

ar415

COLLABORATORS

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WRITTEN BY		August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ar415

1.1 Amiga Report Online Magazine #4.15 -- December 31, 1996

December 31, 1996

Turn the Page

Issue No. 4.15

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"THE Online Source for Amiga Information!"

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1.2 Amiga Report Main Menu

Amiga Report 4.14 is sponsored in part by:

Intangible Assets Manufacturing
 . IAM is the purveyor of a fine
 line of Amiga products.

AmiTriX Development
 . AmiTriX is the worldwide publisher of
 the AWeb-II WWW browser.

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==                               Main Menu                               ==
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Editorial and Opinion

Featured Articles

Reviews

News & Press Releases

Aminet Charts

Reader Mail

About AMIGA REPORT

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

Where to Get AR

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

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// | | //
=====//=====| Amiga Report International Online Magazine |=====//=====
== \// | Issue No. 4.15                      December 31, 1996 | \// ==
=====| "THE Online Source for Amiga Information!" |=====
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1.3 Editor

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=====
                        EDITOR
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```
                        Jason Compton
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```
Internet
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```
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```

```
jcompton@xnet.com
jcompton@amigazone.com
```

```
Address
```

```
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```

```
1203 Alexander Ave
Streamwood, IL 60107-3003
USA
```

```
Fax
```

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```

```
847-741-0689
```

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Phone
```

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```

```
630-736-1286
```

1.4 Assistant Editor

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==                        ASSISTANT EDITOR                        ==
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```
                        Katherine Nelson
=====
```

```
Internet
```

```
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```

```
kati@nwu.edu
kati@amigazone.com
```

1.5 Games Editor

```
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==                        GAMES EDITOR                        ==
=====
```

```
                        Ken Anderson
=====
```

```
Internet
```

```
-----
```

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

```
Address
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```
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```

```
44 Scotland Drive
Dunfermline
Fife KY12 7TD
Scotland
```

1.6 Contributing Editor

 CONTRIBUTING EDITOR

William Near
 =====

Internet

 wnear@epix.net

1.7 compt.sys.editor.desk

compt.sys.editor.desk
 Jason Compton

By:

It's the end of 1996--a year that held a great deal of promise for Amiga users. The Walker wasn't everyone's cup of tea, but it was a real sign that some work was being done on the Amiga and that we would see some improvements over time. Amiga Technologies seemed to have its act together, more or less, and Amigas were available worldwide. Escom was in financial trouble, though, and we all started getting a bit nervous.

Then I woke up one April morning and got probably the biggest shock I could have received. A press release from Gilles Bourdin (a rare enough occurrence in and of itself) announcing VIScorp's intention to buy Amiga Technologies from Escom. I had spoken with VIScorp's CEO, Bill Buck, in the summer of '95, when it was well known that VIScorp was licensing the Amiga technology. Bill summed up VIScorp's set-top technology and I filed the information away under "Not particularly interesting to me." Why bother with a cable box that did internet stuff when you can get much better capabilities from a computer?

But the AT/VIScorp press release suddenly made VIScorp important to everyone. I contacted VIScorp and established a relationship with their Director of Communications, met with Bill Buck, and walked away confused. But a couple of weeks after that meeting, he offered me a job. It was a dream job description, and the sort of thing I'd made a few preliminary inquiries about to AT when they first got started. Be VIScorp's liason to the Amiga community? Sure, where do I sign up? Actually, to be totally honest, I turned down Bill's initial offer, but after thinking about it for an hour, I decided that I'd never be able to live with myself unless I actually gave it a shot. So I did.

Anyway, time went by. Most people had shifted into a VIScorp gear, watching them for news and information. VIScorp held a meeting in Toulouse, which didn't go off much better than Bill's appearance at the WOA UK. People were getting nervous about VIScorp.

Things weren't helped when July rolled around and Escom went bankrupt.

This derailed VIScorp's "in-place" acquisition of AT's assets, and instead made it a dreaded bankruptcy proceeding. But VIScorp opened a dialogue with the trustee, and life went on.

Rumors began to circulate about VIScorp, and about other companies that might be interested in the Amiga. But nobody was willing to step forward and announce it outright, so VIScorp remained the most talked about name.

August, then September came and went, and by now VIScorp had not acquired the Amiga despite giving some explicit dates. The Amiga public grew rancorous. The public flaming of VIScorp by PIOS, a sort of AT successor company founded by former AT president Stefan Domeyer didn't help matters much, either. My job was losing its dream status and quickly becoming a nightmare, as I was powerless to push the deal along and not very well equipped or supported by the company to make some serious reassurances.

Meanwhile, it seemed clear the Walker was to be scrapped. What PowerPC work there was for AT was being directed by PIOS. And Phase5 was soon to announce its own "Amiga successor" computer, with a high-spec custom chip and PowerPC engine.

November rolls around. Right before I leave to attend the Cologne Computer '96, at the invitation of Schatztruhe, Carl Sassenrath, who had been VIScorp's legitimizing name, flamed the company. VIScorp loses its rock star, and the public gets downright ornery. Soon after, I submit my own resignation, and on December 16, my 7-month stint as Communications Manager for VIScorp comes to a close.

So, where are we now? A second company, QuikPak, has stepped to the plate and formally announced that it, too, is seeking to have a bid for the Amiga technology accepted. QuikPak has been manufacturing 4000Ts for some time now, and has been doing work on a 4000-level portable and a "5050" Amiga/Pentium hybrid monster. Meanwhile, Phase5 seems to be moving ahead with their "A/Box" computer, looking to lure Amiga users to a new, "Amiga-like" if not explicitly Amiga-compatible platform. PIOS seeks the same result, but their solution is a more or less generic PowerPC box running the BeOS as well as the offering-in-development from ProDAD known as p-OS, which claims to offer a very Amiga-ish environment. Rumors of high levels of Amiga compatibility on the Phase5 and PIOS boxes abound, but to date nobody has seen these things in the flesh. p-OS was on display at Cologne, but is not a finished product yet.

At the end of 1996, the Amiga is the property of Escom AG, a company in bankruptcy. Its trustee, Bernard Hembach, has told potential purchasers that he will not entertain discussion unless they bring at least US\$20 million to the table. VIScorp claims that its research indicates the assets are not worth that much, and as a result nobody will back the purchase for such an amount.

I was fortunate enough to have a discussion recently with Dave Ziambicki, CEO of QuikPak, about their decision to publicly enter the fray. When I expressed concern about their ability to raise the sort of money Hembach was asking, he agreed that Hembach would likely need to come down in price to make any purchase reasonable.

1997 will open with the Amiga in bankruptcy and its ownership future up in the air, marking the 4th straight calendar year a bankruptcy has touched

the Amiga. We all hope that the situation will be sorted out expediently, but I've learned that it's a lot more complicated than just walking down to a Citibank branch and telling a banker that you'd like US\$20 million to buy a computer you can make profitable. Don't be fooled by Usenet denizens who would have you believe otherwise.

But when the acquisition takes place, what then? Is the future of the Amiga in the AmigaOS and a more modern approach to the hardware, with a RISC AmigaOS 4 supporting industry-standard hardware to achieve its goals? Does it lie in a replacement OS as p-OS presents itself to be, which could run on both existing machines as well as PowerPC boxes, offering AmigaOS capabilities in a more modern structure? Does it lie in a jump to a platform embodying the original Amiga design spirit, as the A/Box seems to be? These questions are not easy to answer, and the answer will not be the same for every Amiga user. When the acquisition is completed, we will be facing some very difficult choices. The Amiga genie is out of the bottle, and it has become clear that no single company is likely to have the power to control the fate of the technology. Companies have been waiting far too long to allow that to happen.

Amiga Report will rededicate itself in 1997 to covering all of the possible avenues for the continuation of the Amiga legacy. I'm looking forward to seeing where the path leads, and am excited by all of the possibilities. We are at the front and center of a growing movement towards the establishment of a legitimate "alternative computing" market, unashamed to stand outside the Wintel spotlight and strong enough to make our own destinies without the endorsement of Bill Gates. Good luck to us all.

-Jason

1.8 Commercial Products

Commercial Products

Intangible Assets Manufacturing
IAM and their fine line of products

AmiTrix Development
AmiTrix, publisher of A-Web II

CalWeb
The new home of the Amiga Zone

News

Opinion

Articles

Reviews

Charts

Adverts

1.9 Intangible Assets Manufacturing: Amiga Sale!

HOLIDAY SALE WITH DEEP DISCOUNTS ON GREAT AMIGA STUFF

We need your help. Please spread the word about the quality of our products and about these special sale prices (up to 40% off!).

The best way to get more information about IAM is through the Web: <http://www.iam.com>. We also have an AmigaGuide format catalog of our Amiga products which can be FTP'd from <file://ftp.iam.com/biz/iam/iam.lha>, and you can get an automatic reply with current information on our products by emailing info@iam.com.

Low sale prices valid through 31-Dec-96:

- * A book on Amiga networking and telecommunications: "Connect Your Amiga! A Guide to the Internet, LANs, BBSs and Online Services" revised second printing (1996) US\$19 + s/h, or with 8 freely redistributable disks for only \$39 + s/h
 - * DiskSalv4 -- the commercial release of Dave's disk utilities US\$30 + only \$39 + s/h
 - * MRBackup 2.5 \$45+s/h (upgrade from earlier registered versions for \$10+s/h)
 - * SPECIAL: DiskSalv4 and MRBackup together for only \$60!
 - * Dave Haynie's "The Deathbed Vigil..." video, NTSC or PAL US\$19 + s/h (originally \$35), or only \$35 including the T-shirt below...
 - * The Deathbed Vigil T-Shirt, \$17+s/h (size S, L, XL, XXL) includes eject logo on the front and signatures of most Amiga engineers on the back.
 - * The Amiga-only peer-to-peer networking software Amiga Envoy, US\$45 + s/h (2-user)
 - * MegaBall4, a tres cool video game, \$30 + s/h Get a Free XL MegaBalls T-shirt when you order MB4 at the regular price, or get MegaBall4 for only \$19 + s/h!
 - * DICE 3.2 C Development Environment (full price \$100+s/h, students and competitive upgrades only \$75 +s/h) Upgrade from DICE 3.x at <ftp://ftp.iam.com/biz/iam/dice/>!
 - * "Torn Shapes of Desire: Internet Erotica", book, \$14.95
-

We don't accept COD orders, but do accept checks in US dollars, as well as Visa and MC (no Amex or Discover). Our shipping and handling charges are flat-rate: you can order up to one of each of our products for the same charge. We ship via USPS or UPS at our option. In the US: \$6 for ground, or \$9 for air. Elsewhere: \$9 for ground and \$15 for air.

Our Amiga products are available through Amiga dealers world wide. Small dealers in North America can order from Software Hut. For end-users without a local dealer, three of our larger mail-order dealers (in alphabetical order) are: Safe Harbor (1 800 544 6599), Software Hut (1 800 932 6442), and Zipperware (206 223 1107).

Intangible Assets Manufacturing
828 Ormond Avenue
Drexel Hill, PA 19026-2604
USA

<http://www.iam.com>

info@iam.com -- bot mails you current info on our products
sales@iam.com -- to ask questions or to place an order.

voice: +1 610 853 4406 (orders only)
fax: +1 610 853 3733

P.S. We will be at the "Gateway Computer Show -- Amiga 97" in St. Louis on March 15 & 16, 1997.

1.10 AmiTriX -- Worldwide Publisher of A-Web II

=====

AmiTriX Development, 5312 - 47 Street, Beaumont, Alberta, T4X 1H9 Canada
Phone/Fax:+1-403-929-8459 Email:sales@amitrix.com <http://www.amitrix.com>

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Direct Mail Order Price List

Dec. - 1996

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(Prices subject to change without notice.)

Product Description	CAN \$	US \$
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AWeb-II (AWeb-II v2.1/HTML-Heaven2.0 WWW Software)	\$ 60.00	\$ 45.00
SCSI-TV HD controller for CDTV with 2.5" Drive Adapter	\$190.00	\$149.00
SCSI-TV for CDTV, with-out Adapter	\$180.00	\$142.00
SCSI-TV570 HD controller for A570 with 2.5" Adapter	\$200.00	\$157.00
SCSI-TV570 for A570, with-out Adapter	\$190.00	\$149.00
Amiga-Link/Envoy Starter Kit (2-unit), - the peer-to-peer network for external floppy port. - (also available as expander kit with extra cable)	\$270.00	\$210.00
Amiga-Link/Envoy Expander Kit (1-unit for odd # exp.)	\$175.00	\$135.00

Amiga-Link Expansion Kit (1-unit for even # exp.)	\$135.00	\$105.00
Amiga-Link Accessories:		
2-way Floppy Port Splitter	\$ 39.00	\$ 31.00
RG58 cable - 1m(3.5ft.)	\$ 10.00	\$ 8.00
RG58 cable - 5m(16.5ft.)	\$ 13.00	\$ 10.50
RG58 cable - 10m(33ft.)	\$ 17.50	\$ 14.00
- (custom lengths available on request)		
Extra BNC-T connectors	\$ 4.50	\$ 3.50
The P-Net Box, a ParNet Adapter	\$ 15.00	\$ 12.00
AM33C93A-16PC SCSI controller for 3000/2091/HC+8	\$ 26.00	\$ 20.00
A3000 U202/U203 chip ram control PALs - each	\$ 15.00	\$ 12.00
External Active SCSI Terminator - C50 male	\$ 29.75	\$ 23.50
Internal Active SCSI Terminator - IDC50 male	\$ 19.00	\$ 15.00
External Passive SCSI Terminator - C50 male/female	\$ 12.25	\$ 9.75
DB23 solder-type connector		
- male, female, or chrome hood - each	\$ 1.65	\$ 1.25

Shipping Costs: (most large boxed items)

First Class Mail: within Canada	\$ 10.00	
within USA		\$ 10.00
International	\$ 15.00	\$ 12.00
Shipping: (for small bubble-packet items)	\$ 5.00	\$ 5.00

Orders should include a Bank Draft/Money Order or Postal MO, payable to AmiTriX Development in CAN or US dollars. Cash COD's inside Canada only. Shipping costs may vary for quantity orders/alternative method of shipment. Canadian customers add 7% GST to all orders.

1.11 Reader Mail

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Reader Mail

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From: Jon Klooster <matix@netspace.net.au>
Subject: reader mail

To all the gurus in guruland:

I don't know if it is possible but I have a suggestion for a little utility for anyone out there who is bored:

I think it would be extremely useful if there was a utility that could determine what the slowest link in any systems connection to the internet.

By link I refer to: serial.device
 TCP stack

phone lines
modem
server overloaded
or whatever else it may take!

Something along the lines of sysinfo, etc..

Anyway, its just a suggestion, take it or leave it.

But most importantly, keep Amigaing!

Jon.

CC: cjefts@geis.com

Jason,

My name is Charles Jefts "Gamesmeister" and I am hosting the Amiga Gaming forum on Genie (Wednesday nights @ 9:00). Genie continues to support the Amiga and the member list remains "sizeable".

If you are continuing to author the Amiga Report, please include a word about us.

Thanks,
Charles Jefts

From: Trond Werner Hansen <tronhan@stud.ntnu.no>

Hi,

Read your last Amiga Report with great interest as usual, including part 2 of the dopus5.5 review. I think it's great that there still is developed serious programs like dopus, now when the Amiga is having a hard time, but that doesn't mean you shouldn't try to find some weak spots in a program, and let the reader know about them.

Personally, I would like you to make the reviews somewhat more "testy"... I found the dopus5.5 reviews a bit too much pointing out all the features, and not very much "real life" testing..

like:

- speed (it's slower than the old WB when it comes to scanning)
- inefficient window opening (notice how it opens the windows INACTIVE and then activates them)
- Poor WBPatter performance (esp. with CGFX...poor CGFX performance in general)
- Only nonprop fonts in listers

that's just a few of everyday problems/weaknesses that would have been nice if you pointed out..

As you might guess, these and other reasons is why I don't use dopus, but develop my own WorkbenchNG.

I'm not trying to cast bad light over dopus, because of my own project, it's just that I use dopus5.5 very much for comparison, and I was a bit surprised when the only "bad" thing mentioned was that it eats memory...

But, hey! Keep up the good work!

Greetings,

Trond Werner Hansen, student at Norwegian University of Science and Technology.
EMail: tronhan@stud.ntnu.no | WWW: www.stud.ntnu.no/~tronhan | IRC: Coyote
Developing WorkbenchNG and Playboy3.0 | Amiga - There's a lady in every story -

It's always good to have feedback on our reviews. Ironically, GPSoft was a little less than pleased about my DOpus 5.5 review, but they haven't yet explicitly outlined what they perceived as the problem. Personally, I think the CyberGFX performance of DOpus 5.5 is fine, and I encountered no problem with the patterns I wanted to use. Since I'm running on an 040/25 (stock 3640) system, the speed was not a factor, but you're right--on slower machines, it would be noticable that windows open slower than the WB windows. I'd have to say that was because the windows are in effect DOING more. - Jason

From: goose@post2.tele.dk (Gustav Kjeldsen)

Hi, Jason.

I just read Amiga Report, and saw Jon's letter, complainig about MUI. This made me reflect upon the issue, and here is my contribution...

In my opinion MUI is a VERY well developed AmigaOS add-on, and for one thing, it provides a lot of the userfriendly functionality that the AmigaOS lacks today.

Some systems today (one - Windows 95) provides a LOT of userfriendly features, almost completely eliminating the need to know anything about computers in order to use them.

Now, that obviously makes Win95 attractive to a lot more people, who are not computerfreaks but can still be customers. Since we all want more Amiga users too, and userfriendliness is certainly the way to get them. That is a feature of MUI.

Another force of MUI is that it is SO easy to use for the programmer. It takes care of AREXX, helpfiles, all programs become commodities and a lot of the configurations are handled through a standard MUI preference program. Nobody could be dissatisfied with that... Unless they WANT something different, but then they won't follow ANY standard, and that's not too admireable...

Finally MUI itself is a systemfriendly program. And it is possible to limmit and control the level of userfriendliness. That's a feature not

even Win95 has.

Before I got my first version of MUI (this spring), I too was very annoyed about it. But I looked into it, because I was thinking about creating a spreadsheet program. Now I just registeret (online through www.sasg.com) MUI last week, and already have my key file.

I used to think that everybody should stick with the Commodore standards, but having to program with them myself, I found a lot of gaps in them, especially some userfriendly things, that were NOT there.

And I realized that we all have to move on, everybody has to. I'd be a fool not to look for new and better opportunities, making my life easier, making it easier to get the job done without having to become an expert in GUI-creation and userfriendliness, when I really intended to make a program, that could take care of a certain task.

Today I wish all programs were MUI programs. They may require a bit more ressources, but nowadays that's just a necessity with all computer systems.

If we take a look at the PC development, it's obvious that the reason for their need of power is because of the demands from the software. Maybe Amigans should start using software that requires more power, in order to get more powerfull equipment and move the standards. (then we could have more powerconsuming games as well :-))

Of course this standpoint will start another discussion about prices of a decent system. All I can say is that I did it myself. I bought some add ons for my Amiga, and they cost the same as a complete pentium system. But the Pentium can't run Amiga OS. And that is what I want. I feel trapped when I use Windows, because I don't get to decide the level of userfriendliness or abstraction. So it's worth it for me. I don't want limits. But I want the possibilities.

Gustav...

From: argha@execpc.com (James Moe)

I would like to make some suggestions to the Amiga community at large.

I think the we as Amiga owners and users that we take it upon ourselves to maintain the Amiga's OS and Workbench (ala MUI and NewIcons, etc..)

I think we should form a group to that will make suggestions to the company that has the ownership of the Amiga properties.

I would like to make a suggestions myself. I think that web access should be a part of the OS. make http and ftp, etc devices. so that any program that comes out for tha Amiga has instantaeous access to the net, and we have a step up on the rest of the computing world.

1.12 AWeb-II News

AmiTriX

PRESS RELEASE

December 25, 1996

AWeb-II, v2.1 Plugin Updates!

AmiTriX Development is pleased to announce the release of several updates to the version 2.1 package of "AWeb" by Yvon Rozijn. Disk packages that ship in the new year will contain these, and the updates can be freely obtained by existing customers from our AWeb page.

Note:- you can now reach our web site using the new "www.amitrix.com" URL.

Finnish and German translations of the AWeb html docs; Postscript versions of the English docs; and new Norsk, Finnish, & Icelandic Catalogues are now available from our page. Additional datatypes and other utilities are being added along with other items as noted below.

A small number of packages (20) were released without the AWebFTP archive on the second disk. Most of these have been accounted for, but if you are missing this file, it can also be obtained from our web page.

More plugins such as the AWeb online News Reader, and an updated version of HTTX are being added to the package on a running basis, so check our web pages periodically for new information.

AWebNews v1.7 - An AmiTriX Christmas Present!

Season's Greeting to All !

AmiTriX would like to thank all the AWeb users for their support and encouragement in the past year. It has helped make this our most successful year ever!

Please accept, as a small gift, the new version of AWebNews. It is now available to all on the AWeb home page (<http://www.amitrix.com/aweb.html>). You can go there with the AWeb-II help menu.

AWebNews 1.7 includes:

- html docs (thanks to Gabriele Favrin of HTTX fame)
- progress report window
- complex message filter
- subject scanning
- online context help
- installer script
- auto link to URL's
- abort function
- save file requester
- many more improvements
- sorry. TermiteTCP is not supported
You must have a valid "TCP:" device.

ENJOY !

I personally would like to thank all my beta tester's for all the work and

excellent suggestions they have provided over the last few months.

Merry Christmas to all!!!

Hug a friend, and help a stranger. This is the season of Peace.

Bill (William Parker) bill@amitrix.com

MSRP for AWeb-II v2.1 is \$45.00US/\$60.00CAN. Add \$5 S&H for direct orders.

Dealer and Customer inquiries welcomed! For more information, ordering AmiTriX products or dealer locations, contact us at:

AmiTriX Development,
5312 - 47 Street,
Beaumont, Alberta, T4X 1H9
Canada

Email: sales@amitrix.com (preferred if possible)

Phone or Fax: 1+ 403-929-8459

(Please leave your mailing address, phone/fax number, &/or email address on phone messages when requesting information.)

You may also contact us via email at the following addresses.

Email: support@amitrix.com
or
<http://www.amitrix.com/index.html>

1.13 Convergence International

Convergence International News

In the few months since Convergence was formed it has grown rapidly with users of many non-Wintel computers from all over the world joining us. However we are still relatively small, and would like to see even more people sign up in 1997 (after all it is free!).

This month Convergence has taken over Xodus, a smaller group with very similar aims to us, so that resources can be pooled. Xodus members have all joined the Convergence group, and projects that were being worked on by Xodus, including the UAPI project, have been transferred to the CIDG. To take advantage of the awareness of the Xodus name, which Convergence has acquired, the Convergence International Development Group (CIDG) will be known as Xodus (it also has the advantage of being less of a mouthful to say :-).

In 1997 we hope to expand membership, further build the Convergence web site, and raise awareness of Convergence and the platforms it supports. We also hope 1997 will be a year packed with new technology and products (there are certainly lots of exciting rumours...), as well as a very

successful year for Acorn, Amiga, Apple, ARM, Be, PIOS, Psion, and all the other innovative computer designers.

Merry Christmas, and a Happy New year, from,

Steve Crietzman, George Hussey, and James Sears
Founding members of Convergence International

About Convergence International

Convergence is a user group for users of all non-Wintel computers, which was created earlier this year (1996) with the intention of bringing together the non-Wintel community to present a unified front to face the Wintel~threat, as well as looking to the future and supporting the emerging Network Computer and Set Top Box technologies.

Convergence International's main aims are to support non-Wintel computer users, and highlight the strengths and successes of non-Wintel technology to attract new users. To fulfil these aims we are developing a web site to provide extensive information, advice on software and hardware, and help for new users.

The web site will also serve as a reference for people looking to purchase a computer. We intend to produce a library of system set ups, detailing required hardware, software, and add ons, to perform a wide variety of tasks. Demonstrating to purchasers that non-Wintel technology can accomplish the end results they desire, often more efficiently and easily, encouraging users to switch from Wintel. After all, the majority of people are not interested in the type of computer they use as long as it does the job they bought it for.

One of Convergence's other important aims is to promote compatibility between the non-Wintel computers. Convergence have set up the Convergence International Development Group (CIDG), codenamed Xodus, to develop software simultaneously for the supported platforms to support this aim.

Membership

Convergence International invites users of supported platforms, and people interested in associated technology, to join the group. Membership is totally free: people interested in joining should simply e-mail with their details, or use the form provided on our web site.

Members have opportunity to participate in various projects to help Convergence International to fulfil its aims, but, of course, a member can do as little or as much as they want. Convergence International also welcomes corporate members, sponsors, and funding of any kind.

To find out more about Convergence International, please see our web site at <http://www.parabbs.demon.co.uk/convergence/>, or contact us using any of the methods listed below.

Contact Details

Web <http://www.parabbs.demon.co.uk/convergence/>

E-Mail convergence@rocket.demon.co.uk
Address Convergence International
49, St Gilberts Road
Bourne
Lincs
PE10 9XD
United Kingdom
(Please include SASE for reply)
IRC #Converge (IRCnet), Sundays/Wednesdays (9pm GMT)

1.14 Amiga Informer

Amiga Informer News

Issue #5 of The Amiga Informer is now available and ready for reading!. What's The Informer? The Amiga Informer (ISSN 1089-4616) is a B&W Amiga print Zine full of information and contacts which helps readers stay connected with new developments, products, reviews and the latest news. The Informer's staff are all committed and passionate Amiga users, and are proud to produce the entire newsletter using only Amiga computers.

Issue 5 has 20 pages full of useful information for the dedicated Amiga user. Our cover stories detail the new phase 5 A/Box and discusses the toll of the still pending Amiga sale. Inside we present the winner of the prize drawing (DiskSalv 4 and "Connect Your Amiga!") along with announcing the prizes up for grabs in the next issues (MRBackup and Megaball 4).

This issue's news stories include ZyXel's new ISDN card that works with Amigas, Carl Sassenraths leaving VIScorp, VIScorp's capitol injection to Amiga Technologies, PageStream 3.2 release, Phase 5's PowerUp project, AmigaZone's special deal, Village Tronics Picasso IV GFX card, Petsoff's Delfina sound card and more. In our "Developments" section we profile AmiTriX Development and welcome Digital Lightyear Technologies to the Amiga fold. In the "Announcements" section we highlight nearly 2 pages of fine new Amiga products and provide info on upcoming Amiga shows.

In the "Enhancements" section Brad Webb continues his Workbench Extras column, detailing useful programs no Amiga should be without. In the "Site Seeing" section, Davis Sprague details the use of Email and some fine Amiga programs that make using it much easier. In the PD Pick section, Davis summarizes 3 interesting and very useful internet assesories programs you're sure to love.

We present two reviews in the "Evaluations" section. First is Brad Webb's assessment of Megaball 4, followed by a review of IAM's book "Connect your Amiga!" by Lance Haug. Issue 4 finishes off with a list of excellent Internet sites and fine Amiga dealers in the "Contacts" section and a large selection of used Amiga products for sale from our subscribers in the "Marketplace" section.

Issue 5 is hot off the press and waiting for you to read! To receive a copy of issue 5, send \$1 US (for USA addresses) or \$2 US (for all other countries) to cover postage costs to:

The Amiga Informer
 PO Box 21
 Newburgh, NY 12551-0021

[Cash preferred, but checks made payable to Eldritch Enterprises].

If you would rather examine past Informer articles (without shelling out cash for postage), visit our Web site at:

<http://www1.mhv.net/~eldritch>

Or, if you want to subscribe to The Amiga Informer, you can complete the below form and send a check or Money Order, made payable to EL- DRITCH ENTERPRISES, to the above address. Subscribers receive 6 bimonthly issues mailed first class to their homes. (See coupon below)

In addition, Subscribers gain these special benefits:

- * You are automatically entered into our bimonthly prize drawings for cool Amiga prizes.
- * You can advertise your used Amiga products for free in the Marketplace (seen by over 5000 readers).
- * As a subscriber, you gain a special 10% discount when you purchase any products from Liage International.
- * If you have an Email address, you will automatically be sent the latest news, courtesy of Amiga Update Newsletter.

For your convenience, we have included a handy Subscription form at the end of this letter. You can fill it out and return it to us by Snailmail or Email.

Thanks!

Fletcher Haug
 The Amiga Informer Zine
 PO Box 21
 Newburgh, NY 12551-0021
 eldritch@mhv.net

 One years subscription (6 issues) to The Amiga Informer Newsletter is (US) \$12 for USA, \$15 Canada, and \$20 all others. Make checks payable to: ELDRITCH ENTERPRISES

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Check _____ Money Order _____ Bill Me _____ (Available to USA subscribers only).

START SUBSCRIPTION WITH ISSUE:

#5 (December)_____ #6 (February)_____

Do you subscribe to or read an Amiga magazine regularly? Yes____
No____

Mail to: PO Box 21, Newburgh, NY 12551-0021 or Email to:
eldritch@mhv.net

1.15 Announcements Wanted By Informer

Informer Looking for Announcements

Greetings.

Just a short message to any and all Amiga developers interested in getting their products announced and seen by thousands of Amiga users.

My name is Fletcher Haug and I'm the publisher and Editor of The Amiga Informer Zine. We currently print and distribute 5000 issues bimonthly. These issue are distributed directly to Amiga users, and you know how rabid they (we) can be.

The Informer offers both commercial and shareware authors a way to have their products announced in the print medium completely without charge. This opens up a whole new group of people who may normally not see the Net based postings of your product.

If you would like your product announced in The Amiga Informer, Email the information to: eldritch@mhv.net Keep your announcement or press release as short as possible and include all pertinent contact info (similar to a "readme" file). We have limited space available in each issue but will fill that space with as many submissions as possible.

In addition, The Amiga Informer also prints reviews of commercial and shareware (registered version) products. If you would like your product reviewed and the results printed in a future issue, contact The Informer for more details.

The Informer is dedicated to bringing the latest news, announcements, reviews and information to Amigans thought the print medium. Send us your information so we may pass along the fact that the Amiga is still a platform supported by many fine and committed programmers.

Thanks,

Fletcher Haug
The Amiga Informer Zine
PO Box 21
Newburgh, NY 12551-0021
Voice: 914-566-4665
eldritch@mhv.net

Visit The Informer Homepage at: <http://www1.mhv.net/~eldritch>

1.16 Open Letter From QuikPak

An open letter to the Amiga Community from QuikPak

The past few years have not been kind to the Amiga Community. Since the demise of Commodore, the ownership and future of the Amiga has been continually uncertain. The only thing that has remained constant is the loyalty of Amiga users. It is with respect to this loyalty that we feel it necessary to let YOU know the current state of affairs and what QuikPak is doing to see that the Amiga has the successful future it so deserves.

Back when Amiga Technologies was owned by Escom, QuikPak was selected to manufacture the complete A4000T and components for the A1200. During the collapse of Escom and the subsequent negotiations with VisCorp, QuikPak continued manufacturing and servicing Amiga Computers. Throughout this time of uncertainty, QuikPak continued to support the platform, placing ads in the North American publication Amazing Computing, forging alliances with Amiga developers and supporters, and developing new products of our own. Recently, at AmigaFest in Toronto, we unveiled two new computers and we have been shipping the 060 Accelerator for the A4000T. We believe this product development clearly demonstrates our commitment to the Amiga.

It now appears evident that negotiations between VisCorp and Amiga Technologies have reached a standstill. As a creditor of Amiga Technologies, QuikPak has a vested interest in seeing the future of the Amiga handled properly. To this end, QuikPak has placed an offer in front of the German liquidator for Amiga Technologies, and we are awaiting further information regarding this.

What does this mean to you, the end user? QuikPak believes that there is more to the Amiga than a simple set top box. We believe that the A4000 and its successors have a place in the market. We believe that a model along the lines of the A1200 also can play an important role in the future of the Amiga. We further believe that products currently under development at QuikPak can bring the Amiga back to the forefront in innovation. We believe that working closely with developers, other manufacturers, distributors, and dealers is necessary to make the Amiga a success. And, perhaps most importantly of all, we believe in listening to you, the person who has kept this platform alive.

We hope that the new year will allow us to bring you good news, that QuikPak will be successful in our negotiations with the German liquidator. We trust that the liquidator will move quickly, and justly, to see these events through. We encourage any and all input from the Amiga Community - let us know what you want to see. And, finally, we encourage those responsible for handling the Amiga Technologies' assets to be as open as we at QuikPak are striving to be.

Sincerely,
Dave Ziembicki
C.E.O.
QuikPak Corporation

Dan Robinson
Director of Business Development of Amiga Computers
QuikPak Corporation

1.17 UltraAccounts 3.3

TITLE

UltraAccounts 3.3

AUTHOR

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

rsmedley@cix.compulink.co.uk

DESCRIPTION

An intuitive & easy-to-use accounts program, specially designed to be suitable for non-computer-users as well as experts.

Features include:

- Multiple accounts & transaction tags.
- Compatible with UltraPayAdvice, for taking care of all your payslips. (Aminet: biz/misc/ultrapay.lha)
- Debit & credit standing orders, and timed transfers. The transactions entered by these timed events can be edited or erased *without* duplicate entries being created.
- Budgeting facilities.
- Common transactions & transfers: These let you predefine the details of commonly-used transactions and transfers (eg. doing the weekly shopping) to save you from having to keep typing in exactly the same details each time you enter that transaction.
- Reminders: Make sure that you don't miss any important events like birthdays/anniversaries, or bills that need paying.
- Pie, bar and line graphs, with optional future projections.
- Encrypted files, optionally password protected.
- Multiple data export configurations.

NEW FEATURES

- Account/tag details can be locked for all new transactions.
- Transactions can now be "disabled" from the running balances.
- Custom-defined formats for exporting data, for use in other programs.
- Transactions can now be saved as an ASCII text file.
- Much faster loading & saving of UltraPayAdvice files.
- Now uses proper ASL file requesters.
- Numerous enhancements & bug fixes.

SPECIAL REQUIREMENTS

- Requires: AmigaOS 2.0, 2 meg ram, reqtools.library (supplied)
- Recommended (but not essential): Hard drive, additional ram

AVAILABILITY

Available via FTP from Aminet sites.
ftp://wuarhive.wustl.edu/pub/aminet/biz/misc/ultraacc.lha
(146768 bytes)

PRICE

The unregistered version is fully functional, but will display shareware reminders from time to time.

Standard registration fee is 10 Pounds Sterling (or equivalent)

DISTRIBUTABILITY

Shareware, unregistered copies are freely distributable.

UltraAccounts is (C) Richard Smedley 1996

1.18 Symposium '97 Demoparty Invitation

Symposium '97 Demoparty Invitation

Symposium '97
Mekka '97

The Official Invitation

---> PREFACE.

Half a year is over now since the Symposium '96 and Mekka '96 parties took place. The Symposium, as a multi-platform party, and the Mekka for the PC

scene are both remembered as important events for the German demo scene.

After several announcements, both inofficial and official, it's now time to give you a more precise invitation text. Next year's event combines the parties which stood in competition to each other last year, to provide you with a great deal of fun.

---> GENERAL INFORMATION.

The Symposium + Mekka '97 will be a demo scene party involving all important platforms: the Amiga, the PC, the C64 and the Atari Falcon systems. We also support the Acorn RISC PCs, though the scene is a bit limited on these nice computers. Of course you are invited to bring your SGI workstation or BeBox as well.

Symposium '96 has been visited by 640 people, Mekka '96 had about 300 visitors - if this adds cleanly, next year's party is for sure an event not to miss.

---> WHEN.

Join us at Easter 1997, when the doors swing open on 28th March, 1200 CET. The party will last until 31st March, 1200 CET.

The entrance fee amounts to 40 DM. We don't accept foreign currencies.

---> WHERE.

The location is supposed to be the same as the last one, located in the very near south of Hamburg. The address is:

Veranstaltungszentrum "Burg Seevetal"
Am Goehlenbach 11
D-21218 Seevetal
GERMANY

It has got enough room for about 1000 people and a quite decent video and sound system. The space is further extended by a 200 sqm tent outside the Burg. Don't worry about winter, it will be *hot*.

This is how to reach the Burg: If you're going to come by train, you first have to arrive at Hamburg Hauptbahnhof (main station) and take the S3 or S31 (on Gleis 4, HVV price 4DM) to "Harburg", where we will pick you up with the Symposium shuttle service, which *will* be present this time. Alternatively, you can use one of the public busses to "Seevetal" coming every hour (148). Coming by plane, you will use the bus shuttle service to the station "Ohlsdorf", wait for the U1, get out at Hamburg Hauptbahnhof and, again, take the S3/S31 to reach "Harburg".

For the case that you own a car, you have two possibilities to visit us: The A1 ("Autobahn 1") and the A7. Coming from the north or south via A7/B4, you have to leave at Abfahrt "Fleestedt". Then roll down the "Hittfelder Landstra e" (part of the B4) southwards and follow the sign "Veranstaltungszentrum". Coming from east or west via A1, take the Abfahrt "Hittfeld" and follow the signs. We are trying hard to put up "Symposium" street signs in a wide range.

As a last note we want to add that we are about to find a new, slightly bigger location. New addresses will probably be published in the Web page and in the invitation demos.

---> FEATURES.

Everyone talks about Internet. So do we: Lots of IRC terminals and even the possibility to surf the Web will be provided. A party network with IRC access is also planned.

While a repetition of the laser show is not absolutely sure, we can announce that Noisedrift will do a live act again, other musical attractions will take place, too, like Ronny/Teklords and the FX Performer who will do a live ambient turntable mix.

Now that we're organizing this party, you might think that all you can do is visiting it. This is wrong: We give you the one and only chance to produce yourself. If you want to give a lecture on something or if you have another idea of enriching the event, you're very welcome to do so. We would like you to contact us as soon as possible, though.

By the way: anyone who took last year's announcement of nude girls for serious should think about his sense of humor. What we want to say is that we can't announce every single feature and every surprise competition. However, you can be sure that the party will be really entertaining.

It will be even more entertaining if the doom-playing kiddies would consider to stay at home with their parents, please.

Last but not least, for the most traditional feature of demo scene parties, we have reserved an own chapter which deals with...

---> COMPETITIONS.

The Symposium + Mekka '97 will offer you these fine competitions. A competition will only be held if we get at least 5 entries for it, this magic number may be decreased for the smaller scenes, e.g. Atari and Acorn.

The usual conditions are valid: An artist or group may only give one entry per competition, one person must be present. Voting is done by the audience. Anonymous competition means that the entry must not reveal who the author is. A separate version including a tag can be provided and will be spread instead.

This is a short version of the rules:

Graphics: (ANONYMOUS)

Max. 640x512 24bit, IFF, GIF, PNG, JPEG. Raytracing is allowed.

Graphics C64: (ANONYMOUS)

All formats/modes allowed, executable file.

ProTracker Module:

We will show 3 minutes, max. 1MB unpacked.

Music:

1.4MB unpacked, playable by CubicPlayer or executable. We will show 3 minutes.

Music C64:

All formats allowed, executable file - the C64 screen will not be shown during the compo!

4K Intro:

for Amiga and PC only.

Intro:

Amiga 40K, PC 64K, Atari 96K.

Demo:

Amiga, PC, Atari, Acorn: 4MB, must not require installation (Assigns, Libs, Drivers...). C64: Standard 5.25 DD disk. We will show 15 minutes max.

Game:

PC only jump'n'run or shoot'em-up game. 32K maximum. The coder will play it on the big screen.

Video:

Anything on VHS or S-VHS.

Wild:

Use any hardware you want.

Competition configurations:

Amiga:

68030 @50MHz, 2+16MB, AGA. 68060 is optional.

PC:

Pentium 133, 16MB, Ultrasound+SoundBlaster.

Atari:

Standard Falcon configuration.

C64:

New SID, Action Replay MK6, 1541-II disk drive.

Acorn:

Bring your own ;-)

---> THE ORGANIZERS.

The groups involved in organizing the Symposium + Mekka '97 are Polka Brothers, Lego, Phantasm (for Amiga), Amable (for PC), Avena (for Atari) and Smash Designs (for C64).

But what do names mean? It's the experience that matters. And that's what we can *boast* with: seven Symposiums, the Mekka '96, the 680xx Convention 1993 and an in-depth knowledge of the scene provide us with the power necessary for organizing such an event.

---> MORE INFORMATION.

... in upcoming invitation intros around X-Mas,
at least for Amiga, PC and C64,

... on our extensive World Wide Web page,

<http://www.szczecin.pl/~rawstyle/Sym97/>
<http://134.28.37.10/~frank/Sym97/>

... directly from the organizers,

Amiga:

Frank Schliefer - Am Musterplatz 27 - 21220 Seevetal, GERMANY
gandalf@blackbox.dame.de (Gandalf/Phantasm)

Michael Krause - Mannesallee 24 - 21107 Hamburg, GERMANY
rawstyle@blackbox.dame.de, ii7349@fh-wedel.de (Raw Style/Lego)

PC:

Malte Kanebly - Im Dorfe 3 - 21107 Hamburg, GERMANY
amable@aol.com (Hardball/Amable)
pv80090@ph80090.hh.eunet.de (Starcode/Independent)

C64:

chaotic@blackbox.dame.de (Chaotic/Smash Designs)

Atari:

michael_wiegers@hh3.maus.de (Jet/Avena)

... on the Black Box BBS,

+49 4105 84619 (v34)
+49 4105 669011 (ISDN)

... via voice,

+49 4168 8611 (Hardball)

1.19 Aurora Works Inc.

20 Nov 1996

The following is a press release for Aurora Works Inc.

We would like to announce the launch of a new Amiga software company, Aurora Works Inc. AW's primary focus is to create quality games for Amiga computers, especially the higher-end Amiga machines. Our first commercial release, _Zone 99_, is scheduled for release in March, 1997 with our main project, _Betrayed_, to be released in time for Christmas next year. Demo and shareware versions of each title will be available sooner so check our

website at www.auroraworks.com for more details. Aurora Works' purpose is to support the future of the Amiga computer and the new technologies that are being created to bring that bright future to light!

For more information contact us at the following mailing address or email us at info@auroraworks.com, <http://www.auroraworks.com>

Aurora Works Inc.
358-114 Queen Mary Rd.
Kingston, ON K7M 7E8
Canada

Phone: +1 (613) 549-0204

1.20 DataKompaniet Moves Net Contact

DataKompaniet Moves Net Contact

We know have a new WWW and e-mail address.

WWW: <http://www.datakompaniet.no>
E-mail: post@datakompaniet.no

THANKS!

- Best Regards,

Tor Rune Skoglund	DataKompaniet as
CEO	Trondheim Innovation Centre
Tel: +47 7354 0375	N-7030 Trondheim
Fax: +47 7394 3861	Norway
NEW E-mail from ~20th Nov: post@datakompaniet.no	
WWW: NEW FROM ~20th Nov: http://www.datakompaniet.no	

1.21 Independent Amiga Rejuvenation Survey

"The Independent Amiga Rejuvenation Survey"

IARS?

The Amiga Community is known for for its fanatic dedication to the Amiga platform, and that has led to several quarrels with PC and Mac users over the years. Our dedication has maybe been strengthened by the fact that the Amiga has never gotten any real chance to prove its advantages over the major platforms, perhaps mostly due to mismanagement by its holders.

The last years has been an endless waiting for answers. Who owns the Amiga?, who will own the Amiga?, what will become of the Amiga? etc. This has, to say the least, been very frustrating for those of us who strongly believe that there still is a future and room on the market for our beloved Amiga. However, one side effect of the waiting is that tons of ideas have evolved in the minds of the Amiga Community, a community which indeed is

rather superior in its technological skills compared to the PC- and Mac-users. The vast number of high quality shareware programs on the Aminet proves this fact.

The problem is, as always, to make the manufacturers/developers of Amiga hardware and software listen to the opinions and ideas of the Amiga Community, or rather benefit from them. One major reason may be the fact that the Amiga Community is rather disorganized, no common views have ever been presented. Of course one can't expect that everyone should agree upon a certain topic, but it would indeed help our cause and put a lot more weight behind our arguments if we could at least be rather agree upon some major topics.

I strongly believe that if the highly skilled and devoted Amiga-users around the world could agree upon a common document regarding the rejuvenation of the Amiga, we will make an impact. The Independent Amiga Rejuvenation Survey (IARS) is meant to serve as the basis of such a common document. In addition to this it will also serve as a constant receiver and resource of ideas from the Amiga Community.

It must be emphasized that this survey is not in any way meant to be anti-VIScorp or anti-anyoneelse for that matter, it only meant to be pro-Amigan. The result of the survey could in fact indeed be pro-VIScorp in the sense that we're just trying to be a development resource.

This is how it will be done:

1. Initially I will receive documents (maybe even images, html documents are welcome) - by e-mail - where you express your views and ideas concerning the future of the Amiga. Topics could for instance be:

The hardware specifications (CPU, what kind of bus, expandability etc.)

The casing (pictures are welcome)

The OS (Libs, Devs, CLI, GUI etc.)

Internet (TCP, Software etc.)

Software (Bundles, killer apps etc.)

Marketing (Advertising, strategy etc.)

Education (Selling to schools, programming courses etc.)

Programming (Bundles, preferred languages etc.)

etc.

I would also like to have your views upon:

What was it that initially made the Amiga successful? Was it that it inspired a new generation of programmers? Was it the hardware? Was it....? You tell me.

What are the benefits of Windows and MacOS, apart from the obvious ones (availability, dominance etc.), i.e. what's good about them? What should we copy?

Is it important that this future computer everyone's raving about really is an Amiga, i.e. do we care whether it's called Amiga or not?

...and anything else that comes to mind.

2. After the deadline (10 dec 1996) the documents will be compiled into one, where no views or opinions are left out. However, I will of course shorten it a bit, maybe using sentences like "The motivations for using the PowerPC were:.....,....." . (Mails received after the deadline are not neglected, the ideas and documents may still be included in the final document, however that may not serve as basis for the survey questions.)
3. The compiled document will then be mailed to every contributor, and of course it will also be available on this web-page. Every contributor's document will also be available as such, if nothing else is specified by you.
4. Based upon the document, a form-based survey will be presented here, were everyone who's interested in the future of the Amiga should participate. Every question in the survey will have reference links to descriptive pages so that you can really make up your mind, and maybe even learn something along the way.
5. The results of the survey will then be compiled into the final document, project name: "The Independent Amiga Rejuvenation White Book", which will not only be released here on this page, but also available in printed form. This printed document will be sent to VIScorp, Phase5, PIOS, Soft-Logik, Almathera etc.. You will of course have the possibility to mail your opinions regarding the final document before its printed.

The web-version of the document will also contain full versions of the submitted documents, be it pure text documents or html-documents.

The future

Hopefully, the page may serve as a constant collection of the ideas that the Amiga Community come up with, i.e it will be constantly updated, even after the first publication of the document. In conjunction with e.g chat possibilities this could be the ultimate Amiga Forum.

Maybe this kind of user survey could be used even after a successful Amiga relaunch, and would then serve as the users instrument to influence the further development of the Amiga platform. It would not necessarily be administered by me, the important thing is that we keep trying to influence the future of the Amiga.

Start mailing! Deadline for the survey basing documents is the 10th of December, 1996.. However, submissions after this date are just as welcome.

Here's the address:

s96gunte@student.adb.gu.se

Gunnar Liljas, 1996.

1.22 Digital Universe Update

Digital Universe Update

First of all, we're using new, more efficient list software to send out

these messages, and as a result, this message is a test of sorts. If something doesn't look right at your end, please let us know.

Secondly, we've now implemented an online "Digital Universe" registration service on our Web site. If you are receiving this message directly from us, you are most likely already a registered user. However, we'd appreciate it if you could visit our site to verify that the information we have for you (postal & email addresses) are correct. This will help to ensure that we can contact you as new updates to the package are available.

You can access the online registration from our "Digital Universe, Amiga version" main page, at:

<http://www.syz.com/DU/amiga.html>

About 3/4 of the way down the page, you'll find a box in which you can type in your registration number to access or change the information we have on file about you. Please note that you will need a forms-capable Web browser to do so.

Of course, if you happen to change addresses at some point in the future, we'd appreciate it if you could update your information at our site so that we remain in contact.

And finally, we've placed a UOF file with updated orbital elements for Comet Hale-Bopp at our site. You can place this file into your DU:data/orbits subdirectory to use "Digital Universe" to track what may be the comet of a lifetime. The file is available from our DU support page at

<http://www.syz.com/DU/support/>

or can be downloaded directly at

<ftp://ftp.syz.com/DU/support/halebopp.uof>

Please keep in mind that comets are very unpredictable objects, and the magnitudes predicted by DU should only be taken as a rough guide. Hopefully the show turns out as spectacular as some think it might.

As always, if you have any questions or comments, please do not hesitate to contact us at support@syz.com.

Dan

--

Szygy Research & Technology Ltd.	email: sales@syz.com , support@syz.com
B 1204-17a St. NE	images@syz.com , townnet@syz.com
Calgary, AB, T2E 4V5, CANADA	- Creators of "The Digital Universe"
Phone: (403) 276-1250	- home of "The Astronomical Image Library"
WWW: http://www.syz.com/	& "The Alberta Town & Business Network"

1.23 VTU/Lightwave Pro Cancellation

View of VTU/Lightwave Pro Cancelling

[Harv Laser, longtime contributor and supporter of Video Toaster User

magazine, offers his interpretation of the events leading up to the cancellation of VTU and Lightwave Pro. Harv's view is biased, of course, but still valid. Taken from comp.sys.amiga.misc. -Jason]

: Has anyone heard any information about the demise of Video Toaster
: User magazine. I had recently renewed but haven't gotten a single
: letter explaining their actions and how I will get a refund. Anyone
: with info on this please post it to this news group since I check the
: misc group out 3 or 4x a week.

: P.S. I'd like to hear from other Amiga/Toaster users about this sad situation.
: Will there be a independent publication started to fill the void created
: by the loss of VTU????

This has been detailed in comp.graphics.apps.lightwave and uh.. the toaster newsgroup too (can't remember its correct name but if you search your .newsrsrc for "toaster" you'll find it).

Here's what happened:

In late Summer '96, Miller Freeman Inc., a huge multi-national monster, bought out AMG Media (formerly Avid Media Group), who published VTU, LIGHTWAVEPRO, a couple other minor mags, and who put on the Video Toaster User Expo each year.

The people at AMG's offices in Sunnyvale were either let go or were merged into MFI's operation in San Francisco.

Three issues of VTU and LWP were released with MFI's name on the masthead.

Then, for reasons I will never understand, MFI decided to stop all publishing of the two magazines and instead, roll their content into two other magazines they own, 3D Design, and DV (Digital Video) as twice-a-year "inserts." (Their press release promises that this will somehow deliver timely news to LW/Toaster owners. How you get timely news but twice a year is a paradox I will leave to the mystics to unravel).

Roughly at the same time this was going on, the Portal Online System was being shut down by its owners. AMG's Web site was on Portal's Web Server and I was its Webmeister. I first tried to get AMG to approve my moving the site to another provider, but then AMG got sold. Then I tried to get Jim Plant, (do I have to explain who he is?) to get MFI to let me continue doing the VTU/LWP web site on another service (it brought me a few hundred bucks income each month) and he said he would try, but then came back and said sorry but MFI has decided to take the web site in house.

So, currently, at <http://www.portal.com/~amg> is the last update to the AMG web site that I did many months ago. That site will vanish any day. Portal's already stopped email forwarding and the user/commercial web sites it hosted will too soon disappear.

MFI's own site is at www.mfi.com and DV is at www.dv.com.

The third annual Video Toaster User expo was held the first week of November, 1996, at the old same place, the Hilton Hotel at Universal City. I went to the show and I wrote it up for Amiga Computing and my short article should appear in that magazine's January 1997 issue (which may

already be out in the UK, or not.. I dunno).

Now back to your subscriptions - MFI issued a press release a while back saying that they would offer VTU and LWP subscribers either refunds for the balance unshipped, or conversion to DV and 3DDesign mags for remaining issues. Subscribers were supposed to have been notified. What can I say? I have onthing to do with any of this.. I was just the AMG Webmeister.

Go visit www.dv.com and (as of last week anyway) there was a question and answer link having to do with this buyout and shutdown and so on which addressed subscribers' remaining issues.

Meanwhile, NewTek has apparently linked up with a company called Advanstar (I think) and a new magazine called "Newtekniques" is supposed to start publishing early in '97, edited by Joe Tracy, who was VTU's last editor (after Tom Patrick McCauliffe who left the magazine earlier in '96). Joe is a frequent poster in the LW newsgroup so sniff arond there too or use altavista or dejanews to search usenet for postings by "joe tracy". Also, Manny Coates, who has a company that publishes a product called "Lightspeed" (a magazine on tape), told me at the VTU expo last month that he was planning a Lightwave/Toaster print magazine too, and that he would try to send me a mockup of the first cover in the mail to get into my Amiga Computing article, but that was over six weeks ago and I have seen nada from him.

So that's the situation as I see it. I think I got most if not all the facts straight :)

To summarize:

- the AMG web site is frozen and will soon vanish and I no longer have any control over it nor does anyone else.
- VTU and LWPro are gone as monthlies and will be rolled into DV and 3DDesign mags also owned by MFI.
- Advanstar with Newtek will publish Newtekniques edited by Joe Tracy, former Ed. of VTU
- Manual Coates' company promises its own LW/Toaster magazine
- VTU Expos for the future, no idea. They didn't return my calls.
- Miller Freeman Inc. sucks.

Harv

- *Portal AmigaZone has moved to CalWeb - signup is FREE!
- *Call 1-800-509-9322 (24 hrs.), say "Amiga Zone sent me."
- *Visit <http://www.amigazone.com> for more info.

1.24 C64 Music

Upcoming C-64 music CD?

Much as there have been MOD CDs on the Amiga before, a project is underway to make a physical CD of classic C-64 tunes. The information sent to Amiga Report is below. We'll have more information when it becomes available.

Track listing (* still subject to copyright clearance)

Thing on a Spring (3:57)
Monty on the Run Title (6:19)
Delta Title (2:44/1:33)
Delta Endgame (3:12/4:28)
Sanxion Loading Tune (5:16)
Crazy Comets (4:23)
Auf Wiedersehn Monty (6:00)
Stormlord Intro (5:40)
Cybernoid 1 (7:14)
Cybernoid 2 (6:16)
Savage (6:30)
Turbo Outrun Title (3:40)
Last Ninja (4:00)*
Wizball (3:40)*
Ocean Loading Music v3 (2:30)*
Lightforce (7:00)*
Rambo (3:47)*

Reserve tunes
BMX Kidz
Warhawk

Although comments are welcome on the track listing, we are unlikely to change it significantly now. However, requests are welcome for volume 2 (dependent on the success of volume 1).

Price: we do not have enough information yet.

Bear in mind that these are very different arrangements from my previous MIDI versions, and use a lot more equipment, and some real instrumentalists.

Also, most people have only heard them through not-too-good SB16s or wavetable soundcards. They sound competely awesome on CD (half of the tracks are already finished).

The tracks are being released with the full permission of the copyright holders, and will also be pre-approved by them for quality.

Thanks for your message of support, anyway. Every message makes this project more viable. We'll try and keep you up-to-date with news.

Chris Abbott and Zak Ghouze
Commodore 64 Anthology Project

1.25 User Group Database

ATTENTION ALL AMIGA USER GROUPS

By special request from many Amiga Dealers, Team *AMIGA* is compiling a database of worldwide Amiga User Groups. This database will be given to any *AMIGA* related company wishing to reach the Amiga user base with new product listings, specials, etc.

*Your User Group does NOT have to belong to Team *AMIGA* to be listed.

This listing is open to everyone wishing to be included in snail mailing and emailing from Amiga ONLY related companies so that you can pass the info to other members of your User Group! Each company has already agreed that ONLY Amiga related info will be passed to you!

This is our effort to put the user base with our Dealer/Developers with both of us getting the most bang for the buck!

Please help our loyal dealers/developers by signing up your user group today. It costs you nothing to be listed!

Simply fill in the below template and forward to:

Gary Caine

Inet : gcainethe.link.ca
Fido : 1:140/58.1

or

Gary Caine
Box 464
Dalmeny, Sask. Canada
S0K 1E0

-----Cut User Group Form-----

Email me with the subject title "Team Amiga User Group"

Please use this form.
Enter "N/A" for info that doesn't apply.

User Group Name:

Contact Person:

Address:

Country:

Phone Number:

Inet Address:

Fido Address:

HTTP Address:

Number of Members:

-----End Cut User Group form-----

Team Amiga reserves the right to make this entire database available to any AMIGA related company that agrees to send *AMIGA* ONLY related mailings!

Another FREE service provided by Team *AMIGA*!

1.26 Dealer/Developer Database

ATTENTION AMIGA DEALERS/DEVELOPERS

Because of the many requests from both Team *AMIGA* members and non-members alike, Team *AMIGA* is organizing a database of Dealers and Developers for the Amiga platform. Anyone in software/hardware development, wholesale, or retail areas are asked to join. YOU DO NOT HAVE TO BE A TEAM AMIGA MEMBER TO GET SIGNED UP!

This database of Dealers/Developers will be shared with anyone asking for information on where to purchase Amiga computers, Amiga hardware, or Amiga software. Both Commercial and non-commercial developers are welcome. Wholesale and Retail Dealers will be gladly accepted as well!

If you publish software or books, develop and/or sell hardware or software and want the Amiga users to be able to find you for purchases/information, you need to be listed!

*There is ONLY one request! You must agree that your predominant focus will be on *Amiga* related advertising/info in any referrals we send to you. We are attempting to support our loyal Amiga dealers and developers, not push users away from the Amiga platform.

Note that PC ONLY advertising will not be allowed!

Simply fill in the following and send thru email or snail mail to:

Gary Caine

Inet : gcaine@the.link.ca
Fido : 1:140/58.1

or

Gary Caine
Box 464
Dalmeny, Sask. Can
S0K 1E0

-----Cut Company Form-----

Email me with the subject title "Amiga Companies"

Please use this form.
Enter "N/A" for info that doesn't apply.

Company Name:

Contact Person:

Address:

Country:

Phone Number for Info:

Phone Number for Orders:

FaxNumber:

Modem Number:

Inet Address:

Fido Address:

HTTP Address:

Type of Products:

(Software, hardware, both)

I agree to focus on *Amiga* related information for all referrals sent to our company thru this listing with the understanding that we may or may not also offer pc related items due to the current market and situation! I further agree that no pc ONLY advertising or info will be presented to any referrals from this listing.

By _____

-----End Cut Company Form-----

Another FREE service sponsored by Team *AMIGA*!

(Team *AMIGA* reserves the right to make this database available to all Amiga users and interested parties.)

Please support our Amiga dealer/developers. Pass this form on to your favorites today!

1.27 Australian News from Amiga News Australiasia

[Amiga News Australasia is one of Australia's new Amiga publications. Its editor, John Pospisil, also publishes online portions of the magazine for use in other publications such as ours. Thanks, John! -Jason]

For a free copy of Amiga News (Australiasia), send a stamped, self-addressed envelope to:

JP Media
3/7 National Ave
BULLI NSW 2516
AUSTRALIA

<http://www.ozemail.com.au/~pospisil/ANA.html>

AMIGA NEWS AUSTRALASIA

DECEMBER 9/12/96
(INTERNET EDITION - SELECTED LOCAL NEWS ONLY)

Megatron sticks by Amiga

The Amiga's Australian distributor, Megatron will not abandon the Amiga, according to the company's General and New Business Manager, Bob Farrow. "This is a very frustrating time, but unlike some dealers, we are not abandoning the product and trading Amigas for PCs," he says.

"What we are doing is expanding our Industrial Division and strengthening the Amiga market and the public's awareness of the Amiga's graphics capabilities." Farrow sites as an example the work Megatron is doing with Club Video in Queensland:

"To date Club Video has some 150 units in the field, and with our help, it will triple that in 1997. So who can say the Amiga is dead in Australia?" Farrow also revealed that Megatron not only has the exclusive distributor rights for Australia, it also has a licence to manufacture Amiga motherboards in Australia. "So, if the unthinkable were to happen, we would take on the manufacturing of the Amiga for our region, and, if I'm not mistaken, Asia as well."

If the VIScorp deal goes ahead, Farrow promises that Megatron will get behind its dealer network, "especially those who have remained loyal to the Amiga platform all these years." Farrow confirmed that Megatron was still buying Amigas from Amiga Technologies.

Aust Amiga show in 97

Megatron is planning an Amiga show for Melbourne in the first quarter of 1997. The show, yet to be named, will encompass both the home and industrial market. According to Megatron's General and New Business Manager, Bob Farrow, the aim of the show will be to "strengthen the Amiga platform in Australia and ultimately Asia."

Farrow says the show will go ahead regardless of the outcome of the VIScorp deal. Megatron wants to talk to all interested parties, and is also looking for co-sponsors.

Further information: Megatron Electronic Industries, ph (03) 9870 4844, e-mail rfarrow@gui.com.au.

Mystery hard disk

One of Australia's leading Amiga Internet sites, Livewire, was recently donated a hard disk to help it keep its Amiga archives. However, Livewire's Ross Delaforce, has a written agreement not to reveal the identity of the donor: "I believe it might have something to do with a product launch soon," says Delaforce. All very mysterious...

Amiga Development fund in Australia

Australia has its own branch of the Amiga Development Fund. As reported in the last issue, the fund has been set up to help finance Amiga software projects. In Australia, the fund is represented by Warrick Burgess, who says he will shortly commence an e-mail campaign to Australian Amiga software authors.

Capital Punishment

Capital Punishment, the hottest Amiga game of 1996, will not be released in Australia. Dealers we spoke to said it was no longer viable to import Amiga games because of a new \$350 censorship assessment fee. Amiga News thinks this is a great shame. We're willing to coordinate a shipment of Capital Punishment (and take care of censorship obligations) to help keep the Amiga alive. Any interested dealers interested fax us on 042 674518, indicating how many copies you're willing to take. Interested Gamers should let their local Amiga dealer know what we're trying to do.

1.28 VIScorp Awarded Preliminary Injunction against IVP

FOR IMMEDIATE RELEASE

DECEMBER 9, 1996

FOR FURTHER INFORMATION CONTACT: Hugh Jencks (312) 655-0903

A federal district court in San Jose, California issued a preliminary injunction on December 4, 1996, against the source of Dallas-based Curtis Mathes Holding Corp.'s (Curtis Mathes) Uniview interactive television device prohibiting further use of proprietary technology developed by Visual Information Service Corp. (VIScorp) of Chicago, Illinois. Interactive Video Publishing, Inc. (IVP), David Serlin, Steve Owens, and Kaori Kuwata and "all those in active concert or participation with them" were enjoined from using any of VIScorp's trade secrets or technology and "from manufacturing, shipping, distributing, promoting, licensing or selling any of that technology or any product incorporating that technology."

VIScorp filed a complaint in the Northern District Court of California against the defendants alleging that they misappropriated its trade secrets and technology and licensed the misappropriated technology to Curtis Mathes for its Uniview product. The court recognized that "IVP's deal with Curtis (Mathes) will likely be affected" by its order. The court found that VIScorp "will probably succeed on the merits of its claim that defendants used improper means to acquire VIScorp software trade secrets, and, therefore have misappropriated VIScorp trade secrets." No trial date has been set.

1.29 Carl Sassenrath Departs VIScorp in Flames

[I, too, have recently departed from the ranks of VIScorp, although on somewhat more subdued terms. This message was originally posted to Usenet. Carl was VIScorp's Director of Software and was instrumental in the original Amiga OS. -Jason]

Dear Amigans,

Many of you have been wondering what's happening with VIScorp, the Amiga, and why my name is no longer on the vistv web site.

I hope this is not too long-winded for you, but here is a brief summary of my story:

I joined VIScorp about a year ago as a consultant to help them create new system software for the Amiga. I believed at that time that they had the ability to take the Amiga into several new, huge markets around the world. They made many promises to me in order to get me to join the project.

In March 1996 VIScorp informed me that they planned to buy Amiga Technologies. The reason was simple: for the vast quantities of Amigas that they planned, it was cheaper to buy AT than to pay the royalty. It seemed to me that this could work, if they could come up with the money.

Over the months that followed, I made numerous suggestions to VIScorp regarding what they needed to do to support and further improve the Amiga. I even proposed a business plan centered around the Amiga, as it seemed to me that you CAN have an ALTERNATE computer for people who don't want PCs. After all, what would our cars be like if only one company produced them? The Amiga offered us a choice.

VIScorp never responded to my suggestions. Not once. In fact, they kept me totally in the dark as to what they were doing and what progress had been made on the AT deal. I never knew from day to day what was going to happen next.

By August I was starting to tire of VIScorp and its unkept promises to all of us. They were 110 days behind in paying me, and I was very disappointed in the whole mess that they had brought on the Amiga community, developers and dealers, and myself. It had become clear to me that VIScorp was not competent. I took a couple weeks off and went to Florida.

In September I tried to recruit RJ Mical to join the team. I put a lot of energy into it, as RJ was skeptical of VIScorp. I finally succeeded! Then, VIScorp blew him off. RJ and I couldn't believe it. What were they doing?

Finally, I decided to focus 100% on what they had originally hired me for: to create a TV set-top Amiga. Perhaps if we could build a good demo, VIScorp could convince one of its investors to contribute extra cash. By the end of September, Don, Steve, Jim, and I had finished a dazzling prototype of such an STB. In my opinion, it really showed off what the Amiga could do as a STB. The software for it was entirely written by Jim

and I, because VIScorp had not been paying any of the other contractors.

After delivering the prototype, I never heard a word back. VIScorp was again far behind in payments. What were they doing? What had gone wrong? What was next?

Whatever it was, I didn't want to be part of it any longer. I've never seen such an idiotic, screwed-up, incompetent company (and I am saying it mildly). VIScorp was worse than Commodore, and I never thought that was possible. I took my name off the web site, vowing not to be a part of this lunacy.

So what can I say? Please don't flame me for doing this. I refuse to be part of such a sloppy situation, regardless of my love for the Amiga. Over the last 10 months I have heard from many of you, and have sent nearly 1500 personal email replies to you. All I can say is that I am sorry that I could not do more for you and our Amiga Computer.

I am unsure what the future holds for the Amiga. Perhaps VIScorp or some other company will scrape together enough cash to make the AT purchase. We can only hope.

As for my future, I am going to return to what I do best: operating systems and languages. You have not heard the last from me. I can imagine a system much better than the Amiga.... now to create it. Truly, only time will tell.

Stay in touch my friends.

Sincerely yours,

Carl Sassenrath
Ex-VIScorp OS Guy
carl@sassenrath.com

Permission granted to copy and repost.

1.30 Digital Media World '96

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                Digital Media World '96 - A Missed Opportunity
Gavin Dodds                gavin@eagle001.demon.co.uk
=====
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"Another computer show report?" you ask yourselves. "Surely we have heard most of this stuff before." However this report is not one of congratulation, of showing the world that the Amiga is still viable. This report tells of a show where the Amiga was not present, was not represented, and indeed was mentioned in only one company's literature, to the best of my knowledge. There was no amiga hardware, no Amiga software and definitely no Amiga computers on show here.

"So why are you telling us all this?" you ask impatiently. Because the Amiga SHOULD have been there!

The show was Digital Media World (formerly Compute Graphics Expo) at Wembley Conference Centre, London, U.K. on 19th - 21st November. I attended on the 20th. It was attended by the greats of the computer graphics industry, Silicon Graphics, Alias|Wavefront, Softimage, Industrial Light & Magic and Disney. It was attended by some of the U.K.'s highest profile games companies, Microprose and Codemasters to name but two.

It was also attended by three companies who's names are linked tightly to the Amiga. Hisoft Systems (U.K. distributor for many Amiga products), Scala and Newtek. Surely these stalwarts of the Amiga scene would have given some recognition to the computer which allowed them to actually exist? Well one of them did.

Surely it was Hisoft, distributor of many Amiga products?

Hisoft were, in fact, showing only one main product - Maxxon Cinema 4D. As I noticed the stand, I was drawn to this familiar name and logo. I managed to get hold of one of the many free booklets that were being handed out to anybody who strayed within two feet of the stand (the aisle here being only five or so feet wide) and started to read. The cover was indeed impressive, a subtly different version of the Real 3D watch, as shown in Amiga Format many times, adorned the cover, with the slogan "What Are You Waiting For?".

The booklet mentions many things, realistic lights, photorealistic picture quality and cross platform compatibility. Many platforms are mentioned Windows 95, Power Macintosh, Windows NT, OS/2, X Windows, SGI Mips, DEC Alpha. Leaving aside the fact that the last two "platforms" are chips and computers based on them would be running Windows NT, we see that the Amiga is not mentioned at all. At lest they have the grace to mention that Cinema 4D imports and exports IFF pictures.

The main thrust of the booklet is that Cinema 4D has features equal to the most expensive rendering software, but at a fraction of the price. The price in question being UKP499 if bought at the show and UKP699 at other times.

Call me a cynic, but wasn't Cinema 4D on the Amiga first? Didn't it have all these features? Wasn't it priced at UKP200?!?!

So we quest onward to Scala's stand. They are showing a landmark product, a package that has won many prizes. The product? Scala MultiMedia MM100! For the PC. Also mentioned were Scala InfoChannel and Scala Studios. How about MM400? The people at the Scala stand were handing out a small pamphlet about MM100, no mention of the Amiga, but again Scala will import IFF pictures.

Wasn't Scala doing all of these things on the Amiga many years ago? And without the need for Scala BackBone or Scala Multimedia Multitasking Operating System. No price is mentioned, but they helpfully mention the dimensions and weight of the box the software comes in!

So it must have been Newtek who mentioned the Amiga?

Newtek's stand was a masterpiece of cyberpunk showmanship. It was a wonderful two story affair (the only twin level stand in the show) and had

two large "pods" that visitors could sit in and remotely watch the demonstrations that were going on in another part of the stand. The upper floor also had a viewing area, but seemed to be restricted to the press, possibly due to the fact that they had a (the?) full size Hammerstein model from the Judge Dredd film atop the stand. The stand was actually owned by a company called Amgfox, who distribute Lightwave in the UK, but the only products on offer were Lightwave and a Pentium Pro based workstation to run it on, courtesy of Red Box (who I'd never heard of).

But what was this, Amgfox's nasty photocopied information booklet containing information about Lightwave, mentioned a strange, little-heard-of computer. The Amiga! Did you know that Lightwave was available for the Amiga? What a shock I got! Of course, Lightwave will import and export Iffs as well.

As a responsible member of the AMiga community, I asked an Amgfox member of staff when the Amiga version of Lightwave 5.0 would be coming out. He explained that it's release had been pushed back so as not to steal the thunder from the Power Mac version's launch! Lightwave 5.0 Amiga will, according to the cheerfully helpful man, be available in December. Whether this is a U.K. only launch date or a world wide one, I forgot to ask.

So much for the "Amiga" companies, what about the rest of the show?

Well SGI were "officially" launching the O2, of interest to Amiga owners due to it's similarity in specs and purpose to phase5's A\Box. Now I had seen a room full of these machines six or so days before SGI admitted they existed, so I was not taken aback by the Walker-esque design. The number of these little machines scattered around the hall was quite staggering for a machine that had only "existed" for a month and a half! Not only had the SGI stand been liberally coated with them, but many of the other companies round the hall had the odd one or two adorning their stands, along with software to make use of them. SGI were comparing the O2 to a Power Mac of roughly the same price (the Mac was about 1000 more expensive). Of course the O2 came off best, winning in all the (probably carefully selected) categories that SGI chose to compare the two computers in. Memory speed is 2.1GB/sec for the O2, comparing well to the A\Box's advertised 1.6GB/sec. However the version that was compared to the Mac was costing 10,000, this was with many extras, like more memory (64MB) and a large hard drive (2GB), but still would cost much more than phase5's offering.

The rest of the show consisted of software (mostly for the SGI platform) concerned with 3D graphics, image manipulation and some VR applications. The "Wired World" exhibit was devoted to PC/Mac development software for Internet and Web publishing. Apple had a stand, bravely pushing the Power Mac, but so close after the Apple Expo, they weren't getting many visitors.

And now to the whole reason for writing this report. This show was giving companies involved in computer graphics a chance to show off, not to the public, but to the industry. Effects houses, animation studios, post production houses and multimedia developers were circulating, evaluating products and planning their next round of spending. Considering that the main thrust of the show was towards 3D graphics, the Amiga should have been present, showing what can be done with a small, low speed, low cost machine. There should have been demonstrations of Cinema 4D, Scala MM400, Lightwave and more on the Amiga. There should have been demonstrations of Image FX, Photogenics and ImageStudio. For God's sake, Newtek should have been showing the Flyer and the Toaster, not just Lightwave!

If Lightwave requires a 486 w/FPU or a Pentium to run on NT or 95 (and we all know that means a fast Pentium and stuff the 486!) and only an '030 on the Amiga, shouldn't that be shouted about, instead of occupying a small section of a photocopied sheet on machine specs? If the upgrade to 5.0 for Lightwave on the PC or NT costs 350 and it only costs \$199 on the Amiga, isn't this something people should know about?

The Amiga IS the low-end computer graphics machine (PCs are mid-range, SGIs are top-end) there is nothing that can match the productivity to price ratio of an A4000/060 with a decent range of add-ons (hard drive, memory, CD-ROM, etc). Notice I said "productivity" not "speed", I know the Amiga isn't the world's fastest computer, but it is the most productive for the price.

Newtek, Scala and Maxxon wouldn't have been at this show if it wasn't for the Amiga. There should have been more than one of them even mentioning it.

At least this year was an improvement on last year's show. Only Lightwave was there then, with the same small mention of being available for the Amiga platform.

Next year, if I can attend, I hope to see more Amiga related stands. The Maxxon crew had just been to Computer 96 in Germany, where phase5 were showing the Power Up boards. Surely phase5 could have attended Digital Media World? VISCorp could have attended and shown off the prototypes of their web browsing platforms. Almathera could have shown off Photogenics (image processing software was thin on the ground this year).

All in all, I see Digital Media World as a missed opportunity for VISCorp, phse5, Almathera, etc to show the computer graphics industry that there is another choice for their hardware needs, a choice that has all the software that they need to produce their wares for a fraction of the cost.

I'll get off my soapbox now <grin> and leave you with this last thought - if the Amiga can't be sold to money-conscious professionals, who work in the field it was originally designed to dominate, where can it be sold?

The organisers of Digital Media World '96 can be reached at:-

Digital Media International
10 Barley Mow Passage
Chiswick
London W4 4PH
UK

Tel: ++44 (0)181 995 3632

Fax: ++44 (0)181 995 3633

email: digmedia@atlas.co.uk

1.31 Amiga Fest Show Report

=====
Amiga Fest Show Report

Steve Collins

envisage@ptd.net
=====

The following is a brief description of Amiga Fest '96 which took place Dec. 29 thru Nov 1. The Canadian Amiga show was produced jointly by Amazing Software and the people from Computer Fest. This material is by no means comprehensive and may not be 100% accurate. With that out of the way here is my take on Amiga Fest '96.

Arriving at the show Friday I found the Amiga section of Computer Fest (The main show which Amiga Fest was a part of) tucked away in the back corner of a giant warehouse. It seemed to have all the organization of a back yard barbeque, but there was definitely more here than met the eye.

Quikpak

Their slogan "Now things are happening with the Amiga" was basically true. Quikpak introduced two new computers. The A5050 is a tower 4000 computer with a Pentium CPU card, Zorro, PCI, and ISA slots. With a touch of a button one can swap from the Amiga to the PC side. The prototype on display also had an LCD monitor built into the side of the tower. When flipped on it's side the monitor flips out making it the worlds largest portable computer. This was a "surprise" feature and would only be implemented if there was enough demand.

Quikpak also introduced the A4060 L which was definitely a hit, at least with me. Basically a complete A4000 with an attached LCD monitor, keyboard, and 060 processor. The A4060 L was more compact than I imagined. This computer brings the dream of a portable Flyer system to reality. Now if someone would design a portable, hot-swappable, hard drive box, I'd be set. NewTek and Quikpak should get together on this one.

There was also great news that Quikpak is now the front runner for the purchase of Amiga technologies. This would make sense because they have a vested interest in the Amiga. They hoped to make an announcement "shortly".

NewTek

Don Ballance was demonstrating the Flyer, and even though I own one and use one every day I was still struck by the simplicity and power of its interface.

It was also implied by a source that NewTek had no immediate plans to incorporate Firewire with the Flyer and that this was best left to Third parties.

Phase 5

Wolf Dietrich was showing off their Power PC/'060 board. For demonstration purposes Wolf played an Mpeg movie in one window while in another window he used a fractal generating program. As Wolf zoomed in and out of the

fractals the Power PC chip recalculated and re-drew the fractal in real-time. The Mpeg movie, being played by the '060 side never missed a beat (can you say dual processing?). Wolf went on to say that the board would be 10 to 20 x's faster than an '060 and significantly faster than a Mac running an equivalent chip.

On a side note, Phase 5 is talking to NewTek about possible ports to their Power PC board. When asked if the Power PC board would run Windows NT for the Power PC chip, Wolf replied in a Schwarzenegger accent, "we won't be getting into that our main concern is Power PC Amiga." He did imply that if someone wanted to get Windows NT up and running on their board he would not stop them.

Wolf also went over the specs for Phase 5's proposed A/Box machine. The A/Box will run an Amiga compatible 3.1 operating system. It will also run Unix and Linux, in windows directly from the Amiga compatible operating system.

Asimware

Asimware displayed their Audio Thunder software along with their CD recording software and a 100 disc CD-R machine.

Applied Magic

Applied Magic demonstrated their very impressive Broadcaster Elite, non-linear editor. The quality of their digitized video was excellent. This company's lack of advertising makes me wonder if they are just biding their time until the PC port of Broadcaster Elite comes out.

Anti-Gravity

Anti-Gravity products were on hand along with their President Dan Lutz. While I was video taping the A5050 T Dan tapped me on the shoulder and asked me to take a look at a computer in his booth. Low and behold it was a 200mhz DEC Alpha machine running Photogenics in a window right out of Windows NT. This of course was due to the fact that the machine was running a new version of the Siamese System by Hi-Q. If parts of AmigaDos were to be ported to the DEC Alpha there would be great possibilities here. I was informed that this was exactly what was happening and that the Amiga Math Libraries would be the first to be ported!

On a side note, Dan Lutz is a knowledgeable Amiga enthusiast. I listened to him turn several Amiga nay-sayers back on to the Amiga.

In conclusion I would have to say any time you get the hottest developers together at a show it is a success. Most developers, retailers, and many end users know each other on a first name basis - and it showed. Developers, retailers, and users expressed there interests, ideas and hopes to each other. The Amiga community is a unique one and definitely worth saving. To coin a phrase, the results of the Amiga's death have been greatly exaggerated.

1.32 Impressions on Cologne: Computer '96

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Impressions on Cologne: The Computer '96 Show

By:

Jason Compton
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I had the unique opportunity to spend two days at the November Computer '96 (formerly World of Amiga) in Cologne, Germany. I can honestly say that few experiences in my life have been filled with quite so many conflicting emotions.

The circumstances of my trip certainly could have been better. At the time, I was working for VIScorp as their Communications Manager for Amiga-related operations. However, since August, VIScorp had cut the budget for Amiga shows to zero. Much as I urged that VIScorp should and must have a presence at Cologne, neither I nor any other VIScorp employee would be going. But about a week and a half before the show, I received an irresistible offer--I could be the guest of Schatztruhe, the German CD-ROM publisher, so long as I spent a reasonable amount of time at their area. It was a terrific opportunity and I couldn't help but take it.

Looking back on it, it was really a milestone for me. An event that, years earlier, I only got to read about other people going to, I would be attending personally. As a welcomed guest, no less.

But I was nervous. After all, VIScorp hadn't been making friends at a great rate, and I knew that the German public in general would be upset. After all, they'd just gotten comfortable being the Amiga capital of the world, and some Americans stepped in to take it away--and I was their representative.

I arrived in Cologne on Friday morning, made my way to the show, and after just a little bit of arguing with the ticketers, got my pass and I was in.

It hit me immediately. I was in, by a factor of two or three, the biggest Amiga show I had seen in my life. Mind you, my basis for comparison is skewed, since previously the biggest show I'd seen was the WOA Toronto '95. This outshone its volume considerably. People were EVERYWHERE--and even though the show was multiplatform, most of them were there for the Amiga. The PC areas were actually rather poor--the only eye-catching items were the Electronic Arts landmass and the omnipresent Tomb Raider girls. I would venture that 75% of the exhibits, at least, were Amiga.

Despite my awe at its size, one of the things I heard most at the show was how previous years' exhibitions were larger. I kept telling them that I didn't care--never before had I been in such a huge hall of Amiga goods, with tens of thousands of others who were genuinely interested in the platform.

My first goal was to get to the Schatztruhe booth--and I'd forgotten to grab a map on my way up. It wasn't too hard, though. Schatztruhe was fairly centrally located, in a square area with a private meeting room. I

met with Stefan Ossowski, the proprietor of Schatztruhe, and we sat down and met with a number of his colleagues, including Richard Small of GTI, one of the world's most successful Amiga product distributors. Early on were interviews with a host of German Amiga magazines.

After the interviews, I FINALLY met Urban Mueller, head honcho of Aminet. Urban was working the Schatztruhe booth, pushing Aminet CDs and the dozens of other products published by the company. There were literally hundreds of boxes of CD-ROMs (which is the only format Schatztruhe publishes in, with the exception of the Guru-ROM), and customers were usually stacked two or three back along the entire length of the counter.

Also hosted at the Schatztruhe booth was GPSoft's Greg Perry and Jonathan Potter of DirOpus 5 fame. They were demonstrating DirOpus5 to the crowd, once the machine they were provided with was up and running.

Another Schatztruhe guest was Cloanto's Michael Battilana, who was passing out and selling copies of the new Personal Paint 7, in the incredibly attractive mini-CD sleeve. It wouldn't be a Cloanto product if I wasn't able to talk about how pretty the label is. :)

Digita had representation as well--and I'm extremely embarrassed that I didn't write down his name and am blocked on it now, despite how much time we spent together.

Later in the day, I got to meet a group of journalistic colleagues--Ben Vost, Assistant Editor of Amiga Format was the first. Ben and I spoke candidly about the VIScorp situation--I told him I didn't know much. Later, I met Mat Bettinson, Technical Editor of CU Amiga. I do quite a bit of writing for CU, so I was pleased to see him and pick up a couple of recent issues of the magazine. Later we met up with Thomas Svenson, editor of Sweden's AmigaInfo. Ben and I did a short video interview, courtesy of the impromptu camera work of Greg Perry.

With all of this running around and meeting people and handling interviews, you might think I didn't get much of a chance to see the show--and you'd largely be right. Partially because of the language barrier (a great many Germans do indeed speak English, but after a while I was getting self-conscious about my inability to speak German as well as the VIScorp badge on my chest) and partially because there just never seemed to be time, I didn't get to do the rounds of the entire show floor. But I DID see quite a bit:

Schatztruhe

Well, yes, I was here the most often. I have NEVER seen Amiga sales at this pace before. It was really a sight for doubting eyes.

The irony is that despite the big sign announcing my presence at the booth and the importance Schatztruhe placed on it, relatively few people who came to the area actually wanted to talk to me. True, some did, but by and large most people just wanted to hand over their money and walk away with their CDs. I personally filled a half-dozen orders or so. :)

Much to my surprise, I only had one encounter I'd term "negative", when a patron engaged me in some abusive questioning and then walked away before I

was finished answering. But by and large, things went well.

One of the interesting products Schatztruhe had is unique to the German market--DirOpus 5.5 on CD-ROM, with online manual only. It's only in German, but GPSoft is considering the product in English for other markets based on the success of the German version.

Phase5

I got an audience with the suddenly VERY popular Wolf Dietrich, in what was probably the most expensive Amiga booth in the place. Phase5 had a large walled-in meeting area where a number of hired well-dressed assistants controlled entrance and looked professional. Outside the perimeter was Phase5's entire product line, including a few PowerUP demos--but no CyberVision 3D, and only a logic-probe type exhibit for the A/Box.

The PowerUP demo was a mixed bag. The two pieces of software they had to show (a Mandelbrot generator and a partial port of the 3D software Reflections) definitely showed the PPC to be faster than the 060, by an awful lot. But Reflections is hardly the most popular software package on the Amiga--in fact, before the show, I'd never heard of it. Phase5 needs to show that developers are not only behind the product in spirit, but in fact, before PowerUP can reach its real potential in the Amiga market.

Wolf and I discussed where things were going and how the A/Box was indicative of a new growing spirit towards "alternative computing"--that computers other than those endorsed by the WinTel standard can survive in the present and future.

Haage and Partner

H+P were showing off their product line. Beginning with StormC, the company has really made strong positive impressions on the Amiga market with products meeting perceived needs. ArtEffect and DrawStudio (the latter is published by LH in Britain but distributed by H+P in Germany) looked good, but unfortunately none of these packages has been provided for review in Amiga Report. H+P's area was rather large, and their staff was cheerfully handling the flood of people around it.

Village Tronic

With a rotating Amiga and Mac cube, VT was having no trouble attracting attention. And they had no trouble keeping it with the Picasso IV. A terrific looking card, the P-IV was running MPEG CDs on the Workbench and putting up some great displays. We hope to have a model for review soon.

ACT Electronic

The manufacturers of the Apollo line of accelerators were neighbors of Schatztruhe. The entire product line was laid out for passerby to see. On the whole, ACT didn't put on quite as professional a presentation as the

other companies like Phase5, but what they lacked in style they made up for in substance--there was a LOT of product there.

Eagle and Micronik

Two separate companies, Eagle and Micronik's work was seen around the show. Eagle makes A4000T custom configuration cases, and Micronik manufactures A1200 cases. Many exhibitors used their products--and they're gorgeous, particularly compared to the extremely bland American QuikPak A4000T.

HiSoft/Maxon

Maxon and HiSoft demonstrated their product lines in a rather flashy area. All three platforms (Amiga, PC, Mac) of Cinema4D were on display, as was IBrowse, and assorted Maxon products got airtime as well. I met with HiSoft's David Link and their top Cinema4D programmer later on--nice fellows.

DCE

The SX32 Pro 030 was on display at the show, as Alan Redhouse of Eyetech in the UK told me. I missed a demo, but saw a board behind glass later at the DCE booth. The 030/50 is enough to make a CD32 user drool, but my question is--what will I do about Pirates Gold, which chokes even on Fast RAM?

More Meetings

I will have to revisit this story another day quite soon, since I met so many people for the first time I couldn't possibly list them all.

Meeting Christoph Guelicher was very high on my list. This guy is incredible. He was the best thing about Amiga Technologies, in my opinion--responsive, informative, sympathetic, and intelligent. His decision to leave the company this autumn is more than understandable, but I sincerely hope he will be a professional part of the market again, because the market could use more of him.

Getting to meet Heinz Wrobel and Angela Schmidt was exciting as well. Heinz, best known lately for his work for AT on AmigaOS, and Angela, famous for Meeting Pearls, were often found at the Schatztruhe area.

Mark Habinski and Trevor Kidd of Wonder Computers was there--it was funny to travel to Europe to meet a couple of Canadian friends. :)

Dr. Peter Kittel was on hand for PIOS, and it was great to meet him and shake his hand for the first time.

And just seeing hundreds of people who knew my name was a thrill.

Cologne was a great experience for me. I wish I had been able to do more for the people there, but I'll not soon forget it.

The Fun Stuff:

Ben Vost and Mat Bettinson are actually two good looking guys, despite the less than flattering pictures their magazines have run of them.

Urban Mueller's first words to me were "You're Jason Compton? F*** you!" It was ok, though, you had to be there. Urban and I actually get along very well. :)

Anybody who knows Angela Schmidt knows she loves to climb things. She was determined to climb the 10-foot wall around the Schatztruhe booth with only thin plastic rods as supports. Thankfully, Heinz, Stefan and I were able to talk her out of it.

If you ever meet Greg Perry, offer him a coffee and cognac, heavy on the cognac.

According to Urban Mueller, the Swiss have made only one contribution to world cuisine--fondue.

Michael Battilana had a terrible sore throat, which he blamed for getting in the way of his normally sexy Italian voice.

I know I heard a floorscrubber joke somewhere, but I forget what the context was.

No karaoke this time, I'm afraid. :)

1.33 Review: Aminet 15

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Review: Aminet 15
By:
Jason Compton
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Aminet isn't about just one person, it's about all of the contributors to the Amiga's library of PD/FD/Shareware and all of the people who come back day after day to use it. But in some ways, what Aminet has become can be traced to one person, its chief administrator, Urban Mueller. I had a chance to meet Urban (finally!) at the Computer '96 in Cologne. We spent about 15 minutes at the same booth before finally realizing who each other was, but after that we got along fine. I learned a couple of things from him, which follow:

1. Aminet is more or less his full-time employment. Maintaining the archive is fairly straightforward, but assembling the CDs takes quite a bit of time.
2. Swiss cuisine consists entirely of fondue. (His words, not mine.)

So, here we are at Aminet 15. Noticable in its absense is any sort of

special commercial software--there's no explicit explanation for this, but I imagine it has something to do with the close proximity of Aminet 15 to the previous CD. Of course, Aminet hasn't had coverdisk software for very long (only since Aminet 10), so nobody should EXPECT it--but we were starting to get used to it.

The Aminet interface is back--it's not going anywhere. They are trying to move people to PowerGuide, a new AmigaGuide reader. My test drive of it is inconclusive--I don't like text readers that don't support the space bar as page down (one of the things I really disliked about IBrowse 1.0, and thankfully fixed), but it does support a number of other familiar keyboard shortcuts.

The feature item is the entire MPEG collection from Aminet, as well as a collection of viewing tools. Personally, I'm using Amipeg under CyberGraphX, and having a good time doing it.

Not much has changed, although I was interested to note that for the first time I can recall, a second North American distributor of Aminet CDs is listed, as National Amiga joins Cronus.

It is by now a well-known conundrum in the Amiga magazine community--my colleagues all agree. We are all very hard-pressed to come up with clever, innovative ways to say that Aminet CDs are basically the end-all be-all of CDs on the Amiga, and if you buy one CD this week it should be Aminet. It could drive a man crazy.

Aminet 15 is published by:

Stefan Ossowski's Schatztruhe
 Veronikastr. 33
 D-45131 Essen
 Germany
 Phone:++49 201 788778
 Fax: ++49 201 798447
<http://www.schatztruhe.de/>

1.34 Review: Horror Sensation

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                        Review: Horror Sensation
Bohus Blahut - Modern Filmmaker                                bohus@xnet.com
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Horror Sensation-

A CD rom containing horror & gore themed miscellany.

Epic Marketing
 138-139 Victoria Road
 Swindon
 Wiltshire
 SN1 3BU
 UK

Tel : +44 (0)1793 490988

Fax : +44 (0)1793 514187
EMail: epic@epma.demon.co.uk

Steel your stomachs, dear readers, this is going to be a gut-wrenching ride. This CD is intended for both Amiga and PC users, with special files dedicated to each, but the directory that this CD will be remembered for on both platforms is the directory of horror Jpeg pictures. When the CD arrived at the AR offices, it's funny that it was immediately earmarked for me. I'm not a fan of real horror, instead relegating myself to cheap 50's and 60's drive-in movies. After my bleary eyed look at this disc, though, I can see why I was chosen. They must hate me around here.

Many of the Jpegs are what I expected; framegrabs from horror films. There were directories full of Freddie, Chuckie, and nameless gored women. Pretty ridiculous stuff really. There is horror themed computer art, undoubtedly a few Dpaint and DCTV pictures in there. Also some funny horror clip art for desktop publishing. So it was with a complacent feeling that I went to open up the Real Life directory. This is where things get scary.

The Real Life directory is full of greyscale and color photos of real gore. Some are pictures of roadside accidents, others are from what looks like a forensic text. There are pictures of blown apart military personnel, bizarre pictures of freaks throughout time, even the remains of people who tried to catch the train a little too late. Whoa. Don't just casually thumb through the contents of this directory before going to bed.

On the lighter side, there are a number of textfiles that deal with horror and fantasy films. There's a FAQ for the Cameron film; Terminator, an extensive list of theatres across the U.S.. showing The Rocky Horror Picture Show, even the FAQ for my favorite film; Terry Gilliam's Brazil. Other textfiles include horror stories written by the denizens of the Internet. There's a large directory of shareware horror games on the CD. There's Carnage, a 2 person scrolling shooting game. For seasonal horror, the Santa & Rudolph game pits the popular Christmas heroes against the evil sandman.

Look for the horror icon collections, 124 MODs, and the collection of DMS'ed material. These are mostly bloody demos, but there is also the Sickness Simulator. The idea behind this "utility" is that you can call in to work sick while triggering belching and coughing sound effects on your Amiga. There is also a directory filled with duplicate anim and flic format animations. These are gross clips from films of various stabbings, bodies exploding, and the like.

On the disc, there are also a few LightWave and Imagine 3D objects of a spooky skull, a haunted house, and some weapons. There are unfortunately no thumbnails or other preview to show what these objects will look like once rendered. The disk does include the PD ShowObj utility that will load up a wireframe of a 3D object onto Workbench.

This CD is aimed at horror enthusiasts with many interests. There is the abject revulsion at the directory of photos, but there is also some fun to be had in the guise of the demos and games. If you're a horror fan, and don't want to scour the net for your fix, pick up this disc. The overall quality is quite good, things seem to run off the disc well, and you can creep out your friends with your gory Workbench backgrounds. If you do,

please don't invite me over to see it!

1.35 Review: Sound FX Sensation

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                        Review: Sound FX Sensation
Bohus Blahut - Modern Filmmaker                                bohus@xnet.com
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Sound FX Sensation-

A CD rom brimming with 15,500 files including sound samples, MODs, and even a clever IFF player program.

Epic Marketing
138-139 Victoria Road
Swindon
Wiltshire
SN1 3BU
UK

Tel : +44 (0)1793 490988
Fax : +44 (0)1793 514187
EMail: epic@epma.demon.co.uk

When I got my first Amiga 500 in 1989, I walked out of the store with not only the computer, but the FutureSound 8-bit audio digitizer and Audio Master for sample editing. At the time, I was experimenting with music and I knew that sampling was in the stars for me. I have amassed floppy after floppy of fun samples that I've captured from television, music, and even swapped and downloaded with others through BBS access.

Those days are long gone, but I got the same electric charge when we received the SoundFX Sensation here at AR for review. Hundreds upon hundreds of samples of instruments, movie quotes, and yes the CD represents the venerable MOD in the form of 230 of them, and a number of players. Epic Marketing has destined this CD for both Amiga and PC users. Each platform uses its own file format for sounds. The PC commonly uses the WAV format, while Amigas use IFF. Included on the disc are several utilities to convert between the two standards.

Epic Marketing has created a sample player expressly for the Amiga called BeatBox. The full-screen interface allows you to pick out ten samples that you can trigger using the keyboard's function keys. The interface seems aimed at AGA machines. When I tested the program on AR's 4000T, it worked fine. While I could get it to work on my '040 2000, I couldn't read the program's display. There was no end to the fun that I had playing with these sound FX in the office.

In the root directory of the CD, there are lots of categories of IFF sounds. Categories like: aliens, alarms, bass, beats, breakbeats, breaking (including the Dave Letterman shattering glass sound), cartoon, creature, horror, human, sci-fi, movies, naughty, speech, and several sub-directories. The instruments sub-directory has lots of MOD-ready instruments sorted alphabetically by sample name, but it makes me wish that these samples were also sorted by instrument type. There's also a WAV

directory with alphabetical listings of countless WAV samples. These are also only sorted in alphabetical order.

As with any compilation of this size, some of the items are good, others are bad. Some of the samples must be recorded at 4k or lower because they sound terrible. Others seem to have been created with great care. This disc is great for you if you're a musician who's looking for a seemingly endless stream of instruments for your next killer MOD. However, if you're a creator of multimedia, or perhaps games, you should also look into this disc.

The problem comes when you consider that many of these samples aren't really in the public domain. While it's unlikely that a big film company is going to come after you for creating a Scala presentation for your user group using a quote from a movie, if you're creating the next DOOM clone, then you'd better license your effects elsewhere.

Let's not forget the most important factor in choosing this disc. It's just fun to play around with samples. While I'm tempted to blow the dust off of AudioMaster IV, perhaps in the future I'll poke around Aminet and find the latest and greatest in shareware sample manipulation. I'll tell you right now, AM4 will be hard to beat. This collection is hard to beat too, so pair it up with your favorite sampling software and have some fun!

1.36 Review: Movie Maker - Special Effects Vol. 1

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                Review: Movie Maker - Special Effects Vol. 1
    Bohus Blahut - Modern Filmmaker                                bohus@xnet.com
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John Pasternak's Movie Maker Series- Special Effects Volume 1
A multimedia CD rom that teaches special effects for filmmaking.

Plexus7 Media
Ground Floor Studios
139 Victoria Road
Swindon
Wiltshire
SN1 3BU
UK

Tel : +44 (0)1793 484097
EMail: plexus@epma.demon.co.uk

As we all know, the Amiga was a multimedia innovator before the term "multimedia" came into common parlance. Therefore, I've always wondered why it's taken so long for multimedia CD roms to come out for the Amiga. The first one that I saw was Club Toaster- a CD rom magazine for Toaster owners. It has a very nice interface, with audio cues and music, and all in all is a proud achievement for the Amiga. Unfortunately, other platforms have much more extensive use of multimedia CD roms.

You can imagine my excitement when we received this Movie Maker CD rom for review. From what I could make out on the back of the disc, it was a CD

that intended to teach techniques for creating special effects for film and video. I popped the disc into my Amiga 2000's CD rom drive, and was ready for the ride.

Though the jacket of the disc says nothing about compatibility issues, the CD seems intended for AGA machines. Therefore, I conducted further trials on AR's Amiga 4000T. This wasn't effortless either. There are several files that need to be installed from the CD onto your native hard drive, and there were several problems with PAL settings. Once we conquered these initial problems, we were able to fire up the disc.

First, the viewer (Or participant, I guess. This IS multimedia, right?) listens to some music as some introductory screens pop up. These interface screens look quite professional. The main menu has a TV and what looks like a CD player control panel. The control panel allows you to navigate the contents of the disc. Unfortunately, there's no instruction given on what buttons to actually press, so we had to figure it out through trial and error.

The concept of the disc is novel. The viewer first watches a video clip, and each clip prominently features a specific special effect. Then you learn how to re- create that effect with props manufactured from common household materials, a little makeup, and you'll also learn techniques for shooting the scene effectively. We had a few problems with the movie clips stuttering. Since they don't animate smoothly, this served as a distraction from the effect that we were trying to learn about.

Again, the lack of instruction forced us to figure out what control buttons to press in order to access the tutorial portions of the disc. Once there, the techniques were quite intriguing, but again technical problems got in the way of effective learning.

The effects are terrific ideas. In one sequence, a woman removes her artificial eye made from a ping-pong ball. In another, she lays her damaged arm down on a table to reveal the working cybernetics within. They even use Deluxe Paint to rotoscope in laser bolts. I like the emphasis on using inexpensive materials around the home. This do-it-yourself approach really embraces the Amiga spirit.

Unfortunately, this disc suffers from far too many technical problems to make learning beneficial. Also, I can't figure out why this material is presented to us on a CD rom. As far as I can tell, this disc doesn't really take advantage of the CD rom format. The material could easily be presented in a linear fashion on a video, perhaps with an accompanying CD or floppy disc with accompanying tutorial imagemaps.

This is the approach that the In-Focus video tape series takes. This is a LightWave video tutorial series that includes a CD to accompany lessons taught on the video. The CD contains examples and finished renders to practice new techniques on. This, I think, is a very good approach to learning new skills.

For whatever reason, Plexus7 Media decided to disseminate this material on CD rom, but unfortunately getting the material out of the disc is proving more difficult than it has to be. The interface looks good, the material being taught is of high caliber, all we need is easier implementation to

make this one of the growing number of successful Amiga multimedia CD roms.

1.37 Review: Blobz AGA

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                        Review: Blobz AGA
                        By:
                        Ken Anderson
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Apex Systems

I like a challenge, so I'll try to write this review without mentioning a certain game beginning with the letter L, written by a Scottish company beginning with D and published by a software house beginning with the letter P. Have you guessed yet?

Acting as some nameless force, you must ensure that a preset number of "Blobz" (small bouncing potatoes, apparently) get from A to B without being squashed, drowned, zapped or eaten by anything along the way. Just to add to the fun, a requisite number of diamonds often have to be gathered along the way before the exit will open.

Appearing one by one, the blobz appear on the horizontally scrolling level and bounce along in the direction they face. Using the mouse, you can empower certain attributes to each blob - they can turn around, jump, fire rockets, and drill, amongst others. Not all of these skills are available on every level, and sometimes they have to be earned along the way by guiding a blob to a bonus square.

Unlike a game beginning with L, there's no restriction on the number of blobs (sorry, blobz) that can be empowered. Each action uses up a certain amount of the player's "energy". Once you're out of energy, you'll have to wait for the meter to top itself up enough to carry on; meanwhile, the blobz carry on bouncing on spikes and into the sea. Therefore, thought has to be given before carrying out a manoeuvre, as you may end up powerless halfway through.

Of course, there's a time limit, and it's not generous. After the first few levels, you will only have seconds to spare on a few levels, so make sure you have a well-oiled mouse. To make things slightly easier, a slow-down mode is provided. When selected, everything runs at half speed, making the task of getting the mouse to the blob you want easier. The downside is that the clock ticks as normal in this mode - what you gain in the accuracy you loose in throughput, I suppose.

There are 60 levels in all, arranged in 6 mazes. To complete a maze, you choose a route through several screens to the exit. It's a nice touch which means if you get hopelessly stuck on one level you can try and find another route through the maze. Bundled with the game is a comprehensive level editor which, unlike most game level editors, actually works well.

The background graphics are pleasant enough, with a pleasing parallax

effect as the level scrolls (with only a very slight glitch on the top line). The blobz bounce smoothly enough, but the foreground graphics aren't really much to write home about - then again, how detailed can small bouncy potatoes be? The music is a mix of chip and sample tunes, and aren't too annoying in the background.

I was hooked for the first couple of mazes; the compulsion to see the next level was very strong and with every mistake made came the cry of "I know how to do it! I'll get it next time!". By the third map, the time limits were becoming so narrow that there were only a few seconds between completing a level and a failure. The choice of levels and the level editor increase the lifetime of Blobz, but if you have a dodgy mouse or if you're prone to throwing heavy objects at your monitor, perhaps Blobz isn't for you. On the other hand, If you're looking for a cheapish stocking filler to keep the other half busy after the turkey and the charades on Christmas day, or if you loved L-----, I can't see any reason not to recommend Blobz.

Pros: Compulsive gameplay and very strong "one more go" element. 60 levels and the editor make it good value for money.

Cons: Most will have seen it all before. Torturous time limits and tricky level design increase frustration.

Blobz is available for 14.99UKP + 50p postage & packing from:
 5th Dimension Licenceware
 1 Lower Mill Close
 Goldthorpe
 Rotherham, South Yorkshire S63 9BY
 UK.

More info is on-line at <http://www.ware5d.demon.co.uk>. A demo is available on your local Aminet mirror, /game/demo/blobz#?.lha

1.38 Review: Bograts

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                        Review: Bograts
                        By:
                        Ken Anderson
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Vulcan Software (A1200/4000 only)

"It isn't easy being a parent, as any Bograt will tell you", begins the blurb for Bograts, Vulcan Software's latest MiniSeries game. Personally, I wouldn't have thought it would have been easy being ANYTHING when you're a Bograt. Just the knowledge that I was part of the species Bograt would be enough to keep me in bed in the morning.

Anyway, easy or not, you're a Bograt, and you've been left in charge of your two offspring (affectionately known as "Red" and "Blue") for an evening. Right on cue, they go off and decide it's time to go hunting for

the magical eggs at the big bad Mystical Castle of Bog.

Right, that's the plot out of the way. Yes, it's another save'em'up - get dumb creatures from A to B without being killed along the way; for reference, see the Blobz review in this same issue. Keep reading, however, because the two games still manage to be quite different.

In the first place, rather than have a semi-omnipotent player controlling the surroundings, Bograts puts you in the same playing area as the baby Bogs. As the parent, you have to roam around the level, clearing a path to the exit for your kids to travel along. There's the usual array of hazards: spikes, fires, enemy somethings and so on. Levers are invariably dotted around the levels, opening and closing ladders and doors, and operating elevators and conveyor belts.

The baby Bogs both have permanent special abilities: one can frighten away nasties, the other can collect keys and open doors. The parent can jump with the best of them, aided with springs and the occasional High Jump pill. At certain locations on each level, you can enter Map Mode, which allows you to sweep around the level and see what's what - absolutely essential for finding out what each lever does and planning the next move.

My first instinct with this game was what I'm afraid a lot of players might do: play the first couple of levels, get hopelessly stuck on the third and file the game away for a boring Sunday afternoon. It's not action-packed, it doesn't have a particularly novel concept, and there's no immediate hook. But ... and it's one of those big buts ... Bograts rewards success with ever more intricate level designs and fiendish puzzles, and it really does begin to sink its teeth into you. You may not rattle through the 60 levels at any great pace, but you will have the desire to see the next one. By the time you've finished that lot, the planned data disk should be here.

The first real criticism is that the graphics just aren't clear enough. The switches, vital in most levels, easily blend into the background graphics, making them difficult to spot unless you're really looking for them. The baby Bogs aren't too difficult themselves to see, and there is a neat "split-screen" effect which means you can view the main parent character and either one of the baby Bogs at the same time.

What really annoyed me, however, was the restart level facility - or the lack of it. You cannot start a level again from scratch - you either start from the very beginning of level 1 again, or you load a saved game. Games can be saved at any point, providing you have enough energy points, but the constant loading/saving just to restart a level pulls you back out of the game world and into the real world - something a game should never do on purpose. I can't see any point in NOT having a level restart facility, and it is a real minus point for floppy-only users (the game is hard drive installable, however).

Despite the storyline, I can't help thinking this is a game more suited to the older gamesplayer - I know of a couple of Amiga-owning dads who would sit all night with this one. If you know someone like this too, Bograts is another stocking-filler that'll keep them going long after the turkey sandwiches have disappeared.

Pros: Level designs show thought, and the puzzle fan will enjoy working through of the 60 stages - plenty to be going on with.

Cons: Confusing graphics, and poor restart facilities. Not for those without a brain.

Bograts is priced at 12.99UKP (+ 2UKP for P&P outside the UK), and can be ordered from:

Vulcan Software Limited
 Vulcan House
 72 Queens Road
 Buckland
 Portsmouth
 Hants PO2 7NA
 UK

1.39 Review: Photogenics 2.0a

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 Review: Photogenics 2.0a

Guy Nathan

jagz@ar.com.au
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Finding the best application to do exactly what you want is hard to find these days. Today you can go out and you have an enormous variety of applications you can choose from. No matter what the title may be, you have choice. And where there's choice, there's confusion.

I have found an application which I believe ideally suits me for most things I care to do when it comes to the area of image creation and image manipulation: namely Photogenics 2.0a.

(Note: Photogenics 2.0a is a free patch upgrade from V2.0)

What is Photogenics:

For those who have had their head stuck in the ground like an Emu for the last few years (to use an overused cliché), Photogenics 2.0a is an Image Processing and Image Creation package on the Amiga, by Almathera, which has made its way from V1.0, V1.0a, V1.1, V1.2, V1.2a, V2.0, and finally to version 2.0a.

Comparisons:

In the beginning most people were comparing the current version of Personal Paint at the time to Photogenics, and in general Photogenics usually came out on top (not by much though). So how does Photogenics 2.0a stack up against something like Personal Paint 7? Read on to find out.

Firstly I'd like to say that Photogenics and Personal Paint, while they both have notable similarities in the feature department serve two different purposes. Personal Paint (here-in referred to as PPaint) is much more ideal for the artist who wishes to create hand-drawn images and wishes to be able to use Image Processing type effects to 'brush it up' (the image). Photogenics on the other hand is the ideal package for one who wishes to work with a lot of high resolution images and rather than creating images from scratch in general, use existing or scanned images to create a new image via the means of conventional paint program tools and with the

aid of a variety of powerful image processing affects.

Photogenics 2.0a and PPaint 7.0 both come with a whole set of Image Processing effects and traditional paint tools, both come with an extensive set of Arexx commands, both can be bought on CD-ROM with a whole variety of fonts and images included, both support 24bit buffers (although when working with Photogenics you can always see the 24bit buffer you're working with), both support secondary channels, and both support a variety of other features as well. As you can see from this list, this may lead to some confusion when choosing which application to go for, and why the comparison between the two products have been made.

So what are the differences? Well, Photogenics 2.0a has many more Image Processing effects than PPaint 7.0 does, PPaint has better animation support than Photogenics, PPaint has a more 'DPaint-like' environment for those accustomed to that sort of working environment, Photogenics has a custom GUI system of its own (called Widget) which has both benefits and losses (losses is initially it's hard to get used to, benefits though are much more extensive when you're used to it). Photogenics comes with an on-line HTML manual (decide for yourself on this one) whereas PPaint, up to version 7, came with a printed manual [V7 on mini-CD comes with an online AmigaGuide manual.] Photogenics can handle more than 2 images (actually it can handle hundreds, memory permitting), Photogenics is the better application when dealing with high resolution images, PPaint requires no high-spec Amiga to work well, and the comparisons could go on. As you can see while there are a lot of similarities, the two applications also have a lot of differences. Which application you choose will depend on what requirements you wish of it.

How does Photogenics 2.0a compare with V1.2a?

For a start Photogenics, up till version 1.2a used the Amiga's intuition system completely for its GUI, V2.0 onwards uses the Widget system, which can be chosen to look more or less like Intuition and different versions for High Resolution and Low Resolutions screen systems exist. This is the most striking difference in looks from earlier versions. While the Widget system takes quite some time to get used to at first, after a while I found it to be a far more beneficial system.

Other features which are new in V2.0 from V1.2a is Virtual Images (allowing the loading of images which are bigger than your available RAM), the Plug-in Effects system (allows for more complex image processing than allowed through the standard image processing effects offered in the 'Modes' window, and also has the benefit of working with the Virtual Image system), Animation loading and saving (although you can only work on one image from an animation at a time) (it supports loading and saving of all varieties of IFF ANIMs and CDXL Animations), Arexx support (Any function of the program is basically programmable through this new Arexx port), On-line HTML Help (some people may see this as a major downfall of this version in comparison to previous versions, some may find it an advantage), the loading and saving of Paint Layers (a 'Paintlayer' is a separate layer 'floating' above your image), changes to loaders and savers (a variety of new file formats have been added here and greater support for older formats has also happened), and a variety of other (un-listed) bug fixes.

Is it worth the upgrade? Well, if any of the new listed features above are things you don't need and you still have Photogenics 1.2a I see little reason to upgrade, IF though you do believe you need these features (and I

found I have definitely used many of these new features extensively) then I DEFINITELY recommend the upgrade.

What features does Photogenics 2.0a have:

For those of you who have never used Photogenics before here is a list of its features: (based on the manual)

- * Natural paint tools (AirBrush, Pencil, Chalk pastel, Watercolour, Ballpen, Neon, etc)
- * Edit multiple images simultaneously (each in a resizable window)
- * Powerful Undo/Redo System
- * Virtual Image System (Edit images much larger than you can fit in your computer's memory)
- * Preview any paintmode effect instantly
- * Support for multiple file formats (IFF-ILBM, JPEG, GIF, BMP, PCX, PhotoCD, PBM, QRT, Raw, Impulse, IMG, Targa, TIFF, CDXL, Framestore, etc)
- * Paint in 24-bit with real time HAM8/24bit preview (Realtime 18-bit HAM8 preview really is fast and no 24-bit graphics card required (only AGA))
- * Full CyberGraphX Support (Direct support for running under 15/16/24-bit CyberGraphX screenmodes with HiColour and TrueColour previews) (CyberGraphX supports most graphics boards)
- * Support for additional hardware (Video Toaster, CyberVision64, OpalVision, Picasso-II, VLab, Retina, EGS cards. ProGrab24RT, etc)
- * Easy to use alpha-channel support
- * Open Architecture (in terms of its plug-in system for adding and deleting loaders, savers, effects, brushes)
- * Drag & Drop User Interface
- * Dozens of paint modes and effects (Add Noise, Alter Hue, Balance, Blur, Brightness, Cloner, Contrast, Displace Map, Emboss, False Colour, Flip, Gradient Tint, Greyscale, HueMap, Limit, Line Art, Matrix, Mix, Monochrome, Motion Blur, Negative, Paint (standard painting), Pixelise, Posterise, Randomise, Rub Through, Rub Mix, Saturation, Sharpen, Shift Hue, Solarize, Tile, Tile Brick, Tint, and many more)

As you can see from this list, its feature list is quite extensive, and provides a great many number of tools for the artist.

Manual:

The included manual is in HTML form (ie. World Wide Web pages), and has an old version of AWeb (Unregistered) included for the purposes of viewing these documents. You can within Photogenics though, configure it to use any Amiga Browser you wish (as the on-line HTML Manual is called up when you press the Amiga HELP button). The manual covers all aspects of the program and all the descriptions and capability lists of all the Loaders, Savers, Modes, and Effects the program.

It also includes tutorials for beginners and/or advanced users. The tutorials are generally very useful, but it would be alot easier to have printed documentation so you can look at the manual as you do it step-by-step in the program.

The manual is fairly well indexed (they could have done better), and usually finding help for the feature you're after is generally very easy. The inclusion of HTML On-line documents Vs's AmigaGuide is sensible, but as for HTML Vs's Printed, or HTML and Printed, is quite as good. It would have been much better if they had included printed documents as found in V1.2a and versions prior to that.

Ease of use:

Photogenics 2.0a has been described as complex/complicated to learn in comparison to packages such as ArteEffects. While this is right, once you've got the hang of the Widget system and learn how to use the program (which really doesn't take all that long) it's a VERY easy program to use. Finding a feature takes next to no time, and its interface is well designed and laid out, as are the menus. Photogenics 2.0a I found much easier to learn than a package like ImageFX 2.6.1 or PPaint.

System Requirements:

Normally this information would go at the front of a review, but to avoid any bias the review may have as a result of it, I have included it near the end of the review. Why? Well I believe that if you CAN afford to upgrade your system to use this program then I believe you should do so, if your system can't currently support it. Upgrading your Amiga will help to make it more powerful, allow you to do more things, allow you to run more applications (and games), is a positive step towards supporting the Amiga.

So what does Photogenics 2.0a require to run? You must have an Amiga (any chipset) with 4mb of RAM, Hard Drive, and Kickstart 3.0 or higher, and to use the CD-ROM version of this program, a CD-ROM Drive is required (a disk version also exists). NO 24bit Board is required to use this program, but if you have one it can do wonders for you when using Photogenics.

Conclusion:

So is this the package for you? Well if the above sounds like the sort of thing you want, or has enough reasons to justify an upgrade, do so. If you own no package like this, then I definitely recommend picking up this package now. V3 of Photogenics is currently being written, and owners of V2.0a will find upgrade paths exist. Overall, Photogenics 2.0a is a highly professional Image Creation and Image Processing tool for the Amiga, and a product well worth supporting.

Photogenics 2 sells for UKP100.

Almathera
Southerton House
Boundary Business Court
92-94 Church Road
Mitcham, Surrey
CR4 3TD England
<http://www.almathera.co.uk>

1.40 Aminet Charts, November 24, 1996

| The most downloaded files from Aminet during the week until 24-Nov-96
| Updated weekly. Most popular file on top.
|

File	Dir	Size	Age	Description
akGIF43x.lha	util/dtype	32K	0+	AkGIF-dt V43.4 (GIF, 000/030-060)
YAM13_3aUpd.lha	comm/mail	240K	1+	'Yet Another Mailer' 1.3.3a Update
akJFIF433.lha	util/dtype	69K	0+	AkJFIF.datatype V43.3 (JPEG for V40)
qt12.lha	gfx/show	211K	0+	QuickTime player for AGA/CyberGFX.
term_47a_pch.lha	comm/term	656K	1+	Updates 'term' v4.7 to v4.7a
Memplus.lha	util/boot	17K	0+	A memory 'doubler' that WORKS
YAMscripts.lha	comm/mail	12K	0+	Useful AREXX scripts for YAM (rel 2)
aview.lha	util/misc	62K	0+	Multiview enhancement V1.00
AESicons9.lha	pix/icon	260K	0+	300 NewIcons! Imagefolders, Docks,
WebFactory.lha	comm/www	18K	0+	Easy creation of HTML headers (MUI)
pplib020.lha	util/libs	5K	1+	Powerpacker.library 68020+ version
amirc110.lha	biz/patch	182K	1+	Update from AmIRC 1.1 to 1.10b
ObjectView210.lha	util/misc	89K	0+	MultiView replacement, V2.10
mwm202.lha	comm/www	157K	0+	Magic Web Maker v2.02.
ar414.lha	docs/mags	79K	1+	Amiga Report 4.14, Nov. 13, 1996
lwalker.lha	gfx/aga	586K	1+	Creates shining 3D web graphics and
mn_ansitest.lha	comm/mebbs	3K	74+	ANSI Test Door for MEBBSNet
SpeedRacerFX.lha	game/misc	308K	0+	(V1.01) Cool, fast 3D vector Racing
svgdt431.lha	util/dtype	42K	0+	SVG.datatype V43.1 - SVG Graphics F

| The highest rated programs during the week until 24-Nov-96
| Updated weekly. Best program on top. Please rate all the programs you
| download. To do so, send to aminet-server@wuarchive.wustl.edu :
| RATE <path> <num>
| where <path> is the file you want to judge and <num> is a mark from 0..10
| with 10 being the best. You can rate several programs in one mail, but
| don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
F1GP-Ed.lha	game/misc	439K	4+	Formula One Grand Prix / WC Editor V
AlgoMusic1_7.lha	mus/misc	1.2M	2+	Plays great algorithmic techno tunes
AWeb.lha	biz/demo	444K	2+	Version 2.1DEMO of this fast WWW bro
term-030.lha	comm/term	662K	4+	V4.7, MC68020/030/040/060 version
sc657pch.lha	biz/patch	595K	2+	SAS/C 6.57 Patch (requires 6.56)
dCN_MT20.lha	comm/bbs	284K	5+	Best and quickest 64-Bit Multitop 2.
slipstream.lha	game/demo	361K	5+	Playable demo of Wipeout clone
ManiacBall.lha	game/misc	427K	2+	A multiplayer Breakout game V1.3
SoundBox.lha	mus/misc	157K	1+	Soundfile converter. ENGLISH DOCS! V
XIRC.lha	text/font	6K	14+	Edited XHelvetica 11 & 13 for AmIRC
SysPic400.lha	util/boot	235K	7+	The ultimate bootpic utility! (v4.00)
HFM2_2.lha	disk/misc	93K	7+	Virtual disks on HD V2_2
TA1_22.lha	comm/bbs	872K	4+	TransAmiga BBS v1.2 public release
AGPPerf.lha	game/misc	13K	59+	F1GP/WC telemetry recording utility
TKGTurboPatch.lha	game/patch	47K	3+	TKGPatch 34.5 - an utility to speed
ShapeShifter36.lha	misc/emu	236K	3+	Macintosh II emulator, V3.6
akGIF43x.lha	util/dtype	32K	0+	AkJFIF-dt V43.4 (GIF, 000/030-060)
MUI-ASL.lha	util/libs	98K	1+	MUIfied ASL replacement (68020+ OS3+
term-main.lha	comm/term	664K	4+	V4.7, Distribution for all Amigas
TachySearch.lha	comm/www	43K	4+	WEB and Aminet searching for IBrowse
GPDisplay.lha	game/misc	82K	59+	F1GP/WC telemetry displaying utility
WormsShell.lha	game/patch	24K	1+	Bug fixes and hacks for Worms, v0.3
BeIcons.lha	pix/icon	149K	1+	BeBox style NewIcons for your WB.
ixemul-040f.lha	dev/gcc	96K	5+	IXemul 45.0 - 68040+ fpu library
DataTypes1st20.txt	docs/lists	7K	4+	OS 3.x Datatypes List V2.0

DevGuide.lha docs/lists 41K 1+Guide of Amiga Shared Devices

1.41 Aminet Charts, December 29, 1996

| The most downloaded files from Aminet during the week until 29-Dec-96
| Updated weekly. Most popular file on top.

File	Dir	Size	Age	Description
MagicMenu2_15.lha	util/wb	169K	0+	Improves the Intuition menus (V2.15)
N42-IBrowse.lha	comm/www	480K	0+	Cool Gold navigation icons for IBrow!
MCC_MonthNavi.lha	dev/mui	183K	0+	MUI custom class V16.4
YAM13_4.lha	comm/mail	512K	1+	MUI Internet mailer V1.3.4
lowfrag13.lha	util/boot	6K	1+	Prevent Memory Fragmentation!
DiskMonTools.lha	disk/moni	109K	0+	V 3.10 of THE moni/optim/salv/cdrom
arcanoid.lha	game/wb	89K	1+	"Arkanoid" clone in window 2.4. Bug
anetfaq.lzh	docs/help	84K	1+	Amiga Networking FAQ
UnixDirs3.lha	util/boot	15K	0+	AmigaDOS improver. Freeware. V1.4
MiamiOnOff.lha	util/rexx	14K	0+	MIAMI Online/Offline from CLI/WB 2.0
filmdtc013.lha	util/dtype	47K	0+	IFF FILM DataType V1.3
MemTest.lha	util/misc	27K	0+	Memory tester
1200Tower20.lha	hard/hack	26K	1+	V2.0 - How to put your 1200 in a TOW
GNUTar-1.11.8.lha	util/arc	940K	0+	GNU tar 1.11.8, fully functional
QuitMiamiRT.lha	comm/tcp	1K	0+	Miami exiting ARExx macro
AmigaOS4-DM.lha	pix/wb	598K	1+	AmigaOS Idea, Dave Matthews, PNG Pic
HitTiles2.lha	game/think	261K	0+	A very configurable Shanghai game
MakeCD.lha	disk/cdrom	284K	0+	Burn CD-Rs, create ISO9660+RR, *chea
pgscalender.lha	text/dtp	9K	19+	Pagestream 3.x calender maker ver 1.1
MEXCH108b.lha	util/cdity	14K	0+	Exchange Replacement With TaskInfo

| The highest rated programs during the week until 29-Dec-96
| Updated weekly. Best program on top. Please rate all the programs you
| download. To do so, send to aminet-server@wuarchive.wustl.edu :
| RATE <path> <num>
| where <path> is the file you want to judge and <num> is a mark from 0..10
| with 10 being the best. You can rate several programs in one mail, but
| don't rate your own programs. Example: RATE dev/gui/mui23usr.lha 8

File	Dir	Size	Age	Description
ManiacBall.lha	game/misc	427K	7+	A multiplayer Breakout game V1.3
HL2Voyager.lha	comm/www	2K	32+	Arexx script for converting hotlist
Play16_1.7.lha	mus/play	105K	3+	Multi format sound player, supports
akJFIF43x.lha	util/dtype	203K	1+	AkJFIF-dt V43.18 (JPEG, 68000-060)
PPaint7_Demo.lha	biz/cloan	540K	1+	Cloanto Personal Paint 7 Demo Softwa
EO220.lha	biz/misc	313K	3+	Everyday Organiser 2.20 (MUI)
YAM13_4.lha	comm/mail	512K	1+	MUI Internet mailer V1.3.4
BlobzHD.lha	game/demo	657K	7+	'Blobz' Playable demo (AGA+Hard disk
lionhd.lha	game/patch	4K	3+	HD Installer for Lion King AGA
Graal2a.lha	game/role	341K	10+	Graphic Adventure Authoring Language
CyberAVI17.lha	gfx/show	55K	4+	AVI animation player for CyberGraphX
akGIF43x.lha	util/dtype	39K	1+	AkGIF-dt V43.8 ("GIF", 68000-060)
SerialPrefs24.lha	util/sys	51K	4+	V2.4 - Extended Serial Preferences f
akPNG43x.lha	util/dtype	168K	1+	AkPNG-dt V43.8 (PNG, 68000-060)
ReqToolsUshr.lha	util/libs	157K	2+	ReqTools 2.7 - the requester toolkit

ampul01.lha	game/2play	793K	5+VERY GOOD Worms 'clone' ,AGA,Freewar
BOR_part1.lha	game/misc	627K	1+The best BREAKOUT-game for AMIGA par
uropa2a.lha	game/misc	812K	4+Uropa2 Isometric/Vector 3D game (1/6
Angband_1.x.lha	game/role	254K	22+Angband 297v6s executable for Amiga
AlienFF.lha	game/shoot	178K	5+Platform Shoot'Em Up with lots of bl
VWorlds21.lha	misc/sci	1.2M	32+Images of sky from any planet or com
Base64Coders.lha	comm/mail	11K	3+Fast base64 (MIME) decoder/encoder.
mwm210.lha	comm/www	161K	1+Magic Web Maker v2.10. (3.x OS only)
ApexGolf.lha	game/demo	200K	3+Great new golfing game from Apex.
playpac.lha	game/misc	281K	7+Pacman game with random levels
raystorm_881.lha	gfx/3d	536K	3+V1.7 of RayStorm (68020+881 binaries
lupe.lha	util/wb	55K	5+V1.7, The magnifying glass program
00TomGun.lha	game/demo	210K	3+Tommy Gun 1Mb (Demo) - Mutation S/W.
PowerTetris114.lha	game/misc	448K	3+Cool & Smooth Tetris Game (ECS, Shar
mFinger10.lha	comm/tcp	68K	4+Fully featured finger client (MUI)

1.42 Amiga Report Mailing List

Amiga Report Mailing List

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

UUENCODED

form each week as soon as the issue is released. To be put on the list, send Email to majordomo@ninemoons.com

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

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

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

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

1.43 uuencode

UUDecoding Amiga Report

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

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

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

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

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

```
uuxt x ar.uu
```

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

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

1.44 Aminet

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

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

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

1.45 World Wide Web

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

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

Australia

```
http://ArtWorks.apana.org.au/AmigaReport.html  
http://www.deepwoods.saccii.net.au/ar/menu.html
```

<http://www.livewire.com.au/amiga/cucug/ar/ar.html> (w/search and mail)
<http://www.phys.unsw.edu.au/~pec/amiga.html>

Germany

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

Greece

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

Hungary

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

Italy

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

Poland

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

Sweden

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

United Kingdom

<http://ppewww.ph.gla.ac.uk/~gowdy/Amiga/AmigaReport/>

<http://www.iprom.com/amigaweb/amiga.html/ar/ar.html> (w/search and mail)

<http://www.sussex.ac.uk/Users/kccil>

USA

<http://www.cucug.org/ar/ar.html> (w/search and mail)

<http://www.omnipresence.com/Amiga/News/AR/>

Additional Amiga information can also be accessed at this URL:

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

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

1.46 Copyright Information

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=====
Amiga Report International Online Magazine
December 31, 1996           Issue No. 4.15
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1.47 Amiga Report Writing Guidelines

Amiga Report Writing Guidelines

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

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

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

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

1.48 CalWeb

CalWeb: The Home of the Amiga Zone!

AMIGA ZONE MOVES TO CALWEB!

THE AMIGA ZONE MOVES FROM PORTAL TO CALWEB INTERNET SERVICES

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

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

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

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

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

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

THE AMIGA ZONE IS MOVING TO CALWEB INTERNET SERVICES.

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

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

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

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

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

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

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

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

We've given away tens of thousands of dollars worth of Amiga prizes in the

last ten years. No one else even comes close.

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

CalWeb has arranged a special signup offer for you!

Call:

1-800-509-9322

or

1-916-641-9320

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

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

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

The signup is FREE.

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

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

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

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

<http://www.amigazone.com>

running on CalWeb's server. Ckeck it out!

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

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

A splendid time is guaranteed for all.

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

1.49 Distribution BBSES - Asia

```
=====
Distribution BBSES - Asia
=====
```

```
-- IRAN --
```

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

```
--JAPAN--
```

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

1.50 Distribution BBSES - Australasia

```
=====
Distribution BBSES - Australasia
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```

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

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

```
--VICTORIA--
```

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

1.51 Distribution BBSES - Europe

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Distribution BBSES - Europe
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```

```
--FINLAND--
```

```
* HANG UP BBS *
Email: helpdesk@hangup.dystopia.fi (telnetable site)
+358 - 09 - 278 8054
```

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

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

--FRANCE--

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

* RAMSES THE AMIGA FLYING *
Internet: user.name@ramses.fdn.org Fidonet: 2/320/104-105-106
+33-1-45845623 +33-1-53791200

--GERMANY--

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

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

* LEGUANS BYTE CHANNEL *
Usenet: andreas@lbcmbx.in-berlin.de
49-30-8110060 49-30-8122442
Login as User: "amiga", Passwd: "report"

* REDEYE BBS *
Internet: sysop@coolsurf.de
Modem/ISDN: +49-89.54662690 Modem only:+49.89.54662680

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

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

--GREECE--

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

* LOGIC SYSTEMS BBS *
Email: Paddy@hol.gr

* ODYSSEY BBS *

email: odyssey@acropolis.net Amiganet: 39:250/1.0
++301-4123502 23.00-09.00 Local Time
<http://www.acropolis.net/~konem/odygb.html>

--IRELAND--

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

--ITALY--

* AMIGA PROFESSIONAL BBS *
Amy Professional Club, Italian Amos Club
+(39)-49-604488

* AMIPRO BBS*
AR and AMINET distributor
+39-49604488

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

* FRANZ BBS *
EMsil: mc3510@mclink.it
+39/6/6627667

* IDCMP *
Fidonet 2:322/405
+39-542-25983

* SPEED OF LIFE *
FidoNet 2:335/533 AmigaNet 39:102/12
The AMIGA Alchemists' BBS +39-931-833773

--NETHERLANDS--

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

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

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

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

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

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

--POLAND--

* SILVER DREAM!'S BBS *
SysOp: Silver Dream
+48 91 540431

--PORTUGAL--

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

--RUSSIA--

* NEW ORDER BBS *
E-Mail: norder@norder.spb.su FidoNet: 2:5030/221.0
+7-812-2909561

--SPAIN--

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

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

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

--SWEDEN--

* CICERON *
E-mail: a1009@itv.se
+46 612 22011

--TURKIYE--

* NEEDFUL THINGS *
E-Mail: Erdinc.Corbaci@beygir.bbs.tr

90-216-3629417

--UKRAINE--

* AMIGA HOME BBZ *

E-Mail: Oleg.Khimich@bbs.te.net.ua FidoNet: 2:467/88.0
+380-482-325043

--UNITED KINGDOM--

* AMIGA JUNCTION 9 *

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

* CREATIONS BBS *

E-Mail: mat@darkside.demon.co.uk 2:254/524@Fidonet
+44-0181-665-9887

* DRAUGHTFLOW BBS *

Email: Ian_Cooper@draught.demon.co.uk
+44 (01707) 328484

* METNET CCS *

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

* OCTAMED USER BBS *

Email: rbfsoft@cix.compulink.co.uk
+44 (01703) 703446

* SCRATCH BBS *

Email: kccil@solxl.susx.ac.uk Official Super Skidmarks site
+44-1273-389267

1.52 Distribution BBSes - North America

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

* MESSENGER OF THE GODS BBS *

mercury@primenet.com
602-326-1095

--BRITISH COLUMBIA--

* COMM-LINK BBS *

Email: steve_hooper@comm.tfbbs.wimsey.com Fido: 1:153/210.0
604-945-6192

--CALIFORNIA--

* TIERRA-MIGA BBS *

FidoNet: 1:202/638.0 Internet: torment.cts.com
619.292.0754

* VIRTUAL PALACE BBS *

Sysop Email: tibor@ecst.csuchico.edu
916-343-7420

* AMIGA AND IBM ONLY BBS *

EMail: vonmolk@crash.cts.com AmigaNET: 40:406/7.0
(619) 428-4887

--FLORIDA--

* LAST! AMIGA BBS *

(305) 456-0126

--ILLINOIS--

* PHANTOM'S LAIR *

FidoNet: 1:115/469.0 Phantom Net Coordinator: 11:1115/0.0-11:1115/1.0
708-469-9510 708-469-9520

* THE SAGE'S TOWER *

FidoNet: 1:2250/7 EMail: johnh@ezl.com
618-259-1844

* STARSHIP CUCUG *

Email: khisel@prairienet.org
(217) 356-8056

* THE STYGIAN ABYSS BBS *

FIDONet-1:115/384.0
312-384-0616 312-384-6250 (FREQ line)

--LOUISIANA--

* The Catacomb *

E-mail: Geoff148@delphi.com
504-882-6576

--MAINE--

* THE KOBAYASHI ALTERNATIVE BBS *

FidoNet: 1:326/404.0
(207)/784-2130 (207)/946-5665
ftp.tka.com for back issues of AR

--MEXICO--

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

* AMIGA SERVER BBS *
5158736

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

--MISSISSIPPI--

* THE GATEWAY BBS *
InterNet: stace@tecnnet1.jcte.jcs.mil FidoNet: 1:3604/60.0
601-374-2697

--MICHIGAN--

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

--NEVADA--

* PUP-TEK BBS *
Email: darkwolf@accessnv.com
702-553-2403

--NEW JERSEY--

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

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

--NEW YORK--

* THE BELFRY(!) *
Email: stiggy@belfry.org WWW: www.belfry.org/
718.793.4796 718.793.4905

--ONTARIO--

* COMMAND LINE BBS *
416-533-8321

* CYBERSPACE *
joehick@ophielia.waterloo.net

(519) 579-0072 (519) 579-0173

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

--QUEBEC--

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

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

--TENNESSEE--

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

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

--VIRGINIA--

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

--WASHINGTON--

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

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

1.53 Distribution BBSes - South America

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Distribution BBSes - South America
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--BRAZIL--

* 68000 BBS *

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

* STUFF OVERLOAD BBS *

AmigaNET-BR: 120:120/0 Email: dan_cab@lepus.celepar.br
+55-41-252-9389

1.54 Dealers - Asia

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

--JAPAN--

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

-- MAYLAYSIA --

Innovations Lights & Magic (M) Sdn Bhd,
A1106, University Towers,
46200, Petaling Jaya,
Selangor Darul Ehsan
Tel: +6 03 7544544 Fax: +6 03 7544588
Email: skchiew@pc.jaring.my

1.55 Dealers - Australasia

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Dealers - Australasia
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--AUSTRALIA--

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

Amiga Genius
826 Hunter St.
Newcastle West, NSW 2302

Ph: +61 49 623-222 Fax: +61 49 623-583
E-Mail: cdgtb@hunterlink.net.au

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

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

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

Unitech Electronics Pty. Ltd. / Maverick Amiga
8B Tummul Place
St. Andrews, Sydney 2566
Voice: +61 2 9820 3555 Fax: +61 2 9603 8685

--NEW ZEALAND--

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

1.56 Dealers - Europe

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

--AUSTRIA--

A.R.T. Computeranimation Ges.m.b.H.
Feldstrasse 13
3300 Amstetten
Tel: +43 7472/63566-0 Fax: +43 7472/63566-6

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

--BELGIUM--

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

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

--BULGARIA--

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

--DENMARK--

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

Nemesis Amy BBS
EMail: boersting@hoa.ping.dk Fido: 2:238/43
USR 33k6 V.E. +45 75-353726

--FINLAND--

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

--FRANCE--

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

Quartz Infomatique
2 bis, avenue de Brogny
F-74000 ANNECY

Tel./Fax (automatique): +33 50.52.83.31
E-Mail: tcp@imagnet.fr

--GERMANY--

AMitech Systems GmbH
Ludwigstrasse 4
D-95028 Hof/Saale
VOICE: +49 9281 142812 FAX: +49 9281 142712
EMail: bsd@blacky.netz.sub.de

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

Hartmann & Riedel GdbR
Hertzstr. 33
D-76287 Rheinstetten
EMail: rick@p22.aop.schiele-ct.de Fido: 2:2476/12.22
Voice: +49 (7242) 2021 Fax: +49 (7242) 2167
Please call before visiting, or we may be closed.

Hirsch & Wolf OHG
Mittelstra_e 33
D-56564 Neuwied
Voice: +49 (2631) 8399-0 Fax: +49 (2631) 8399-31

Pro Video Elektronik
Roßmarkt 38
D-63739 Aschaffenburg
Tel: (49) 6021 15713 Fax: (49) 6021 15713

--ITALY--

C.A.T.M.U. snc
Casella Postale 63
10023 Chieri (TO)
Tel/Fax: +39 11 9415237
EMail: fer@inrete.it (Ferruccio Zamuner) Fido: 2:334/21.19

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

--NETHERLANDS--

Chaos Systems
Watermolen 18
NL-1622 LG Hoorn (NH)
Voice: +31-(0)229-233922 Fax/Data: +31-(0)229-TBA

E-mail: marioh@fwi.uva.nl WWW: gene.fwi.uva.nl/~marioh/

--NORWAY--

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

--SPAIN--

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

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

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

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

Centro Mail
Tel: (91) 380 28 92

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

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

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

GaliFrame
Galerías Príncipe, 22
Vigo (Pontevedra)

Tel: (986) 22 89 94 Fax: (986) 22 89 94

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

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

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

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

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

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

--NORWAY--

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

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

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DataVision
Box 1305
753 11 Uppsala
Street Address: Sysslomansgatan 9
Orders: +46 (0)18-123400 Shop: +46 (0)18-124009 Fax: +46 (0)18-100650

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

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

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

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

1.57 Dealers - North America

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Animax Multimedia, Inc.
 Willow Tree Tower
 6009 Quinpool Road, Suite 802
 Halifax, Nova Scotia B3K 5J7
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 EMail: info@animax.com WWW: www.animax.com/

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

Atlantis Kobetek Inc.
 1496 Lower Water St.
 Halifax, NS / B3J 1R9
 Phone: (902)-422-6556 Fax: (902)-423-9339
 E-mail: atkobetek@ra.isisnet.com

Atlas Computers & Consulting - Derek Davlut

400 Telstar Avenue Suite 701
Sudbury, ON / P3E 5V7
Phone: (705) 522-1923 Fax: (705) 522-1923
EMail: s2200147@nickel.laurentian.ca

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

Computer Shop of Calgary, Ltd.
3515 - 18th Street S.W.
Calgary, Alberta T2T 4T9
Ph. 1-403-243-4358 Fx: 1-403-243-2684
Email: austin@canuck.com WWW: www.canuck.com/cshop

Computerology Direct
Powell River, BC
V8A-4Z3
Call 24 hrs. orders/inquiries: 604/483-3679
Amiga users ask for HEAD SALES REP for quicker response!

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Computer Centre: (416) 785-8348 Sales: (416) 785-3553 Fax: 416-785-3668
Internet: bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

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

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

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

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

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

Oby's Amigo Computing Shop
765 Barrydowne Rd
Sudbury, Ontario P3A 3T6
Voice/Fax: (705)524-5826 Email: obys@vianet.on.ca
WWW: icewall.vianet.on.ca/pages/obys

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

Software Supermart
11010 - 101 Street
Edmonton, Alberta T5H-2T1
Voice: (403) 425-0691 Fax: (403) 426-1701
EMail: ssmart@planet.eon.net

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

Valley Soft
P.O. Box 864
Pembroke, Ontario K8A 7M5
Phone: (613) 732-7700 Fax: (613) 732-8477
WWW: www.renc.igs.net/~valsoft

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

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

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

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

Alex Electronics

597 Circlewood Dr.
Paradise, CA 95969
Voice: 916-872-0896 BBS: 915-872-3711
EMail: alex@ecst.csuchico.edu WWW: www.km-cd.com/~alex/

Amigability Computers
P.O. Box 572
Plantsville, CT 06479
VOICE: 203-276-8175
Internet: caldi@pcnet.com

Amiga-Crossing
PO Box 12A
Cumberland Center, ME 04021
VOICE: (800) 498-3959 (Maine only) VOICE: (207) 829-3959
FAX: (207) 829-3522 Internet: amiga-x@tka.com

Amiga Library Services
610 Alma School Rd, #18
Chandler, Az 85224-3687
Voice: (800) 804-0833 Fax: (602) 491-0048
E-Mail: orders@ninemoons.com

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

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

Apogee Technologies
1851 University Parkway
Sarasota, FL 34243
VOICE: 813-355-6121
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

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

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

Computer Link

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

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

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

Computerwise Computers
3006 North Main
Logan, UT 84322

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

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

CyberTech Labs
PO Box 56941
North Pole, Alaska 99705
Vox: (907) 451-3285 BBS1 : (907) 488-2547 BBS2 & Fax: (907) 488-2647
EMail: 71516.600@CompuServe.com Fido: 1:355/17.0

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

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

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

Digital F/X, Inc.
1930 Maple, Suite 7

North Bend, OR 97459
Voice: (800) 202-3285 / (541) 756-6693
Email: DFX@Mail.coos.or.us WWW: www.digital-fx.com

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

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

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

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

HT Electronics
E-Mail: HT Electronics@cup.portal.com BIX: msears

422 S. Hillview Dr. Milipitas, CA 95035 V: (408) 934-7700 F: (408) 934-7717	211 Lathrop Way, Ste. A. Sacramento, CA 95815 V: (916) 925-0900 F: (916) 925-2829
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Industrial Video, Inc.
1601 North Ridge Rd.
Lorain, OH 44055
VOICE: 800-362-6150, 216-233-4000 Contact: John Gray
Internet: af741@cleveland.freenet.edu

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

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

The Lively Computer - Tom Lively
8314 Parkway Dr.
La Mesa, CA 91942

Voice: 619-589-9455 Fax: 619-589-5230
Net: tlively@connectnet.com

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

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

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

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

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

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

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

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

Slipped Disk
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Madison Heights, Michigan 48071
Voice: (810) 546-DISK
BBS: (810) 399-1292 Fido: 1:120/321.0

Software Plus Chicago
2945 W Peterson Suite 209

Chicago, Illinois
VOICE: 312-878-7800

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

TJ's Unlimited
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North Greece, NY 14515-0354
VOICE: 716-225-5810 BBS: 716-225-8631
FIDO: 1:2613/323 INTERNET: neil@rochgte.fidonet.org

WenteK - Amiga Computers
10317 N. Scottsdale Rd.
Scottsdale, Az. 85253
Voice: 602-483-7200 Fax: 602-483-6826
EMail: robert2@doitnow.com

Zipperware
76 South Main St.
Seattle, WA 98104
VOICE: 206-223-1107 FAX: 206-223-9395
E-Mail: zipware@nwlink.com WWW: www.speakeasy.org/zipperware

1.58 Editorial and Opinion

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compt.sys.editor.desk
1996 comes to a close.

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Opinion
Articles
Reviews
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1.59 News & Press Releases

News & Press Releases

Open Letter From QuikPak
QuikPak tosses its hat in the ring

Australian News
Courtesy of our friends at Amiga News Australiasia

AWeb-II News
2.1 Plugins out!

Carl Sassenrath Quits
The most influential VIScorp flame to date

VIScorp Injunction
VIScorp wins an injunction against IVP

Convergence International
Expanding alternative computing

Amiga Informer
The new US print mag

Announcements Wanted
...by Amiga Informer

UltraAccounts 3.3
Financial management software

Symposium '97 Demoparty
A German Easter demo party

Aurora Works Inc.
A new Amiga game company

DataKompaniet Info
Net contact info changed

IARS
A new Amiga survey

Digital Universe Update
News from Syzygy

VTU/Lightwave Pro
Harv Laser's take on the cancellation

C64 Music
An upcoming audio CD

User Group Database
Team Amiga is building references

Dealer/Developer Database
...here, too.

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1.60 Featured Articles

Featured Articles

Digital Media World '96
A Missed Opportunity

Amiga Fest Show Report
A look from Toronto

Impressions on Cologne
2 hectic days at Computer '96

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A look at Almathera's latest

Aminet 15
A user's dream, a reviewer's nightmare

Blobz AGA
Ken Anderson takes a look

Bograts
Vulcan's new save 'em up

Horror Sensation CD
Gore. Lots of it.

Sound FX Sensation CD
Sound. Lots of it.

Special Effects Vol. 1
An attempt at a multimedia tutorial

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The Editors and writers

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1.64 The Staff

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Where to Get AR

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Distribution BBSes

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Europe

North America

South America

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its location (Country, province/state) your name, any internet/fido net addresses, and the phone number of your BBS

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