/Amberstar.html)
- \* [Thalion.atari.org/Ambermoon/Ambermoon.html](http://Thalion.atari.org/Ambermoon/Ambermoon.html)

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-----|
Main Menu
|-----|
News
|---
-----

```

## 1.20 TWISTER PPC TURBOBOARD

### TWISTER PPC TURBOBOARD

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TITAN COMPUTER proudly presents the new Twister G3/G4 PPC Project

The Story so far....

The Twister G3/G4 project for Amiga 1200 is a cooperation between ACT (Apollo), Haage&Partner and Titan Computers.

The new Motorola G3/G4 PPC-Cpu's open a new world of speed and creativty for A1200 users. With a Twister PPC board the Amiga 1200 will play again in champions-league of powerful computer systems. Old 68k times are over a new RISC-CPU era has begun.

Due to Haage&Partners 68k emulation which is fit in a 2MB Flashrom the Twister-PPC board reaches a 100% compatiibility to old 68xxx CPU's.

The emulation is powerful enough to reach the speed of an 68060 Cpu on a 300Mhz G3 turbo board. Furthermore the Twister PPC-board has 2 local PCI-Slots with each 100 mhz bus clock. The Slots are suitable for a 2d/3d graphic board on RivaTnT2 basis and for Ultra-Wide-SCSI controller.

The Twister boards will need a lot of space therefore it could only fit in a Amiga 1200 tower system.

Specifications:

- * G3/G4 PPC-board with 300 - 450 MHz
- * 2 local PCI-Slots with each 100 Mhz Bus clock
- * 2 Ram slot for upto 512MB SG-Ram, also clocked with 100MHz
- * 512 kb 2nd Level Cache
- * 2MB Flashrom for BIOS and 68k emulation

Suggested retail price for G3 300Mhz version DM 1100.- (incl. 16% local taxes)

Expansion boards:

- * Twister-Vision
 - * 2D/3D graphic board with 8MB SG-Ram, upgradeable to 16MB
 - * Riva TNT2 graphic chip.
 - * Amiga signal will be passed through the gfx-board. No Monitor switcher or something else needed.
 suggested retail price DM 349.- (incl. 16% local taxes)
- * Twister-SCSI
 - * UW-SCSI-controller.
 - * upto 20MB/sec transfer rate.
 - * DVD-Support.
 suggested retail price DM 249.- (incl. 16% local taxes)

Release date 4th quarter 1999.

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-----|
---|
      Main Menu
      |-----|
      News
      |---
      -----|

```

1.21 AMICOMSYS GETS A NEW HOME

AMICOMSYS GETS A NEW HOME

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FOR IMMEDIATE RELEASE

Hello everybody!

After eight weeks of down time of amicomsys.tibb.at I'm glad to tell you that there is now a new AmiComSys server to connect to.

It's hostname is acs.hostile.cx

amicomsys.tibb.at is no more the home page, so the previous mirror is now the one and only, that's surf.to/AmiComSys or amicomsys.home.dhs.org. Both URLs goes to the same home page. Surf.to seems to have server trouble so better use the dhs.org one!

To change the server host name for AmiComSys do this:

- \* Go to the General settings. Select network page.
- \* Find the server name setting. Change it to acs.hostile.cx

A new version of AmiComSys should be released within a week ...

Best regards,

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~:::OOOOOOO~::~::~::~::~::~::~::~::~::~::~::~:
Hakan Parting, Organistv. 11, SE-17579 Jarfalla
hem.passagen.se/hparting
hparting@hem.passagen.se, id96_har@isk.kth.se
Author of VersionWB Aminet:util/sys/VersionWB.lha &
Amiga Communicator System surf.to/AmiComSys
~:::OOOOOOO~::~::~::~::~::~::~::~::~::~::~::~:

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```

-----|-----
Main Menu
|-----|
News
|---
-----

```

**1.22 CINEAMIGA WEBSITE UPDATED**

CINEAMIGA WEBSITE UPDATED

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From: "Bob Edelson" redelson@idt.net

CineAmiga website has just been updated with a new tutorial on making your own color fonts with ColorType, a program on the Kara Collection from Cloanto.

CineAmiga also features tutorials for PPaint, Imagine 4.0, VistaPro.

Visit CineAmiga at idt.net/~redelson.

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-----|-----
Main Menu
|-----|
News
|---
-----

```

**1.23 AMIGA DOWNUNDER 99 SHOW**

AMIGA DOWNUNDER 99 SHOW

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FOR IMMEDIATE RELEASE

The Amiga Downunder 99 show will be run at the Hotel Heritage, in Canberra, the Australian National Capital, on August 21st and 22nd 1999. The show will run from 10 am to 4 pm on both Saturday and Sunday with a dinner and trivia night on Saturday evening.

Further details, including a list of invited guests and stallholders, will appear on our website as we receive acceptances. An application form will be available through the web site.

As our permanent domain address is not available at the moment, pointers will be available at www2.dynamite.net.au/krash or www.spirit.net.au/~jamesm/CAUSE.html at the moment the web page is located at www2.dynamite.com.au/krash/amigadu/index.html but this WILL change.

We intend to update the web page frequently so please check back often.

Please use the addresses on the web page to contact us. Suggestions would be appreciated.

James McPhee for Amiga Downunder 99

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-----|
Main Menu
|-----|
News
|---
-----|

```

1.24 HERETIC PORT 0.999(9) AVAILABLE

HERETIC PORT 0.999(9) AVAILABLE

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FOR IMMEDIATE RELEASE

Hello.

Just to let you guys know, the latest release of Heretic is available at [privat.swol.de/thomaslorenz/files/Heretic.lha](http://privat.swol.de/thomaslorenz/files/Heretic.lha)

A quick list what has been changed since last release:

new in v0.999(9)

- \* PPC version is much faster now.
- \* Close Gadget now works in window mode. Of course it quits the game ;)
- \* Added Amiga Menus. Just press Right Mouse button and see what will happen. Works only in Window mode so far. Maybe I will add this feature also to screen version of Heretic.
- \* Fixed HAM6 routine in 68k version.

- \* Added support for ToolTypes (at least ;) all tool types available are listed
- \* New bilinear filtering functions on PPC side. Written by Noe, fast as hell.
- \* New transparency code in hicolor (PPC) faster, better.
- \* Fixed all 15Bit routines to work in 15bit ;) Some of them (like transparency code) was working still in 8 Bit mode.
- \* Cleaned the code. Found a lot of code, that was not needed. Removed. Runs Faster.
- \* At least fixed the 'Exit-Hang-Bug' in WOS version.
- \* Added couple of inline assembly functions in WOS version.
- \* Added couple of asm optimized functions in 68k version.

new in v0.951 (has not been released - I had no time):

- \* New Venus Art Customers Service started. We now supports both ppc kernels. We also have hope, other people will do the same thing.
  - \* Now you aren't terrorised by PowerUP/WarpOS advocacy.
  - \* Now you have choice !!!
- \* Added HereticWOS executable. Use on your own risk. It has not been tested. A lot of things may not work. If it crashes - don't blame me. vbcc is not the best compiler on world, for sure.
- \* Fixed Map rendering in hi-resolution.
- \* Fixed display routines.
- \* title and intermissions songs works (I forgot about that - it is available from v 0.89 I think)

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-----|
Main Menu
|-----|
News
|---
-----|

```

## 1.25 IBROWSE 2 IS COMING!

IBROWSE 2 IS COMING!

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According to the HiSOFT spring newsletter, iBrowse 2 is coming, not real soon now but very soon now.

Some of the new features and improvements will be:

- * JavaScript 1.2 support
- * Updated support for HTML including HTML 4
- * Improved GUI
- * Improved preferences
- * Improved cache
- * And there will be much more.

Watch the HiSOFT website at www.hisoft.co.uk after Easter for more news.

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-----|
Main Menu
|-----|
News
|---
-----|

```

1.26 LIVEWIRE AMINET MIRROR GOES DOWN

LIVEWIRE AMINET MIRROR GOES DOWN

FOR IMMEDIATE RELEASE

PLEASE NOTE

The Aminet Archive located on Livewire was lost after a RAID failure. Owing to the low utilisation, the archive will not be restored.

Access numbers, dwindling CDROM sales (including not having the time to sell them anymore locally) plus space utilisation were the three deciding factors leading to the decision to not restore Aminet.

I would personally like to than Urban Mueller for his time, help and support (in the form of CDROMs) to enable me to run the mirror for so long. Without the support Urban gave, Aminet would of disappeared 2 years ago.

Also, thanks must also go to Dr. Greg Perry - GPSoftware - for initial support of the Archive. GPSoftware sponsored the mirror for as long as they could and got the archive through quite a few tight spots.

Thanks,

Ross Delaforce - ross@livewire.com.au
Archive Administrator
Livewire Communications

---|
Main Menu
|-----|
News

1.27 MAILING LISTS AT NORDICGLOBAL.COM HAVE BEEN SWITCHED

MAILING LISTS AT NORDICGLOBAL.COM HAVE BEEN SWITCHED

FOR IMMEDIATE RELEASE

From: "Holger Kruse" kruse@nordicglobal.com

As some of you may have noticed, I switched all mailing lists at nordicglobal.com to a new mailing list package last Sunday. The lists were previously run on majordomo, and are now running on listar, a new mailing list package that is still in alpha state, but offers many additional functions over

majordomo, in particular for subscribers. Listar is also used by the VaporWare mailing lists, and Oliver Wagner seems to be very happy with it.

Basic features have not changed: all mailing list addresses remain the same. You can also still use "majordomo@nordicglobal.com" for commands to the list, although the new address "listar@nordicglobal.com" is preferable now. The command format for subscribe/unsubscribe and other basic commands have not changed either.

Most new features are implemented as flags that users can set through mailing list commands. Each flag applies to a single mailing list subscription and a single user only. The commands to set/unset flags are SET listname flagname and UNSET listname flagname respectively.

You can get a complete list of flags by sending the "FLAGS" command to the list server, but here is an overview of the most interesting flags:

DIGEST

If this flag is set then mail from the mailing list is sent in the form of daily digests, i.e. you only get a single mail per day that contains all messages, plus an index. This reduces email traffic to your account, but makes it more difficult to reply to individual mails. If the flag is not set (default) then each message is sent to your account individually.

VACATION

If this flag is set then mail delivery to your account is suspended until you reset the flag. Useful if you are on vacation or for some other reason unable to read your email for a while. Default: not set.

ECHOPOST

If this flag is set then each message you sent to the mailing list is echoed back to you. Default: set.

ACKPOST:

If this flag is set then you receive a short confirmation for each message you sent to the mailing list, but the full message is not echoed back to you (unless you also set ECHOPOST). Default: not set.

Example: To set your subscription to "miami-talk-ml" to DIGEST mode, send the command "SET miami-talk-ml DIGEST" to listar@nordicglobal.com.

The default for new subscriptions is to only have the "ECHOPOST" flag set, and all existing subscriptions also have been configured that way.

Other changes that come with listar:

Subscription to a non-default email address (e.g. in the form "subscribe miami-talk-ml myother@email.org") will send you a confirmation ticket that you have to respond to. Previously I had to confirm such subscriptions manually.

If your account bounces email then after a while your account will automatically be switched to VACATION mode (after many transient failures),

or you will be completely unsubscribed (for many permanent failures). Previously I unsubscribed users manually after a while in situations like that.

If you have any problems with the new list server then please contact "kruse@nordicglobal.com".

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-----|
---|
      Main Menu
      |-----|
      News
      |---
-----|

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1.28 INTERVIEW WITH MR. PETRO TYSCHTSCHENKO

INTERVIEW WITH MR. PETRO TYSCHTSCHENKO

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Date: 31 March 1999  
 Subject: Interview with Mr. Petro Tyschtschenko  
 From: Christophe Heereman alias Toffel  
 Org: Waaslandia Amiga-Only Club (WAC)

Waaslandia Amiga-Only Club (WAC), the biggest Belgian Amiga user group, is proud to present its latest interview... with Mr. Petro Tyschtschenko.

This interview was said to be published on 3 places on the Net: comp.sys.amiga.misc and very soon also on titan.glo.be/~waasland (the site of WAC) and come.to/amigbnl (Amiga Benelux). It will also appear in one of the next club mags of WAC and perhaps in the new and only Dutch Amiga magazine "Amiga Scene".

The "author" is Christophe Heereman alias Toffel and can be reached via pheerema@xs4all.be or snail mail/telephone (see signature below). He and WAC thank Mr. Petro Tyschtschenko for this interview.

#### QUESTIONS & ANSWERS

1) Can you describe the new official structure of AMIGA? Which departments have been installed and who is heading what? What is Amiga Inc. and AMIGA International, Inc. within the current structure?

PTY : Of course. We will be under one roof. So Amiga Inc and AMIGA International, Inc. will be unified, which makes a lot of sense. Amiga needs one direction, to be successful in the future. Due to legal reason, Amiga International, Inc. will be still a legal entity and I will be the Managing Director. I am reporting to Mr. Jim Collas, the President and CEO of AMIGA. Jim is located in San Diego, Cal. and I will be remaining in Langen, Germany, close to Frankfurt am Main. As you can see on our webpage, we have already only one website, independent if you click AMIGA.com or AMIGA.de.

2) How will the structure be expanded in the future? Will new departments be installed? If so, which?

PTY: To Jim Collas are reporting directly 6 Vicepresidents, including myself. Dr. Allan Havemose, he is located in San Jose, Cal. and he is responsible for

O/S Software Development New Generation. We just have hired a System Engineer for Technical Research and a Controller, responsible for all Finance and Administration. Both will be located in San Diego. Jeff Schindler will be responsible for Strategy & Product Management NG, and Jim van Holle, is in charge for Marketing NG. Both are also located in San Diego. As I mentioned already, I will stay in Langen and will be responsible for the existing AMIGA Line (sorry but I do not like the expression CLASSIC) and will take care about the contingency of this great Technology, for licensing of the existing Technology and Merchandise Products, for Sales and Distribution worldwide, for Usergroup Communication and Support, for the AMIGA Website and for Logistic and Service. The plan is to hire in the states minimum 50 people in addition to the management, mainly for research and development. You should be aware that an organisation is always a living organism and have to be flexible to the market needs. I think with the existing Management we have a real strong force to conquer together the future and to be very succesful as a team.

3) Are there plans to install country departments for other countries than Germany and the USA? If so, when will we see AMIGA UK, AMIGA Belgium, AMIGA The Netherlands, ...?

PTY : As I explained the organisation has to be flexible, and I am quite sure that there will be a lot of changes in the near future. If the market is asking after subsidiaries, please be sure we will install those. I will take care about this.

4) Which continents/countries/regions form the main target for AMIGA concerning the Amiga-II?

PTY : We are an international company. And we will target our products worldwide. The world gets smaller and smaller and we have to acting global. AMIGA always operated worldwide, we will not change this.

5) Will we see sport teams wearing Amiga shirts again? Will we see Amiga commercials on TV, in papers, in computer magazines, ... Can you tell us already some marketing/publicity/PR plans?

PTY : We have a big goal and to reach this target we have to act in a professional way. We will work out a Marketing Plan for the NG and we will soon present our new strategy.

6) Are there plans to contact schools, universities, study centra, ... to inform them of the Amiga-II? Will 'special offers' be provided?

PTY : Also that is a very important move, we will perform. But please do not forget, after two years slow motion, unfortunately, we are just starting to generate a lot of activities driven by Jim Collas. The transition time will be always critical, but I have no worry we must be successful on the end.

7) What does AMIGA mean with "in the tradition of the AMIGA 500" when they talk about the low-end Amiga-II? The tradition of quality, revolution, quantity, sight, ...?

PTY : AMIGA always have had a low end and a high end product. We will continue this strategy. But please watch our new announcements which you can see on our website soon. Our goal is to create a revolutionary and compelling systems architecture and operating environment for multimedia computers and digital information appliances which can easily be imbedded into consumer computing devices and enables innovative Internet services.

8) The Developer Amiga will be produced by AMIGA. What about the hand-held Internet device and the low-end Amiga-II? Will this be released by AMIGA or Gateway, Inc.?

PTY : In the current stage we are talking with a lot of possible strategic partners and we will also give soon an answer to this question.

9) Does AMIGA plan to release other products after these? Will we see a tower-based Amiga-II for the people who need a lot of cards and internal peripherals?

PTY : Please believe me we are working on a lot of very interesting subjects.....but it is too early to talk about this today... Please understand this.

10) What is true about the rumour that Sony and Amiga are working together? Will the PSX2, as some people say, be that first Amiga-II game console?

PTY : Rumours, rumours, rumours. Of course, as I mentioned before we have had a lot of very interesting discussions with different possible partners, but we are still in the process of evaluation.

11) On amiga.org and different other sites/forums we could read that Corel is planning to develop for the Amiga-II. Can you confirm/deny this? What about the rumours that Adobe will join the market too? Are there already other strategic partners for the moment (except for QSSL) and if so, when will we know them?

PTY : Here I have to give the same answer...We have had a lot of very interesting discussions with very potential companies. But it is toooo early to talk about this.....

12) How do you see the future of the Amiga? What is the minimum amount of Amiga-IIs that should be sold in the first 12 months after the release in 2Q 2000? What does AMIGA expect?

PTY : As you know I never gave up in my life. I always believe in AMIGA, even a lot of people laughed about me. I went through two bankruptcies and never lost my faith in AMIGA.....We will have a bright future.....the time is ripe for success....

13) What is your personal opinion about the future? How big do you see the market in short, middle long, long and very long term? What will be the place of the Amiga in the computer world?

PTY : I do not have a crystal ball to answer you this question, but what I heard so far, the vision, and what I have seen so far, the professionalism of Jim Collas, we will soon have the first success with our OS 3.5, followed by the NG in November 99. We will be in Cologne in November 99 showing surprises and we are planning to be in Las Vegas at the Comdex this year as well.....We are also planning to have a World of Amiga in London.

14) When AMIGA will be as big (or bigger) than M\$, what will AMIGA do when the court tells you to split the company? :))

PTY : We are not trying to be a monopoly...we will be a joyce...but a good one....maybe the best. I think we will never have this problem.

(The latest question is a question from one of our club members :))

~~~~~  
 Christophe Heereman (Toffel), Aalstersesteenweg 95, B9400
 Ninove, BELGIUM; 054/33.79.79.; pbeerema@xs4all.be
 AMIGA INFO SITE www.xs4all.be/~pbeerema
 Amiga Benelux come.to/amigabnl (Under Construction)
 General Coordinator Waaslandia titan.glo.be/~waasland
 Amiga Scene //// member of TEAM Amiga /// RSCA rulezzz!!!

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---|
      Main Menu
      |-----|
      Articles
      |---
-----

```

1.29 FINNISH AMIGA USERS GROUP ANNOUNCES SAKU 99

FINNISH AMIGA USERS GROUP ANNOUNCES SAKU 99

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FOR IMMEDIATE RELEASE

ESPOO, FINLAND - April 4, 1999 - Finnish Amiga Users Group is pleased to announce its third annual Amiga event, Saku 99. Following the success of Saku 98, which was visited by some 500 Amiga enthusiasts, Saku 99 is aimed to be bigger and better than the previous events. Mr. Petro Tyschtschenko of Amiga has already confirmed his presence and other great highlights are planned.

Saku 99 will be held on Saturday September 4th 1999 at the Science Centre Heureka in Vantaa, near Helsinki. The venue is the same as last year and available floor space has been increased by reserving an extra hall for the event. The event is expected to open at 12:00 and end at 18:00. Admission will be free of charge. Please stay tuned for more details as the planning progresses.

For further information, visit Finnish Amiga Users Group's Web Site at [batman.jytol.fi/~saku](http://batman.jytol.fi/~saku) or [tzimmerla.tky.hut.fi/saku](http://tzimmerla.tky.hut.fi/saku). E-mail inquiries may be sent to Janne Sirén ([siren@mikrobitti.fi](mailto:siren@mikrobitti.fi)).

About Finnish Amiga Users Group

Finnish Amiga Users Group (Suomen Amiga-käyttäjät ry.) is a non-profit organization for promoting Amiga computing and helping Amiga users in Finland. Also known as Saku, after its disk magazine, the group is trying to accomplish its goals by organizing meetings and by publishing a disk magazine. Since 1993 the Finnish Amiga Users Group and its predecessors have released almost thirty issues of the disk magazine and held several public gatherings. Other accomplishments include the Web site and Sakunet, a national Fidonet style network of Amiga related bulletin board systems.

```

---|
      Main Menu
      |-----|
      News
      |---
-----

```

## 1.30 TOYSOFT DEVELOPMENT ANNOUNCES AVAILABILITY OF STARGATE V2.0 MUI

TOYSOFT DEVELOPMENT ANNOUNCES AVAILABILITY OF STARGATE V2.0 MUI

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FOR IMMEDIATE RELEASE

Toysoft Development Inc. is pleased to announce the release of StarGate v2.0 MUI. The same developer who released the first true GUI email client "Air Mail" for the Amiga computers.

StarGate is an integrated e-mail and news client with multiple user interfaces, multiple email accounts, intuitive design, easy to use, highly configurable, designed for novice to expert users and no learn curve.

Version 2.0 includes custom formatting of messages such as bold, underling, italics and text coloring. StarGate is only Amiga e-mail client that offers multiple message formats such as plaintext, StarGate (custom) and HTML and Forms.

An added feature in v2.0 is NNTP news support. With StarGate you can post, read, reply and forward new articles. Posting article with files is also supported and the same as decoding articles with files. With the Helper database you can view pictures, play AVIs/MOV/MPEG etc... Articles can be selected for batch download for offline reading. Downloaded articles can be archived to user defined folders.

StarGate is highly integrated with the three most popular Web Browsers (AWeb, iBrowse and Voyager). When reading mail or news article you can double click on a URL or FTP link and StarGate will direct your designated browser to the URL.

StarGate is the only commercial e-mail client for the Amiga that offers unprecedented features and user support.

Toysoft Development is 100% Amiga developer and will continue to bring innovative products for the Classic and the new NG Amiga.

For more information about StarGate or to learn more about Toysoft Development Inc. please visit our web site at www.toysoft-dev.com or email danny@toysoft-dev.com

regards,

Danny

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Toysoft Development Inc.

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-----|
Main Menu
|-----|
News
|-----|
-----|

```

1.31 TWF NEWS UPDATE: 1ST APRIL 1999

TWF NEWS UPDATE: 1ST APRIL 1999

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FOR IMMEDIATE RELEASE

### #1. General TWF News.#

The website is going to be updated a bit later today with more information and for those interested, short bios on each of the TWF members.

### #2. CEG update.#

The Encyclopedia is getting a lot more updates over the coming few weeks with more documents on the different alien races, updates on the alien races and most of the terran fleet will be finished and displayed in the CEG.

### #3. Explorer 2260 Update.#

Currently development has been picked up with holidays, etc allowing much more work to be done on the game. Anyway the major programming work being done currently on the game are:

- \* single machine client / server communication working for ship systems
- \* UDP multiclient network layer being researched.
- \* ship systems (excluding IIN) working in a matter of a week or so, no major problems arising.
- \* Physical basis for planetary simulation in place.
- \* Sector/ stellar system structure revised to provide greater flexibility and realism.
- \* Player framework in place.
- \* Temporal framework near completion
- \* Monetary framework in development

Might not sound exciting but without this strong backbone, the game would be nothing more than a 3D shoot'em'up. In addition the first of the editor programs have been given out to our developers to create data to be used in the game. A lot of work is also being done on completing the graphics for the station systems. Hopefully a screenshot might be on the website within a week or so.

### #4. Maim & Mangle Update.#

Work has been delayed a bit on the game. Our main programmer was unable to work on the engine as he was away on a well deserved holiday and has just got back. Also much of the 3D work has slowed due to working needed on Explorer 2260 and Emmanuel working on Phoenix. Hopefully this month, a lot more work will be achieved.

### #5. Next News Update#

Next Update: 31st April / 1st May 1999

All the best,

Ed.

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_____/_____/
\___ \ / \ / ___// ICQ: 34895924
 | \ \_/ \_/ // ___// TWF Home : www.worldfoundry.com
 |_ /_ \___/ _// CEG Home : www.worldfoundry.com/ceg
=====

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The World Foundry Ltd - Amiga PPC - Explorer 2260 - Maim & Mangle

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---|
      Main Menu
      |-----|
      News
      |---
      -----

```

### 1.32 LATEST AMIGA NEWS

#### LATEST AMIGA NEWS

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FOR IMMEDIATE RELEASE

Article By Wayne Martin

By surprise, Darreck Lisle showed up on IRC today. His purpose was part friendly hello, part fact finding mission for Amiga. As you may already know by now, Amiga is very interested in what the users have to say, and so have recently been seeking input. To start with they have been using polls from Amiga.org for some basic feedback, one of which was for the name of the upcoming Amiga newsletter now called Amiga Insight. Expect to see Amiga Insight on-line at Amiga.com soon. In the future you will see monthly IRC conferences with Amiga to make sure everyone is well informed with whats Amiga is doing and planning. Perhaps a preview to such conferences was held today when Darreck gave the users present the 'lowdown' on the latest Amiga news.

So, what is the 'lowdown' on Amiga you ask? Well for starters Jeff Schindler is now present at Amigas new HQ at Gateway in San Diego and Darreck Lisle will be following soon. On the topic of Amiga HQ, yes, what we have all been waiting for... Amiga will be running a webcam in their offices. Now we get to watch Amiga at work. As for Amiga R&D building, Allan will have contractors finishing the internal layout soon.

As for more important news, Amiga has met with an industrial design company called Pentagram. With Pentagram's help they will establish the new look and feel of the NG Amigas. If your wondering how good Pentagram is, then take a look at some of their recent work here. What can we expect? Five custom cases (each with its own design) to start with to show the community. We may even see these boxes displayed at some of the major trade shows Amiga will be attending this year.

I hope you enjoyed this small sample of news from Amiga and look forward to more soon.

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---|
      Main Menu
      |-----|

```


News

1.33 ANTIGRAVITY.COM ADDS INTERACTIVE ALIEN BOXER FAQ

ANTIGRAVITY.COM ADDS INTERACTIVE ALIEN BOXER FAQ
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FOR IMMEDIATE RELEASE

What is this new "BoXeR" thing anyway? Can I transfer my Zorro II cards to the Alien BoXeR? Will my Picasso IV card work in the Alien BoXeR? When will the BoXeR ship?

AntiGravity.com staffers have compiled answers the most common questions about the Alien BoXeR. You'll find them on our new Common Questions page. Just click one of the question buttons to see your answer displayed instantaneously.

If you don't find the answer you're looking for, fill out the simple form to submit your new question. AntiGravity.com will email your answer to you. If your question has been asked by several others, it will soon be added to the Common Questions page?

Get weekly updates on the progress of BoXeR development by checking the Alien BoXeR news page.

BoXeR development continues on schedule for the May 15, 1999 shipping date. The first new Amiga since the demise of Commodore can be yours at the special preorder price of only \$1495 until May 15, 1999.

```
-----|-----
---|
      Main Menu
      |-----|
      News
      |---
      -----
```

### 1.34 AMIWEST'99 COMING IN JULY

AMIWEST'99 COMING IN JULY  
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PRESS RELEASE (April 10, 1999):

FOR IMMEDIATE RELEASE
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AmiWest '99  
~~~~~

The Amiga West Coast Convention, Amiwest '99 is shaping up!

Where: Holiday Inn, Sacramento Northeast
5321 Date Avenue,
Sacramento, California
When: Friday, July 23, 1999 through
Sunday, July 25, 1999

That's right!

Thanks to the 700+ Amiga fans that visited Amiwest '98 last year, their fantastic support makes this years convention a reality.

The AmiWest committee is proud to announce we are again hosting this year's show in Sacramento, California, and, because of need for MORE ROOM we will hold AmiWest '99 at a new location; the newly remodeled Holiday Inn in Northeast Sacramento, California, nearly doubling the available exhibition area of last year.

AmiWest '99 will run from Friday, July 23th, through Sunday, July 25th. Classes and seminars will be held Friday through Sunday with the exhibit hall being open on Saturday, July 24th from 10a.m. - 5p.m. and Sunday, July 25, 10 A.M. - 4 P.M.

Space is available for rent to companies, clubs, organizations, and individuals producing Amiga related products and services. This three day weekend event will showcase the progress that IS the Amiga Community.

Booth pricing is available on our web page: www.sacc.org/amiwest/

Admission to the event is as follows:

\$8 (One day Pass - Paid by July 5, 1999)
\$10 (One day Pass - Paid at the door)
\$12 (Two day pass - Paid by July 5, 1999)
\$15 (Two day pass - Paid at the door)

There will also be a banquet on Saturday evening, July 24th, with guest speakers to be announced. Price is \$35 per plate.

For more information contact John Zacharias at jzachar@calweb.com or write to us at:

AmiWest99
c/o Sacramento Amiga Computer Club
P.O. Box 19784
Sacramento, CA 95819-0784

Come visit us at our web site! www.sacc.org/amiwest

Watch for these future announcements:

Guests (???????????????)
Raffle prizes (Grand and Door)
Hotel Rates (Special AmiWest prices)

And don't be shy, drop us a line!

John Zacharias, chairperson
AmiWest99

jzachar@calweb.com

```

---|
      Main Menu
      |-----|
      News
      |---
-----

```

1.35 ANNEX IN AMIGAWARES AT ST. LOUIS

ANNEX IN AMIGAWARES AT ST. LOUIS

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FOR IMMEDIATE RELEASE

We were happy to get Annex into AmigaWares at the St. Louis show this past march and video tape it on DV video. We and please to now be able to make some quicktime movie clips available from this shoot at [www.amigawares.com/new.html](http://www.amigawares.com/new.html).

Note that you can watch Quicktime movies on your Amiga as long as it has AGA, CybergraphX or Picasso96. The software for doing this is downloadable from the same page.

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-----
---|
      Main Menu
      |-----|
      News
      |---
-----

```

### 1.36 BLITTERSOFT TO BEGIN TAKING PRE-ORDERS FOR AMIGAOS 3.5

BLITTERSOFT TO BEGIN TAKING PRE-ORDERS FOR AMIGAOS 3.5

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FOR IMMEDIATE RELEASE

Contact: sales@blittersoft.com

April 11th, 1999 - Blittersoft have announced today that they are now taking back orders for the new OS 3.5 update CD. There will be no monies debited until the day of release.

As a special deal, Blittersoft will also offer our popular Fusion Mac emulator and PCx PC emulator bundle for £15.00 UKP when ordered with the new Amiga OS 3.5.

OS 3.5 will be available for just £39.95 UKP

Shipping of this bundle pack will be 5.00 UKP.

Blittersoft can be contacted on +44 (0)1908 261466, or faxed on +44 (0)1908 261488.

Blittersoft also accept secure online orders on our Web site :
www.blittersoft.com

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-----|
---|
      Main Menu
      |-----|
      News
      |---
-----|

```

1.37 HAAGE&PARTNER NEWS

HAAGE&PARTNER NEWS

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Dear Amiga User,

this is the current issue of the HAAGE&PARTNER NEWS.

Hint: If you are interested in AmigaOS 3.5 Beta-testing, then have a look at  
[www.amiga.com](http://www.amiga.com)

12 April 99: Changes on our Homepage

As announced last week, we did some optical and in the contents changes on our homepage. You have certainly seen the new icons and besides we worked on nearly all FAQ areas which are now handled by a database. BTW, more than 400 Amigans already took part in our Survey 99. Thanks a lot for all your help :)

12 April 99: Starbirds - Update

There is an update patch for owners of a BlizzardPPC. You will find it in the download area.

09 April 99: First results of Survey 99

As you can see on this page (no background, no blinking text, no "service" animation) we did first changes because of your suggestions. Those you did not already take part in our Survey 99 should do so now. Thanks!

Please visit our homepage for more news and information:  
[www.haage-partner.com/e.htm](http://www.haage-partner.com/e.htm)

If you want to send us comments or suggestions on that list:  
[supportteam@haage-partner.com](mailto:supportteam@haage-partner.com)

If you want to recommend that list to someone please link him to:  
[www.haage-partner.com/news\\_mlist.htm](http://www.haage-partner.com/news_mlist.htm)

```

-----|
---|
      Main Menu
      |-----|
      News
      |---
-----|

```

## 1.38 NCAUG COOKOUT AT SOFTWARE HUT

NCAUG COOKOUT AT SOFTWARE HUT

FOR IMMEDIATE RELEASE:

April 9, 1999

Contacts:

Bill Borsari - tekimage@amiga.org

Mike Skov - skov@moon.jic.com

Software Hut - softhut@erols.com

The National Capital Amiga Users Group [www.ncaug.org] is happy to announce in conjunction with Software Hut [www.softhut.com] a cookout for their May meeting. The festivities begin at 12 noon on Saturday May 1st at Software Hut's West Chester location. Come early, the fun ends at 3 p.m. Aside from special deals for those who attend, there will be food, fun, and a surprise or two.

Members of NCAUG will meet at predetermined locations to arrange car pools to Software Hut. Please consult the NCAUG Web Page and newsletter, Amiga Intuition, for more information. Amigans from New York, New Jersey, and surrounding areas are also encouraged to attend, you do not need to be a member. It is asked that you either call (800-932-6442) or e-mail Trish at Software Hut if you plan to attend. A map of Software Hut's location is on their web page.

The National Capital Amiga Users Group has been serving the DC Metro Amiga user since 1985. Home of the famous Blimp Cam, our group is world reknown as one of the most active Amiga User Groups there is. We offer the latest in Amiga developments and informations. SIGS supporting the Internet, programming, and video production available to all members. Please come by for an afternoon of fun.

Fabian Jimenez  
fabian@cais.com

~~

Fabian Jimenez : fabian@cais.com : ICQ# 21377601  
Editor, Amiga Intuition Newsletter  
National Capital Amiga Users Group, www.ncaug.org

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Main Menu

|-----|

Articles

|---

-----

-----

## 1.39 RANDOMIZE TO INTRODUCE THE GENESIS ODYSSEY PPC II

RANDOMIZE TO INTRODUCE THE GENESIS ODYSSEY PPC II

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Randomize, Inc. - Press Release - April 14, 1999

Randomize, Inc. has set the new performance threshold for Amiga systems by introducing the Genesis Odyssey PPC II, the first PPC based Amiga system. Suitable for all applications and completely configurable through Randomize's new "Build-Your-Own" system, the Odyssey PPC II features:

- * PPC 603e 160Mhz (minimum) / 060 50 Mhz
- * 3.2 GB IDE HD (minimum)
- * 40x IDE CD-Rom
- * 16 MB (minimum)
- * SCSI interface
- * Amiga OS 3.1 (3.5 as soon as available)
- * Genesis Software Suite

Many System Options Available including:

- * 24 Bit graphics
- * 16 sound
- * Video Toaster Flyer
- * CD Writer
- * Zip Drive
- * etc.

For more information, visit the Odyssey PPC II site at www.randomize.com/genesis/genodysseyppcii.html

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Randomize, Inc. has the answer for your Amiga Systems needs. The Genesis Series is here. Check them out at www.randomize.com/genesis.html

Randomize, Inc.
R.R. #2,
Tottenham, Ont.
LOG 1W0

Phone: 905-939-8371
Fax: 905-939-8745
email: sales@randomize.com
WWW: www.randomize.com

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-----|
Main Menu
|-----|
News
|---
-----|

```

1.40 ANNOUNCE: FIRST 3 TURNS FREE FOR STORM OF THE EYE

ANNOUNCE: FIRST 3 TURNS FREE FOR STORM OF THE EYE

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Storm of the Eye is a turn based strategy wargame played via the internet. It uses a fully comprehensive front end program for creating your orders. There are two versions. One developed for Java, and the other for AmigaOS.

In order to speed up the rate people sign up to play, we're offering the first free turns completely free, with no obligation to continue playing.

Visit [www.2bp.com](http://www.2bp.com) for more information.

James Gwinnett  
2 Bit Productions

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-----|
|
|           Main Menu
|           |-----|
|           News
|           |---
|-----|

```

## 1.41 CONTENTS OF THE ISSUE 124 OF AMIGA FORMAT

### CONTENTS OF THE ISSUE 124 OF AMIGA FORMAT

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These are the contents of the 124th issue of Amiga Format to be on sale May 11th.

Features

- * Whither PPC?: Richard Drummond gives you all the info on the Amiga's possible saviour in this in-depth five page feature.
- * Too expensive?: Ben Vost looks at the price of all things Amiga and asks whether we are really being ripped off.

Reviews

- * Art Effect 3: Ben Vost reviews this latest version of the art package.
- * Photogenics 4.0: Nick Veitch gives Paul Nolan's paint package a serious going-over.
- * 4-way IDE adaptor: Simon Goodwin examines this latest four way adaptor from Power Computing.
- * MSX galore: Simon Goodwin has a long, hard look at MSX emulation on the Amiga thanks to two new CDs.
- * Zip250: Ben Vost checks out the bigger brother for the Zip100.
- * Typhoon Mk 2: Simon Goodwin is less than overwhelmed by this cheap 030 accelerator.
- * STRICQ Interview: Ben Vost speaks to Doug McLaughlin about the future for this ICQ package for the Amiga.
- * Reader review: Danny Shepherd tells us about his CD-ROM drive.

ScreenPlay

- * Hexen: Easier to get running on your Amiga than Quake, more fun than Doom.

Creative

- * Amiga.net: Dave Cusick talks about Caching.
- * Useful ARexx: Nick Veitch talks about loops in your ARexx programs.
- * Banging the Metal: Simon Goodwin has an abiding interest in timing.

- * HTML: This issue Neil Bothwick concentrates on image maps.

Coverdisks:

- * On the floppies this month we have Workbench tools you shouldn't be without and games you can play on your Workbench screen.
- * On the CD, not only do we have the Linux APUS kernel and two audio tracks, but the disc is jam-packed with your contributions and the latest from Aminet.

Test bits:

- * We have a new feature in the magazine this issue. We are now offering a fax back service so you can get copies of old AF reviews you may have missed from the magazine. At the moment it's just starting, so we look forward to hearing what you want to see on the service.
- * The Amiga Format website has been updated and will now be kept up to date with the current issue. It won't be a full-fledged website - we don't have the time to do so, and we don't feel the need for it, but it can be reached at www.amigaformat.co.uk.
- * Also, the open mailing list now has a database of reviews in AFs past that you can help add to. Just visit the main website at www.egroups.com/list/afb and click on the databases link. If you search for the issue number you want to enter details for before you start typing you'll be able to see whether anyone has already entered the details for the product you wish to input, thus saving lots of duplications.
- * You can subscribe to the open mailing list at www.egroups.com/list/afb if you'd like more than the sterile info on this list. Lastly, remember, if you want to unsubscribe this list (or advise people to subscribe) you should either go to www.egroups.com/list/afb-announce or send an empty message to afb-announce-unsubscribe@egroups.com.

```

-----|
Main Menu
|-----|
Articles
|---
-----|

```

1.42 AMIGA PRESS CONFERENCE

AMIGA INC. PRESS CONFERENCE

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Event: Amiga Inc. Press conference

Date: Fri Apr 30, 1999

Description: All the dealers and important developers are being gathered at a secret location near Heathrow for a conference with Jim Collas and Petro Tyschtschenko. We don't know what will be discussed yet, but assume that there



will be demos of OS3.5 and OS5.

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-----|
Main Menu
|-----|
News
|---
-----|
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## 1.43 NEW ALIVE WEBSITE

NEW ALIVE WEBSITE

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From: stevenalive@innotts.co.uk

Hello to all,

Finally after many months of hard work, Keith - our web designer - has finished the all new Alive Mediasoft web site. When I say finished I mean it's up and ready but you can expect to see the rest of the reviews and pictures to be added over the next few weeks.

We are very keen to keep the page as up-to-date as possible so you can guarantee constant upgrades featuring the latest news as it breaks as well as full information and screenshots as games are announced. The catalogues will be updated daily so you can rest assured that the price lists are also correct.

We will also feature a monthly "Top Ten Sellers" list. There are also demos available for download of every Alive product.

You may have heard about Alive's "Millenium Vote" to decide the best Amiga games of this millenium. Full details and a voting form can be found on the site.

There's also exciting news about Alive's new service to go with the launch of our new site and details of the new look CD Catalogue V1.3.

And as if all that's not enough, there is a form available to order your FREE subscription to Alive's 20 page catalogue/magazine - The Pulse.

If you have a link on your web site please add the Alive page to the link. We are working on our own contacts page and would be happy to feature any Amiga companies in our list.

Well? what are you sat reading this for? go check us out!

www.innotts.co.uk/alive-mediasoft

**GAMES*....

**....ALL YOU NEED IS ALIVE*

Steven Flowers
Director.

ALIVE mediasoft

THE BIGGEST RANGE OF
 AMIGA GAMES IN THE WORLD
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www.innotts.co.uk/alive-mediasoft

POBOX 940
 NOTTINGHAM
 NG17 7FA
 ENGLAND

```

-----|
                Main Menu
                |-----|
                News
                |-----
-----|
  
```

1.44 ANTIGRAVITY.COM OFFERS FUSION & PCX EMULATORS WITH OS 3.5 PRE-ORDER

ANTIGRAVITY.COM OFFERS FUSION & PCX EMULATORS WITH OS 3.5 PRE- ↔
 ORDER

FOR IMMEDIATE RELEASE

The new OS 3.5 update will be released in August. OS 3.5 is the most significant update to the look and use of your Amiga for many years. We are pleased to be able to begin taking pre-orders, in readiness for the launch. We will make no charges at all until the day of shipment, so make sure you are among the first to receive this important update for your Amiga.

Special Offer! - For all pre-orders we are now offering Fusion Mac emulator and PCx PC emulator bundles at just \$25.00 if ordered at the same time as you pre-order OS 3.5! We will ship this bundle immediately and your OS 3.5 on release, and charge just for Fusion/PCx at this time.

New Amiga OS 3.5 Features:

- * Easy Internet Access
- * Hard disks partitions larger than 4GB
- * Modern Graphical User Interface
- * Extensive CD-ROM Support
- * Current Printer Support
- * PowerPC Support
- * HTML Online Documentation
- * Bug Fixes

With OS 3.5, Fusion and PCx your Amiga can run just about any software on the market!

Get all the info at AntiGravity.com.

Alien BoXer development continues on schedule for May 15th shipping! Order it online at AntiGravity.com.

For those of you who attempted to reach us last weekend, we apologize! Our webhosting company experienced some technical problems with the online ordering software.

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-----|
Main Menu
|-----|
News
|-----|
-----|

```

1.45 WHO WANTS FUSIONPPC AND PCXPPC?

WHO WANTS FUSIONPPC AND PCXPPC?

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Blittersoft, Microcode Solutions distributors for Amiga Fusion and PCx, have published a questionnaire aimed at determining the market for PPC modules of Fusion and PCx emulators. It can be stated that there is a very large user-base of Amiga Fusion and PCx 68K owners, and we know from personal experience that a great many of these people wish to see PPC modules. However, I am extremely sympathetic with the views of Jim Drew and Microcode Solutions.

Blittersoft wish to see the PPC modules as much as anyone. We believe they will both be a great success. However, many excellent products have been severely damaging to developers because of poor sales. It is true to say that both Fusion PPC and PCx PPC projects are in progress. However, it is the market that dictates the priority of product, even though Jim has stated that the vast majority of the development is best done on the PC platform. What people must realise is that if ten people can make a great deal of "noise" in a newsgroup or mailing list, think of what 100 or even 500 can make. However, 500 sales is not going to convince any developer to spend time and effort.

Therefore, I urge all owners or prospective owners of PPC board who would like to see PPC modules to fill out this questionnaire. If you have friends without internet access, please gather their details. It would be beneficial to all concerned to gather this information. The questionnaire can be found at: [www.blittersoft.com/fusppcq.htm](http://www.blittersoft.com/fusppcq.htm)

Regards,  
Paul Lesurf  
Blittersoft

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-----|
Main Menu
|-----|
Articles

```

|---

## 1.46 HURRICANE STUDIOS ANNOUNCE AVAILABILITY OF THE FIRST AMIGA COMMERCIAL PPC GAME

HURRICANE STUDIOS ANNOUNCE AVAILABILITY OF THE FIRST AMIGA ←  
COMMERCIAL PPC GAME

~~~~~  
FOR IMMEDIATE RELEASE

Hurricane Studios are proud to announce the availability of the FIRST Amiga commercial PowerPC game.

Eat The Whistle PPC is available NOW in the Hurricane Studios Web Site, in the official Eat The Whistle Home Page and, soon, in Aminet.

It's a FREE upgrade for the owner of the 68k version, it needs the original ETW CD-ROM to be installed. The PPC version needs also ppc.library V46+ and AHI V4.x installed to work.

Together with the PPC version is available also an optimized chunky version for 040/060 Amigas. You can choose between the game executable you want to use with a new "PREFS" menu section, "SYSTEM"

The gameplay has been improved a lot and the refresh speed is smoother than ever. Here are some of the features of the enhanced versions:

- * With PPC version you can play at 25fps on 640x400 on AGA Amigas, more than 30fps on 640x480 with CVPPC/BVPPC, lowres modes reach 50fps both with AGA & GFX Cards.
- * New fields, with better graphics.
- * Offside rule.
- * New mode "SCALING" that allows realtime graphics resize when playing on the workbench.
- * Added triple buffering.
- * Improved CGX/P96 support.
- * The computer opponents are stronger.
- * Largely improved goalkeepers AI.
- * New active player change method, "CLASSIC", similar to the one of other games.
- * Improved control response.

Get this FREE upgrade in:

- * Aminet:
 - * game/patch/ETW-CD20p.lha (550KB)
 - * game/data/ETW-Pitches.lha (~2.6MB, optional)
- * Hurricane Studios WWW: www.aspide.it/freeweb/hurricane
- * Eat The Whistle WWW: surf.to/etw

You can buy the original game at: www.epicmarketing.ltd.net

Gabriele Greco (gabry@promix.it)

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---|
      Main Menu
      |-----|
      News
      |---
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1.47 AMIGA JIKES JAVA COMPILER NOW AVAILABLE

AMIGA JIKES JAVA COMPILER NOW AVAILABLE

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Anyone who is interested in compiling Java programs on the Amiga (not necessarily running them on the Amiga) may be interested in the Jikes Java compiler.

This is now available from the following web site [www.ramjam.u-net.com](http://www.ramjam.u-net.com)

Note that this is just the compiler - the standard Java classes are also needed in order to use the compiler. These can be obtained free of charge as part of Sun's JDK.

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-----
---|
      Main Menu
      |-----|
      News
      |---
-----

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## 1.48 ANNOUNCEMENT: NEWSROG VERSION 1.6 UPDATE

ANNOUNCEMENT: NEWSROG VERSION 1.6 UPDATE

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FOR IMMEDIATE RELEASE

ShadowWorks Software announces the Version 1.6 update to NewsRog, the Amiga newsreader which has been called "The best newsreader available - on any platform", and provides advanced features for the power user that few other newsreaders anywhere can match.

Version 1.6 includes 19 new features and improvements. For a full list of other major changes in this version, as well as descriptions of major NewsRog features and example screenshots, see the NewsRog preview page at: www.frii.com/~srk/ShadowWorks/Preview/NR.html

The 1.6 update is free to registered users and may be downloaded from the "Updates" section of the above web page.

PRICING AND AVAILABILITY

NewsRog is priced at (US) \$35 plus shipping and handling. Orders may be placed

by telephone by calling:

- * (US) 1-303-659-4028

Or online via major credit cards from either of the following pages:

- * www.questarproductions.com/NRorder.html (unsecure)
- * www.dimensional.com/questar/NRorder.html (secure)

Free NewsRog updates may be downloaded from the Support web page.

REQUIREMENTS

NewsRog requires:

- * MUI 3.8 or later
- * 8 Mb RAM & 8 Mb HD (more recommended)
- * AmiTCP, Miami, or other compatible networking software
- * A 68020 or faster CPU (68040+ recommended)

Only the Amiga version is available at this time.

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See the NewsRog preview page at: www.frii.com/~srk/ShadowWorks/Preview/NR.html

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-----|
|
|           Main Menu
|           |-----|
|           News
|           |---
|-----|

```

1.49 THE INTERNET & OS 3.5

THE INTERNET & OS 3.5

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Here are some more details regarding OS 3.5 as revealed by Haage&Partner at the AUGS-Meeting.

Internet:

- \* A special version of AWeb will be the Browser and the TCP/IP-stack will be Miami. Integrated Network-support. The E-Mail-API and the simple E-Mail-Client will be from the author of Voodoo and New York.

Workbench:

- \* It wouldn't be necessary anymore to use the Shift-Key when moving more than one icon. An "Unselect" will be possible when more than one icon is selected. All Preferences-Programs will get the new Reaction-surface. The Submenus of the WB will be optimized for a better handling.

Icon Library:

- \* When selecting, the icons will start to "glow" when dragging them they'll get semi-transparent. Via the "Info"Option it will now also be possible to set the process-priority. The current and the NewIcons will be supported. The AppIcons will now be able to be animated.

## Reaction:

- \* The Tool Reactor will enable software-authors to use the new Reaction-surface with their own software. One of the highlights of Reaction is the possibility to have a color-gradient in the background of a window. Also bugs in the "asl.library" will be removed.

## PowerPC:

- \* WarpUp will be integrated in it's latest version. An important part will be the Preferences-settings which will complement the integration.

## Installer:

- \* The installer will be able to be opened on an own screen. This screen can have a color-gradient. New will be the possibility to go steps backward during installation.

## Printers:

- \* The printer-support will be redesigned completely, so that 24-bit-printing will be possible on the WB. CyberGraphX and Picasso96 will be supported. There will be only one Printer-Setting in the future, which will also have a preview-window showing immediately the changed settings.

## Datatypes:

- \* Reworked and improved, now also 24-bit-capable. New are datatypes for AIFF, JPG and GIF. Complete rework of the Amigaguide-Datatype.

The documentation will be in HTML in German and English (and hopefully in other languages like Spanish, French, Italian, Swedish, etc.). Release date is still August. First Beta-Tests will start in 3 weeks. AmigaOS 3.5 will be delivered on CD-ROM for 99,50 DM.

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---|
      Main Menu
      |-----|
      Articles
      |---
-----|

```

## 1.50 RECRUITING PEOPLE FOR PORTRAIT DEVELOPMENT TEAM

RECRUITING PEOPLE FOR PORTRAIT DEVELOPMENT TEAM

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From: Chris January, jasmine@usurper.freeseve.co.uk

FOR IMMEDIATE RELEASE

Hi all

A few months ago I released on Aminet and Amiga Format cover CD a program called

Portrait. This is a 24-bit paint package which I was developing at the time. The planned feature list is still as long as my arm and I have made little ground in moving the project on. After looking at the main problem of stability I decided to rewrite the entire code from scratch. Although the engine is now working, I now need to add in all the features that were there before, and so on. In the end I decided it was all too much for one man! So, here I am looking for programmers who wish to come aboard the project. Basically anyone who can help me in the following areas please contact me:

- * Experienced Amiga E programmers.
- * Programmers who can convert EC++ and vice versa.
- * Experienced C++ programmers.
- * Java programmers.
- * Win32/C++ programmers.
- * Language translators.
- * Project coordinator.
- * Source code afilliator.
- * Graphics artists for example artwork.

I'm currently planning versions for:

- * Amiga/AmigaOS
- * NetBSD/X-Windows
- * Win32
- * Java VM

But I can only achieve this with your help.

I would also be grateful of people who could host websites/source code archives to help with the project. Basically contact me if you are at all interested or have any ideas. Download the last version from Aminet from 'gfx/edit' or something like that. (Beware - it is very unstable - the version on Aminet even fails to run on my machine! - goodness knows why I ever uploaded it :-)

I would really like this to be something that everyone can contribute to. Perhaps, together, we can even make it tommorrow's killer app.

Basically the idea is to write something that is sort of a mixture of Paint Shop Pro/Personal Paint/Photogenics and ImageFX. I want to take the idea of pixel by pixel editing possible in Personal Paint into the 24-bit/32-bit world (ARGB) and combine it with all the familiar techniques.

Thank you all and hope to hear from you soon,
Chris

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-----|
|
|           Main Menu
|-----|
|           Articles
|-----|
|-----|

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1.51 BEST POWER TO SUPPORT AMIGA

BEST POWER TO SUPPORT AMIGA

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From: Jamie.Krueger@bestpower.gensig.com

Best Power WILL be supporting the EXISTING Amiga line with the next release of our UPS monitoring and control software, CheckUPS II v3.3. We will also be supporting the next generation of Amiga machines as they become available. I recently attended the Amiga '99 show in St. Louis, where I made the announcement at the ICOA Developers meeting, that Best Power was going to support the Amiga. I was very pleased with the overwhelmingly positive response I received.

While at the show, I opened a dialog with Amiga Inc.'s new president Jim Collas, as well as Juergan Haage (H&P's Managing Director of the AmigaOS 3.5 project), about adding direct UPS (Operating System Shutdown) support into AmigaOS 3.x as well as the new AmigaSoft 5.x Operating Environment. Working with Amiga Inc., I believe that Best Power can provide a greater level of UPS connectivity for the Amiga, then has been achieved on any other OS to date.

In addition to providing UPS support for the Amiga, Best Power will be making another first in the UPS industry by releasing it's in-house UPS driver API as OPEN SOURCE!

The CheckUPS SDK, a full Software Development Kit for writing serial and network based UPS monitoring software. Based around the "Best Power UPS Driver API", it will provide a very easy means of writing custom software that communicates with any Best Power model UPS, without having to know anything about the specific UPS communication protocol. Also, as Best releases new UPS models, it will continue to update the SDK, thereby making adding support for a new UPS to any software written using the CheckUPS SDK, as easy as recompiling or downloading the latest shared library.

Considering the fact that the UPS Driver API was developed exclusively on an Amiga A4000T, (the same machine that creates our CDROM masters), it seemed only fair to directly support the Amiga :-).

Regards,

Jamie Krueger  
Software Engineer - AmigaOS / UNIX  
jamie.krueger@bestpower.gensig.com  
Best Power - www.bestpower.com

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|
|           Main Menu
|-----|
|           News
|-----
|-----

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## 1.52 VOYAGER NEWS

### VOYAGER NEWS

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Ok, here's a short summary of what has been done, is being done and (eventually) will be done for Voyager 3. This focusses on "major" changes, and I've written it offhand, so I may have forgot something.

Document revision: 1, 16.4.99

Javascript

Of course, the thing everyone wants (especially the ones asking for "Java" :) I've implemented the Javascript 1.2 core language with a nicely-done bytecode interpreter. Voyager first compiles the code down into a special P-Code (or "Bytecode" as it's nowadays called, although it really consists of 16 bit instructions) which is then executed by a special interpreter. This should give the fastest JS implementation available in the industry, and should especially help with the otherwise massive impact of event handler code or looping operations.

The Document Object Model I'm implementing is closely based on the one of the Microsoft Internet Explorer, because it is much more flexible than that of NS (that's what M\$ calls "Dynamic HTML")

Status: mostly done, in testing stage, gathering real-world feedback now

HTML

Numerous major and minor updates. Support for CSS 1 is being worked on and will most likely be ready in time. Note that "Dynamic HTML" is actually a JS-related issue.

Status: done, in testing stage, gathering real-world feedback now

GUI

Main GUI is now completely customizable with the well-known "coolbar" technology borrowed from the Windows world. Bookmarks are replaced with the new embedded version of the Contact Manager. New IE4-alike history allows finding

Status: mostly done

Networking

Cache system has been reworked to require less maintainance. Optional "blacklisting" for image fetching based on URLs allows one to get rid of banners and based tracking services. The same will probably be added for cookies.

Status: mostly done

Java

The "Merapi" JavaVM seems to have died. Holger Kruse of Nordic Global recently announced the Daytona JavaVM, and has invited all browser authors to participate in a design discussion about a potential plugin API for Daytona. If this project has a future (and given hkr's track record, it surely will), I'm definitely going to support it.

Status: time will tell

Flash/Shockwave

David "Zapek" Gerber zapek@vapor.com is working on integrating the free flash 3

player as an V plugin.

Status: being worked on. It's either finished in time or someone in Switzerland will have his buttock prodded :^)

Image decoders

Updated to current versions of libjpeg and libpng. Speed improvements in the rendering code, and will now also deal fine with CGFX4 in-buffer bitmaps. Fixed tons of low-memory issues. Modularized and loaded on demand based on the system architecture for maximum efficiency with easy upgrading to PPC. Special support for FBlit on AGA systems to totally eliminate the need to use chipmem.

Status: done, in testing stage

Plugins

Nothing really done yet, but the Flash player is being designed as an plugin and will stirr up some required changes.

Status: erm

~~

Oliver Wagner owagner@vapor.com www.vapor.com
Finger: owagner@vapor.com ICQ: you're kidding :)

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-----|
|
|           Main Menu
|           |-----|
|           News
|           |---
|-----|

```

1.53 WARPUP RELEASE 4 NOW AVAILABLE

WARPUP RELEASE 4 NOW AVAILABLE

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The release 4 of WarpUP mainly features numerous enhancements, which were desired by developers so that they can work on their projects as easily and efficiently as possible. It is to be expected that quite soon software will be released requiring WarpUP 4 to be installed.

WarpUP 4 also wants to build a bridge across different worlds. With the addition of the PowerUP Emulation of Frank Wille the possibility is provided to run PowerUP applications under WarpOS, so that even these applications can benefit from the outstanding multitasking capabilities of WarpOS. The enclosed version already supports the new features of WarpUP 4.

Most important news

- \* The memory management of WarpOS was completely replaced. The new memory management is about factor 4-5 faster than the old one, this means, that applications which intensively allocate/deallocate memory using the WarpOS functions will benefit. Thanks a lot to Frank Wille for the implementation

of the new memory management.

- \* Together with the new memory management a pooled memory API is provided, which is identical to the corresponding API of exec.
- \* The semaphore features of WarpOS were enhanced much. Now 'shared semaphores' and message based semaphore obtaining/releasing are supported.
- \* Now the meaning of the task signals can be changed using 'SetExceptPPC', so that an exception handler is executed, if such a signal is sent. This function corresponds to the appropriate exec function with some minor difference (which certainly is documented in the autodocs).
- \* Now it is possible to add interrupt handlers to WarpOS, which can be invoked both by the PPC- and the 68K side. With that a new way of communication between 68K and PPC is provided, which will be important for some specialized applications.
- \* In the past it was quite painful to make sure, that new tasks started using 'CreateTaskPPC' get the r2 of their mother task (which means, that they can access the mother task's variables). Now a new flag was added, which makes it very easy to achieve the same result.
- \* The creation of PPC tasks from the 68K side was made easier by providing the function 'CreatePPCTask'. This function itself calls the PPC function 'CreateTaskPPC'.
- \* A new env variable 'powerpc/seginfo' enables a new debugging capability. Whenever a task crashes, segment information (hunk/offset pairs) are printed out to sushi resp. the serial interface. These information can be used to identify the location of the command which caused the crash. If desired the whole stackframe is scanned and all locations of higher-level function calls are also printed out. This new feature requires the 'segtracker' tool to be installed.
- \* The installer of WarpUP V4 was revised and made more secure. Now it is almost impossible to install WarpUP the wrong way, because most env variables can't be configured anymore using the installer. These variable are set in a way which should care for maximal reliability.

#### Most important bugfixes

- \* A problem with the terminator 2 was fixed, which could lead to WarpUP not starting on some BlizzardPPC systems.
  - \* The famous 'ramlib' problem was again improved. Again it should be noted that these 'ramlib' problems only can appear when PPC shared libraries are used (since there are still people around which see this issue as advantage of PowerUP but forget, that there are almost none AMIGA-OS compatible shared libraries for PowerUP available).
  - \* There was a quite severe bug in the scheduler, which could lead to multitasking hang-ups in some special situations. This is corrected now.
  - \* The function 'FreeVecPPC' sometimes could trash several registers (especially when freeing large amount of memory). This is corrected now.
-

## Software/Tools

- \* In the WarpUP 4 distribution the PowerUP emulation of Frank Wille is provided. The core of this emulation is a 'ppc.library', which, in contrary to the original 'ppc.library' of Phase5, works under WarpOS. This way it is possible to run PowerUP applications under WarpOS, in parallel to WarpUP applications.

The current version of the PowerUP emulation is V0.6 and it requires WarpUP 4 ('powerpc.library V15').

It is strongly recommended to read the corresponding text files in the directory 'PowerUPEmu', to make the software working correctly and to get aware of all restrictions (mainly concerning compatibility).

IMPORTANT: the WarpUP V4 installer always sets the terminator variable 'powerpc/terminator' to 2. This setting leads to the best possible reliability of WarpOS itself, but has the effect, that the PowerUP emulation and WarpOS don't work together anymore. CyberStormPPC users should set the variable to zero, if the PowerUP emulation should be used. BlizzardPPC users have a more difficult job (thanks to the Flash ROM) and should read the file 'PowerUPEmu/README'.

- \* In the directory 'tools/BPPCFix' there is a tool (again from Frank Wille), which allows to reboot a BlizzardPPC based system in a way, that the 'ppc.library' is not started anymore after reboot. This leads to a major improvement of the situation for the BlizzardPPC users, because they don't have to use the dirty termination procedure anymore to launch WarpUP applications. For more information please read the file 'tools/BPPCFix/BPPCFix.readme'.
- \* In the directory 'tools' there is the program 'WarpStat', which shows the load of the CPU and of the different task using a graphical user interface. This program requires MUI.

If you have any question on WarpUP, please contact us at: [warpup-support@haage-partner.com](mailto:warpup-support@haage-partner.com)

You can download WarpUP 4 from [www.haage-partner.com/wu\\_sup\\_e.htm](http://www.haage-partner.com/wu_sup_e.htm)

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---|
      Main Menu
      |-----|
      News
      |---
-----|

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## 1.54 WORLD OF AMIGA '99 - IT'S GOING AHEAD!

WORLD OF AMIGA '99 - IT'S GOING AHEAD!

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PBA Events in association with AmigaSoc UK are pleased to announce that the most eagerly awaited Amiga event on everyone's calendar is going ahead. The show will be on the weekend of 24th and 25th July.

Many people have expressed the need to host the UK's premier Amiga event at an alternative venue. Although the Novotel was selected for reasons of tradition in the past, the time has come to break with tradition and go for something new. This year, we'll be holding the event in a prestigious Kensington venue which we're sure you'll agree is a huge improvement over the Novotel!

In addition to the usual things people have come to expect from the show, we are aiming to run a number of other events within the show. These will be organised with the help of UK user groups, so you can guarantee that the place will be brimming with Amiga experts with brains just waiting to be picked!

- * Games competitions: Amiga multi-player games are getting better all the time. Now's your chance to play them with loads of other people... and you might even win a prize!
- * An Amiga cybercafe: If you're not on the Internet already, see how easy it is to get your Amiga connected!
- * Seminars: Following on from last year's hugely successful series of seminars, we'll be getting leading Amiga people to make presentations on various subjects (if you'd like to hold a seminar, get in touch with Andrew Elia at andrew@uk.amigasoc.org now).
- * How-to sessions: If you're in any doubt as to the best way to go about towering your A1200, or getting on the Internet, Amiga experts from around the UK will show you how (if you've got any ideas for potential workshops, then contact Andrew Elia at the above address or use the forms soon to be available on our website).
- * Shareware registration: Your chance to register some top quality Amiga software without all the hassle of sending money to far off places.
- * A user group hospitality area: Those that are members of registered user groups can relax in a private and informal atmosphere while getting the chance to hobnob with Amiga celebrities from around the world.
- * Stands for user groups: If you're not a member of a user group, then you can come along and meet representatives from your nearest group. On the other hand, if you're a user group and you'd like to take the opportunity to recruit some more members, then the WOA show is the perfect place to start. If your user group wants a piece of the action, E-Mail Chris Livermore at chrisl@uk.amigasoc.org.
- * The inimitable Annex: Get autographs and kisses from Amiga's own pop group!

Undoubtedly, one of the most exciting things happening at the show will be the launch of OS 3.5. All being well, this product should be launched at the show and will be on sale. You won't get another chance to try before you buy! Additionally, the next generation Amigas are just around the corner, so you never know what else you might see!

The 1998 AAA awards will also be presented at the show, so you can see first hand who will be collecting this year's international award as well as the first ever UK AAA award.

The official World Of Amiga website is already on-line. All the latest news will be posted here. We are currently in the process of updating it to include all the information visitors to the show could possibly need, including details of hotels, a map of the venue, our growing list of exhibitors, and any news relating to the show as it becomes available to us. We also hope to offer an on-line ticket ordering system courtesy of IMM Studios. If there's something else you feel we should provide through the site then drop us an E-Mail at andrew@uk.amigasoc.org!

Be in no doubt, this show has got the full backing of Amiga.

Tickets will be priced at £7.50 for adults, and £5.00 for under 14s. This year we will also be offering special rates for families. Two adults and two children (under 14) enter for only £15.00! Additionally, for people wishing to attend on both days of the show, there will be a special booth on Saturday that will sell tickets to existing ticket holders for Sunday's show for a mere £2.00 (£1.00 for under 14s). There will also be a number of tempting door prizes. Details will be made available on www.worldofamiga.com.

As far as exhibitors are concerned, we are aiming to provide a competitive rate this year, and will also be offering special low-cost tables to companies/organisations who are on a tight budget. In short, we want to please everyone!

You won't want to miss it!

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-----|-----  
---|  
      Main Menu  
      |-----|  
      News  
      |---  
-----|-----
```