

**ar235**

**COLLABORATORS**

	<i>TITLE :</i> ar235		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## ar235

### 1.1 Amiga Report Online Magazine #3.01 -- January 3, 1995

Turn the Page



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dE_j##  # 0## jF ##F   j##F   j##'      dE_j##
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International Online Magazine

"THE Online Source for Amiga Information!"

Copyright 1995 Skynet Publications  
All Rights Reserved

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=====//=====
== January 3, 1995          \//          Issue No. 3.01 ==
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### 1.2 Amiga Report Main Menu

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==                               Main Menu                               ==
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      Editorial and Opinion
            News and Features
                  Reviews
                        Reader Mail

      FTP and Product Announcements
            ~~~~~

      About AMIGA REPORT

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

      Where to Get AR

      Commercial Products
      Mailing List & Distribution Sites      Online Services, Dealers, ↔
            Ordering

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      // |                               |                               //
=====//=====| Amiga Report International Online Magazine |=====//=====
==  \//  | Issue No. 3.01           January 3, 1995  |  \//  ==
=====| "THE Online Source for Amiga Information!" |=====
      |                               |

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c.s.a.editor.desk      Amiga News      Dealer Directory
Distribution BBS's     Product Announcements  Reader Mail
Emulation Rambler     AR Reader Survey    AR Wants You!

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== Jason Compton
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Support.

That's what computing is all about. Support, who's giving it, how it's available.

When it comes down to it, there's as much support for a computer platform as the individual user perceives there to be.

Take Commodore 64 users. While their numbers are certainly no longer the many millions-strong legion it once was, they still exist and, yes, even thrive. Because they FEEL that they do. There are companies such as CMD which still actively support the 64, there are Internet resources...in short, everything that these users FEEL they need. So their computer platform is supported.

Take your average PC user. They feel supported because their numbers ARE legion, and so is the number of companies that produce software for their machine. They are surrounded with positive reinforcement and FEEL secure, so they FEEL supported.

So, now it falls to the Amiga users. Do we FEEL supported? Well, I suppose so, since we're still here. Of course, not everyone is, many have left to pastures which they perceive as more supported. There is no parent company left to support is, and many developers are gone. But, support is still there. It's all a question of perception.

The task for the New Amiga Corp will be to create that illusion of support. Oh, real support would be wonderful as well, but to draw users, you have to create the illusion of Support For The Lowest Common Denominator.

Good luck to them, whoever they wind up being.

On the buyout front: As of today's writing, this information is available:

Apparently, no decision has been reached yet. CEI's bid was supposed to expire last Friday, but they have extended the deadline to this Friday. After that, CEI will request its deposit check back.

Commodore UK's press release (available elsewhere in the issue) struck me as rather vague. A request for clarification and/or more information was denied by C=UK, so we're left with the question..."What does 'accepted' mean?"

-Jason

PS. Please check out our new survey, and watch for the results of Katie Nelson's surveys in AR3.02.

PPS. Thanks for sticking with Amiga Report, now in our third year!

## 1.10 Reader Mail

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==                               Reader Mail                               ==
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From: dimas@maze.mazanet.es (Dimas Caparros Gomez)  
Subject: Hey!

Hey Jason! How is you scrubber?. i want to send you a letter for 'the reader mail' or somewhere else... :-)

'I am a spanish guy. Here, the very only source of information (out of my country) is Amiga Report. We expect anxious every Amiga Report. And of course, the response (I am dreaming with it!) of the global Amiga world: Who is the buyer, hell?. Well, and of course we like to see the online conferences.

I would like to know if Jason could ask CEI (or C=UK) the questions we have, as we have not direct InterNet address! (and it would be VERY expensive!).

-What are the plans of you for South Europe (Spain...)?

-You said a cheaper A1200 is not possible. Maybe a A1200/030 at the same prize as now? Perhaps 040? :-)

BTW, I would like that Jason on AR or CEI (C=UK) keep a comp.sys.amiga.amiga where Amiga Int. put the current things they are working on. We want news, and hot news from the makers of our dreams!

-----

Hi Jason,

Heres a little letter I've written in defence of David Plesance. (He seems to be getting a bit of a rough ride in the US)

Well there seems to be some difference of opinion in the two buyout camps. Dave Plesance says he is under orders not to discuss the buy-out and Alex Amor says he is not. Obviously David P is Lying. Alex Amor is willing to discuss the buyout with other groups - Dave P says this is Illegal. The list goes on. And in every case you lot in the USA believe Alex and call David P a liar, and I'm getting fed up with it. Now you have joined the mob after Dave P said 'It is BELIEVED that CEI have lost their backing'

Note he said Believed - he didn't know for sure. yet you used this to get at him.

Lets deal with the complaints and misconceptions shall we?

1) David P. will Ignore the USA and concentrate on the UK - I think this stems from the early stages of the Buyout. The backing C= UK's MBO got was from a proposal based on projected sales in the UK/Europe only. David P has NEVER said he will not sell to the USA. In fact the phrase 'The key markets for the Amiga.....the USA for the top end products..' occurs in a recent interview. Also if he is going to abandon the States why is he keeping C= Canada and R&D in Norristown? I can't see engineers working on a machine they won't be able to use.

2) David P will concentrate on low end. Obviously! the low end makes money. More than enough to keep the company running. Concentrating on the low end does NOT mean abandoning the High end OK? Got it now? Anyway there are two facts that need to be mentioned. ACE is one I know has been mentioned on the net. It means Amiga Centres of Excellence. These are places where potential buyers can get advice on Amiga based multimedia systems. Hardly the product of someone who does not realise the potential of the Amiga. Remember Dave has a recording studio based around Amigas.

The second is changes made to A1200 packs while Dave has been in charge at Commodore UK. As I'm sure your aware low end Amigas are often sold in packs over here. When D.P took over he changed these from being games + DPaint to packs which show off the A1200 as a Home computer - the last (Before C= went under) was a double sided one. Computer Combat on one side and Inovations on the other. This included:- Total Carnage, Brian the Lion and Zool 2 for games, Wordworth 2 AGA, Digita Print Manager, Day by Day and Personal Paint 4 for productivity. You will notice that this is more productivity software than games. So where does this Idea that Dave P does not see the serious side of the Amiga come from? Not from any facts about him thats for sure.

Dave has also been getting a lot of unjustified stick for not joining in a conference etc. He is forbidden from doing this. Before you say 'Alex Amor isn't' consider that Alex Amor has been lying the ones he's been doing. I am referring to David Plesances comment about 'discussions between bidders being Illegal under US law' I went to my local University and within 20 minutes found the appropriate passage. It is in Title 11 - Bankruptcy Article 363 note 28 - 'Avoidance of Sales for collusive bidding' Whenever Alex is asked about joint bids with UK/other groups he says 'the door is open' Any discussion which reduces the bid value for the creditors is Illegal! Is Alex saying he is prepared to break US Law? Personally I think this is an attempt to dirty the name of David Plesance and the UK MBO (A successful one.)

The other question I have for Alex relates to his comment in the CEI conference in AR228. In this he says he had discussions in the early part of the buyout. C= UK's bid was on the table first. So when these took place CEI Cannot have been a bidder. (see above) So what were these discussions about and who started them?

I will end with a little thought for you. Consider if there had been no C= UK bid. We would still be waiting as Alex A seems to like to wait until the last minute before doing anything.

Now consider if there was no CEI bid. C= UK would have had A1200's and CD32's for the UK and A4000's for the USA on sale for Xmas. Probably only in small quantities I'll Admit. (C= UK were all ready to conclude the deal in september until Alex Amor Placed his bid ONE DAY before the deadline.)

I hope you will think on these points and I await your answers.

- I dealt with the concerns here individually. Some of the more significant ones warrant some reply...

I actually liked the C= UK 1200 packs.

There is no evidence to suggest that the C= UK bid would have been immediately accepted in the absence of a CEI bid. In fact, C= UK failed to sign a contract when they were offered one. In the same way, there's no evidence to suggest machines could have been available for Christmas.

The problem with the "UK only" "misconception" is that it has been some time since Plesance has completely and comprehensively summed up the goals of the MBO. An online conference would give him the perfect chance, but he says he's not allowed to discuss the buyout, yet that is exactly what his articles in numerous UK magazines do.

## 1.11 Press Releases

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==                               Press Releases                               ==
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\*Photogenics\*

Photogenics combines the features of a powerful image manipulation package with the ease-of-use and creative freedom of a traditional paint program.

You can load a variety of different images (JPEG, GIF, IFF, etc.) and save them in different formats, but Photogenics is much more than just a simple conversion system. If your longing is to paint then use one of the multiple built in natural brushes ( chalk, pencil, pastel, etc...) or simply retouch the picture with the airbrush. Through the variety of operations and the powerful visual alpha channels, image manipulation has never been so enjoyable.

You can edit multiple images - each in its own resizable window. The realtime HAM-8 display gives you full-colour painting without needing a 24-bit graphics board (with AGA machine).

Designed for graphics artists and serious painters, Photogenics gives a professional working environment offering many features not even found on PC or Mac packages. The open-architecture design gives programmers the freedom of writing their own loaders, savers or effects. The minimum system is an Amiga 1200, floppy drive, Kickstart 3.0 or higher and 2Mb Ram, (4Mb ram and hard drive recommended).

Photogenics is available for a Price of UK #54.95 + #2.50P&P  
Almathera is on +44-181-687 0040 or write to Almathera, Southerton House,  
Boundary Business Court, 92-94 Church Road, Mitcham, Surrey CR4 3TD  
Contact: jbsajno@cix.compulink.co.uk

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Maidenhead, 22nd December 1994

The Management Buy-Out team of Commodore (UK) Limited announced that following a meeting of Commodore International (CIL) US Creditors in New York on Tuesday, 20th December, the liquidators of CIL have accepted the UK team's offer to acquire the assets of CIL and has requested that they move with all possible speed to completion.

Whilst there remain many obstacles in the road to success, the team are delighted to move one large step closer to their goal of re-establishing the Amiga in its rightful place as a leading product in the multimedia/home computer markets.

-----

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For immediate release

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september 1994

The Communicator II for CD32 dramatically improved

The Communicator II makes CD32 an intelligent 2 way computer with CD-rom controlled by the amiga.

You can view PhotoCD's, Create Full motion video\* or Audio presentations with the Communicator-, Scala- and Mediapoint- driver. Or you can just use it as 2 way CD-rom with speeds of upto 210000 baud.

One of it's unique new features is the virtual CD disk concept which enables users to configure the Communicator II in order to automatically boot the program used most.

Also new is CD-rom device support, the integrated menu /program system and added high speed modes.

"The Communicator is a great success and has become the default add-on for CD32, now we've made it even better" according to Frank Hoen, general manager of Eureka.

"The new Communicator II soft- and hardware doesn't just add a CD-Rom drive to your system(as many people think) but it adds a complete Amiga with 600Mb CDrom 2Mb of Ram and AA chipset to your existing machine. The additional digital video and audio make it nothing short of spectacular!"

"CD32 still has the best price/performance of the interactive CD market with the Communicator being the logical add-on for every CD32" concludes Frank Hoen.

#### SOFTWARE IMPROVEMENTS

##### SPEED

The Communicator II speed is dramatically improved when compared against the original Communicator. Speed can be reached of upto 210000 baud! (on A4000). Transfer speed can be tuned and tested for optimal performance on every amiga.

##### VIRTUAL DISKS

This unique new feature of the Communicator II software will change the use of Interactive CD systems. By using the non-volatile ram of the CD32, the user can select which menu program he wants to boot with. The next time he inserts the Communicator II CD, the requested program start immediately making it appear that he is working with more than 1 disk. This prevents a lot of reboots of the CD32 and is perfect when using the CD32 as Multi-media player or CD-rom.

##### USER INTERFACE

The bootup Menu and Communicator program are integrated into 1 easy to use program. Also it is now possible to test the maximum speed you can reach with your machine. The baudrate can be reset to default preventing locking up of the CD32.

##### VISUAL FEEDBACK

Next to the totally redesigned user interface, visual feedback is given when the CD32 receives commands. This enables the user to check if the

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requested function is performed correctly. Examples of visual feedback are playing CDps, setting the baudrate, showing when files are being transferred etc.

#### FILE TRANSFER

The Communicator II now has 3 ways of transferring files:

##### Safety

- 1.The Communicator II Zmodem file transfer enables the user to securely transfer and start files from and to the CD32.

##### CD-rom

- 2.A CD rom device driver offers an easy to use option of transferring files from and to the CD32. This works in the same way as accessing normal CD-roms except for the fact that you can also send data to the Cd32.

##### High-speed CLI

- 3.A high speed CLI orientated program enables you to transfer files fast with speeds of upto 210000 baud ( A4000/030).

The Communicator II file transfer capabilities have improved compatibility with ISO 9660 CDps and are generally improved in terms of performance and reliability.

#### PHOTOLITE CD32

This PhotoCD program included on every Communicator CD was not changed. PhotoLite can be started instantly using the virtual disk feature .

#### CD32 AGA VIEWER (also for non aga machines)

View pictures and animations from CD or amiga in 16.7 Million colours. The viewer functions as framebuffer for non-aga machines enabling you to view AGA pictures in 16.7 Million colours. The Viewer was upgraded and now can make use of datatypes .

Pictures can be viewed on CD32 directly or first uploaded and then viewed. More advanced time control is now possible.

#### WORKBENCH

A newer version of Workbench is installed for increased compatibility and performance.

Also Workbench can now be started from the Menu directly or instantly started using the virtual CD concept.

Testing the Communicator II is now even easier with the integrated test button which tests the quality of the connection between the CD32 and Amiga automatically.

#### MEDIAPOINT

For the popular Mediapoint program the Communicator is now supplied with the new Mediapoint Full motion video\* (Mpeg) and Audio Xapp offering advanced audio and video control. A Scala driver is already included.

#### NEW PD SOFTWARE

Eureka includes several new PD programs for transferring data to and from CD32. Also a demo version of the animation viewer MainActor is included.

#### HARDWARE IMPROVEMENTS

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The new Communicator II hardware case has an extra A2000/3000 keyboard plug next to its standard CD32/ A4000 keyboard plug. Also the serial cable to the Amiga is now a DB25 serial to RJ10 jack (telephone) plug. The serial cable can be easily changed and has a cable guard. The Communicator to CD32 connector is strengthened even more and the Communicator's LEDs are now on the front for even better visibility. This added to the steel plated case makes for a very robust design.

The low cost Communicator Lite II has the same features as the full blown Communicator II except it doesn't have LEDs, a MIDI, keyboard interface and the advanced power control of the Communicator.

#### UPGRADES

For Communicator users software upgrades can be obtained from their Communicator dealer or directly from Eureka at extra charge.

#### Eureka company backgrounds

Eureka, based in Beek(L) near Maastricht, the Netherlands was founded in 1989. In 1992 Eureka started developing hardware products for the Amiga. Its first product was the Eurocomp, a broadcast quality composite and Y/C video encoder. After some custom hardware projects for the Dutch government, Eureka decided to concentrate on designing products for the Amiga market. Eureka is currently also involved in custom interactive-TV hardware projects based on PC.

Further products are the Afterburner 50mhz 68030 turbo for the A4000/A3000 and Photolite PhotoCD software for CD32.

FOR MORE INFORMATION OR EVALUATION UNITS CONTACT EUREKA, MR. FRANK HOEN AT +3146370800 FAX +3146360188

The Communicator II program was written with the powerful Helm authoring system by Eagle Tree Software. Copies of this authoring system can be supplied for review.

All trademarks are owned by their respective owners.

\* Needs Full Motion Video cartridge.

Commodore Distribution & Development

Press release

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For immediate release  
December 1994

New Helm sets higher standards in the world of authoring systems.

Helm is the most powerful authoring system for the Amiga and will soon be available (Mid '95) for the PC running Windows.

With Helm, users can create custom image editors, personal information managers, presentations, kiosks, free form databases, or educational courseware. Helm includes a freely distributable browser for distributing applications without extra licenses or fees.

Eagle Tree Software is currently working on versions of Helm for several different platforms. When the Windows version is completed, authors of applications using the Amiga version will be able to convert their applications to run under windows. Helm will be able to do most of the conversion for authors because all versions will be file compatible with each other.

Helm is both an authoring system and a powerful graphics program. It combines draw, paint, and image processing tools with a scripting language, a hypermedia database manager, and a rich assortment of user interface objects.

In Helm, users create objects directly on the pages of electronic books. Users work on the page, attaching actions or scripts to the objects. They can immediately test their applications as they work out the design. Users focus on their applications and not on the intricacies of the authoring system. And with Helm's paint and draw tools, they do not have to switch to outside programs to create or modify their artwork.

Helm's objects include buttons, graphs, imagefields, shapes, textfields, radio boxes, check boxes, sliders, scrolling lists, clocks, pop-up menus, timers, and file selectors. The textfields support multiple font, color, and style changes; hypertext; color fonts; proportional fonts; and mouse scrolling. Paint directly on the imagefields with custom brushes and using paint types that include gradients, dithering, edge detection, tinting, and custom convolution.

Multimedia developers can program an object by adding a list of preprogrammed actions or a script that is written in an English-like language. Helm can import sound (8SVX), music (SMUS), images (IFF-ILBM), animations (ANIM-5), and fonts directly into a book. It features support for the Amiga clipboard, visual effects, PostScript(r) printing, compatibility with AGA display modes, and automatic browsing with a joystick or timer.

Helm (Amiga version) has a suggested retail price of HFL 299 (DM 249)

What Independent Reviewers Say:

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Helm, as we shall see, has many of the most important attributes of the current crop of existing programs and combines them with some unique features of its own to provide what is probably the most comprehensive integrated multimedia authoring system available.

--Andrew Gould, Amiga User International, January 1994

Easily the best page orientated multimedia presentation system available. More features than Hyperbook, easier to use than CanDo.

--Nick Veitch, Amiga Format, December 1993

Helm features a collection of exquisite graphics tools, many of which rival and surpass those found in top Amiga paint programs.

--R. Shamms Mortier, Amazing Computing, October 1993

The claims that Helm is easy to use and extremely flexible are certainly well-founded. I found the adjustable interface a pleasure to work with.

--Graeme Sandiford, Amiga Shopper, May 1994

Helm puts to shame programs like Hypercard for the Macintosh, which, despite years of funding, cannot handle color graphics and animation and is no match for Helm's graphics tools and simplicity of programming. Despite its modest origins, Helm packs a real multimedia punch.

--Daniel Greenberg, AmigaWorld, January 1994

Eagle Tree Software Announces Appointment of European Distributor of Helm

Eagle Tree Software is pleased to announce that Eureka, a company based in the Netherlands, will handle exclusive European production and distribution of the Helm multimedia authoring system for the Amiga computer. Jerrell Nickerson, developer of Helm, said, "This new arrangement with Eureka will make it a lot easier for European users and dealers to obtain Helm as we seek to make it the premiere multimedia development system"

Eureka was founded in 1989 and is located in Beek(L) near Maastricht, the Netherlands. In 1992, Eureka started developing hardware products for the Amiga. Its first product was the Eurocomp, a broadcast quality composite and Y/C video encoder. After some custom hardware projects for the Dutch government, Eureka concentrated on designing products for the Amiga market including the Photolite software and the Communicator interface for CD32's. Eureka is now designing PC multi-media hardware.

Eagle Tree Software was founded in 1987 and has produced several products for the Amiga including Butcher, Distant Armies, and Chinese Chess. Eagle Tree is currently developing Helm as a cross platform authoring system for the Amiga, the Macintosh, and Windows-based PC systems.

For more information or samples, contact

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Helm is a trademark of Eagle Tree Software. Amiga is a registered trademark of Commodore-Amiga, Inc. PhotoLite and Communicator are trademarks of Eureka.

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 Eagle Tree Software  
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Videology, Inc  
 72-6 Newtown Rd, Suite 210  
 Danbury, CT 06810  
 (203) 270-9000  
 VIDEO TOASTER/FLYER SPECIFICATIONS - DECEMBER 21, 1994

#### Software Specifications:

##### Switcher/Editor

Simultaneous playback of two video streams with instantaneous rewind, fast-forward and pre-roll

Editing and sequencing of video clips, framestores and effects Clips (as croutons on the edit screen) placed next to one another on the storyboard will perform a cut

True A/B roll is achieved by placing a transition between the clips Clips whose sequence produce an A/B roll situation will have the B clip's overlapping frames moved to the other harddrive without user input, producing a full two video stream input to the Toaster Switcher

Any sequence made up of video clips, framestores, CG pages, and Toaster transitions may be viewed immediately as no rendering is required Since most of the effects requiring realtime video compression cause the Switcher to produce a video image with pixelized images, the Feral Effect board is available for realtime, non-pixelized compression. For effects not available with the Toaster Switcher, or to replace effects that cause pixelization, the effects may be rendered from the Flyer clips, through the use of LightWave, producing clean, broadcast quality transitions, limited only by the user's imagination

Special effects/transitions may be created by the inexperienced user by using Hollywood F/X, selecting one of the many packaged effects, telling the program what features you want, and it will render it for you. A newer version, available by February '95, will allow the user to create the effect.

Insert editing (overlying a longer clip with audio with a shorter video clip) is possible

Visual framestore representations (thumbnails)

New file management capabilities built into the editor

Fully automatic A/B roll editing

Multiple video quality modes

Play forward from any point

Disk to disk high speed direct copy

Over 100 new effects in Version 4.0

Using stereo RCA connectors, unbalanced stereo audio input and output can be recorded simultaneously with the video

Two background stereo audio tracks may be added with a separate disk installed on the third SCSI interface

Independent audio level control on all tracks

Independent In and out audio points may be set creating a "split edit" with overlapping audio

Stereo audio can be played from two video clips simultaneously, with independent volume level and phase controls.

All four stereo tracks (eight channels) are mixed down to final stereo output using the Flyer's on board DSP chip

#### ToasterCG

Ability to rotate, resize and shear text

Unlimited CG pages stored independently

Extensive ARexx controllability

Improved brush preview operation

Spell Checker

#### ToasterPaint: (Amiga 4000 systems only)

All-new interface

Full-screen, full-color paint on the A4000

High-Performance airbrush

Stencil

Alpha Channel

Alpha Channel painting

New color editing with HSV color wheel

PostScript text support including rotate, resize and shear

New ARexx macro interface

User definable palette

Global flood fill

#### LightWave

LightWave output to Flyer

Basic inverse kinematics

"Unaffected by fog" option for objects

"Unseen by Rays" option for objects

Improved shadow mapping and soft filtering

Anamorphic option for NTSC widescreen or CinemaScope

Item selection by clicking in LightWave view

#### Modeler

Enhanced control of Bones

Multi-level undo and redo

#### Features Not Yet in .9

SMPTE recording

Sequencing of CG overlays, scrolls and crawls

New ToasterPaint for Amiga 2000 systems

ChromaFX croutons

Archive utilities

Cutting Room: Bulk digitizing, audio stripping, stripping of still-stores, segmenting of long video clips

#### Hardware Specifications

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## Flyer Technical Specifications

## Video Signal Tolerances

Differential Phase: &lt;2

Differential Gain: &lt;3%

Chroma Bandwidth: Maximum available (NTSC standard)

Compression Mode	Data Rate Peak	Data Rate Variance	Luminance Bandwidth	Signal to Noise Ratio
Top Quality	<8.0MB/sec	1.4-8MB/s	>6.00 MHz @ -3dB	56 dB
High Quality	<3.7MB/sec	1.4-3.7MB/s	>4.20 MHz @ -3dB	>50 dB
Low Quality	<3.7MB/Sec	0.7-3.7MB/s	>2.75 MHz @ -3dB	>50 dB

Note: Add 1.76K/sec(0.176MB/sec) for stereo audio recorded with video.

Top Quality is true D2 quality which is 60 fields per second, full overscan (752 pixels wide by 480 lines high)

Internally the Flyer works with D2 data so there is no D2/Composite transcoding

The Flyer uses Newtek's Video Toaster Adaptive Statistical Coding (VTASC). VTASC relies on reducing the quality of the video signal (i.e. dropping from D2 to Beta SP) instead of picture quality, as do JPEG, MPEG and WaveLet. The resulting degradation looks more like noise associated with video, since there is no visible pixelization. Using the faster, 9GB drives, lossless D2 quality can be achieved.

The audio is 8 bit sample at 14.3 MHz using state of the art A/D, D/A converters

## Flyer Hard Drives

IBM	3.5"x1.6"	2GB	70G8493
Seagate	3.5"x1.6"	4GB	ST15150N
Seagate	5.25"x3.2"	9GB	ST410800N

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THE PORTAL INFORMATION NETWORK, INC.

Press Release

FOR IMMEDIATE RELEASE

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NEW INSTANT INTERNET(TM)

## FEATURES THE PORTAL INFORMATION NETWORK(TM)

Access to Leading Internet Provider Pre-Programmed into NetManage's  
New Internet Chameleon(TM) Software Package

CUPERTINO, CALIF -- DECEMBER 7, 1994. The Portal Information Network(TM), a leading provider of interactive network services, announced today that it is featured in NetManage's new Internet Chameleon software package. Access to The Portal Information Network is preprogrammed into Instant Internet(TM), an application within Chameleon, so that users can automatically sign-up for a new Portal Internet account.

Portal, an Internet service provider for more than nine years, focuses exclusively on the dial-up Internet access. Its experience and focus provides its end users and partners with the best worldwide coverage, highly reliable, fast access and response, and the most affordable prices in the industry.

"NetManage has addressed the issues that have traditionally made Internet access difficult for most users," said John Little, Founder President and CEO of The Portal Information Network. "The instant Portal sign-up feature greatly simplifies getting on to the Internet and is especially effective at reaching the world wide web which is rapidly becoming the 'killer' Internet application."

After signing up for a new Portal account, users can instantly connect directly to the Internet and use Internet Chameleon's suite of applications including: the WebSurfer(TM), a worldwide web navigation tool that allows users to browse multimedia documents on the Internet, Archie, a popular graphical search tool, and Mail. A key convenience featured of using the Portal Internet service is that users can opt to have monthly service fees charged directly to their credit cards.

"Convenient Internet access is what Instant Internet is all about." said Bob Williams, Vice President of Marketing, NetManage. "Portal's worldwide coverage and high network availability are critical elements to making the Internet a truly convenient and reliable communications vehicle."

## BEST WORLDWIDE COVERAGE

The Portal Information Network has the best worldwide coverage of any Internet service provider. Portal is accessible through a local phone call by an estimated 95% of the U.S. population because of its connections to a nationwide network of 1,100 local access numbers and 150,000 modems. In addition, Portal is accessible from the public data networks of about 100 countries. The benefit of Portal's worldwide coverage strategy is overall lower cost to its end users. A recent independent study by Clark Communications showed that Portal's nationwide rates are, on average, 48% lower than NetCom, PSI and UUNet.

## HIGHLY RELIABLE, FAST ACCESS AND RESPONSE

The Portal Information Network gives its users and partners reliable, fast access and response because of built-in system redundancy. Portal's fault tolerant, client-server architecture, called the Portal

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Interactive Platform, allows for automatic correction of hardware and software failures without human intervention. The platform automatically detects failed machines and reroutes traffic to functioning machines.

As a result of Portal's Interactive Platform, Portal offers the best network availability among the leaders in the industry. In the Clark Communications study comparing frequency of successful network connections among Portal, PSI and NetCom, Portal's network was accessible 35% more often than its competitors 24 hours a day/seven days a week. During peak network hours, such as weekday mornings, Portal was available as much as 90% more often than the competition.

"The ultimate goal of the Portal Interactive Platform is that users can always connect to the Internet, whenever they want," said Dave Labuda, Vice President of Engineering, The Portal Information Network. "The Clark Communications study validated that our engineering goals have been realized and that we are achieving network availability far superior to other industry players."

#### PRICING AND AVAILABILITY

Users of Instant Internet receive our standard low rates of \$19.95 per month and \$2.95 per hour, plus a \$25 rebate from The Portal Information Network. Internet Chameleon is available through Egghead and directly through NetManage, Inc. For more information about Internet Chameleon, call NetManage at 408/973-7171.

#### ABOUT THE PORTAL INFORMATION NETWORK

The Portal Information Network is a leading provider of nationwide, interactive network services, focused on offering dial-up Internet access and customized networks to a broad range of markets via strategic partnerships.

Historically, Portal has been an innovator in making electronic communications more useful to all types of business and individuals. Portal was first to offer commercial Internet mail gateway and commercial Usenet access and was the first worldwide Internet access provider to business and individual users. In addition, Portal was first to provide an easy-to-use connection to the Internet, offering email, Usenet, content management tools, chat and forums.

Today, Portal provides interactive network services through its Portal Internet Family(TM) of dialup services and its Custom Network Services. Founded in 1985, The Portal Information Network is privately-held and headquartered in Cupertino, California.

# # #

The Portal Information Network is a registered trademark of Portal Information Network, Inc. Portal Internet Family, Portal Interactive Platform, Portal Transaction Services and Portal Information Architecture are trademarks of Portal Information Network, Inc., and should be treated as such. All other brands and products are trademarks or registered trademarks of their respective holders and should be treated as such.

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THE PORTAL INFORMATION NETWORK(TM) ANNOUNCES  
AVAILABILITY OF CUSTOM NETWORK SERVICES  
Strategic Expansion of Internet Service Business

CUPERTINO, CALIF. - DECEMBER 7, 1994. The Portal Information Network, a leading provider of interactive network services, today announced its offering of Custom Network Services, a range of services and technologies designed to facilitate the creation of "private label" networks. The new service offering represents a strategic expansion of Portal's traditional Internet service provider business. Catapult Entertainment, Inc. is one of the first customers of Portal's new Custom Network Services.

With Custom Network Services, Portal works with its customers to apply its proprietary technologies to unique network solutions. Portal's Custom Network Services include technologies and services for providing nationwide network connections, transaction processing, credit card authorization and billing, account administration and customer tracking. A unique element of Portal's technology strategy is its points-of-presence coverage. Through Portal, 95% of the U.S. population can access the network with a local phone call. This means that by working with Portal, companies implementing a private label network have easy access to customers, nationwide.

"Providing interactive network services requires many layers of complex technology and expertise. Successfully executing on all those requirements is a daunting task for any company. Portal has chosen to focus on the core interactive network technology components that leverage our years of experience in providing Internet access," John Little, Founder, President and CEO, The Portal Information Network. "Our partners add their unique value in providing content, end user interfaces and marketing know how to promote their networks to their respective customers."

PARTNERSHIP WITH CATAPULT ENTERTAINMENT, INC.

Much of what Portal is offering as Custom Network Services was applied as a part of a partnership with Catapult Entertainment, Inc., creators of the XBAND(TM) Video Game Modem and Network for the Genesis(TM) and Super NES(R) game platforms. Portal worked with Catapult in designing the XBAND Network, and currently provides local network access in all Catapult's markets, links players together, processes transactions, manages the customer data base and supports and maintains the network.

"Catapult is pleased to be working with Portal to take advantage of their technologies in networking, electronic communications, and transaction processing," said Adam Grosser, President and CEO of Catapult Entertainment, Inc.

Catapult's XBAND Video Game Modem and Network service is now shipping. The company expects significant growth in the months ahead. In 1995, the XBAND Network will support more than 500,000 active users and handle tens of thousands of transactions per minute.

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## PRIVATE LABEL NETWORKS - AN EMERGING MARKET

As companies work to capture the potential in the emerging interactive network services market and develop applications for consumer and business users, they are faced with choices on how to implement the network. Some are offering products and services via on-line service providers. Others are evaluating ways to provide their own private label network. For these companies, contracting with outside companies such as Portal to provide network services is a viable alternative.

"Many companies have the marketing presence to have their own network. But they have decided that internally developing the technical competencies required to implement a network does not make strategic business sense," said Dave Labuda, Vice President of Engineering, The Portal Information Network. "We work with those companies to design the optimal network. This gives them total control over the final product and assures them that they have a network that will grow with their business volume."

As a part of its new offering, Portal provides world wide web (www) services. Customers of these new www services will be companies who want to provide content via the www, but want to outsource operating and maintaining the web site. By partnering with Portal, companies can quickly get their information onto the www while reducing the cost of entry.

## PORTAL PROPRIETARY TECHNOLOGIES

Portal has developed three core technology components which are applied to custom network solutions: Portal Interactive Platform, Portal Transaction Services and Portal Information Architecture.

The Portal Interactive Platform is a suite of highly optimized communications technologies for fault-tolerant networks and access to nationwide points of presence. The client-server platform is the foundation for building an electronic information service and is designed to scale quickly to handle increased customer, traffic and transaction volume.

Portal's Transaction Services address the key functions in transaction processing and customer management such as account creation and administration, customer support and monitoring, invoicing, credit card authorization and billing, and customer history tracking. To provide maximum security, Portal has taken an end-to-end encryption approach, where every byte of data transferred is secure. Its hierarchical access list tightly monitors which users are allowed on the network and what they are authorized to do. Combined with Portal's object-oriented communications protocol, the hierarchical access list enables security rules to be rapidly created and adjusted by the network administrator and other designated people.

The Portal Information Architecture manages the information that is stored in the Portal system and is based on a large-scale, object-oriented, application built on top of an Oracle Corporation database. The object-oriented design is key to enabling new applications, users and transaction types to be rapidly implemented on a custom network.

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## ABOUT THE PORTAL INFORMATION NETWORK

The Portal Information Network is a leading provider of nationwide, interactive network services, focused on offering dial-up Internet access and customized networks to a broad range of markets via strategic partnerships. The company offers the broadest nationwide network coverage available, enabling 95% of the U.S. population to reach the network with a local call.

Portal has been an Internet Service provider since 1985. Historically, Portal has been an innovator in making electronic communications more useful to all types of business and individuals. Portal was first to offer commercial Internet mail gateway and commercial Usenet access and was the first worldwide Internet access provider to business and individual users. In addition, Portal was first to provide an easy-to-use connection to the Internet, offering email, Usenet, content management tools, chat and forums.

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AURA - Advanced Sound Sampling for your A600/A1200  
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The following text is the given info (press release) for the package.

Audible Reality  
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Aura is a brilliant new concept in high-performance, yet affordable sound sampling for your Amiga A600 or A1200 computer. This breakthrough is brought about by revolutionary hardware which plugs into the PCMCIA slot to achieve extraordinary sampling performance in glorious 12-bit stereo, with optional direct-to-disk recording.

The Software  
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The Aura audio/sampling suite is probably the world's most powerful, flexible and easiest-to-use Amiga sound software package to date! This is no idle claim, just look at some of the features of this superb sound sampler:

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- > Record/Play/Edit 16- or 8- bit, mono or stereo sounds to memory or direct-to-hard disk.
- > Real-Time monitor of audio input with moving spectrum analyser and oscilloscope displays.
- > Amazing range of editing facilities including cut, paste, insert, delete, fade and volume. Editing controls work on both samples in memory and on hard disk.
- > Record samples into memory at rates in excess of 60KHz (A1200, 12-bit stereo) and direct-to-hard disk recording at rates in excess of 40KHz (A1200 12-bit stereo with Fast RAM).
- > 15 fully programmable, single source (one tap) sound effects can be used in real-time and on samples held in memory or even on hard disk, plus effect preview.
- > Block-orientated Sample Sequencer built-in.
- > Advanced digital filtering with 3-dimensional Fast Fourier Transform (FFT) interactive display.
- > Real-Time playback of samples under MIDI control (requires extra MIDI interface and keyboard).
- > Load and save IFF, RAW and AIFF sample formats.
- > Over 60 fully programmable, MULTI-SOURCE, sound effects on samples in memory, in real-time and to memory or hard disk (with effect preview); a unique feature.

Package includes: Aura hardware, complete software, comprehensive 130-page manual, stereo phono-to-phono lead and registration card.

#### The Hardware

- 
- Aura is supplied with 12-bit stereo sound sampling inputs and outputs to obtain the ultimate digital quality of your recorded soundtrack, all in an attractive case.
- > Achieves a signal-to-noise ratio of 72-db - equivalent to most computer based 16-bit systems at a fraction of the cost.
  - > PCMCIA credit card connection for maximum performance and expandability.
  - > 12-bit quality sampling with 8/12/16-bit and mono/stereo versatility built into the software.
  - > Enhanced 12-bit quality phono outputs with Amiga audio mixed through as well.
  - > Very high sample record/playback speeds (over 60KHz in 12-bit stereo mode on A1200).

#### Octamed compatible

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OctaMED is the leading Amiga sample sequencer; now, version 5.02 and above include a dedicated 16-bit sample editor which is 100% Aura compatible and can play 16-bit samples through the Aura hardware while sequencing MIDI and normal Amiga 8-bit sounds.

This powerful combination provides stunning performance and sound quality for maximum impact.

Aura is another quality music product for your Amiga from HiSoft/Microdeal

RRP Price: 99.95 UKP.

HiSoft

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The Old School,  
Greenfield,  
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MK45 5DE  
UK

Tel: +44 (0) 1525 718181  
Fax: +44 (0) 1525 713716

Alans Quick Preview  
-----

Yep, just like normal, I was one of the first to get a hands-on go at this bit of equipment, so lets see what impressions I gained....

First thoughts: The hardware looks nice, comprising of a "wedge-box" that is colour co-ordinated to the A1200/A600 and slots in nicely to the left-hand side of the machine [PCMCIA slot]. Out of the back come several phono sockets - some in, some out. So, it looks nice, but does it do the job in hand?

The job in hand: I want nice clean high-quality samples for music production, so does this package cut it? My first samples gained were disappointing on this front - as to be expected from my lack of knowledge of the software and hardware. But then, putting my knowledge to the fore, I managed to get some very respectable samples. This was done by firstly changing the sound source to a decent source - out went the tape, in went the CD source. Moving the unshielded phono leads from all interference causing sources also helped (at home I have better leads than the ones supplied...which isnt to say they [supplied] arent good, its just that they're not gold and shielded). The effects that can be applied are wide ranging and behave very well. The possibility of applying MANY effects at once became a reality - and I got some excellent results. The hard disk sampling is also a joy to behold (one usually has to have a much more expensive card to do this function).

Some of the other touches (eg FFT) are not really needed for amateur users - but for the pros it is great that such functions are present already (and not in updates) because they enable the sample to be judged for its full range/depth; enabling the song to be completely within dynamical range whatever the frequency. These functins work a dream on faster machines. At least an A1200 with fastRAM is recommended! :)

Hopefully, I will be able to give a full review - in association with a professional musician - in the near future. This will be including a report of how well it works with OctaMED (version 5.04). I will also highlight some other things to bear in mind with this unit - and possible problems with it - more of that in the review though! :)

Until then, I hope you have a happy Christmas and New Year!!

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Team17 Announces...

- All Terrain Racing

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Featuring six cars onscreen at 50hz refresh rate.  
 Bridges, tunnels, ramps, jumps, moving barriers, short-cuts and more.  
 Three different vehicle types  
 Power ups and weaponry  
 Varied terrains, from icy to rocky to futuristic.  
 36 maps in circuit race, more in other game modes.  
 Simultaneous two-player battle mode.

Available Jan/Feb '95 for ECS, AGA, and CD32 Amigas.  
 (No price provided)

- Pussies Galore (A platform game with cats...)

The upshot of the plot is that the kittens of the world are under an evil spell and you, an alley cat, have to rescue them. Hence the name.

Four enormous worlds with a number of missions to be completed.  
 Rescued kittens can be used to complete tasks.  
 Each discovered kitten must be guided to its own individual exit point.  
 Keys, power-ups and bonus rooms.  
 64-color play screen with masking.  
 Parallax scrolling play area.  
 50hz scrolling

Available March/April '95, AGA and CD32 Amigas.

- Worms ("How Hard is Your Worm?")

"...A cross between Lemmings and Cannon Fodder, perhaps?"

Up to four platoons of four worms battle it out over a multi-directional scrolling landscape with a variety of weapons at each worm's disposal. The winner is the person who has a worm (or worms) surviving at the end of the fracas.

Bazookas, homing missiles, dynamite, hand grenades and much more with which to worminate all other worms. Worm to worm combat abilities. Call in air strikes on enemy positions, build bridges over water obstructions, climb to the top of trees to gain vantage points. Enjoy the characteristic speech that is individual to each worm. Even add your own speech! Modify the game to suit you: define time limits in which you must make your move, play in teams or play every worm for himself, determine the number of rounds in a match, etc. Multi-player option - a maximum of 16 people can play at any one time. A networked version will be even bigger and better!

## 1.12 The C65

== The C65

Jason Compton

By:

==

In the happy days of Commodore, when all was right with the world and the masses were buying 64s like mad, Commodore decided that the 64 wouldn't last forever and that they needed new, bold machines to take them into the mid-80s.

The May, 1984 issue of Ahoy! magazine outlines the 264 and 364 machines (and features quotes from Irving Gould on the monstrous success of the 64). The 264 hit the market as the +4, and its younger, stupid cousin, the 216, became the 16. Both were sufficient departures from the 64 architecture to make them pointless to buy, and they failed miserably.

The 364 was designed with voice synthesis and even more built-in software than the +4, but never hit market.

Of course, around this time Commodore bought out Amiga, so the low-end 8 bit market wasn't all that important anymore.

Well, sort of. Around 1988-1989, someone decided that it wouldn't be such a bad idea to try to pick up some more money in the low-end. Thus was born the 65 (or 64DX, depending on what you're reading.)

The machine was to be, in many ways, a large departure from standard 64 architecture. It was developed in part by the same people working on Amigas, made evident by the similar PCB layout, case construction, and the leading names on the motherboard, "FISH/NINES".

So, what is it? Well, a mega-64, really. It has a 3.5mhz 6502-ish processor, a DMA engine, a built-in 3.5 inch floppy (cleverly mounted in the front of the one-piece machine, creating a drink ledge), 4 cursor keys, and rather nice screen resolutions (320x200x256 up to 1280x400x2). 128k ram standard, with space for memory expansion (trap-door, up to 8 megs with bank switching!) Dual SIDs for stereo sound, a cartridge port, "user port", two types of serial port, and RGB, RF, and "64-ish video port" out. And, of course, a 64-fallback emulation mode.

Development lasted until around 1991. Only "pre-alpha" models were built. Mine is serial #76. Some of the units belong to former C= staff, others were sold to Grapevine Group a little over a year ago in C= US' warehouse-cleaning sale to raise money, and the rest were sold in the Commodore US liquidation auction in September.

So, what happened? Why was it never built? Well, all sorts of explanations are possible. First off, it's unclear whether the 65 was a really bad idea finally recognized for what it was when it was cancelled, or a really good idea cancelled by idiots. While the wisdom of developing a new 8-bit machine in the late 80s can be questioned, the 65 would have been a formidable computer if it had been completed. And, 1991 roughly marked the advent of Bill Sydnes, He Whose Name Is Associated With Evil in Commodore Engineering.

At any rate, the 65 is certainly not the most popular platform on the face of the planet-some demo disks exist, and other owners have taken to writing software for the small elite club that exists. The machine itself is PAL (wow, demos look much nicer here now), but the 64 emulation is not 100% by any stretch, there is no easy way to disable the internal drive (which completely throws off copy-protected software) and Basic 10.0 for the 65 side is VERY incomplete, with loads of ?Unimplemented Command errors.

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For a Commodore closet item, though, it certainly has character.

## 1.13 Interactive Future

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=====
== TVI Interactive Viewpoints                               By: Duncan Fraser ==
=====
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Will interactive television be dominant on PC or ITV?

The interactive future which will be delivered by Cable, Telco or Satellite systems will not necessarily need a desktop computer as the communications component. People will prefer to get those services through their TV meaning set top boxes which will be an important component of those systems. (Set Top boxes are small electronic enclosures that attach to a television and provide the intelligence for the TV to interact with an information provider) Solutions that are designed today with the vision of making them available for interactive television will provide those companies who invest in them a head start in the information revolution that broadband two-way communications systems could provide.

TVI Interactive Systems currently deliver Amiga CD32 CD-ROM entertainment systems with interactive television based applications that bridge the gap between the limited number of TV based systems and the promise of future offerings. Our planned broadband interface will integrate with the current system as services from the communications vendors come on line giving users an upgrade path to ITV. The systems we deliver today include on-line interactive banking and related products developed for VanCity Savings Credit Union. VanCity is Canada's largest credit union with over 200,000 members and over 4 billion dollars in assets. VanCity will offer interactive television banking early in 1995 to its 200,000 plus members enhancing its other well regarded customer service options.

In a recent study by ALI (American Lives Inc.) for Hewlett Packard a sample of more than 6,000 consumers pointed out that even the technologically advanced would prefer interactive TV over a PC solution. This gives VanCity's decision to develop interactive television based applications another positive endorsement.

The ALI HP Report quotes: "On Relation to Technological Advancement"

" An interesting finding has surfaced in HP's recent focus group and survey results. Despite what may have been the initial conventional wisdom regarding technologically advanced consumers, the way that these early adopters and innovators want to actually receive interactive services has changed dramatically. These innovators, many whom have laptop computers, fax modems, on-line services and other computer peripherals want interactively through the television rather than the computer.

Survey respondents were categorized into four groups: laggards, average, intermediate and innovators (based on the number of technological or consumer electronics products owned and services used).

The market is at an early stage of development, so most people among the

whole sample (59%) did not know enough to compare the two or were neutral. However, among those who had an opinion, ITV wins by more than two to one: 28% prefer ITV over the PC, vs. 12% who prefer PC over ITV.

Laggards: Not asked because they either owned no computer (or had no plans to purchase one within two years) or had no cable.

Average: TV-35% PC-15% Don't know-47%

Intermediate: TV-37% PC-15% Don't know-48%

Innovators: TV-45% PC-16% Don't know-39%

Whole Sample: TV-28% PC-13% Don't know-59%

As far as desired applications for the innovator group, enhanced news (which includes financial information) came out on top (again preferred on TV vs. PC). Approximately 39% of innovators like enhanced news vs. 26% of average respondents. Other desired applications by innovators included: home shopping (35% vs. 21%), games (23% vs 14%) and education (22% vs. 15%)."

This study allows us to conclude that developing interactive applications with only the PC as a platform may be short sighted as they may be superceded by TV based applications or need to be reworked for ITV.

The Amiga which is one of TVI's development platforms, lends itself very well to creating these television interactive applications, due to the many TV based graphics and interactive multimedia development tools available for it as well as standard NTSC or PAL television outputs provided on all Amiga products.

## 1.14 CEI Conference on GENie

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==                               CEI Conference on GENie                               ==
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On Thursday, December 22nd, The \*StarShip\* on GENie was pleased to have Alex Amor, of CEI, as our guest. He brought the latest developments and news after making their bid for the Commodore assets last week.

Please feel free to give this important transcript widest possible distribution in the Amiga Community. There were more than 150 people here in attendance, and not all questions were answered. Please watch for a supplemental document to be released after the holidays with other questions and answers in it from the folks who did not get a chance to ask at this conference.

<deb> Welcome and we're very glad you are here, Alex. I think you've got some opening remarks?

<CEI-ALEX> Thanks deb...

To update all of you the following events occurred within the last 7



days. CEI submitted an offer accompanied with a cash deposit to the liquidator for the assets of Commodore. It is my understanding that at least another party also submitted an offer due to the non-standard bid form these offers were presented to the creditors to be analysed. We have been asked to submit additional documentation. But, my understanding is that the bid is currently the highest bid for the assets. I expect the creditors to determine the leading bid within the next seven days and set a date for the auction no matter were we end up we are planning on submitting a bid at the auction if we are not succesful in this round. The signs are good since our deposit check was cashed by the creditors. Now we'll see the next steps. That concludes the update. Any questions?

<Zibri> Hi, Alex, this question was already asked before, but i wish to know what are the "close future" plans of CEI for Amiga and what will be the logo instead of the usual C= ?? if they changed or something i mean

<CEI-ALEX> Plans for the new Amiga Corporation would be to have a world-wide logo contest. We are hoping to move the Amiga forward technological and do something that C= failed to do (MARKETING). There is room at the top to move the Amiga forward (68060, RISC, better graphics, CD-ROM drive, etc.) he operating system needs to improve as the sophistication improves.

<Robert in Fargo> My fear is that the new Amigas will not be priced competitively. One can buy 486 PC's and '030 and '040 Macs with CD's for about \$1600. Will Amiga prices compete?

<CEI-ALEX> Yes, I fully understand where the current market is at. We will always be slightly more expensive simply due to the lower volumes. But, I visit the major computer stores and see what Apples and PCs are selling for. There has never been a reason for the extreme high prices other than greed on C='s part.

<Mike Simmons> Is Amiga the only platform for all formats,with Congress's step and the White House to make Gov smater,faster and more efficient can Amiga go the distances with the Mac's and IBM's when Amiga gets back up and running?

<CEI-ALEX> OK...  
The Amiga will never be the standard when it comes to computers You kitchen does not have only one appliance...a toaster, microwave, etc. The Amiga's benefits are clear. We need to emphasize the strong points and attempt to move the technology forward and closer to the main stream.

<Jason-AR> How about the chips, chipsets, designs, etc. that Commodore has in closets that wouldn't be a priority to the new Amiga company? How seriously would you pursue licensing or selling off those technologies?

<CEI-ALEX> C= had a number of projects on the drawing board, unfortunately many of these projects were in early stages. Our first goal is to produce the existing machines which there is a huge demand for, next the different technologies need to be analysed and a direction determined. Is the future AAA or 3D RISC or maybe even something else? As far as licensing the technology the answer is YES.. Some of our partners want to utilize the technologies in other applications and we have agreed.

<Jason-AR> What I was really driving at was the past technology-things that were never even Amigas-i.e. licensing/selling off the 64 technology. GA

<CEI-ALEX> I don't believe there is a lot of demand for the C64 technologies. If someone is willing to pay us for it the FAB!:)

<DanWied> Does CEI have the source codes for Amix? And if so, how can the development of Amix be continued when AT&T sold the source code to Novell which now sells it as UnixWare?

<CEI-ALEX> No, remember CEI does not own any of the intellectual property at this time. Part of the acquisition will be Amix. .... We believe that it is very important for the future of the Amiga to have multiple OSs.

<Rob Boyce> SMG has not shipped anything for a month (they said their computer was down). When do you expect that spare parts will become available for our Amigas? e.g. rev11 buster, motherboards, etc. and what about warranty for buyers >April 93? GA

<CEI-ALEX> Obviously, I cannot speak for SMG. We are attempting to repair as much product possible. Our repair staff has been doubled in the past few weeks. Our contract manufacturer is aware of the need for spare parts and that need is being addressed.

<Gary> Will those of us awaiting new A4000 motherboards under warranty replacement get motherboards with the 3.1 ROMs?

<CEI-ALEX> All new Amigas will ship with 3.1. We will implement a special price policy for C='s warranty repair customers.

<Lewis> I read in Amiga World a couple months ago that CEI was working on something secret that they would produce as soon as they got the rights to Amiga. Is this true and if so, what is it?

<CEI-ALEX> We promised a surprise when we complete the acquisition of C=. Time will tell.!

<James Santiago> You have talked about licensing technology. Any plans for the other way around as in an existing 060 board or maybe Sound Blaster type

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<CEI-ALEX> The Amiga technology can be the cornerstone of new derivative products. There is no reason why we shouldn't attempt the "Trojan Horse" syndrome i.e. An Amiga inside a PC.

<Zibri> On IRC conference you said that C= forgot the "low-price/good product credo" in the last years (expecially about A4000 and A3000)...what are YOU gonna do ? and what did you mean with "slightly more expensive simply due to the lower volumes"? it sounds like a "PILATO's HAND WASH" and will newer amiga have CROSS-MAC, EMPLANT or PC-TASK-like applications in it's newer Operating System ?

<CEI-ALEX> Be REALISTIC, PC makers produce millions of PC in a typical year. The Amiga has traditionally sold hundreds of thousands of units in a year Their cost on chips, hard drives, etc is less.

<Zibri> yeah, but how much expensive? i am afraid of another A4000 syndrome...

<CEI-ALEX> At the same time there was no reason an Amiga 4000 should cost \$2500. Commodore was greedy. The intelligent customer is willing to pay a few bucks more but not be racked over the coals. If you think that you'll purchase an Amiga 4000T for for less than a 486Sx then I think you are going to be dissappointed.

<CEI-ALEX> PS Multiple OS are important, yes Cross-Mac, yes Cross-Dos....

<Zibri> that's fine... but i think that commodore sold more a1200 witho powerfull board instead of a4000.

<CEI-ALEX> The market for the A1200 is completely different than the 4000 market. Most 1200s are sold in Europe. The consumer wants performance, connectivity with a television and the lowest price (sounds a lot like the old 64)....

<Zibri> and A4000 doesn't even have a composite line out...lots of users use amigas for home videos and titling and i think they can't be forced to by VIDEO boards or other stuff.

<CEI-ALEX> There is no reason we can't capitalize on this formula. Yes, all Amigas should have audio in/out, video in/out.

<Sean> a couple of related questions: How has the liquidation delay affected your profit projections, in light of having missed the Christmas season, and how do you plan to fund a significant marketing campaign against the poor public perception of the Amiga? Will you be aiming marketing to first time buyers or previous owners?

<CEI-ALEX> Our projections never included Christmas. At the same time we believed that we would have control of the assets in Aug. This has affected the timeframe and the profit projections We have a large task ahead of us. First filling demand and trying to keep the existing user base in check. Then comes the real tough job which is attractive the new buyer. Enough funds have been set aside to

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accomplish this. Our marketing funds exceed C='s marketing funds for the last 2 years of operations.

<Gary Wolfe> Alex, I think Amiga fans everywhere are ecstatic! What are your plans for the mass market? My hope is for A1200's to sell like C-64's. A cash cow is needed to continue all levels of development, I'd think. (1200's sell here [in Jax,FL]! Also, don't forget the user groups! Cheap form of advertisement...

<CEI-ALEX> The best form of advertisement is our existing user base. We have close to four million salespeople out there. It's going to be tough to get wide market appeal but, we have to start somewhere. Since being involved with the Amiga we have always supported the local user groups and hope to expand that world-wide once we are operational.

<kevin s. frost> how long will it take for a next generation amiga to see the light of day, and do your plans for advertising include TV spots in the US?

<CEI-ALEX> Development will resume immediately. Typically it takes 9 months for new models, 18 months for new technology.

<Robert in Fargo> Currently one can buy an '030 Mac with 4 meg + 160 HD, CD-rom, monitor, and software for \$1299 in Fargo. Will you be able to make and sell a 1200 package with HD and AGA-compatible monitor for \$800 or so to compete? GA

<CEI-ALEX> It's tough to discuss exact pricing until everything is operational. The short answer is yes the A1200/CD/Monitor for under a \$1000 is possible.

<deb> Alex, Kevin asked before and you must have overlooked it, about TV spots for the US?

<CEI-ALEX> No, the initial budget does not call for US TV spots. That would have to come at a later time as distribution is improved in the US. In Europe the need for TV is more important.

<Evil Genius> Some folks say that the C= buyer will simply produce enough machines to fill demand, and then halt production. What assurances do you offer about this speculation? Being orphaned once is enough for me. Make me feel safe.

<CEI-ALEX> We've looked at that possibility and must admit it makes financial sense. But, the difference is that I believe in the technology, I have been involved with C= for 16 years. In other words my heart, not only my wallet is in this venture.

<Mike Simmons> Alex, What attempts will be made to get some of the past software developers and distributors that have dropped the Amiga

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line re-interested in the Amiga here in the U.S.?

<CEI-ALEX> That looks like a two part'r.  
First, if the Amiga is going to succeed we need all the developers back. we can accomplish this by bundling products, co-marketing programs, financial incentives, and hanving a true partnership. Distribution is important also. Many times the consumer wanted to purchase products and no dealers were available. We have hired a consulting firm to locate and create a nation-wide dealer network in North America. Many of the old dealers are willing to come back.

<Scott Sawyer, Egad Intl.> #1 Which markets will get Amigas first, U.S. or European? (I'm a CEI dealer, I need Amigas... :-) #2 And, when will the COD thing with CEI dealers end? GA

<CEI-ALEX> Plans call for both markets to get computers at the same time. Once we announce our manufacturing partner it will become evident of how this is possible. Unfortunately, due to the unstable market with C= filing for liquidation, a few bad apples spoiled it for the good dealers. As soon as the new corporation is operational, dealer terms and conditions will be provided to existing dealers.(Based on merit ;) )

<Jack> In previous conferences you said, that AAA Amigas will NOT be produced, instead R&D will focus on RISC Amigas. Is this still true? If so, I'm wondering, isn't it easier to produce AAA machines which are 95% done (according to Dave Haynie), instead of making whole new Amigas, with OS that has to be basically re-written for RISC machines?

<CEI-ALEX> Jack, its hard to make firm decision without owning any of the assets. I will have to take a look at the work in progress before firm decisions are made. Do you realize that the AAA has been around since before 1992? What I'm saying is lets take a look and determine if its still viable today.

<Kelvin> What is your opinion of the new Amiga clone announced by MacroSystems Germany? Will you support this type of clone machines and willing to license the OS for it's use?

<CEI-ALEX> An Amiga clone is not an Amiga clone unless it can run ALL the software and hardware. Macrosystems has a great idea a a lot of work ahead. With the proper terms I see no reason why the OS can't be licensed to them.

<CEI-ALEX> PS Macrosystems is a great developer and supporter of the Amiga.

<Jason-AR> Clarification: The DraCo is like an Amiga, minus the custom chipset, plus a Retina for display hardware. The full announcement is available in AR 2.34.

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<daryl> What requirements will you put on new and current Dealers and how will the buying effect your other services

<CEI-ALEX> This is not the forum to discuss dealer specifics. Existing dealers that are proven are not a problem. Coverage in new areas are deemed.. priority.

<floater> Assuming the situation resolves in a few weeks, when do you expect to have product available? And I think you should work to have a competent NYC dealer - which there hasn't been for YEARS!

<CEI-ALEX> Input taken on NYC. Amigas can be available in 60 to 90 days after court approval.

<Doug Cotton @ CMD> Following up on Jason's question on the older (64/128) technology: Someone is indeed interested. Who should they contact at CEI to discuss that further?

<CEI-ALEX> If you are interested in purchasing the 64 technology call Dave Defelici at (305)266-2800 ext 108. Tell me its true PLEASE;

<Doug Cotton @ CMD> It is.

<Demetri [Speed Demon]> What are the chances of getting back the old Amiga crew, like Dave H, Mike S, Brian.Darren, etc, since with no more people left at C= (USA), how do you plan to enhance the Amiga with new features? Seems without the people who knew about the OS, the hardware, its like starting over from scratch with a new crew. And how about the floor scrubber, will it get upgraded?? :)

<CEI-ALEX> Jason is in charge of the floor scrubber....we have been in contact with engineers who have left C= in the past 4 years. As a general rule (no specifics) most of them are committed to the Amiga and are willing to return if the conditions are right (free Pizzas every night ;). At the same time I believe that bringing in some new blood might add new.. perspective to our technology.

<Jason-AR> As for the floorscrubber, we are already planning to make sure that the new floorscrubber technology is backwards-compatible with all Amigas, and are working on a PCMCIA battery recharge interface.

<Alan> Alex, what would CEI's plans be for the CD-32? Would you market it aggressively against the Sega and Nintendo in the U.S.?

<CEI-ALEX> Reality sets in. There is a market for the CD32 and we will support it aggressively. But there is no feasible way of competing head to head against Nintendo and Sega. Their ad budgets are beyond belief. Let's concentrate on our strengths and let's dominate those markets.

<Rob Boyce> what was the status of the stuff in the warehouse in the Phillipeens any thing of value? i have started to collect amigas

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and am curious ;) CD32 will sell themselves once they become wide spread

<CEI-ALEX> The inventory in the Far East is in shambles. It will take many months to sort out all the parts. There really is nothing a real value there.

<Sam Ormes> New company name ? Headquarters location ? Will Miami store remain ? Manufacturing locations ? GA

<CEI-ALEX> The working name is Amiga Technologies International but, that is subject to change as things get closer. Based on the majority of engineers residing. in the Philadelphia area we are looking for facilities there.

<ERIC MORRITT> Given all the information about the intent to continue manufacturing the AMIGA, dou you think it would be wise to base a computer graphics business on the AMIGA technology?

<CEI-ALEX> If I had to answer your question today I'd say NO. We need to move the Amiga forward and have it gain wide acceptance in a number of new fields. Six months from now the answer should and will be YES.

<Shane @ DUP> How will CEI support small programming companies like Dark Unicorn Productions (developers kits, etc)? Also, is there any truth to the rumor that MicroSoft is backing CEI? :( (Recommend MUTT from Lital Divil as CD32 character! :)

<CEI-ALEX> The Amiga developer has been traditionally been a small home based creator. Its important to remember this when setting prices on development tools and providing the information for reasonable costs.

<CEI-ALEX> Excuse me, that was Bill on the phone ;)

<CEI-ALEX> I'm sorry but do to the nature of the beast I am not able to disclose who our partners are.

<Bill> and MacTV as seen on Mind Extension University's channel? If you're not aggressive, nobody new will buy. GA

<Bill> Sorry

<Bill> Will you be agresive with your marketing like Apple is?

<CEI-ALEX> YES. Special pricing for schools, developers, print ads, direct mail, etc. We realize that we must be aggressive.

<Odie> Will initial releases of the 1200 see 3.1 or any other changes?  
How about future 1200's - 030? Akkiko? HD Floppys? CDROM? etc. GA

<CEI-ALEX> Yes 3.1 on the initial 1200s. The 1200s have a lot of room for growth Built in CD, faster processors, more space for HDs, on board

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memory expansion and much more.

<deb> [Gang, Alex is getting tired. No more /raises, or he'll be here \_all\_ night.]

<DavidM> Will there be any upgrade deals for current A4000 owners, ie like the old trade up deals of yore, or possibly upgrade kits like a real tower case kit with lots of slots and a larger power supply?

<CEI-ALEX> One of the few things which C= got right most of the time was their upgrade policies. By utilizing standard form factor on boards this becomes.. easier.

<Peter> Will you be the CEO of this new Amiga company? Do you plan to intro a better OS (with RTG, networking, etc ...) before the next generation of hardware? This does not include 3.2.

<CEI-ALEX> Titles are not important. Yes, RTG is something the Amiga needs sooner than later. I see the ability to release yearly updates to the operating system and price them reasonably. Instead of releasing a new OS and charging an arm and a leg.

<CEI-ALEX> Improvements which I would like to see include RTG, networking support, a more professional look, faster, etc.

<Mark> Have you had any recent contacts with the C= UK management team, and if so what was the substance of those contacts? Competition at the bidding stage is understandable, but when all is said and done, the UK had the most successful and complete advertising machine, and the UK market earned much of the bread and butter which went to feed the production of the 'high-end' AMIGAs so beloved in the US.

<CEI-ALEX> Mark, we have made a number of overtures to the UK management team, unfortunately the decisions are not up to them. The opposing group is composed of a red chinese investor and an Australian financier. Yes, we are willing to work with them when all is done and said.

<Keti> How much of the new tecnolgy will be made of off-the -shelf technology?

<CEI-ALEX> With RTG in place the ability to utilize off the shelve technology becomes more attractive.

<Don> will we see beeper machines not 25 mhz stuff more like 40+ mhz... it has to be cheaper for you to do it than for me to spend \$1300 after I buy my new 4000T

<CEI-ALEX> YES YES YES YES YES YES YES YES YES YES

<Bill Hinkle> Have you had discussions with any major retailers to sell

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hardware and/or software?

<CEI-ALEX> Yes, in the past few months we have had plenty of opportunity to speak with major retailers. All of them expressed reservations about C= but, are willing to work with a new entity if the conditions are right.

<deb> OK, folks, It is nearly midnight for Alex and he's tired. And I'm still looking at a queue of over 2 dozen people with questions. If you will leave me your question in email, either "Mail to sysops" at menu or to me directly, I'll fax them to him and he'll get answers back to you. Fair deal?

<deb> [Now that nobody else can talk, how can they argue?]

<deb> Thank you Alex, we have been keeping our fingers crossed.

<deb> We will continue to keep our eyes peeled for news.

<Jason-AR> (Or, they can always e-mail me and I will just call CEI and harass the receptionists until someone owns up to actually being in the building.) :)

<Jason-AR> Thank you, Alex, for once again violating your bedtime to have this conversation with us.

<CEI-ALEX> Thank you for the opportunity and support...

<CEI-ALEX> In the past week we have received hundreds of notes, calls and letters of support and ideas. THANK YOU ALL!

<deb> A big round of applause!

## 1.15 p2-6

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==  ISDN-Amiga Development Crusade                By:
      Jason Compton
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An individual by the name of Giorgio Gomelsky has, in cooperation with Amiga Report, started a crusade to target applications that ISDN makes possible and to develop them for the Amiga.

ISDN is the Integrated Services Digital Network, or put more simply, an inexpensive high-speed solution to digital telecommunications.

Gomelsky has worked with many ISDN applications for other platforms and knows what it is capable of, and has asked the age-old question, "Why not for the Amiga?"

If you're interested in getting involved, can lend some technical

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expertise, or want to know more, contact him as gio@phantom.com.

From time to time, updates and progress reports will be printed in Amiga Report.

## 1.16 Grand Gala Amiga Report 1995 Reader Survey!

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==          The Grand Gala Amiga Report 1995 Reader Survey!          ==
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It's that time...time for us to figure out how we're doing, what we should do in the future...basically, the pulse of the Amiga Report public.

Please fill out whatever you like, and get back to us. If you can reply by E-mail, please do. Otherwise, send your replies to-

1838 Chicago Ave #419  
Evanston, IL 60201  
USA

So, let's get underway.

Part I-Tell us about yourself.

1. Please tell us what system you use (briefly, we don't need to know every peripheral and card, just the model number and processor).
2. Would you consider your machine and your usage to be that of a high-end, middle, or low-end?
  - 2a. How long have you been an Amiga user?
  - 2b. How many Amigas do you own currently, and how many have you owned lifetime?
3. What other Amiga magazines do you read?
4. How often do you read Amiga Report, and how? (Are you on the mailing list, a distribution BBS, FTP, on a non-affiliated BBS...?)
  - 4a. How long have you read Amiga Report?
5. Do you have full internet access, E-Mail/Usenet, or no internet access?
6. Please tell us what country you hail from, and what language or languages you are fluent in.

Part II-Tell us about the magazine.

1. What sections of the magazine do you consider the best or most important?
-

- 1a. What sections of the magazine do you consider the worst or least important?
2. (For those who have seen earlier layouts) How does the current layout of the magazine compare to previous incarnations?
3. How does Amiga Report's feature quality compare to other Amiga magazines? (Be as specific as necessary)
4. Do you feel information is clearly and fairly presented in Amiga Report?
5. What do you think we're missing? What would you like to see more of?
- 5a. On the same token, what do you think we shouldn't have? What would you like to see less of?
6. Of the following sections of the magazine, please indicate how you feel about them by the following classification-  
Always Read / Sometimes read / Rarely read / Never read

News/Press Releases/Features  
 Reviews  
 Opinion/Editorial  
 Reader Mail  
 FTP Announcements  
 Dealer Directory  
 Distribution BBS list

7. Back in 1993, Amiga Report carried more general-industry news. Would you like to see that return?

## 1.17 VTU Expo Report

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== Video Toaster User Expo Report                               By:
    David Tiberio
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(David Tiberio, our Contributing Editor, runs Area52, which sells Amiga products. He was at the Video Toaster Expo as a demonstrator.)

When we arrived, our booth just didn't seem right. We had measured my friend's dining room to the exact size of the booth, and set up all of our equipment, yet when we got to the show, it just didn't fit right. Well, the floor plans to the show ended up being 11 feet wider than the the actual room, soo all the booths were not sized properly. The Media 4 booth was moved from next to ours to behind ours, and I am sure many others had to be adjusted.

I met the owner of Macrosystems Germany that morning. He talked to us about the VLAB Motion card and the Draco Amiga clone. Apparantly they are working on a machine that will partially run Amiga OS-compliant software

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without the Amiga chipset. It will instead use the Retina ZIII, Toccata, and VLAB Motion cards for some technical wizardry. They also did a video demo with the movie Terminator. It showed some nice video effects. My friend did the banners for NoahJi's, and other than that we exchanged some ideas about working on some future software projects.

DPS was running some demos on PC based machines, running Windows NT. They had some sort of non linear editor for the PAR, and showed small scalable video clips. We had some interesting discussions about supporting PAR boards with some of our new software.

SunRize was in the booth next to us, selling AD516's for \$995 and AD1012's for a blowout price of \$99. Many dealers bought a couple of the AD1012's at this price just so they could resell them. They also demoed their audio editing software during the show.

I was also in view of the Raptor II's. 4 of these machines were playing small animating clips with some strange 3D modeler interface. Nice looking case, but unfortunately it was tainted by Windows NT.

Dynamic Realities had beta versions of IMPACT!, the matured version of Newton's Law physics module. While they had some machines on display, some of the options are not 100% yet, such as object collision. However, they had been taking orders and seemed to be doing fairly well.

I could see the NewTek displays of Lightwave for the PC from my booth. Sure, it worked as far as I could tell, but there was nothing major about it that I wanted to know about. During the key note speeches. I heard that not one mention of the word Amiga was made. In fact, some people that came to our booth did not know what an Amiga was.

I went with FOCUS GbR, publishers of graphicRECALL. They had three machines running, and A2000, A3000, and A1200. The A2000 was attached to a Betacam deck and was being controlled by graphicRECALL PVTR, which logs tape footage and indexes time codes. The other two machines were showing Photo CD databases, displaying thumbnail images and animations on the Workbench from the CD.

Last of all, my booth had the latest version of the Amiga/Toaster Reference Manual v3, with a full color interface, scalable fonts, text wrapped around graphics, etc. Bye bye AmigaGuide, hello true multimedia! I also had Plantation available, which is the only distributed rendering software for Lightwave that works with more than 2 machines (from InterVisual).

That about wraps up my row. In another issue, I will go through some of the other exhibitors which were not in my immediate area.

While I was there, I met a large number of people who I had talked to over the years but never met in person. I also met some new people, such as Andrew Gould from Premier Vision (no relation to our old pal Irving). We later went out around LA, seeing the Walk of Fame, Hollywood, Beverly Hills, Universal City, etc. The Hollywood sign was not lit, but I saw it from a huge distance at the airport while waiting for my flight (could barely read what it said). We saw Dick Van Dyke's hands and feet at the Chinese Theater (he was at the show too talking highly of the A4000). And I walked out with blisters from the Tacky Pizza incident (now I know better than to touch a candle on a garbanzo bean). The next day I got a few more

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scratches while climbing a palm tree too.

When I was at the booth, I saw the waiter from the Thai restaurant we went to the night before, and we all said hello and talked about Amigas (he just bought one a month ago). While joking around, I mentioned that we would go back to the restaurant again that night, and when we did, he had called and asked for them to take care of us (we saw him as we were done eating and walking out the door).

I also met Dave Defelici, Harv Laser, Eric Schwartz (not the animator), Mark Holland from VTU, Fred Fish, and too many more to list.

## 1.18 Final Data Review

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== Final Data Review
      Katie Nelson
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By:

Final Data is Softwood's response to the Amiga users' demand for business software. It is a simple, yet effective database program that is well-suited for the average user. However, users of the more "heavy" databases available for the PC clones may find it a bit too simple.

Having little need for an extravagant database (Amiga Report doesn't pay well enough to have to keep track of a bunch of assets, etc..) Final Data suited me perfectly.

I was a bit hesitant of reviewing Final Data because I had always heard that learning to use a database would take a great amount of my time. Not so. In fact, I didn't even have to open the manual. All of the menus and options are very self-explanatory.

There are five menus. The standard "Project" menu with preferences for saving/outputting the database, and options to create a new database, open a saved one, define a new database format, and save/"save as" a database. The Edit menu is pretty much standard, too, with only the basic Cut/Copy/Paste/Clear and Select All.

The third menu is the "Row" menu, which obviously controls the rows in the database. The only options there are New Row, which just gives you a blank row, Delete, to delete a row (duh), Move, to shift the position of a row (which does the same as NewRow in the correct place, copying row in wrong place, pasting to the new row, and then deleting the old one. It's a timesaver.), and finally Sort.

The Sort option is more detailed than I expected. It brings up a requester that lists all the columns that you have, and you can sort whichever you choose low to high or high to low. Also, in case you have several items with the same name/amount in that particular column and you want to sort the database further, you have the option to have secondary priority on another column of your choice. You can select the priority sort order for just the one column all the way up to all of them. And all columns do not

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have to be sorted the same way. For example, your secondary sort column could be sorted from high to low even though your primary is being sorted low to high, and so on.

Furthermore, if you have a particular column selected in the sort requestor, there is a slidebar showing which priority it has. You can simply adjust it's priority with that bar if you choose, rather than having to click on each of the columns in a particular order. The other columns' priorities automatically compensate. There are also two handy little buttons that allow you to either reset all of the priorities or remove a particular column from the sort list.

Next is the Column menu. The first two options here are Sort Low to High, and Sort High to Low. This is for quick sorting when secondary (and further) priorities are not an issue. Find and Replace are the next two options, and their purpose is self-explanatory. If you're using the database as an expense tracker, it's nice to be able to search for "Visa" and find all of the charges you've made on your card without having to just sort the list for that column and look for "V". I have not found a need for "Replace" for myself, but I'm sure one does exist.

New Column is next on the menu. A nice feature of the requester that this brings up is the ability to add more than one column without having to select this option from the menu again. Also, all columns in use are listed and can be deleted using this same requester.

Following New Column is Redefine. This brings up the same requester as New Column. All current columns can be edited, along with the ability to add new ones. Each column can have its own defined "type", either text, date, time, amount, or calculation can be used. Plenty of features to use for a checkbook program, a small inventory, or the like.

Each of those types have their own preferences, such as the entry format for a date, and how it should be displayed after it is entered (two separate options, allowing you to enter in MM/DD/YY or DD/MM/YY and have the program convert to Month Date, Year format. Text can be entered as simply letter characters, letters spaces and numbers, or any character. Although percent is not an option for a calculation, the simple mathematic operations that are available allow you to do the same thing. Even more options are available, but listing them would take much too much time, and bore even the most determined reader.

The last option in the menu is to delete a column. This is another shortcut to using the column requester brought up by New Column and Redefine.

Finally, the last menu is the ARexx menu, and its only option is to start an ARexx script. Having had little experience with ARexx, I was unable to fully test this feature. However, all ARexx options are fully documented in the manual, and from what I could tell, there were a good amount of them.

Once you have all of your data entered, using all those cool menus and neat requestors, there are a variety of ways to print out your reports. You can print to the printer, or you can print to an ASCII file. Printing to ASCII allows you to either separate items in a row with commas or tabs. Furthermore, you can choose whether or not to include the column titles as

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the first row of data. Final Data also supports print merging with Final Copy II and Final Writer.

Final Data also has the option to print labels (mailing labels and labels of other sizes). I was somewhat disappointed that standard label formats weren't included (such as Avery labels), but it isn't very difficult to enter in the dimensions of the label sheet(s).

On the subject of compatibility, I had no problem running Final Data on my 4000/040. I was happy.

To sum up, if you're looking for a professional and detailed database, this isn't it, and (right now, unfortunately) you're using the wrong type of computer. But for pretty much everyone else, this is perfectly adequate, as long as you like the Softwood interface.

(BTW - This would be almost a perfect small database for pack-in with new Amigas, if anyone important is listening...)

## 1.19 Full Motion Video Review

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== Full-Motion Video Review

By: Devophile ==

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Devophile's CD32 Full Motion Video Review

I really don't know a enterly huge amount at how JPEG and MPEG compression work, so do not expect a huge lengthy explanation on all the facets of digital video compression. All I'm here to do is to review what I've seen and what I feel is good and bad about digital video.

THE FUN STUFF

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There are many names for video on CD, some are FMV (Full Motion Video), VideoCD, CDV, DV, etc. They all mean pretty much the same thing, full video and stereo audio on a compact disc that can be viewed using a special player.

This works via pretty much the same concept as any other video in the sense of images. Single frames played back rapidly to produce the illusion of motion, yeah yeah we've heard it before. But the amazing thing is, look at the math. A compact disc can store up to around 660MB of data, or around 660,000,000 bytes. That is a rather large number. Now, we are presented with problem. How to cram 132000 24bit pictures onto a single CD.

An average high-quality 320x240 24bit IFF is around, oh, 150K. The CD32's data read rate is around 300K/sec. That means it can only load around 2 frames a second, let alone the computing time needed for rendering these pictures. This is by far not ideal. In order to accomplish the 30fps rate, you would have to read 4.5MB/sec.

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This could be accomplished with a SCSI2 drive, but still rendering the pictures is still a problem. Unless you go to hardware based rendering. But who has a SCSI2 drive with a full 32.4 gigabytes (32,400,000,000 bytes) of data lying around for a 120 minute film? Not anyone on a middle class budget, I can tell you. Plus, who ships films on SCSI2 drives? No one that I know of. Big problem.

Still then, if we used IFFs on CDs, we'd only get around 146 seconds of video per CD. Which means you'd need 50 discs for a 120 minute long movie. You'd be changing discs every 2.4333333 minutes. What about AUDIO? Overwhelmed yet?

Enter: MPEG. MPEG stands for Motion Picture Experts Group. A bunch of high tech wizards that set out to develop a digital video standard. They have. It's not too bad. Allow me to explain.

MPEG uses the popular JPEG image compression format to compress each frame and string them all together for reading/decompressing and displaying. Those who know what they know about JPEG know that it takes a long time to uncompress because your computer is having to emulate the decompression through software. Not fun for your CPU. That's what hardware based decompression is for. It's fast, it's furious, it's quality... sort of.

JPEG is known for loss of quality depending on the compression level. MPEG uses a rather high level of compression to achieve its goal of 74 minutes of video per CD. Thus, much image quality is lost. BUT, we regain the quality playing chance with 30 frames per second. Hoping that the lost details in the previous frame will appear in the next. Usually it works out quite well - sometimes it doesn't. We'll get into that later.

For those who are interested: MPEG1 compresses audio/video to around 4K to 5K per frame. Resulting in about 132000 frames per disc, or 4400 seconds, or 74 minutes. The CD32 can easily read the 150K of data per second used by MPEG, as could any good single spin CDROM. This is a good thing. What's the bad thing?

Decompression. Think about it. Decompressing 150K of MPEG into around 23MB of image data per second is no easy task. That's what hardware decompression (as stated above) is for. Amazing isn't it? The FMV cartridge for the CD32 is designed for the sole purpose of decompressing MPEG data. It's very fast. Very VERY fast. All those numbers to crunch. And for only \$299US, it's a steal almost. If you like watching CD videos.

THE MOVIE STUFF  
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So far, I've got around 4 CD movies. All of which display a wide spread of good/poor qualities. Star Trek 5, A Fish Called Wanda, Sliver, and The Hunt for Red October round out my list. I've seen Star Trek 6 on FMV, it's comparable to 5.

Star Trek 5: Quality is perfect in nearly every aspect. Most of the film is better than VHS quality. Very crisp, clean, and well done. Good job Paramount!

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Fish Called Wanda: Very nice, indeed. Same as above. Excellent quality.

Sliver: Aside from being an excellent movie, this film's conversion to CD Video is slightly less than the above, it has very strong points, and is mainly better than VHS in all aspects except for an occasional "block" in a facial display, the colours mixed improperly. But it is not something that the average Joe would notice. Quality in all respect!

Hunt for Red October: Stinker. Good film ruined by crap convert to CD Video. The whole movie appears out of focus, grainy, blurry, etc. The underwater scenes are blocky as hell. What was Paramount thinking? They score VERY low on this one. This conversion ranks around the same as an EP quality VHS dub!

#### USING IT

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The cartridge simply plugs in the back of the CD32 unit. It is nearly flush with the back of the case and has no cords/wires. Seamless.

To use it, simply put in a CD Video and reset the machine. It takes it from there. You will be escorted to a nice GUI where you can select the tracks you wish to view. Great job.

Bad job: C= did not make it so it recognises CDI's "chapters." On a CDI machine you can jump to a "chapter" in the film, chapters are listed in the CD case's pull-out. This is very handy. CD32's lack of support for this feature is a very low point. But beggars can't be choosers, eh?

#### THE VERDICT

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Most are very good, and you usually will not go wrong. Watch out for first generation films. They were put out in a hurry and they certainly show it. But in most films, you will be pleased.

I particularly enjoy the freeze frame and slow-mo, very crisp and sharp. Excellent.

If you are an avid fan of getting new technology, I urge you to get one if you can find it. If you are not a fan of the "latest" hardware, but have \$299US to spend, get one if you can find it and hope it becomes a "wave of the future." If it does, you'll be in the know first and be the envy of all your friends!

Unless you fall into a category above, getting a FMV cartridge is probably not something you want to do at this point. When and if it catches on, devices will become cheaper and more widely used - then you should get one. Until then, just hang out at the dealers' and

watch theirs.

As for me, I've gotta have it - I'm "in the know" you know. And it was a big ego-device for my CD32. I got it because it's there and I am so desperately hoping to be on the tip of a new iceberg.

PROBABILTY

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It probably wont catch on, but don't quote me.

Thanks for putting up with this review. Feel free to ask me for more info on FMV. I'm not an expert, but I can answer most small questions.

- Devophile  
 email: devo@gonix.com  
 irc: Devophile channel: #amiga  
 thanks to: oleg, jkay, rst38h, and anyone else who offered  
 info to "fill in the gaps" on my jpeg knowledge.

## 1.20 Rise of the Robots

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== Rise of the Robots                               By:
      Sean Caszatt
      ==
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Hello! A few issues back, Jason mentioned that Amiga Report would be getting a Games Editor. Well, I've finally made it aboard.

I guess a small introduction is in order. I used to write a newsletter called Amiga Entertainment Monthly, an Amigaguide publication like Amiga Report. Over the past 10 months, I reviewed as many games as I could get my hands on for both the Amiga and CD32. Mail (both electronic and regular) is still arriving on a daily basis, so I apparently succeeded in reaching some of you out there. Hopefully, by moving the reviews to Amiga Report, I can now reach more of the Amiga faithful.

I'd like to thank Jason Compton for the opportunity to write for Amiga Report, a publication I've been reading for quite a long time. (I also appreciate his patience as I moved from AEM to Amiga Report.)

Those familiar with AEM will notice a few changes in my review methods. I will not be using the percentage ratings that I had in the past. I will simply rate the games in three categories by rank from 10 (best) to 1 (worst). The categories are Playability, Graphics, and Sound. Playability is a combination of the addictive quality of the game and the actual controller response. Sound and Graphics, I hope, are self-explanatory.

Now...let's get to the good stuff!

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Recently, probably due to the Christmas season than anything else, the Amiga has seen an explosion in game releases. I can't remember the last time this many games have burst onto the scene in such a high number. These aren't generic, no-name titles either. Games like PGA EUROPEAN TOUR, MORTAL KOMBAT II, JUNGLE STRIKE, SUPER STARDUST, RISE OF THE ROBOTS, TOP GEAR II, ALIEN BREED: TOWER ASSAULT and CANNON FODDER 2 have all been released over the last few weeks.

Since these games are all very new, I haven't had a chance to sit down and give them the necessary attention for a complete review. I will be doing complete reviews of as many as I can as soon as possible.

I've had time to review one of them as completely as possible. That game is RISE OF THE ROBOTS.

RISE OF THE ROBOTS has been on the tip of everyone's tongue in one form or another over the past year. The game, planned for release on every major gaming platform today, had been heralded as the first true grafting of 3D rendering technology and a truly playable action game. 3D rendering has provided adventure games like LABYRINTH OF TIME on the CD32/CDTV and MYST on the PC with some truly amazing scenery.

In most cases, games with 3D rendered graphics have not exactly been action packed. RISE OF THE ROBOTS was to be the game to change that. It was also, for some people anyway, to be the game to show what the CD32 could do when given the opportunity. The game would give gamers a better idea of where each game system stood in comparison with the others. Because it was to be released on the Amiga (in both AGA and non-AGA versions), the CD32, Jaguar, IBM PC, 3DO, SNES and the Genesis, it would give an accurate benchmark on which of these systems really could handle gaming in the future.

Of course, that is what was supposed to happen. The game was scheduled to be released in the spring. It finally hit the shelves on November 18th. The Jaguar and 3DO versions are not out yet. I'm not aware of the Genesis or SNES versions being available yet either. The Amiga, CD32 and PC (disk and CD) versions made it.

(I know this is a big build up. Stick with me for a few more seconds.)

Is this game the "next big thing?" Is it the true blend of an arcade game and 3D rendering technology it was cracked up to be? Is this game the best beat-em-up game ever released? Was it worth the wait? Uh, well, the answer to all of the above is a resounding NO!

RISE OF THE ROBOTS emerges from the hype and reveals itself as a good-looking but rather unwieldy beat-em-up. The game, in all of the currently available versions, is just not that good. I don't know how much of the disappointment comes from pre-release expectations. I'm sure it would be fair to say most of it does. This is not an earth-shattering game at all.

Looking back at pre-release screenshots, the game is not exactly what was promised. It looks nowhere near as smooth or awesome as what we were shown. I can accept that. It's not all that unusual for a game to arrive in a slightly different version from that which was originally

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announced or previewed.

Let's look specifically at the Amiga related versions:

In terms of pure beat-em-up action, RISE OF THE ROBOTS is outclassed by the barely-better-than-16-bit BODY BLOWS games. ROTR is quite poor in the "special moves" area of beat-em-up gaming. The moves are controlled in a rather awkward way that requires the player to hold down the fire button to increase the power of a move and then perform the move before losing the stored power. What that translates into is a player will find their onscreen character performing the same move over and over again. (And still beating the tar out of the computer controlled opponents.)

In terms of variety, there are a few interesting characters to choose from. Because they are just machines, and presented with very little development or introduction, they just don't seem very intriguing no matter how cool they look. Mainly, in a one player game, you'll just fight the other characters as the "cyborg", the big blue guy that's featured on the box and the advertisements for the game.

The introductory animation is fun to watch (as long as you've got it installed on a hard drive or own a CD32...swapping floppies to see it is really not worth it.) Unfortunately, like most intro animations, it's fun to watch once and then you'll only show it to friends that haven't seen it yet.

The "soundtrack" by Queen's Brian May doesn't exactly rank with his best work. It's best described as a very irritating guitar power chord over and over again. I reached for the volume knob on my monitor everytime I heard it.

The graphics? Well...the animations (or cinematics, as the game refers to them) are good. The characters, when still, look very good too. When moving they are anything but realistic looking. Their movements are jerky and very repetitive. This is not a big surprise. I had my doubts that they'd be able to pull off extreme realism, but it would have been nice to see them get a little closer than they did. Coupled with the poor control, the game falls into the "boring" category very quickly.

If the game occupied two or three disks, it might be possible to think that maybe they just couldn't fit it all in. However, when a game announces that it takes up 40 megabytes on the hard drive and it comes on over ten disks, it had better all be in there! Of course, the CD32 version should be even better, right? Nope. It suffers from all the same problems as the Amiga versions.

What's different in each version? Not a lot. All of them suffer from the poor control and jerky animation.

The AGA version takes half an hour to install on the hard drive. It looks good color-wise, but that doesn't help the gameplay.

The non-AGA version takes less time to install on the hard drive than the AGA version. (Which is a bonus if you're anxious to play.) The reason for the faster installation is that some of the "cinematics" have been taken out. They're not much of a loss really. This version also

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looks pretty good considering the number of colors onscreen. It seems to play a tad faster too.

The CD32 version is the most impressive of the three. Because it combines the good looks of the AGA version with the ease of popping in the disc and playing. No hard drive installation woes, no disk swapping and all the "fun" of the poor control method. However, it's not the premier beat-em-up on the CD32 by any stretch of the imagination. (That honor still belongs to ULTIMATE BODY BLOWS.)

Disappointment is the key word here. The game promised so much and delivered so little. I guess one good thing is that, for once, the PC suffers from the exact same problems.

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RATINGS:          WORST <-----> BEST

Playability:     * * * * - - - - - 4 out of 10
Graphics:        * * * * * * * - - - 7 out of 10
Sound:           * * * * * - - - - - 5 out of 10

Overall:         * * * * * - - - - - 5 out of 10

Video Mode:      NTSC (all versions)

Manufacturer:    Time-Warner/Mirage
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Sean Caszatt  
Amiga Report Games Editor (still getting used to this one)

## 1.21 Archos Overdrive CD-ROM

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== Archos Overdrive CD-ROM                               By: Paul Moore           ==
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### PRODUCT INFO

Archos Overdrive CD-ROM for Amiga 1200. Also known as the 'Zappo' CD-ROM drive in the UK. With version 9.0 of the driver software.

### BRIEF DESCRIPTION

The Overdrive CD is a PCMCIA device that allows you to access Amiga CD-ROMs such as the Aminet and FIsh range and also to read discs intended for the IBM PC and Apple Mac. In addition to this it also comes with CD32 emulation which gives you the ability to run most games software for C='s console.

### COMPANY INFO

I got mine from Special Reserve, a games club in the UK.

P.O. Box 847, Harlow, CM21 9PH  
Tel. 0279600204

The UK distributors are

Name: Indi Direct  
Address: 1 Ringway Industrial Estate,  
Eastern Avenue,  
Lichfield,  
Staffs  
WS13 7SF  
  
Telephone: 0543 419 999  
FAX: 0543 318 079

In the US, several companies have started stocking the Zappo version, such as Amiga Warehouse (1-800-258-0533) and the Software Hut (1-800-93-AMIGA). Check out their ads in Amiga World for the best prices.

#### PRICE

I paid 185 UK pounds for mine, a basic drive and installation s/w. At the moment there is a packae being sold containing several games for around 225 UK pounds.

#### REQUIREMENTS

An Amiga 1200 or 600. The CD32 emulation will not work with the A600. The s/w will run from floppy but a hard drive is recommended.

Your PCMCIA slot must be free as this is the method used by the CD-ROM to connect to your computer.

#### COPY PROTECTION

None.

#### MACHINE USED FOR TESTING

Amiga 1200 2mb chip, 4mb fast with GVP A1230-II 030-40/4 accelerator. (Tested without accelerator) 1 internal 880k floppy drive. 1 external 880k Power computing PC880B floppy drive. IBM 170mb internal IDE hard drive. Amigados 3.0

#### INSTALLATION

The program installs from two 880k floppy disks. However there is apparently a bug in the installation which prevents installation on systems with 1 disk drive . Necessitating manual installation. Special Reserve, where I got my drive have re-written the script for those with only one floppy.

#### REVIEW

The Overdrive CD comes with a PCMCIA interface which connects easily to the slot , providing you have enough space. The interface lead I was supplied with was quite short, so the drive has to be close to your setup. Phono leads are supplied which you use to pass through the Amiga audio so you can hear both internal Amig a sounds and CD soundtracks. I was supplied with a

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very large power supply which prevents another plug being next to it on my extension lead.

As I had two drives floppy installation was not a problem. Using the standard Commodore Installer it was a simple matter to install the software to hard disk. This involves altering the startup-sequence names, so be aware that some software that doesn't use the s:user-startup may write to the wrong file - the startup-sequence is renamed startup-sequence.std .

If you are booting from CD, you must hold down either the left or right mouse button at bootup. The left button brings up a CD startup control screen from which you can select keyboard settings (to patch the CD32 controller to) 3.1 or 3.0 graphics emulation, whether to use fast memory or not and whether to boot up kick start 3.1 from a file if you have it. The settings are saved to disk so that you can use the right mouse button to boot directly.

The drive comes with several utilities, a Photo CD viewer called Carousel, A CDD A Audio player program and a little program which opens the CD door when you click on a button on screen. A file is automatically set up in sys:env/sys/ to direct saved game files to a directory of your choosing.

Soundwise it has been said that on some models the mixing levels of Amiga and CD audio are a little low. I didn't find any problems with my unit, the audio is v ery clear.

Okay, to work! I'll look at various CD formats and how they were handled.

Standard AmigaCD-ROMs.

A standard ISO-9660 level 2 Amiga CD-ROM presents no problems at all. Having access to one of the PD CD's is simply amazing - all that software available to you , and no download times or costs. I tested Aminet 3 and 4 and they both worked perfectly.

Magazine CDs are pretty scarce at the moment, let's hope that this changes in the future. Amiga User International produced a series of CDs called "Amiga CD!" of which there have been three so far. I have the third and found it to work very well. You'll need a CD32 controller to get the best of multimedia menus such as Amiga CD!'s CanDo interface.

Amiga Format produce an occasional special called Amiga CD32 which contains game demos and some interesting PD files. It uses a multimedia interface too which a gain requires a CD32 controller or use of keyboard emulation.

A magazine called CD32 Gamer is the most regular CD magazine at the moment, which consists mainly of (unsurprisingly) games. The issues of this I tried all worked fine.

Audio (CDDA) CDs

The CDDA audio program supplied is pretty good. Earlier version of the software were a bit erratic, with tracks skipped sometimes, but v9 seems to operate pretty well. Insert an audio CD, click on the CDDA icon that appears, and a similar interface to the CD32's audio player pops up from which you can play/fast forward /rewind/skip/shuffle/random play to your

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hearts content. There is a time elapsed /to go option too. If you prefer a more Workbench friendly interface for Audio C Ds, a program available on Aminet called YACDP works with the drive if you change the device to cd.device rather than scsi.device. Not all options work, but it's worth a look. In play, Audio is excellent. Well, as long as you play something decent :-)

#### CD32 Games

The big questions; Do they work? What about Akiko? How compatible is it?

Yes, most CD32 games \*do\* work with the drive, especially with the new version of the software. You may need to do a bit of fiddling with the boot options (CD) occasionally, but you should get there in the end.

The first game I got for my drive was Microcosm... couldn't resist it. This is probably the only game that actually uses the Akiko chip, and the only place it's use is evident is in the intro animation to Microcosm. If you play this full-screen it flickers quite a bit. Play it quarter screen (like the in-game anims) and it's fine. The game plays fine - no flicker, no slow down. It works.

Acid Software's Starwing/Starfox lookalike Guardian was next. Again it works okay, the only problem being you need to reset it after a game if the music was on, which is a shame. Other than that it's fine.

My favourite CD game so far though is Virgin/Revoloution's Beneath a Steel Sky. It's stunning. It's a graphic adventure in true Monkey Island style, but with an elegant interface, great graphics, sounds and on CD Speech. That's right, speech. Every character comes to life with full CD voices. No problems there, except some might not like the code system for saving games since you need to get to a code before switching off or restart from the previous code. Maybe they'll think of CD-ROM owners in the future and provide a save to hard/floppy disk option.

Other demos I have, such as Simon The Sorcerer, Alien Breed: Tower Assault, Marvin's Marvellous Adventure (which is a great little game IMO), Arcade Pool, Lital Divil, Heimdall II and Banshee worked fine too. Kid Chaos, Cannon Fodder and Top Gear are three demos which I've been unable to load.

Bear in mind that these games need at the very least a joystick, preferably a six button CD32 controller. I use a Competition Pro controller which is excellent and far superior to the Commodore model.

CD's intended for PC's

Why read them if you can't load the programs? That may be true, but there are a lot of resources you can source from PC's. With Mainactor and AmiFlick you could convert .AVI and .FLI animations to ANIM format (or just run them but the speed won't be too great). You can use Adpro, Image FX or a shareware package like Imagestudio to convert the TIFF, BMP and PCX pictures you'll find on PC CDs. You can use AmiSox or Soundmachine to get at the .WAV and .VOC samples on the CDs, and of course you'll be able to read text files and soundtracker mod files. 3D fans could convert 3D-Studio objects for use in Lightwave and so on. There is plenty you can do with a PC CD, so the many coverdiscs for PCs can be of some use. They work fine with the Overdrive. I found the PC Format magazine CDs to be the



best for graphics, mods, anims, sounds etc. that could be converted, for only a few pounds.

#### Macintosh CDs

As you may know every mac file has a resource fork and a data fork. When you insert a Mac HFS disc this is accounted for by the drive which produces a separate file for the resource and data forks. As with the PC CDs there is no problem reading them and you can access sounds, pictures and so on. There is a mac .snd datatype on Aminet and you can access pictures with a suitable image processor. The commercial CrossMac or, from Aminet, Resgrep provide tools to extract files from a resource fork in a similar manner to the Mac's ResEdit.

#### Photo CDs

I was unable to test this feature as I didn't have any Photo CDs, but there should be no reason why it doesn't work. The new version of Carousel allows searching of non-kodak CD's to find Photo CD pictures (say on a compilation of different Amiga programs). The software seems stable enough.

#### Other CD software

You may be aware of Commodore's video format, CDXL. If you have Dos 3.1 you can view CDXL movies with Multiview. If, like me, you don't then you'll find a program such as cdgslx on a magazine or compilation. CDXL movies work fine and are very smooth. I was impressed after seeing some very jerky mac Quicktime movies. It would be nice if an Amiga Quicktime player or converter existed but to my knowledge, none do.

There is no room for a Video CD expansion on the drive, maybe a trapdoor one will appear from someone in the future. MPEG files can be played, in software with a suitable player, but don't expect miracle speeds!

#### DOCUMENTATION

The Overdrive comes with a photocopied booklet in French, English and German. It is quite good, and explains the basics pretty well. There is no index, it is only 30 pages per language.

#### LIKES

Just having a CD-ROM drive makes a great difference. The level of compatibility is high, and the software supplied with V9.0 is very stable. The use of the PCMCIA interface is very well thought of as it allows you to continue to use your Trapdoor expansions.

#### DISLIKES AND SUGGESTIONS

I dislike the size of the power supply for a start, but the type of supply will probably vary as it's a generic one. A longer lead might have been better for some, although I'm happy enough. I would like to see more utils with the drive, perhaps a CDXL player with a GUI interface. The CD uses the CIA timer which interferes with the occasional PD application such as PlaySID and the AGA Spectrum Emulator, necessitating disconnection (or booting without loading the CD drivers) if you wish to use them.

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#### COMPARISONS TO OTHER SIMILAR PRODUCTS

Gasteiner produce an interface, no CD included, which allows you to connect a Mitsumi FX001 or FX001D (The Overdrive comes with the double-speed FX001D) This interface and CD combination turns out to be more expensive than the Overdrive and the interface isn't as nice.

Hisoft are producing a SCSI interface for the A1200 and A600, which will allow you to connect a SCSI CD-ROM. This gives you a lot of choice, but CD32 compatibility remains to be seen.

If you have an accelerator with SCSI option (eg GVP A1230-II) you can connect a generic CD-ROM drive this way. CD32 compatibility will not be included though.

#### BUGS

The Install script on v9.0 of the software apparently has a problem with one disk drive machines.. shouldn't be a problem if you know how to use your Amiga, but could affect beginners.

After a buggy start in earlier versions, the new software seems pretty stable. One bug I found is in the CDDA player. If your CD has more than 20 tracks (like say the new Beatles: Live at the BBC CD with 35 tracks on one CD) you'll be unable to play track 21 and above with the supplied program. The program YACDP, available on Aminet will allow you to play those tracks though.

#### VENDOR SUPPORT

Excellent. When I heard V9 was available I wrote to Special Reserve and a was phoned up by a very helpful chap who, before he sent out the update made sure I had a second drive and wouldn't have a problem.

#### WARRANTY

There is a year's warranty on the drive.

#### CONCLUSION

An excellent product which is a must have for all A1200 owners, and A600 owners wishing to get into CD-ROM on the Amiga. Hopefully it will provide a boost in terms of the number of Amiga CD products we'll see in the future.

#### NOTICE

This review written by Paul Moore for Amiga Report and is freely distributable. Contact me if you wish at:

Fidonet: 2:259/2.19

Internet: Paul.Moore@p19.f2.n259.z2.fidonet.org

## 1.22 Emulation Rambler: ZXAM Spectrum AGA

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== The Emulation Rambler: ZXAM Spectrum AGA By: Bob Colbert ==
=====
```

A Review of ZXAM Spectrum Emulator AGA v1.3  
Author: Antonio J. Pomar Rosselló

Initial Thoughts: I am a big emulation fanatic. I drive my friends crazy when they come over with the newest AGA demo in hand and I am playing an old Apple // game on my A1200. I have seen Spectrum emulators floating around on the Internet for quite some time now and even downloaded one a long time ago, but I never had anything to run on it. I didn't think that there was much software for the Spectrum, so I never bothered to pursue the matter further. I was intrigued to see an AGA emulation of such an old computer, so I downloaded it. I decided to do a little homework and found an FTP site that had a bunch of games for the Spectrum. The Spectrum emulator allows the user to play some of the classic games that pioneered the video game age. I view the emulation as a means of playing games, because I really don't think that there are any serious applications that the emulation can do better than a native Amiga application.

Description: The ZXAM Spectrum Emulator allows the user to run Spectrum programs on their AGA Amiga computer. The emulator comes in two forms; The FULL version that provides very accurate emulation, and the FAST version that runs a bit faster than the full version at the expense of not emulating all of the computer's functions. Along with the executables is documentation in both English and Spanish, instructions on creating a cassette tape interface, IFF picture of the aforementioned cassette tape interface, and an IFF picture of the Spectrum Keyboard Layout.

Programs are stored in either the snapshot (.sna or .sp) format or on an external cassette tape recorder. The snapshots are "images" of the Spectrum's 48k of ram and are either 49179 (.sna) or 49190 (.sp) bytes long depending on the format used to save the image. Loading an image is as easy as pressing the 'load' gadget on the nice interface provided. A file requestor is then presented and you can then load the game of your choice. One gripe that I have is that every time that I load a file, the entire directory that I am in is reread. Since I have my Spectrum games stored on floppies this can take a long time. An advantage of this emulation over others that I have tried is that it allows PowerPacked snapshots to be loaded directly, as long as the user has the powerpacker.library in the LIBS: drawer. This feature save A LOT of space. PowerPacking games can reduce the original size to as low as 7k! Of course not all snapshots pack that well, but when you have a couple hundred images it adds up. The emulation also allows you to make your own snapshots at the press of a key, thus giving all games a 'Save Game' option. As far as the cassette recorder format goes, I have been unable to try it because I do not have any games on tape. A schematic of the interface needed to use the cassette recorder is provided, along with a digitized picture of the finished product. It is a very simple circuit, and should cost no more than a few dollars to produce.

The program provides emulation of what is called the Kempston Interface, which is just a joystick. Most games allow you to chose what type of input you will be using, but for those games that don't allow for using the Kempston it would be nice to be able to map keys to the

joystick. I don't like playing games on the keyboard.

Performance: The ZXAM Emulator seems to run all of the games that I have tried, and it runs them well. I was impressed with the speed at which the emulation runs on my A1200 with 4 megs of fast RAM. The FAST version does indeed go faster than the FULL version, but its use does lead to some interesting problems. The main deficit of the FAST version is that it does not emulate the microprocessor's Binary Coded Decimal (BCD) mode. BCD mode allows the computer to work on the same number base as humans do - base 10. Without this, scores, times, and any other items represented numerically are likely to be inaccurate. Not all games use BCD and therefore are not affected, and others you just might not care if the score is correct (most of the time for me).

Graphics seem to move around smoothly and the sound is very high quality compared with other Spectrum emulators I have tried. Unfortunately, the emulation does not multitask as it takes over the system. The emulation can be paused and the system is returned untouched, but playing a game while downloading the latest greatest AGA demo is out. As I said I compared this emulation with a couple others that are available, namely Spectrum-1.7 and zxspectrum4.71. Spectrum-1.7 multitasks, but the sound and movement are not as good as the ZXAM AGA. Zxspectrum4.71 does not work well with AGA, the AGA graphics must be disabled before a recognizable screen can be realized.

Over all, the ZXAM emulator is a solid product, and best of all it is FREEWARE! It is available on Aminet under the misc/emu directory. Also in that directory is a program you should get called spconv-107-amiga, it allows you to convert between most of the various snapshot formats, most notably from the .z80 format that the ZXAM emulator cannot read into a snapshot format. If you have FTP access, you will be interested in ftp.dcc.uchile.cl under the pub/Sinclair/snapshots directory are hundreds of games (and utilities) in alphabetic directories (i.e. games beginning with a are in the a directory.)

Have fun!

Bob Colbert  
bcolbert@s-cwis.unomaha.edu

## 1.23 ShadowStart 1.1

TITLE

ShadowStart

VERSION

1.1

AUTHOR

Lars 'SFX' Eilebrecht  
Glueck-Auf-Strasse 23  
57223 Kreuztal (Germany)

SFX@appl1.hrz.uni-siegen.de  
Shadowfox@IRC

---

## DESCRIPTION

ShadowStart is a small utility that should be called from the startup-sequence.

If the space-bar is pressed down a requester pops up, asking you if you want the WBStartup-drawer, the User-Startup script or both to be disabled. This means, you can bootup a "clean" Workbench, without any programs in WBStartup or User-Startup executed! And also a new shell-window can be opened for changing things before executing the startup-sequence. (Source code is included.)

## FUTURE

Ideas and suggestions are always welcome!

## SPECIAL REQUIREMENTS

ShadowStart needs at least Kick/WB 3.1 (the 3.1 lowlevel.library must be available)

## HOST NAME

ShadowStart has been uploaded to the Aminet Site  
  
ftp.uni-paderborn.de (131.234.2.32)  
  
and should be available on all other Aminet sites.

## DIRECTORY

pub/aminet/util/boot

## FILE NAME

ShadowStart11.lha

## RELEASE DATE

03. December 1994

## PRICE

ShadowStart is FREeware!  
(But the author would like to get some mail if you use it.)

## DISTRIBUTABILITY

The ShadowStart archive is freely distributable, but it is copyright 1994 by Lars Eilebrecht.

## OTHER

If you have access to IRC (Internet Relay Chat), you can get the latest ShadowStart archive via "dcc". Just type "/ctcp Shadowfox shadowstart" and you will get a dcc send request for it. Accept the request with "/dcc get Shadowfox" (actions are described for standard IRC-II client). (The authors IRC-client normally is reachable 24h/day!)

## 1.24 ImageStudio 1.2.0

### TITLE

ImageStudio

### VERSION

1.2.0

### AUTHOR

Andy Dean and Graham Dean

Email : adean@eleceng.ucl.ac.uk

Post : 14 Fielding Avenue,  
Poynton,  
Stockport,  
Cheshire.  
SK12 1YX  
ENGLAND

### DESCRIPTION

ImageStudio is an image processor written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. The program tries to cover the most commonly performed operations like colour reduction, scaling and dithering in an easy to use Workbench2 style interface. Most of the commonly used file formats can be loaded or saved. Image processing, by its very nature, requires large amounts of RAM - ImageStudio includes its own virtual memory manager to reduce the ammount of RAM required.

- \* Virtual memory
- \* Upto 100 levels of undo / redo
- \* Loads / saves IFF-ILBM (palette based upto 256 colours, HAM6, HAM8, extra halfbright), GIF, BMP, PCX, JPEG, Targa, EPS, datatypes.
- \* User definable convolution filters.
- \* Adjust colour balance (brightness, contrast and gamma).
- \* ASCII and AmigaGuide documentation.
- \* Requires no third party libraries or utilities.

### NEW FEATURES

- \* Faster and higher quality HAM saving
- \* Faster and higher quality internal 24bit viewer
- \* Faster preview redraw
- \* Added greyscale JPEG read / write
- \* Added dynamic palette expansion effect
- \* Uses ASL screenmode requester with Workbench2.1+
- \* Few minor bug fixes and improvements

### SPECIAL REQUIREMENTS

ImageStudio requires:

- \* Workbench 2.04 or above.
  - \* Around 1MB of free memory.
-

\* Several MB of free hard disk space (for virtual memory).

**HOST NAME**

ftp.uni-paderborn.de (131.234.10.42) or any Aminet site.

**DIRECTORY**

/pub/aminet/gfx/conv

**FILE NAMES**

ImageStudio.lha  
ImageStudio.readme

**PRICE**

10 UKpounds  
20 USdollars

**DISTRIBUTABILITY**

The unregistered version is freely distributable.  
The registered version is \*NOT\* freely distributable.

The program is Copyright 1994 Andy Dean and Graham Dean

**OTHER**

To encourage users to register, the freely distributable version is limited to loading images of upto 250x250 pixels - all other functions are available.

## 1.25 YACDP (Yet Another CD Player) v1.2

**TITLE**

YACDP (Yet Another CD Player)

**VERSION**

1.2

**AUTHOR**

Frank Wuerkner (wuerkner@informatik.tu-muenchen.de)

**DESCRIPTION**

YACDP will allow you to play audio CD's with your SCSI-2 CDROM.

Some features are:

- o GUI that let's you access all functions of a normal CD-Player
  - o is a Commodity
  - o can display songnames and CD title, of course you once have to enter the names (about 150 CD texts are already included)
  - o doesn't wastes memory
  - o SCSI errors are displayed as text (95 known)
  - o realtime stereo playback of audio on your Amiga, even on 68000 (\*) machines (achieved by highly optimised assembler routines)
  - o ability to save (parts of) songs as stereo IFF (8SVX) or RAW (CDR) (\*)
- (\*) CD-ROM must be able to send audio over SCSI bus

**NEW FEATURES**

- o powerfull AREXX port

- o localized for 2.1 and up (currently German)
- o 'via SCSI' playback is now stereo
- o saveing stereo IFF's is now also possible
- o documentation now in AmigaGuide(R)
- o better support for NEC CD-ROM's
- o when using 'via SCSI' the scsi\_Length was set too large fixed (memory was trashed with some scsi devices)
- o fixed problem with some older versions of gvpscsi.device that returned IOERR\_BADLENGTH when using odd buffer length

#### SPECIAL REQUIREMENTS

- o OS2.0 (OS2.1 for using localization) or higher
- o reqtools.library (C) 1991-1994 by Nico Francois (thanks Nico!)
- o a SCSI bus adapter capable of sending SCSI direct commands
- o a SCSI-2 CD-ROM which can read CD-DA ("Red Book") encoded discs (i.e. you should see a headphone jack on the front panel)
- o optionally your CD-ROM should be capable of sending the audio as 16-bit digital data over the SCSI bus

#### HOST NAME

ftp.wustl.edu                    128.252.135.4

#### DIRECTORY

/pub/aminet/disk/cdrom

#### FILE NAMES

YACDP1.2.lha (117246 bytes)

#### PRICE

Shareware fee 20DM or US\$15

#### DISTRIBUTABILITY

The archive and its contents are freely distributable.  
See documentation for details.

The package is (C) 1994 Frank Wuerkner

## 1.26 ShadowStart 1.2 (V37/V40)

#### TITLE

ShadowStart

#### VERSION

1.2

#### AUTHOR

Lars 'SFX' Eilebrecht  
Glueck-Auf-Strasse 23  
57223 Kreuztal (Germany)

SFX@appl1.hrz.uni-siegen.de  
Shadowfox@IRC

#### DESCRIPTION

ShadowStart is a small utility that should be called from

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the startup-sequence.

If the activation-key is pressed down a requester pops up, asking you if you want the WBStartup-drawer, the User-Startup script or both to be disabled. This means you can boot up a "clean" Workbench, without any programs in WBStartup or User-Startup executed! And also a new shell-window can be opened for changing things before executing the startup-sequence. (Source code is included.)

#### FUTURE

Ideas and suggestions are always welcome!

#### SPECIAL REQUIREMENTS

Two version of ShadowStart are included, one for Kick/WB 3.1 and one for Kick/WB 2.0+.

#### HOST NAME

ShadowStart has been uploaded to the Aminet Site

ftp.uni-paderborn.de (131.234.2.32)

and should be available on all other Aminet sites.

#### DIRECTORY

pub/aminet/util/boot

#### FILE NAME

ShadowStart12.lha

#### RELEASE DATE

09. December 1994

#### PRICE

ShadowStart is FREeware!

(But the author would like to get some mail if you use it.)

#### DISTRIBUTABILITY

The ShadowStart archive is freely distributable, but it is copyright 1994 by Lars Eilebrecht.

#### OTHER

If you have access to IRC (Internet Relay Chat), you can get the latest ShadowStart archive via "dcc". Just type "/ctcp Shadowfox shadowstart" and you will get a dcc send request for it. Accept the request with "/dcc get Shadowfox" (actions are described for standard IRC-II client). (The authors IRC-client normally is reachable 24h/day!)

## 1.27 Fishing Report - Dec 12, 1994

T H E   F I S H I N G   R E P O R T

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by Fred Fish  
Amiga Library Services  
Dec 12, 1994

=====  
FRESHFISH CD  
=====

The FreshFish Volume 7 (Nov/Dec) CD's went into production on Nov 1st, and started shipping on Nov 4th. The next FreshFish CD, Volume 8, is expected to go into production during the middle of January.

We have several planned improvements in the FreshFish CD, that we are keeping under our hat for the moment, and that are expected to start appearing with Volume 8. We think our customers will be quite pleased with the pending changes, and we will continue to strive for the highest possible level of excellence in all our products.

=====  
GOLDFISH CD  
=====

GoldFish Volume 1, a 2-CD set released in April of 1994, provides a complete archive of the 1000 "fish disk" floppy library, with all the disks provided in both archived and ready-to-run form. It can be used to produce master floppy disks for further duplication and distribution, using a simple to use program that is provided on the CD-ROM. It can also be used by BBS or anonymous ftp sites to provide convenient electronic access to all the material from the floppy library.

GoldFish Volume 2, a 2-CD set released in December of 1994, includes all the new submissions included on the first 7 volumes of the FreshFish CD series, with all the material updated to the latest available version as of the date of completion of the GoldFish CD. As with Volume 1, all of the material is included in both archived and unarchived form. It also includes the latest versions of the "useful tools" included on each FreshFish CD, such as the GNU utilities, reviews of hardware and software, etc. This CD will start shipping on Dec 13th.

=====  
LIGHT-ROM CD  
=====

In cooperation with Lightwave artist Michael Meshew, we now offer a new CD called "LIGHT-ROM". This is a 647 Mb CD dedicated to 3D artists all over the world, and contains Lightwave objects, scene files, textures, bump maps (JPEG, IFF, & TARGA), fonts, thumbnail renderings, and text files with advice from the rendering pros. It also contains a "Showcase Directory", displaying the talents of selected Lightwave artists from all over the world.

LIGHT-ROM will be updated at approximately 6 month intervals. Contributors will be eligible for a free copy. The retail price is \$39.95 plus \$3.95 for shipping and handling.

=====  
FRESHFONTS CD

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=====

In cooperation with fonts enthusiast Daniel Amor, we published a new fonts CD in early November. This CD was published as an experiment under conditions similar to the Meeting Pearls CD, whereby users that find the CD interesting and useful are expected to make a shareware like donation to the creators of the CD.

Thousands of these CDs were distributed free of charge at the Computer '94 show to customers at Stefan Ossowski's Schatztruhe booth. We have also distributed almost all of the CD's that we had allocated for our customers that receive other CD's during November and December. So far the results have been quite disappointing, with at most a few hundred dollars in donations received. We will declare the experiment officially over on February 1st, 1995, and provide a summary of the results at that time.

=====

TURBOCALC V2.0

=====

We are an authorized U.S. distributor of TurboCalc V2.0, a very powerful Amiga spreadsheet program. TurboCalc has extensive formatting options, supports many different font formats, more than 40 different number, time, and date formats, more than 100 functions covering arithmetic and financial needs, more than 120 ARexx and macro instructions, integrated database, and more. TurboCalc retails for \$115 plus \$6.95 for shipping and handling.

=====

AMINET CD

=====

We are an authorized U.S. distributor of the new Aminet CD. Both the Aminet Gold and the Aminet Share are available. Subscriptions for both CD's are also available, at \$59.95 per year for the Gold version and \$44.95 for the Share version. There are expected to be four releases per year, so the subscription is actually for 4 CD's, regardless of when they actually end up shipping.

The only physical difference between the Aminet Gold CD and the Aminet Share CD is the front cover artwork. Built into the price of the Aminet Gold CD is an automatic contribution to the creators of the CD and sufficient margin to make the disk attractive to low volume resellers and retail sales outlets. Users who purchase to the Aminet Share version are expected to make their own contributions directly to the creators if they feel that the CD is worthwhile and wish to support creation of future Aminet CD's.

We currently have Volume 4 (Nov 1994) in stock.

=====

MEETING PEARLS CD

=====

We are expecting to have the second pressing of the Meeting Pearls CD in stock in the next few days. This CD contains about 150 high quality and high resolution fractals, a ready to run version of PasTeX which includes fonts for FAX and 600 DPI printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX,

a lot of utilities, games, etc.

Because the version of NetBSD expected to be included on the CD-ROM includes encryption code that is restricted for U.S export, all imported CD's will only be available for resale within the U.S.

=====  
SPECIAL BBS VERSION OF FROZENFISH  
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By special request from BBS operators, we are issuing a limited number of a custom version of the April 1994 FrozenFish CD, updated with some new material, and called "FrozenFish-PC". This CD has the complete contents of each floppy disk 1-1000 in a single archive and all directory and file names are ISO-9660 level 1 compliant (8.3 format, uppercase only, etc). This means that the CD is completely compatible with IBM-PC based systems, unlike our regular Amiga CD's which are closer to ISO-9660 level 2.

For at least the next month or so, each copy of this CD is an individually created CD-R "gold disk", which is completely compatible with mass production CD's and CD-ROM drives. Sometime soon we expect to do a small production run of this CD and people who received the CD-R versions can upgrade to the production version for \$5 plus shipping costs. The price of this CD is \$24.95 for either version, because of the lower volumes and thus higher production costs per CD.

=====  
ATTENTION ALL AUTHORS  
=====

Amiga Library Services is actively looking to expand our CD-ROM offerings. If you are an Amiga user with a good idea for an Amiga specific CD-ROM, please consider letting us act as your publisher. We will handle all details concerning actual production of the CD-ROM, advertising, sales, and distribution. All you have to do is have a good idea and to be willing to spend the necessary time to create a ready-to-publish master file tree for the CD.

=====  
FUTURE FLOPPY DISK RELEASES  
=====

After completing disk 1000 in the floppy library earlier this year, we made arrangements with another party to continue the floppy library past disk 1000. It has now been over six months since we were first promised a new batch of floppy disks, based on selected material from the FreshFish CD's, and we have yet to see any results.

While I was at the Computer '94 show in Cologne in early November, I made tentative arrangements to have this task taken over by someone else with the time and experience to do an excellent job of continuing the floppy library. I expect to finalize this arrangement soon, and am sorry that it has taken so long to bring the floppy distribution back on line.

=====  
ELECTRONIC SUBMISSIONS  
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Material for inclusion in the CD-ROM distribution can now be submitted electronically via anonymous ftp. Please upload your submissions as an lha archive, one archive per submitted program, to the ftp incoming directory on ftp.amigalib.com. Please include a "Product-Info" file in the lha archive. This file describes the material using a standard format that is recognized by the new version of KingFisher and by tools that we use to automatically generate information about the CD contents. If you don't have a copy of the Product-Info specification, it can be retrieved via anonymous ftp from ftp.amigalib.com, in directory pub/amiga.

If you do not have access to anonymous ftp, you can still submit material electronically by mailing a uuencoded lha archive to "submissions@amigalib.com".

=====  
ELECTRONIC ORDERS  
=====

You can email orders to be paid via credit card (VISA or MasterCard only) to "orders@amigalib.com". All such orders must include the full name of the card holder, the card number, the expiration date, and a daytime phone number which can be used to verify the order. We will attempt to acknowledge all such received orders via return email, and to verify an unspecified percentage via phone calls.

Please note that it is considered to be somewhat risky to send credit card information via electronic mail without encrypting it. We are not currently ready to start receiving encrypted orders, but may be able to do so in the future. We cannot be responsible for any fraudulent use of credit card info that is intercepted by a third party during it's transmission.

For further information about our CD's, or to obtain an electronic copy of our order form, send email to "orders@amigalib.com".

## 1.28 AmigaFaces

### TITLE

AmigaFaces (faces)

### AUTHOR

Andreas S. Oesterhelt (oesi@paradis.rhein.de)

### DESCRIPTION

This is a little software package that allows different actions upon arrival of mail from specific adresses.

With faces, you can let your Amiga sing Hallelujah, whenever mail from your girlfriend arrives or curse loudly, if mail comes in from your boss.

It consists of two parts: the executable binary (faces) and

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and a user / action database file (faces.db). The binary is executed by your mail package's 'rmail' type command and must therefore be set up as a mail filter in the aliases file. Whenever a mail for a local user with a "|faces" piping entry in his alias arrives, faces parses the sender's address out of the header and looks up faces.db.

The database stores information on which action is to be executed upon arrival of mails from what address or class of addresses. An address specification may contain wildcards, an action specification is any valid dos command line, i.e. playing a sound sample, speaking text via 'say', opening a requester, etc.

#### SPECIAL REQUIREMENTS

To properly use AmigaFaces, you need a mail system installed on your Amiga, which features aliases and piping.

I have tested the program with AmigaUUCP (with and without the wusel patch), AmiTCP 3b / InetUtils v1.4. (Note: IU v1.3 won't work.) and with AmiTCP / in.smtpd. Whether it runs with a smtpd for AS225, I can't tell.

Strongly recommended is a soundplayer. (I use PlaySound.)

#### HOST NAME

Any Aminet site, i.e. ftp.wustl.edu (128.252.135.4).

#### DIRECTORY

/pub/aminet/comm/net

#### FILE NAMES

AmigaFaces.lha

#### PRICE

No cost.

#### DISTRIBUTABILITY

The program is Copyright 1994 by me. It is freely distributable, as long as no profit is made hereof.

## 1.29 FetchRefs 1.1

#### TITLE

FetchRefs

#### VERSION

---

1.1

#### AUTHOR

Anders Melchiorson  
Gammel Skivevej 39  
7870 Roslev  
Denmark

and@scala.ping.dk  
FidoNet: 2:235/314.10

#### DESCRIPTION

This is for the programmers among you -- the jargon may be annoying for others. Sorry!

FetchRefs is (yet another) utility to quickly look up stuff in AutoDocs and include files. When you are in your editor and want information on an unknown word you simply press a key. Through an ARexx script, this brings up a new window with the right part of an AutoDoc or include file in it. As just the required part of the file is read, this search is extremely fast.

With support for both AutoDocs and C, Assembler, and E include files, most programmers should not feel overlooked. ARexx scripts are provided for several well-known editors: AmokEd, CygnusEd, DME, GoldED, and TurboText. Due to the ARexx interface, support for other editors is only a new ARexx script away!

Other advantages include wild card support, optionally case sensitive search, a powerful GUI driven index file generator, support for "TagList", "Tags" and "A" postfixes to function names and a unique window with a list of all possibilities when you search for something that several references match (especially useful when combined with wild card searching.)

#### SPECIAL REQUIREMENTS

FetchRefs needs Kickstart 2.04 or better.

Triton and ReqTools are both required for the GUI of the index file generator. Triton is included and ReqTools may be obtained from Fish disk #794 or Aminet directory /pub/aminet/util/libs/ .

Commodore's Installer and AmigaGuide utilities come in very handy when installing FetchRefs and reading the documentation but they are also not included.

#### HOST NAME

All Aminet sites, e.g. wuarchive.wustl.edu (128.252.135.4)

#### DIRECTORY

/pub/aminet/dev/misc

---

## FILE NAME

FetchRefs11.LhA 115 KB

## PRICE

FetchRefs is free. It is requested that you send a postcard if you use it.

## DISTRIBUTABILITY

FreeWare. Source may be used in other projects but you may not release new versions of FetchRefs!

## 1.30 KingFisher 2.6

## NAME

KingFisher

## VERSION

2.6

## PURPOSE

KingFisher is a tool specifically designed to maintain and search one or more databases for software. The program permits manual browsing, but offers a powerful expression parser through which you can explain to KingFisher exactly what you are looking for.

The layout of database records for display is programmable, as is the format used for printing and that for writing records to a file.

KingFisher uses a resizable GadTools window on the default public screen or on a custom screen, offers the choice of both smart and simple refresh windows, and supports proportional fonts (including scalable fonts) of nearly any size.

KingFisher supports more than one database, and databases that are larger than a single disk volume, which are spread over any number of disks to be mounted on request.

Using advanced Client-Server Technology, KingFisher supports multiple simultaneous users with a minimum of memory overhead (as little as 25K) for each user. An ARexx-based interface, named RexxFisher, provides a BBS with the means to serve many databases to many users!

KingFisher is localized. Catalogs are supplied for Dansk, Deutsch, Espanol, Nederlands, Suomi, and Svenska. More are expected as translators are found (hint, hint!)

Context sensitive and fully integrated AmigaGuide provides help on gadgets, menu items, reference sections, etc. in over 150K of widely cross-linked text.

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KingFisher comes with a complete, read-to-use database of descriptions for Fred's "Fish Disks" 1-1000!

#### NEW FEATURE OVERVIEW

```

----- KingFisher 2.6 -----
Clipboard                - Reads & Writes clipboard unit 0
Center window option    - Keep main window always centered
Show all fields         - Shows ALL, even non-standard fields
Select larger fonts     - Now lets you select fonts > 24 pixels
Fast Reverse QuickIndex - Now as fast as Forward QuickIndex
Trashed/vanishing Menus - Bug fixed
Trash in .prefs file    - Bug fixed
FD/Registered messages - Actual distinction of messages :-)
KingFisher2.guide       - Should now work again for KS2.x users

----- KFServer 2.6 -----
Improved %usage report  - Provides uptime and accurate %use
kfcSELECTDATABASE      - Cleaned up and fixed
Creating New Database   - MAJOR cleanup. Should work fine now!
System Requesters      - No longer suppressed (option avail.)

----- RexxFisher 1.7 -----
RF_ADDFISH              - Adds contents of file to database
RF_SETVLINK            - Sets previous/next VersionLink values

```

#### REQUIREMENTS

With Fish Disk Database (1.5MB), approximately 2.2MB of harddisk space is needed. The program requires about 400K of memory to run, depending on the size of the database index files and some other factors. Kickstart V37 (2.04) is required; V38 (2.1) is required for localization.

#### COMPATIBILITY

Tested with 68000 through 68040 CPUs, V37, V38, V39, and V40 system software, Picasso II graphics board. Enforcer and Mungwall used during testing.

#### PRICE

Shareware registration fee is \$20(US) or DM30. A registration site in Germany is available for European users.

#### RESTRICTIONS

The freely distributable, unregistered (EVALUATION) version remains at version 2.3 with an update yet to be announced. The unregistered version is limited to a maximum of two simultaneous users. Register for the full version and show your support!

#### AUTHOR & AUTHOR'S ADDRESS (inquiries, registration, technical support)

Udo Schuermann  
 6000 42nd Avenue, Apt. 405  
 Hyattsville, MD 20781-1518  
 USA

email: walrus@wam.umd.edu

#### LOCATION

A patch file for the REGISTERED version of KingFisher 2.1, 2.3, 2.4, and 2.5 (but not 2.2) is available on Aminet in 'biz/dbase' by the name 'KF-REGS-pch-26.lha'

The EVALUATION version is available on Aminet in 'biz/dbase', as 'KingFisher21.lha' as well as 'KF-21-22-patch.lha' and 'KF-22-23-patch.lha'

Aminet's main ftp site is wuarchive.wustl.edu [128.252.135.4]  
Please use Aminet's mirror sites whenever possible!

.\_. Udo Schuermann "The future is not what it used to be."  
( ) walrus@wam.umd.edu -- G'Kar, Babylon-5, "The Long Dark"

## 1.31 Amiga Report Mailing List

```
=====
==                               Amiga Report Mailing List                               ==
=====
```

If you have an internet mailing address, you can receive Amiga Report in

UUENCODED

form each week as soon as the issue is released. To be put on the list, send Email to jcompton@bbs.xnet.com and in the body of the message ask nicely and briefly to be added to the list.

ie: Please add me to the mailing list for Amiga Report magazine. My addresss is <your net address>.

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

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

## 1.32 p5b-1-1

UUEncoding/Decoding

~~~~~

(thanks to Bob Tomasevich for the quick tutorial)

What is uuencoding and uudecoding?

-----  
uuencoding is converting a binary file into text (ASCII) which can be sent through mail or Usenet. uudecoding is reversing the process (e.g. converting the file back to binary).

Why would I want to do this?

-----  
 You have to send a binary file to a user who does not have FTP access, or the user is too lazy to FTP the file.

What is the normal procedure?

- 
1. Convert the binary file into ASCII, using uuencode.
  2. Send the file, through email, to the user.
  3. The person on the receiving end gets the email, which may be split into parts. If the email is split into parts, the parts must be combined, in the order received, into one file.
  4. Receiving person converts the file back into binary, using uudecode.

What does a uuencoded file look like?

-----  
 The start always has:

```
begin 644 <encoded file's name>
```

So, for the file happy-happy-joy-joy.txt, it would look like:

```
begin 644 happy-happy-joy-joy.txt
```

The encoded file begins right after:

```
MlTE&.#=A@'+@'9<''`$`*QB15=2.+&/@R(Y)XM8.=J]H+*%7BL6#8]F6EP_]
M*$=E5"L?L-Z8A-:#60@$ ,9P27-4-YB#;4HY)U!L9KZNE\O"O["#;8]82SDF>
M&[%J4FI',.&:E'48#="4@SE41M61<R'@%R$,9:..?&!Z=NWM_\V';H-D1TI`='
```

.. more lines like the above ..

```
M>(')N('-^('1.($5>($9N($=^($A.((E>((IN((M^((Q.(,U>(,YN(,]^(-!+
&V"\"'@'[&
```

```
end                <-- the end of the encoded file
size 151341        <-- size of the original file
```

So, how would I do this on the Amiga?

-----  
 There are many uuencode/decode variants out there, but most usually have kept the old UNIX command line, which can be confusing to novices, or, require you to remove all mail headers and other, non-uuencoded text.

Luckily, Asher Feldman took the time to write UUxt.

What is UUxT?

-----  
 It is a program which performs both the uuencode/decode operations in one executable, AND, can also pack/unpack LhA archives.

Tell me more.

-----  
 The UUxT archive contains UUxT, the CLI version, and UUxtGUI, the Workbench interface. I will give a short summary of how to use both. Detailed instructions are included in the UUxT archive.

CLI Version:

-----

Running UUxT without any options gives the following:

```
UUxT Version 2.1a Copyright (c)1993 Asher Feldman
USAGE: UUxT [option] [archive name] <LhA archive name> <file(s)>
options: a - encode          l - LhAencode
         x - decode          u - LhAdecode
```

showing the format of the command line and the valid options.

Some example command lines:

1. Normal encoding - UUxt a filename.uue filename-to-archive
2. Normal decoding - UUxt x filename.uue
3. LhA archiving and encoding -

```
UUxT l filename.uue filename.lha file1 file2 ...
```

4. Decoding and LhA unarchiving - UUxT u filename.uue

For LhA encoding and decoding, you will need LhA by Stefan Boberg.

Workbench (GUI) Version:

-----

Below is a ASCII rendition of the UUxT-GUI window (from UUxtGUI doc):

```

+-----+
|+| UUxT-GUI Frontend v1.0 (c)1993 Asher Feldman |
+-----+
|
| |-----| |-----| |
| |InFile | |OutFile| |
| +-----+ +-----+ |
| | (1) | | (2) | | (3) | | (4) | |
| |-----+ +-----+ |
| | Operation |@| Decode | | Lha Name |-----| |
| | |-----+ +-----+ |
| | | (5) | | (6) | |
| |-----+ +-----+ |
| | |-----| |
| | | START | |
| | +-----+ |
| | | (7) | |
| |-----+ +-----+ |
+-----+

```

- (1) Clicking on this brings up a requester to select the file you want to perform the operation shown in gadget (5).
- (2) You can manually type here the filename of the file affected by the operation indicated in gadget (5).
- (3) Used only for encoding, brings up a requester to select where the encoded file should go. Selecting an existing file will cause the existing file to be replaced by the encoded file. You can also use this requester to create directories.
- (4) You can manually type the filename of the file to be the encoded file.
- (5) The operation to perform on file shown in (2). The operations are the four provided by UUxT (uuencode/uudecode/LhAEncode/LhADecode).
- (6) The name of the archive created with the LhAEncode option. Ignored when any other operation is selected.

(7) Does the encode/decode/LhAEncode/LhADeCode and pops up a requester indicating if the operation was successful or not.

I need this! Where can I get it?

-----  
If you use the Internet from a local BBS, you may find it there. If not you can FTP it from wuarchive.wustl.edu, in the directory

pub/aminet/arc/UUxT.lha

It should also be on the Aminet mirrors.

Thanks for the explanation! How can I reach you if I have questions?

-----  
Internet

-----  
bob.tomasevich@nezuld.com  
bobt@ais.net

### 1.33 Copyright Information

```

=====
==
==          -   -   -   -   -
==         / \  | \  / | | // \  / \
==        /  \  | \  / | | | (<  _  /  \
==       /--- \ | \ / | | | \_ | | /--- \
==      /-----\
==     /-----\
==
==      Amiga Report International Online Magazine
==      January 3, 1995           Issue No. 3.01
==      Copyright 1995 SkyNet Publications
==      All Rights Reserved
==
=====

```

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## 1.34 Editor's Choice

=====  
 == Editor's Choice ==  
 =====

These are selected products, reviewed by myself, that I've liked. So, I've landed them and decided to sell them at the lowest price I'm authorized.

All prices are in \$US.

| Product                                                                                               | Issue Reviewed | Approximate Retail Price | Amiga Report Reader Price |
|-------------------------------------------------------------------------------------------------------|----------------|--------------------------|---------------------------|
| Swifty 3-button mouse                                                                                 | 2.28           | \$39.95                  | \$22.75                   |
| GPFax Amiga Fax Software<br>  (Class 1 and 2)                                                         | 2.30           | \$100.00                 | \$60.00                   |
| Micro R+D CD-ROM Volume 1<br>  (Includes Transition graphic<br>  converter and loads of<br>  artwork) | 2.25           | \$79.00                  | \$53.95                   |
| Micro R+D CD-ROM Volume 2<br>  (Includes entire Nature's<br>  Backdrop series)                        | 2.26           | \$99.00                  | \$59.95                   |

Orders may be placed via check, money order, or postal cheque, made out to Micro R+D. Visa/Mastercard accepted via post or E-Mail. No CODs.

Mail all orders to

Jason Compton

. Orders will be

processed by Amiga Report and drop-shipped from Micro R+D.

In the US, add \$5/\$10/\$20 for UPS shipping, ground/blue/red label, respectively. Overseas: It is recommended that you consider \$20 to be the minimum cost for shipping. If you plan to order more than one item, E-mail for shipping cost.

Sidewinder's Future Shock II CD is now available through Amiga Report. Featuring 15 Amiga-generated tunes totalling 71 minutes, Eric Gieseke's work is captured on an Amiga-independent media.

Available for US\$12.00. Please add \$5 for shipping.

Make check or money order payable to  
 Jason Compton  
 . Orders will be  
 drop-shipped from Sidewinder Productions.

For overseas orders, please contact through E-Mail before ordering.

## 1.35 Delphi

```
=====
==          Delphi Internet Services -- Your Connection to the World!      ==
=====
```

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

### SIGNING UP WITH DELPHI

```
~~~~~
```

Using a personal computer and modem, members worldwide access  
 DELPHI services via a local phone call

### JOIN -- DELPHI

```
-----
```

Via modem, dial up DELPHI at 1-800-695-4002  
 then...

When connected, press RETURN once or twice  
 and..

At Username: type JOINDELPHI and press RETURN,  
 At Password: type AMIGAUSER and press RETURN.

For more information, call  
 DELPHI Member Services at 1-800-695-4005

### SPECIAL FEATURES

```
-----
```

- \* Complete Internet connection -- Telnet, FTP, IRC, Gopher, E-Mail and more! (Internet option is \$3/month extra)
- \* SIGs for all types of computers -- Amiga, IBM, Macintosh, Atari, etc.
- \* An active Amiga SIG hosting conferances, Usenet, Latest wares, and FTP Gopher coming soon
- \* Large file databases!
- \* SIGs for hobbies, video games, graphics, and more!
- \* Business and world news, stock reports, etc.
- \* Grolier's Electronic Encyclopedia!

DELPHI - It's getting better all the time!

## 1.36 Portal

```
=====
==                Portal:  A Great Place For Amiga Users                ==
=====
```

The Portal Information Network's Amiga Zone

The AFFORDABLE alternative for online Amiga information  
-----

The Portal Online System is the home of acclaimed Amiga Zone, a full-service online SIG (Special Interest Group) for Amiga owners and users.

You can dial into Portal to access the Amiga Zone in various ways: direct dial to our San Jose, CA area banks of high-speed modems (you pay for the phone call if it's not local), or through any SprintNet indial anywhere in the USA, (with a small hourly fee) or via the World-wide Internet "telnet" program to portal.com (no hourly fee).

Even Delphi and BIX users can Telnet into Portal for a flat \$19.95 a month, with \*unlimited\* use.

Portal is NOT just another shell account. Its Online system is fully menu-driven with on-screen commands and help and you can easily customize it for your terminal program and screen size.

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

- \* 2.5 GIGabytes of Amiga-specific file space - we have so much Amiga Stuff online, we've lost count!
- \* The \*entire\* Fred Fish collection of freely distributable software, online. ALL 1000 disks!
- \* Fast, Batch Zmodem file transfer protocol. Download up to 100 files at once, of any size, with one command.
- \* Twenty Amiga vendor areas with participants like AmigaWorld, Elastic Reality (ASDG), Soft-Logik, Apex Publishing, and others.
- \* 38 "regular" Amiga libraries with over 10,000 files. Hot new stuff arrives daily.
- \* No upload/download "ratios" EVER. Download as much as you want, as often as you want, and never feel pressured doing it.
- \* Live, interactive nightly chats with Amiga folks whose names you will recognize. Special conferences. Random chance prize contests. We have given away thousands of bucks worth of Amiga prizes - more than any other online service.
- \* Vast Message bases where you can ask questions about \*anything\* Amiga related and get quick replies from the experts.
- \* Amiga Internet mailing lists for Imagine, DCTV, LightWave, EGS, Picasso, OpalVision & others feed right into the Zone message bases. Read months worth of postings. No need to clutter your mailbox with them.
- \* FREE unlimited Internet Email with 5 meg of free storage.
- \* A FREE UNIX Shell account with another 5 meg of free storage.



- \* Portal has the Usenet. Thousands of "newsgroups" in which you can read and post articles about virtually any subject you can possibly imagine.
- \* Other Portal SIGs (Special Interest Groups) online for Mac, IBM, Sun, UNIX, Science Fiction, Disney, and dozens more. ALL Portal SIGs are accessible to ALL Portal customers with NO surcharges ever. You never worry "Ooops... Am I paying for this area?" again!
- \* The entire UPI/Clarinet/Newsbytes news hierarchy (\$4/month extra) An entire general interest newspaper and computer news magazine.
- \* Portal was THE FIRST online service to offer a full package of Internet features: IRC, FTP, TELNET, MUDDS, LIBS. And you get FREE unlimited usage of all of them.
- \* Our exclusive PortalX by Steve Tibbett, the graphical "front end" for Portal which will let you automatically click'n'download your waiting email, messages, Usenet groups and binary files! Reply to mail and messages offline using your favorite editor and your replies are sent automatically the next time you log into Portal. (PortalX requires Workbench 2.04 or higher)
- \* Portal does NOT stick it to high speed modem users. Whether you log in at 1200 or 2400 or 9600 or 14.4K you pay the same low price.

To join Portal or for more information call:

1-800-433-6444 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time  
 1-408-973-9111 (voice) 9a.m.-5p.m. Mon-Fri, Pacific Time

1-408-725-0561 (modem 3/12/2400) 24 hours every day  
 1-408-725-0560 (modem 96/14400) 24 hours every day

or enter "C PORTAL" from any Sprintnet dial-in in the USA,  
 or telnet to "portal.com" from anywhere.

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

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

The Portal Information Network accepts MasterCard, Visa, or you can pre-pay any amount by personal check or money order. The Portal Online System is a trademark of The Portal Information Network. SLIP, UUCP and custom domain accounts are also available.

## 1.37 GENie

```
=====
==          GENie: Internet access, online games, more          ==
=====
```

\* What is GENie?

GENie is a commercial on-line service that offers many services at a reasonable monthly rate. Some of the general services are:

- Over 150,000 software files to download
- Uploads to GENie are free of any connect charges, so upload those Public Domain programs to add to the Starship Amiga Roundtable's vast selection of programs for free!
- Real-time chat
- Dozens of special-interest discussion areas
- Challenging multi-player games with graphics (yes, there are Amiga front-ends)
- Worldwide news, weather and sports
- Electronic mail to and from the Internet
- FTP Service which provides users with interactive access to any of the millions of files available for public access on the Internet
- Usenet Newsgroups Service which allow users to participate in the global discussion areas collectively known as USENET
- Outbound Telnet Service which enables users to connect to other host computers through the Internet
- GENie Mall with nearly 40 different vendors
- Starship Amiga Roundtable which contains gigabytes of Amiga-only files
- Commodore Roundtable for VIC-20, C-64, C-128 and other Commodore computers
- Other Amiga software companies have their own Roundtables for customer support such as Soft-Logik where all the latest program patches and support files are available for their products
- AmiAladdin Support Roundtable for getting the latest updates to the GENie Aladdin software which is used to make maneuvering the GENie menu system much easier and faster. This is a specific area for the Amiga version of this software which is free of charge
- Hundreds of other areas and services available

\* How do I sign up for GENie?

You may sign up for GENie service by one of two methods:

- (1) Using your modem (8N1 half duplex 300/1200/2400 baud) dial 1-800-638-8369. Upon connection immediately enter HHH (Return), don't wait for any on-screen prompt. At the U#= prompt type SIGNUP (Return). You may use a major credit card account or your checking account (US only.)
- (2) Call GENie client services via voice at 1-800-638-9636 or 1-301-251-6475 from outside the US and Canada.

## 1.38 Aminet

Aminet  
~~~~~

To get Amiga Report from Aminet, simply FTP to any Aminet site, CD to docs/mags. All the back issues are located there as well. (ftp.cdrom.com or ftp.wustl.edu are two sites)

## 1.39 World Wide Web

## World Wide Web

~~~~~

AR can also be read with Mosaic (in either AmigaGuide or html form). Reading AmigaReport with Mosaic removes the necessity to download it. It can also be read using programs found in UNIX sites such as LYNX.

Simply tell Mosaic to open the following URL:

<http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/News/AR/index.html>

Or, for those in Europe, the Polish site is:

<http://sun1000.ci.pwr.wroc.pl/AMIGA/AR/>

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

Mosaic for X, Macintosh(tm) and Microsoft Windows(tm) can be found on ftp.ncsa.uiuc.edu

## 1.40 Omaha Amiganet

\* OMAHA AMIGANET \*

Official Amiga Report Distribution Site

\* Running DLG Professional \*

Andy Wasserman, Sysop

24 hrs - 7 days

FidoNet: 1:285/11

AmigaNet: 40:200/10

Line 1: 402-333-5110 V.32bis

Line 2: 402-691-0104 USR DS

Omaha, Nebraska

## 1.41 NOVA

\* NOVA BBS \*

Official Amiga Report Distribution Site

Support BBS of The Chattanooga Amiga Users Group

\* Running MEBBSNet BBS \*

Wayne Stonecipher, Sysop

AmigaNet 40:210/10.0 40:210/1.0 40:210/0.0

FidoNet 1:362/508.0

An Amiga Software Distribution Site (ADS)

615-472-9748 USR DS 16.8 24hrs - 7 days

Cleveland, Tennessee

All AR back issues are kept online.

All new users receive access to the AR on the first call.

Any AR issue may be file requested with proper name.

To obtain the current issue you may FReq

Proper name, AR.LHA or simply AR

## 1.42 PIONEERS BBS

\* PIONEERS BBS \*  
 \*\* A PREMIER GENEALOGY BBS \*\*  
 \*\* WEST COAST - Amiga Virus Busters Support BBS \*\*  
 \*\* CD32 REVIEW Support BBS \*\*  
 AND NOW  
 Official Amiga Report Distribution Site  
 \* Running EXCELSIOR! BBS \*  
 Michael & Marthe Arends, Sysops  
 FidoNet: 1:343/54.0  
 206-775-7983 Supra 14.4k v32.bis 24hrs - 7 days  
 EDMONDS, Washington

New users can call and get ANY copy of Amiga Report. Just call using the Name "Long Distance" and the password "Longdistance" (without the quotes of course). Users using this account will have full access to ALL past and present issues of AMIGA REPORT starting with the premier issue. The latest issue of Amiga Report can be Freq'ed (FileREQuested) from here as "AR.LHA", Freq's are valid at ANY time.

## 1.43 CIUA BBS

\* CIUA BBS\*  
 Official Amiga Report Distribution Site -- Portugal  
 \* Running Excelsior/Trapdoor/AmigaUUCP/AmiTCP \*  
 Celso Martinho, Sysop  
 FidoNet 2:361/9  
 Internet: denise.ci.ua.pt  
 +351-34-382080/382081 (V32bis soon V34) 24hrs - 7 days.

## 1.44 Amiga Junction 9

\* AMIGA JUNCTION 9 \*  
 Official Amiga Report Distribution Site -- United Kingdom  
 \* Running DLG Professional \*  
 Stephen Anderson, Sysop  
 Sysop Email: sysadmin@junct9.demon.co.uk

|        |                   |       |              |                  |
|--------|-------------------|-------|--------------|------------------|
| Line 1 | +44 (0)372 271000 | 14400 | V.32bis/HST  | FidoNet 2:440/20 |
| Line 2 | +44 (0)372 278000 | 14400 | V.32bis only | FidoNet 2:440/21 |
| Line 3 | +44 (0)372 279000 | 2400  | V.42bis/MNP  |                  |

Voice: +44 (0)956 348405 (24hrs) Direct Sysop Voice Line

Internet: user\_name@junct9.royle.org

Special Interest Areas: - Bjork / Sugarcubes Fan Club  
 - Research of Lucid Dreaming

## 1.45 BitStream BBS

\* BITSTREAM BBS \*

The BBS of the Nelson (NZ) Amiga Users Group  
Official Amiga Report Distribution Site

BITSTREAM BBS is running on an Amiga 2000/030 with 7MB RAM  
800MB of Hard Drive Space and a 650MB CD-ROM Drive

Line 1 : 24 hours, +64-(0)3-548-5321, SupraFaxModem 28k8 VFast Class  
Modem Supplied by Supra. Hard Drive Controller Supplied by Micro World

We use the XENOLINK Professional BBS Software v1.91

Sysop: Glen Roberts Co-Sysop: Peter Lowish

FidoNET 3:771/850.0 MaxNET 90:301/150.0  
AmigaNET 41:644/850.0

## 1.46 Realm of Twilight

\* REALM OF TWILIGHT BBS \*

Official Amiga Report Distribution Site -- Canada

\* Running Excelsior! BBS \*

Thorsten Schiller, Sysop

Usenet: realm.tdkcs.waterloo.on.ca

UUCP: ...!uunet.ca!tdkcs!realm

FIDO: 1:221/302

Fish: 33:33/8

24hrs - 7 days

519-748-9365 (2400 baud)

519-748-9026 (v.32bis)

Ontario, Canada

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

## 1.47 Metnet Triangle

METNET TRIANGLE SYSTEM

Official Amiga Report Distribution Site

UK Support for Mebbsnet

\* Running Mebbsnet and Starnet 1.02a \*

Jon Witty, Sysop

FIDO: 2:252/129.0

24 hrs - 7 days

Line 1: 44-482-473871 16.8 DS HST

Lines 2-7: 44-482-442251 2400 (6 lines)

Line 8: 44-482-491744 2400

Line 9: 44-482-449028 2400

Voice helpline 44-482-491752 (anytime)

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

## 1.48 Amiga-Night-System

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

## 1.49 Ramses Amiga Flying

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

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

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

## 1.50 Gateway BBS

\* THE GATEWAY BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior! BBS \*  
 Stace Cunningham, Sysop  
 Dan Butler, CoSysop  
 24 hrs - 7 days  
 InterNet: stace@tecnnet1.jcte.jcs.mil

FidoNet: 1:3604/60.0  
 601-374-2697 Hayes Optina 28.8 V.FC  
 Biloxi, Mississippi

## 1.51 EMERALD KEEP BBS

\* Emerald Keep BBS \*  
 Official Amiga Report Distribution Site  
 \* Running DLG Professional \*  
 Michael mac Nessa, Sysop  
 24 hrs - 7 days  
 FidoNet: 1:2250/2  
 AmigaNet: 40:206/1  
 618-394-0065 USR 16.8k DS  
 Fairview Heights, IL

## 1.52 Amiga BBS

\* Amiga BBS \*  
 Official Amiga Report Distribution Site  
 \* Running Excelsior! BBS \*  
 Alejandro Kurczyn, Sysop  
 FidoNet 4:975/7  
 First Amiga BBS in Mexico  
 (5) 887-3080 9600 V32,MNP  
 Estado de Mexico, Mexico

## 1.53 The Stygian Abyss

\* THE STYGIAN ABYSS BBS \*  
 312-384-0616 14.4 USR Courier HST  
 312-384-6250 14.4 Supra V.32 bis (FREQ line)  
 312-384-0716 2400 USR Courier

FIDONet-1:115/384.0 CLink-911:6200/2.0 NWNNet-206:310/0.0--206:310/1.0  
 PhantomNet Central States Coordinator-11:2115/0.0--11:2115/1.0  
 FaithNet Central States Coordinator-700:6000/0.0--700:6000/1.0  
 AMINet Chicagoland HUB-559:2/5.0  
 Chicago, Illinois

Over 4 GIGS of files I Over 3700 MODS I Over 120 On-Line Games  
 Tons of digitized sounds I Over 15,000 GIFS  
 Supporting: Amiga I IBM I Macintosh I C=64/128  
 SIR SAMMY-SysOp Enter.....If you dare!!

## 1.54 Amiga Do PC BBS

\* AMIGA DO PC BBS \*  
Official Amiga Report Distribution Site - Brazil  
\* Running Excelsior! v 1.18 \*

+55-192-33-2260  
Weekdays: 19-07 (-3 GMT)  
Weekends: 24 hours  
Fidonet: 4:801/44  
RBT: 12:1212/1  
Virinet: 70:101/17

Internet: fimoraes@dcc.unicamp.br  
Francisco Moraes, sysop  
Campinas, SP

Freq AREPORT for the newest issue available.

## 1.55 Comm-Link BBS

\* COMM-LINK BBS \*  
Official Amiga Report Distribution Site  
\* Running Excelsior Pro \*  
604-945-6192 USR DS 16.8  
24 hrs - 7 days  
Fido: 1:153/210.0  
AmigaNet 40:800/9100.0  
InterSports: 102:540/305.0  
PussNet: 169:1000/305.0  
InterNet: steve\_hooper@comm.tfbbs.wimsey.com  
Steve Hooper, Sysop  
Port Coquitlam, B.C. Canada

## 1.56 Phantom's Lair

\* PHANTOM'S LAIR \*  
Official Amiga Report Distribution Site  
\* Running CNET 3.0 \*  
FidoNet: 1:115/469.0  
Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0  
708-469-9510  
708-469-9520  
CD ROMS, Over 15511 Files Online @ 2586 meg  
Peter Gawron, Sysop  
Glendale Heights, Illinois

## 1.57 Tierra-Miga BBS

Tierra-Miga BBS  
Software: CNet

---









## 1.67 Freeland Mainframe

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

## 1.68 LAHO

\* LAHO BBS \*  
 Official Amiga Report Distribution Site -- Finland  
 \* Running MBBS \*  
 Lenni Uitti, SysOp  
 Juha Mkinen, SysOp (Amiga-areas)  
 Tero Manninen, SysOp (PC-areas)  
 +358-64-414 1516, V.32bis/HST  
 +358-64-414 0400, V.32bis/HST  
 +358-64-414 6800, V.32/HST  
 +358-64-423 1300, V.32bis  
 Seinjoki, Finland

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

We have now (26th March 1994) over 10000 files online (mostly for the Commodore Amiga line of the personal computers.)

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

## 1.69 Falling BBS

\* FALLING BBS \*  
 Official Amiga Report Distribution Site -- Norway  
 \* Running ABBS \*  
 Christopher Naas, Sysop  
 +47 69 256117 28.8k 24hrs - 7 days  
 EMail: christon@powertech.no

## 1.70 Command Line BBS



125 Meg SCSI Maxtor, 345 Meg IDE Maxtor, 2 Double Speed CD rom,  
9 meg RAM

## 1.74 Amiga Central

\* AMIGA CENTRAL! \*  
Official Amiga Report Distribution Site  
CNet Amiga Support Site  
\* Running CNet Amiga BBS \*  
Carl Tashian, Sysop  
Internet mail: root@amicent.raider.net  
615-383-9679 1200-14.4Kbps V.32bis  
24 hours - 7 days  
Nashville, Tennessee

Hardware: Amiga 3000 Tower 68030+882@25MHz, 105 meg Quantum, 225 meg  
Seagate, Zoom 14.4k modem

## 1.75 Guru Meditation

\* GURU MEDITATION \*  
Official Amiga Report Distribution Site -- Spain  
\* Running Remote Access \*  
Javier Frias, SysOp  
+34-1-383-1317 V.32bis  
24 hours - 7days  
Spain

## 1.76 LINKSystem LINK-CH1

LINKSystem LINK-CH1  
Official Amiga Report Distribution Site - Switzerland  
in local newsgroup link-ch1.ml.amiga-report

Mails and News from/to UseNet

contact: rleemann@link-ch1.aworld.de

+41 61 3215643 V32bis/Zyx16800  
+41 61 3832007 ISDN X75/V110  
+41 61 3832008 ISDN X75/V110

## 1.77 Doom of Darkness

\* Doom of Darkness \*  
\* Home of AmBoS \*  
Official Amiga Report Distribution Site -- Germany

Marc Doerre (Marc\_Doerre), Sysop (BBS-Owner/AmBoS-Support)  
 Bernd Petersen (TGM), Sysop (Amiga-Software-Support)  
 Gerhard Luehning (Klaro), Co-Sysop (Aminet-Support)  
 Kai Szymanski (Kai), Co-Sysop (AR-Support/AmBoS-Support)

Usenet: user\_name@doom.ping.de  
 Line 1 +49 (0)4223 8355 19200 V.42bis/Zyx  
 Line 2 +49 (0)4223 3256 16800 V.42bis/Zyx  
 Line 3 +49 (0)4223 3313 16800 V.42bis/Zyx  
 Sysop Email: marc\_doerre@doom.ping.de  
 AR-Infoservice : kai@doom.ping.de

## 1.78 RedEye BBS

REDEYE BBS  
 \* Running EXCELSIOR/UUCP/AFAX \*  
 "Official Amiga Report Distribution Site Germany/Europe"  
 Sysop: Thorsten Meyer  
 Internet: sysop@redeye.muc.de  
 Line 1: +49-89-5460535 (V.32b, Zyxel EG + / USR V.34)  
 24hrs - 7 days  
 Munich, Germany

Areas for Amiga, PCs, Amiga Report,  
 WAU Main Coordinator for Germany,  
 Game Byte, Graphic Stuff, 3D-Exchange,  
 3D-tools, 3D-objects, GUS, PAS, DOOM,  
 Online CD, Online Games, USENET, INTERNET,  
 FIDO ECHOS, Developer

## 1.79 Virtual Palace BBS

\* Virtual Palace BBS \*  
 \* Official Amiga Report Distribution Site \*  
 \* Official Amiga Report Disk Distribution Site \*

916-343-7420

300-14400 Baud V.42bis  
 AmiExpress 2.40 700 Mbytes

P.O. Box 5518  
 Chico, California 95927

Tibor G. Balogh (Tibor), Sysop  
 Sysop Email: tibor@ecst.csuchico.edu

Leland Whitlock (Leland), Co-Sysop





An East Coast distributor of Amiga Report  
Amiga-run BBS since August 1989

718.793.4796  
718.793.4905

## 1.84 OdySSEY BBS

```
<-- OdySSEY BBS -->
. Official AMIGA REPORT Distribution Site --- GREECE
. Supporting Amiga Message/File Areas ONLY
. Supporting the A-net ! (Amiga only NET!)
. The 1st Amiga BBS in Greece

*** SysOp : Konstantiniadis Manos ***
-->email: konem@hol.ath.forthnet.gr
2:410/128.17@fidonet
*** CoSysOp : Aggelos Poulakis ***
-->email: poumas@hol.ath.forthnet.gr

Line 1: +++ 301-412-3502 (MNP5,v42bis)
(*ONLY* after 23:00 local time,due to technical problems)
```

## 1.85 Amiga Server BBS

```
* Amiga Server BBS *
Largest Amiga BBS in Mexico.

Sysop: Jose Estrada
Number: 5158736

Now with 17 cd's available

Soon: Link with the soon to come 3D BBS
```

## 1.86 Ciceron

```
-----
* Ciceron *
Official Amiga Report Distribution Site -- Sweden

* Running Excelsior! *
+46 612 22011

SysOp: Per Peman
E-mail: peman@solace.mh.se
-----
```

## 1.87 Dealer Directory

```
=====
==                               Dealer Directory                               ==
=====
```

Arranged by Continent:

Asia

Europe

North America

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

## 1.88 Dealers - Asia

```
=====
==                               Dealers - Asia                               ==
=====
```

Grey Matter Ltd.  
 Amiga RuleZ!  
 1-22-3, Minami Magome  
 HillTop House 2F suite 201  
 Ota-ku, Tokyo 143  
 Japan  
 Tel:+81 (0)3 5709-5549 Fax:+81 (0)3 5709-1907  
 and of course the BEST Amiga BBS in Japan  
 BBS:Grey Matter BBS +81 (0)3 5709-1907 (8N1 V32bis 24H )  
 Email: [nighty@gmatter.japan-online.or.jp](mailto:nighty@gmatter.japan-online.or.jp)

## 1.89 Dealers - Europe

```
=====
==                               Dealers - Europe                               ==
=====
```

Almathera Systems Ltd  
 Southerton House  
 Boundary Business Court  
 92-94 Church Road  
 Mitcham, Surrey  
 CR4 3TD England  
 VOICE: (UK) 081 687 0040 FAX: (UK) 081 687 0490  
 Sales: [almathera@cix.compulink.co.uk](mailto:almathera@cix.compulink.co.uk) Tech: [jralph@cix.compulink.co.uk](mailto:jralph@cix.compulink.co.uk)

Amiga Center Alicante  
 Segura, 27  
 03004 Alicante

Spain  
Tel: (96) 514 37 34

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

Brian Fowler Computers Ltd  
11 North St  
Exeter  
Devon  
EX4 3QS  
United Kingdom  
Voice: (0392) 499 755 Fax: (0392) 423 480  
Internet: brian\_fowler@cix.compulink.co.uk

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

Centro Mail  
Spain  
Tel: (91) 380 28 92

CLICK! N.V.  
Boomsesteenweg 468  
B-2610 Wilrijk - Antwerpen  
Belgium - Europe  
VOICE: +32 (0)3 828.18.15 FAX: +32 (0)3 828.67.36  
INTERNET: vanhoutv@nbre.nfe.be FIDO: 2:292/603.9

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

CYNOSTIC  
Office 01, Little Heath Industrial Estate,  
Old Church Road,  
Coventry.  
CV6 7NB  
UNITED KINGDOM  
Tel: +44 (0)203 681687 Fax: +44 (0)203 638508  
David Cassidy email: bsupa@csv.warwick.ac.uk

DataKompaniet ANS  
Pb 3187 Munkvoll  
N-7002 Trondheim  
Norway - Europe  
VOICE/FAX: 72 555 149  
Internet: torrunes@idt.unit.no

DataService Oy  
P.O. Box 50  
Kuurinniityntie 30  
02771 ESPOO  
Finland, Europe  
Voice: +358 (9) 400 438 301 Fax: +358 (9) 0505 0037

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

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

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

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

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

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

Tu Amiga  
Plaza Pedro IV, 3  
08120 La Llagosta (Barcelona)  
Spain  
Tel: (93) 560 76 12 Fax: (93) 560 76 12

vb soft  
Provenza, 436  
08025 Barcelona  
Spain  
Tel: (93) 456 15 45 Fax: (93) 456 15 45

VISAGE COMPUTERS  
18 Station Road

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Ilkeston  
 Derbyshire  
 DE7 8TD  
 UNITED KINGDOM  
 Tel/Fax: +44 (0)602 444501      Internet: floyd@demon.co.uk  
 Suppliers of Amiga Hardware, Software and Public Domain.

## 1.90 Dealers - North America

```
=====
==                               Dealers - North America                               ==
=====
```

AmegaByte!  
 5001 Garrett Ave.  
 Beltsville, MD 20705  
 INTERNET: amega@globe.net  
 VOICE: (800) 834-7153      VOICE: (301) 937-1640  
 FAX: (301) 937-1658  
 A Computer Services Company

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

Amiga-Crossing  
 176 Gray Road, Unit 5  
 Cumberland, ME 04021  
 VOICE: (800) 498-3959 (Maine only)      VOICE: (207) 829-3959  
 FAX: (207) 829-3522      Internet: ewhite42@portland.caps.maine.edu  
 CONTACT: Edward White  
 Maine's Amiga Resource for: Sales, Support & Service

Amiga Video Solutions  
 1568 Randolph Avenue  
 St. Paul, MN 55105  
 Voice: 612-698-1175      Fax: 612-224-3823  
 BBS: 612-698-1918      Net: wohno001@maroon.tc.umn.edu

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

Armadillo Brothers  
 753 East 3300 South  
 Salt Lake City, Utah  
 VOICE: 801-484-2791      Internet: B.GRAY@genie.geis.com

Atlantis Kobetek Inc.  
 1496 Lower Water St.

Halifax, NS, Canada, B3J 1R9  
 Phone: (902)-422-6556 Fax: (902)-423-9339  
 BBS: (902)-492-1544 Internet: aperusse@fox.nstn.ns.ca

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

Computerology Direct  
 Powell River, BC  
 Canada V8A-4Z3  
 Authorized Commodore, AT&T/NCR Systems Dealer  
 Call 24 hrs. orders/inquiries: 604/483-3679  
 Amiga users ask for HEAD SALES REP for quicker response!

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

Comspec Communications Inc  
 Serving your computing needs since 1976  
 74 Wingold Ave  
 Toronto, Ontario, Canada M6B 1P5  
 Computer Centre: (416) 785-8348  
 Sales: (416) 785-3553 Fax: 416-785-3668  
 Internet: bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

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

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

HIGHLAND GREY CONSULTING, INC.  
 Customer Service Centre Head Office  
 4704E - 49 Ave. R.R. 1  
 Camrose, Alberta, Ohaton, Alberta  
 Canada Canada  
 T4V-3K9 T0B-3P0  
 VOICE: (403) 679-2242 FAX: (403) 672-0303  
 Sales and Service; Same Phone #'s!  
 Apple, Amiga, IBM/Clone and Macintosh Systems

HT Electronics  
 275 North Mathilda Avenue  
 Sunnyvale, CA 94086

VOICE: 408-737-0900      FAX: 408-245-3109  
Portal: HT Electronics      Internet: HT Electronics@cup.portal.com

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

Magic Page  
3043 Luther Street  
Winston-Salem, NC 27127  
910-785-3695 voice/fax  
Spiff@cup.portal.com

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

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

MusicMart: Media Sound & Vision  
71 Wellington Road  
London, Ontario, Canada  
VOICE: 519-434-4162      FAX: 519-663-8074  
BBS: 519-645-2144      FIDO: 1:2401/200  
AmigaNet: 40:550/1      MaxNet: 90:204/1  
InterNet: koops@gaul.csd.uwo.ca

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

Raymond Commodore Amiga  
898 Raymond Avenue  
St. Paul, MN 55114-1521  
VOICE: 612.642.9890      FAX: 612.642.9891

Software Plus Chicago  
2945 W Peterson Suite 209  
Chicago, Illinois  
VOICE: 312-878-7800  
Software and Service in Chicago - Will ship.

Wonder Computers Inc.  
1315 Richmond Rd.  
Ottawa, Ontario, Canada K2B 8J7  
Voice: 613-596-2542      Fax: 613-596-9349

BBS: 613-829-0909

Zipperware  
626 S. Washington  
Seattle, WA 98104  
VOICE: 206-223-1107 FAX: 206-223-9395  
E-Mail: Jon.Funfar@p0.f203.n138.z1.fidonet.org  
"Seattle's Last (great) Amiga Store!"

## 1.91 Editorial and Opinion

=====  
== Editorial and Opinion ==  
=====

compt.sys.editor.desk  
Support...

## 1.92 News and Features

=====  
== News and Features ==  
=====

Press Releases  
Stuff people want you to know.

The C65  
A Commodore Closet Orignal

Interactive Future  
TVI's VP offers some thoughts...

CEI Conference on GENie  
This one wasn't our idea. :)

ISDN Crusade  
Quick lines and the Amiga.

Grand Gala Amiga Report Survey  
Tell us how we're doing.

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VTU Expo Report  
A Toaster Show report

## 1.93 Reviews

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==

Reviews

==

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Final Data Review  
Softwood's database

Full Motion Video  
A look at FMV on a CD32

Rise of the Robots  
Caszatt debuts with a beat-em-up.

Overdrive CD  
Turn the 1200 into a CD32...almost.

Emulation Rambler  
A guest Rambler does the AGA Spectrum.

## 1.94 FTP and Product Announcements

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==

FTP and Product Announcements

==

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ShadowStart 1.1  
A "clean WB" boot utility

ImageStudio 1.2.0  
Image processing/conversion

YACDP v1.2  
Play audio CDs on SCSI-2

ShadowStart 1.2 (V37/V40)  
Deja vu.

---

Fishing Report  
Fred Fish speaks...

AmigaFaces  
Make your Amiga react to mail.

FetchRefs  
An AutoDoc/Include assister

KingFisher 2.6  
The famous database searcher...

| The 10 most downloaded files from Aminet during the week until 18-Dec-94  
| Updated weekly. Most popular file on top.

| File               | Dir       | Size  | Description                                  |
|--------------------|-----------|-------|----------------------------------------------|
| jfif_dtc.lha       | util/wb   | 77K+  | New JFIF/JPEG datatype (OS 3.0+)             |
| PCFloppy2Amiga.lha | hard/hack | 19K+  | Use 1.44 PC drives as Amiga HD drives.       |
| ArtSer37_6.lha     | comm/misc | 4K+   | Bugfixed and optimised serial.device<br>37.6 |
| FastMath405.lha    | util/libs | 18K+  | Replaces the original math libraries         |
| exept49.lha        | util/boot | 11K+  | ExecPatch 4.9 - KS 37.175+ Speedup<br>Patch  |
| ipatch33.lha       | util/boot | 9K+   | IPatch 3.3 - Interrupt Speedup Patch         |
| fears.lha          | game/demo | 223K+ | Demo of a Wolfenstein3D-like game !          |
| AmigaXv121.lha     | gfx/edit  | 241K+ | Xv - Image processing program AGA/OS3.0      |
| MacSND-dtc-107.lha | util/wb   | 19K+  | DataTpe subclass for Mac sound<br>resources, |
| AIFF-dtc-110.lha   | util/wb   | 16K+  | DataTpe subclass for AIFF sound files,<br>v1 |

| The 10 most downloaded files from Aminet during the week until 30-Dec-94  
| Updated weekly. Most popular file on top.

| File              | Dir        | Size  | Description                                    |
|-------------------|------------|-------|------------------------------------------------|
| jfif_FIX.lha      | util/wb    | 4K+   | Bugfix for JFIF/JPEG datatype (AGA)            |
| WBExtender201.lha | util/wb    | 7K+   | Workbench Extender v2.01                       |
| AndroidNEW.lha    | game/shoot | 184K+ | A game of robots and rooms. very<br>original.  |
| ar234.lha         | docs/mags  | 108K+ | Amiga Report 2.34, December 18, 1994           |
| xanim3.lha        | gfx/show   | 195K+ | XAnim - animation viewer amiga v3, at<br>least |
| clipart.lha       | pix/misc   | 390K+ | 104 Clipart pictures                           |
| DiskMon3_0.lha    | disk/moni  | 72K+  | DiskMon, FileMon, Optimizer, Undelete ...      |
| XMasTheme94.lha   | mods/pro   | 140K+ | XMasTheme94 By Pirat                           |
| WinTris_111.lha   | game/wb    | 89K+  | Workbench Tetris Clone v1.11 (Kick2.0+)        |

## 1.95 About AMIGA REPORT

```

=====
==                               About AMIGA REPORT                               ==
=====

```

AR Staff  
The Editors and writers

Copyright Information  
The legal stuff

## 1.96 The Staff

```

=====
==                               The Staff                               ==
=====

```

```

Editor:
  Jason Compton
  Robert Niles
  Katherine Nelson
  Michael Wolf
  Sean Caszatt
  David Tiberio
  Senior Editor:
  Assistant Editor:
  European Editor:
  Games Editor:
  Contributing Editor:
  Contributing Writers:
  ~~~~~
  _Duncan Fraser_
  duncan@tvi.wimsey.com
  _Devophile_
  devo@gonix.com
  _Paul Moore_
  Paul.Moore@p19.f2.n259.z2.fidonet.org
  _Bob Colbert_
  bcolbert@s-cwis.unomaha.edu

```

### 1.97 Where to Get AR

```

=====
==                               Where to Get AR                               ==
=====

```

The AR Mailing List

Aminet

World Wide Web

Distribution Sites

Commercial Services

### 1.98 Distribution Sites

```

=====
==                               Where to find Amiga Report                               ==
=====

```

FidoNet Systems

Non-FidoNet Systems

### 1.99 FidoNet Distribution Sites

FidoNet Systems

~~~~~

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

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

OMAHA AMIGANET

.....Omaha, Nebraska

NOVA

.....Cleveland, Tennessee

PIONEER'S BBS

.....Edmonds, Washington

CIUA BBS

.....Portugal

---

AMIGA JUNCTION 9  
.....United Kingdom

BITSTREAM BBS  
.....Nelson, New Zealand

REALM OF TWILIGHT  
.....Ontario, Canada

METNET TRIANGLE  
.....Kingston Upon Hull, England

AMIGA-NIGHT-SYSTEM  
.....Helsinki, Finland

RAMSES THE AMIGA FLYING  
.....France

GATEWAY BBS  
.....Biloxi, Mississippi

EMERALD KEEP BBS  
.....Illinois

AMIGA BBS  
.....Estado de Mexico, Mexico

THE STYGIAN ABYSS  
.....Chicago, Illinois

AMIGA DO PC BBS  
.....Campinas, Brazil

COMM-LINK BBS  
.....Port Coquitlam, BC, Canada

PHANTOM'S LAIR  
.....Glendale Heights, Illinois

Tierra-Miga BBS  
.....SanDeigo, Ca

MOONLIGHT SONATA DLG  
.....Finland

CONTINENTAL DRIFT  
.....Sydney, Australia

Amiga Online Bs H'stede  
.....The Netherlands

Kobayashi Alternative BBS  
.....Maine

Highway to Hell BBS  
.....Dublin, Ireland

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CUGI BBS  
 .....Ireland

The Hell BBS  
 .....The Hague, Netherlands

Creations BBS  
 .....United Kingdom

Speed of Life  
 .....Modena, Italy

## 1.100 Non-FidoNet Distribution Sites

### Non-FidoNet Systems

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

FREELAND MAINFRAME  
 .....Olympia, Washington

LAHO  
 .....Seinajoki, Finland

FALLING  
 .....Norway

COMMAND LINE  
 .....Toronto, Canada

LEGUANS BYTE CHANNEL  
 .....Germany

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

T.B.P. VIDEO SLATE  
 .....Rockaway, New Jersey

AMIGA CENTRAL  
 .....Nashville, Tennessee

GURU MEDITATION  
 .....Spain

LINKSystem LINK-CH1  
 .....Basel, Switzerland

DOOM OF DARKNESS  
 .....Bremen, Germany

REDEYE BBS

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.....Munich, Germany

Virtual Palace BBS
.....Chico, Ca

X-TReMe BBS
.....Holland/Belgium

Vision Thing BBS
.....Germany

Amiga Professional BBS
.....Italy

The Belfry(!)
.....New York, NY

OdySSEY BBS
.....Greece

Amiga Server BBS
.....Mexico

Ciceron
.....Sweden

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### 1.101 Commercial Products

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==                               Commercial Products                               ==
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Editor's Choice
Jason's picks

Commercial Online Services
Sign-Up Information

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### 1.102 Commercial Online Services

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==                               Commercial Online Services                               ==
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Getting better all the time.

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