ar506

COLLABORATORS			
	TITLE : ar506		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 24, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ar506

1.1 Amiga Report Online Magazine #5.06 -- July 11, 1997

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  July 11, 1997
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                       Issue No. 5.06
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          "THE Online Source for Amiga Information!"
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1.2 Amiga Report Main Menu

Amiga Report 5.06 is sponsored in part by:

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

AudioLab16
. AudioLab16R2 provides quality professional audio tools
for high-end Amiga work.

Amiga Informer Magazine
The fastest-growing American print magazine

Amiga Legacy Magazine
. The new Amiga magazine--for your VCR!

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==                             Main Menu                                     ==
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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

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        Mailing List &  Distribution Sites     Online Services, Dealers, ←
            Ordering
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       //   |                                         |        //
========//====|  Amiga Report International Online Magazine  |=====//=====
==  \//      |  Issue No. 5.06            July 11, 1997 |   \//     ==
==============|  "THE Online Source for Amiga Information!"  |=============
              |_____|
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1.3 Editor

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                          Jason Compton
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    jcompton@amigazone.com                   Streamwood, IL 60107-3003
                                             USA


            Fax                                     Phone
            ---                                     -----
        847-741-0689                             847-733-0248
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1.5 Games Editor

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                                                  Scotland
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1.7 Contributing Editor

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                            CONTRIBUTING EDITOR
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                       ===============================

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```

1.8 compt.sys.editor.desk

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

We've already burned up half of 1997. The wild Escom ride ended with the
Gateway purchase. Already, Amiga International has licensed the Amiga to
three companies (Micronik, ICS, and Index) although the two former
companies are simply authorized to do A1200 motherboard rebuilds into
tower/Zorro cases. Not the innovation we were hoping for right away, but
it's a start.

The questions never really go away, they just change. The question of the

buyout has changed back into questions of direction. As of now, AI isn't
posting their long-term plans on the church doors. But they've been
visible. AI has committed to appearing at a number of Amiga events
throughout the rest of the year, including the famous Cologne show.

I can't answer the questions for AI, all I can do is sit and wait with the
rest of the world. I'm perfectly willing to sit back for the time being,
go about my business (including AR and the very time-consuming Legacy,
which will be late despite our best efforts) and let things unfold. Others
are not willing to take the same passive attitude, and you can get involved
in one of a number of acronym organizations who propose to, shall we say,
strongly suggest what AI should do with the Amiga.

June flew by me without releasing an issue of AR. No excuse, it just
happened.

The next issue of AR will be released simultaneously in HTML and
AmigaGuide. The first time around, HTML distribution will likely be
limited to Aminet and participating web sites. At the same time, the
AmigaGuide version will shed some of the less active sections (dealer
listings, BBSes, etc.) and pointers will be placed to online resources.
The core material of the magazine will likely be available to all in
AmigaGuide for quite some time to come. We may start up a HTML
distribution list--that still remains to be seen.

I wish continued progress to AI, and continued enjoyment to you and your
Amigas. See you in a few weeks.

Jason

1.9 Commercial Products

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                          Commercial Products
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                   AmiTrix Development
                AmiTrix, publisher of A-Web II


                   Amiga Legacy Magazine
                The Amiga magazine for your VCR


                     AudioLab 16R2
                Professional Amiga audio software


                   Amiga Informer Magazine
                The USA's fastest growing magazine
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                            CalWeb
                The new home of the Amiga Zone
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```
                              News

                             Opinion

                            Articles

                            Reviews

                             Charts

                             Adverts
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1.10   The Amiga Informer Magazine

The Amiga Informer is about to release our biggest and best issue to
date. Due out approximately June 18, you will find issue 8 crammed
with important and detailed articles, information and reviews. All the
Informer's staff and writers are passionate Amiga users. We use only
Amigas to create The Informer and we use them to fill all our
computing needs, providing us with a true insight to the platform.

The Amiga Informer is currently a mail order, subscription based
publication. You will not find us at your local newsstand. However,
this fact allows us to keep our prices down for both our readers and
advertisers. This also allows us to give our subscribers personal
attention when in comes to processing subscriptions and answering
questions.

>From time to time you may find a sample issue of The Informer
enclosed with one of your Amiga purchases or see a copy at your
user group meeting. While we do send out some complimentary
issues, they do not provide you with all the benefits that a
subscription would bring.

As a subscriber, you can place free classified ads for your used
Amiga products in each issue. This offers a good way to directly
reach thousands of Amiga users who want that item you just aren't
using anymore. Perhaps you are looking to find an elusive Amiga
product. Placing a wanted to buy ad in The Informer just might find it
for you. It is difficult at best to sell a used Amiga product in your local
newspaperand it costs you money. In The Informer, your items are
seen by an Amiga-specific audience. Therefore, you can sell them
quickly, and probably pay for your subscription in the process.

If you are a subscriber with an email address, you will automatically
receive the Amiga Update Newsletter direct to your email box. Amiga
Update is produced by Brad Webb. Through a special arrangement
with The Informer, you will get all the latest announcements, press
reports, rumors and news at least twice a month with Amiga Update.
This info is fresh and direct from the horse's mouth. No need to hunt

or wait for the latest infoit's sent directly to you with Amiga Update.

Subscribers also receive discounts from Liage International. Through
an arrangement with Liage, we are able to offer our subscribers a
10% discount on all orders. While some might think Liage is just a
game reseller, the facts are different. They carry not only a full line of
popular games, but many educational and instructional titles, as well
as a full line of CD-ROM titles.

And if that isn't plenty already, The Informer is also working hard to
bring you more benefits. We expect to soon have an arrangement
worked out with a well know authorized Amiga repair company that
will give our subscribers discounts on selected repairs. Likewise, we
will periodically be able to offer our subscribers special limited time
discounts on popular software titles. These discounts are made
possible by software developers or distributors who sometimes offer
promotional deals on their products, and we want our subscribers to
have a chance at these special savings.

If you would like to become a subscriber to The Amiga Informer, now
is the perfect time. We offer a No Risk, No Obligation Guarantee to
try us out. You will receive a bill with your first issue, but if you're not
completely satisfied, just write CANCEL on the bill and return it. If
you decide not to subscribe, the first issue is yours to keep and you
will owe us nothing.

Simply call (914) 566-4665 to subscribe by VISA or MC. If you want
to test us out first, call and request to be billed with your first
issue. Or if you prefer, you can visit our website at
www.amigainformer.com to fill out the On-line Subscription
Form to take advantage of the No Risk Guarantee offer.

The Informer is devoted to bringing you an accurate and reliable
resource of Amiga information. So if you're still not convinced,
request that we send you a bill with our No Risk, No Obligation
Guarantee, and find out for yourself.

Fletcher Haug, Editor
The Amiga Informer
informer@mhv.net
www.amigainformer.com
Phone or Fax: 914-566-4665

1.11   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
==
                     Direct Mail Order Price List   May - 1997
                     ==============================
              (Prices subject to change without notice.)

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Product Description                                        CAN $        US $
-------------------                                        -------      -------


AWeb-II (AWeb-II v3.0 / HTML-Heaven v2.1 WWW Software)  $ 60.00      $ 45.00
AWeb-II (v2.1 to v3.0 Upgrade)                          $ 27.00      $ 20.00

SCSI-TV HD controller for CDTV (with 2.5" Internal     $190.00      $149.00
                                Drive Adapter)
SCSI-TV for CDTV, with-out Adapter                     $180.00      $142.00
- the 2.5" adapter is not required for external drives.

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),                 $270.00      $210.00
- the peer-to-peer network for external floppy port.
- (also available as 2-unit expander kit /w extra cable)

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 (for external drives    $ 39.00      $ 31.00
                          with no pass-thru port)
    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 chip for A3000 (WD-08 equivalent)   $ 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
```

Canadian customers add 7% GST to all orders.

Payments may be made with a Bank Draft/Money Order, Postal MO, or VISA to
AmiTrix Development in CAN or US dollars. VISA orders charged in CAN $.

VISA orders require a FAX with card name, number, expiry date & signature.
Please do not send your credit card info via email.

Shipping costs may vary for quantity orders/alternative method of shipment.
==

1.12 Amiga Legacy Magazine

Amiga Legacy's Home Page: http://www.xnet.com/~jcompton/legacy.html

...from the editors of Amiga Report...from the producers at The Vantage
Point...

Amiga Legacy is the groundbreaking Amiga magazine--for your VCR!

Legacy will bring you the latest info about the Amiga--its hottest
products, its coolest tricks, and its future direction--all on video! From
the news in our cyberstudio to the most complete tutorials and reviews
possible, Legacy will provide expert analysis of everything today's user
needs to stay informed.

1997's issues of Legacy will contain footage from Dave Haynie's acclaimed
Deathbed Vigil documentary, including never before seen footage!

Let Legacy SHOW It To You!

If we say a product provides unparalleled performance, you'll see it in
action. Our tutorials will provide you with second to none
instruction--made better because we teach by example.

** Amiga Businesses and Professionals ** We can offer you commercial time
in Legacy! Our team will work with you to produce unique segments, if
necessary. Please contact us for details--space in Issue 1 is still
available!

The Legacy team will deliver coverage about the Amiga 5 times a year (3 in
1997). Subscribe now--and be a part of the new Amiga Legacy!

** PAL Amigans ** We are currently in discussions which may bring Legacy to
you in PAL format! Please contact us if you are from a PAL country and are
interested in Amiga Legacy.

Subscription Rates:

8 Issues (1997-1998): $11.45 each + $2.05 s/h in the US ($112 total)
Save a full 20% off the cover price!

3 Issues (1997): $12.95 each + $2.05 s/h in the US ($45 total)
Save $2 per issue off the cover price!

Single Issue: $14.95 each + $2.05 s/h in the US ($17 total)

[Illinois residents add 8.25% sales tax.]

Legacy can accept your subscription via check, money order, or
Visa and Mastercard.

Please send your name, address, phone number, and account # and expiration
date (if applicable) to:

Legacy Maker
P.O. Box 60711
Chicago, IL 60626
USA

Welcome to the Amiga Legacy!

1.13   AudioLab16R2 For Professional Amiga Audio

          [AudioLab16R2: digital audio NL-editing/DSP software]

For more informations about the AudioLab16R2 family of products please
e-mail to: maurizio@ivg.it

AudioLab16R2 is a professional digital audio postproduction application for
platforms running AmigaOS-compatible operating systems (currently Amigas
and Dracos).

Featuring over 4MB of optimized source code, more than 70 windows and
hundreds of controls, AudioLab16R2 is the largest audio processing/editing
system ever developed for AmigaOS.

Different versions are available for every ZII/ZIII audio boards in
production or, if you don't have a board yet, the standard Amiga chipset
(Standard version only) (1):

      Hardware   AudioLab Version

   - SoundStagePro   AudioLabR2-SoundStage
   - SoundStage   AudioLabR2-SoundStage
   - DelfinaPro   AudioLabR2-Delfina
   - Delfina   AudioLabR2-Delfina
   - DelfinaLite   AudioLabR2-Delfina
   - Prelude   AudioLabR2-Prelude
   - Toccata   AudioLabR2-Standard
   - Maestro   AudioLabR2-Standard (2)
   - DracoAudio   AudioLabR2-Standard
   - AmigaAudio   AudioLabR2-Standard

(1) Every version supports direct read/write access to Studio16 audio files
    for use with the AD516/AD1012 boards by Sunrize. You can apply DSP
    operators to your Studio16 files and get the processed material written
    back to disk while preserving SMPTE timecode informations.

(2) Maestro driver not available yet. Every other driver is available NOW.

Using AudioLab16 it's possible to exchange 16bit formatted audio files with
the following hard disk recording software:

        Program   Platform

    - Audioshop   (Opcode Systems)   MAC
    - Cubase Audio   (Steinberg)   MAC
    - Deck II   (OSC)   MAC
    - Digital Performer (Mark Of The Unicorn) MAC
    - Digitrax   (Alaska Software)   MAC
    - Logic Audio   (Emagic)   MAC
    - Pro Tools   (Digidesign)   MAC
    - Session 8 Mac   (Digidesign)   MAC
    - SoftSplice   (Digital Expressions) MAC
    - Sonic System   (Sonic Solutions)   MAC
    - Sound Designer II (Digidesign)   MAC
    - SoundEdit16   (Macromedia)   MAC
    - Studio Vision   (Opcode Systems)   MAC
    - Cubase Audio PC   (Steinberg)   PC
    - FastEddie   (Digital Audio Labs)   PC
    - MicroSound   (Micro Technology)   PC
    - SADiE Disk Editor (Studio Audio and Video)PC
    - SAW   (I.Q.S.)   PC
    - Session 8 PC   (Digidesign)   PC
    - SSHDR1 HDRecorder (Soundscape Digital T.) PC
    - Techno Lab   (Digital Manager)   PC
    - The EdDitor Plus   (Digital Audio Labs)   PC
    - Quad   (Turtle Beach)   PC
    - Wave for Windows   (Turtle Beach)   PC
    - Producer   (Applied Magic)   AMIGA
    - Studio16   (Sunrize)   AMIGA
    - Samplitude   (Sek'd)   AMIGA

The following manifacturers are technical partners, providing official
drivers and accepting orders:

    - Applied Magic Inc. USA   (AudioLab16R2-SoundStage only)
    - Petsoff L.P.   FINLAND (AudioLab16R2-Delfina only)
    - A.C.T.   GERMANY (AudioLab16R2-Prelude only)

AudioLab16R2 on the WWW (official sites):

    - http://www.amagic.com/html/al16ss.html
    - http://www.sci.fi/~petsoff/al16df.htm
    - http://www.act-net.com/al16pr.htm

AudioLab16R2 on AR (technical details):

    - issue 503

- issue 504

AudioLab16R2 is sponsor of AmigaReport and "The Amiga Audio Cards" WWW
site (http://www.iki.fi/pporkka).

1.14   Reader Mail

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==============================================================================
                               Reader Mail
==============================================================================
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From: Cool@dcandy.demon.co.uk
Subject: Amiga Report - Letters page

Hi there!

I just thought I'd write and tell you how much I enjoy reading Amiga
Report. Due to me living in England and the English Amiga mags only cover
a small section of American Amiga news it is good to read Amiga Report as
it tells me whats happening to the Amiga in America. Thanks again for the
mag. BTW I'm possibly the youngest Amiga Report reader at the age of 14.

From: Bill Toner (wwt5491@rit.edu)

I've been a reader of AR for a few years now, and love your magazine. I
also thing this is the best place to voice my concerns about the situation
between Villate Tronic and Phase5. I recently purchased an Amiga 4000T
system, Cyberstorm MKII 040 and PicassoIV setup from Software Hut, and have
been very dissapointed that I can't use Cybergraphics. Had I known this, I
would probably have got a different graphics board. From what I gather,
Phase5 won't do it until VT gives them a free card, and VT won't do that
because they had to buy P5 boards for other comatibility testing. The
Cybergraphics web site has a letter from Phase5 that they want to support
my board but... There's a set of emails from VT there saying we don't need
Cybergfx anyway so we should get over it.

Now, this soap opera is getting old very quickly, and I'm beginning to
regret my PicassoIV. I can't run some Cybergfx supporting programs, like
the osiris mpeg player, Shapeshifter didn't work well until it specifically
noticed Picasso96, and a bunch of other Cybergfx programs are going to do
the same thing. Looking at the Cybergfx site, it is clear they are doing
everything they can to make supporting programs NOT work on picasso96, but
ONLY on Cybergfx drivers. This is understandable 2 comanies trying to
steal customers from the other, but I feel like I'm stuck in the middle and
I don't like it. Cybergfx developers want us to use their drivers but
won't make one for my board, and VT says only software made by Phase5
doesn't work. VT is wrong, I've seen it with my own eyes. I think that
lacking Cybergfx support is going to hurt their sales, not Phase5's. I
really wish the children running the two groups would grow up and get
along.

I emailed both companies many times and never got a response to my concern.

I hope this letter will get their attention, and let other loyal Amigans
know about the problem. Also, I would like to know if there are current or
potential PicassoIV owners that would like Cybergraphics, would any of you
be interested in donating towards buying a board for the cybergraphics
people to use? I realise it's a lot of money, but if enough people would
do this we would only spend maybe $20 each or so, and get to use real Amiga
software again.

Bill Toner II
wwt5491@rit.edu
Vice-President of ACURIT, the Amiga Computer Users of RIT
An unhappy PicassoIV owner

-    I understand your frustration, and agree that it's very unfortunate
     that Amiga users have been caught in the middle. I sense another level
     of frustration, too--you feel very cut off from the situation, and
     that's the disenfranchising effect of being in the US while the two
     bickering companies are based in Germany. Your options for directly
     harassing the companies about the issue are far more limited. You
     can't make yourself heard as easily. Trust me, I've battled the
     damaging effects of being so cut off from the main workings of the
     Amiga market for years now, and it's only starting to get better.

     As to the real issue at hand, I can only hope that the situation
     is resolved one way or another very soon. Both companies have their
     legitimate complaints, but at its heart it is making us less
     productive, and some sort of accomodation should be reached. -Jason

----

From: Alan Crandall (alanwall@sonic.net)

TopoLino. I guess you don't remember my name,I was the one responsible for
getting the TopoLino to the Gateway show and gave you the info and made
sure you and all the other reporters got to see and try it. I came all the
way from N. Cal. and expect at least a mention. But don't feel bad, if
you do, Don Hicks did the same thing. Next time try to get ALL the info
into the story.

-     Nobody's perfect. Not even Don Hicks. -Jason

1.15 Top 100 Amiga Games

The AR100 - The Top 100 Amiga Games of All Time

Amiga Report is launching a major new survey, aiming to determine the best
Amiga games of the past 12 years. The Amiga Report 100 will be a reference
for gamesplayers past and present, and will be repeated every 6 months to
reflect the constantly changing Amiga games market.

What we want you to do is let us know your own personal "top ten" games -
the ten titles you've enjoyed playing more than any others on your Amiga.
You can vote for any Amiga game - public domain, shareware or commercial.
There's no discrimination between game genres - at the end of the day,

number 1 in the AR100 will the be game which YOU have voted the best Amiga
game ever.

Voting is easy. We allow you to vote in 3 different ways ...

By E-Mail: send your vote to AR100@protec.co.uk. Include your full name,
e-mail address, and your top ten favorite games of all time. You'll
receive an automatic reponse when your vote has been registered.

On the web: Point that browser at http://www.dhp.com/~kend and fill in the
form. Again, you'll receive an automatic e-mail response.

By Fax: Send a fax to Amiga Report on +44 131 226 6996, with your full name
and top ten.

Of course, there are rules. We only allow one vote per reader, so please
don't send 15 e-mails voting for the same games. If we suspect that anyone
has voted more than once, all their votes will be disregarded. Please give
the full name of the game - a vote for "Tetris" doesn't tell us much; tell
us which version. All votes must be in by 31st August 1997, and to keep
things consistant, you can only vote on games released on or before 31st
June 1997. The results will be announced in the first September issue of
Amiga Report. Above all else, the editors' discision is final.

May the best game win!

1.16 IPISA '97

IPISA '97
Incontro Programmatori Internazionali Sistemi Alternativi
International Programmers' Meeting for the Development of Alternative Systems
Seventh Edition
Call for Papers

November 1997 - Milano, Italy

IPISA is an annual meeting autonomously organized by a group of
computer science professionals. Until last year, it used to focus on
programming and applications for the Amiga line of computers.

Starting with this edition the meeting is open to projects, experiences
and products which have been developed on the following platforms:
Amiga, BeOS, GNU, Inferno, Java, Linux, NetBSD, Network Computer,
OpenStep, TeX, X11, Internet, etc.

As in the previous events, it will be possible to discuss research
programs or job contacts with people otherwise difficult to reach.

The organizers invite authors to submit proposals in the form a short
and detailed abstract, which is to be received as soon as possible.

Papers to be published in the proceedings can be accompained by a public talk
by the author (depending on his or her will). The papers can be submitted in
English or in Italian.

If the author desires to personally exhibit his or her work, it is necessary to
specify the estimated duration of the talk.

Authors will receive confirmation of their participation by July 15, 1997, and
will have to send the complete papers and related software by October 1, 1997.

The exact date, place and subscription instructions for the Conference
will be disclosed in future press releases.

IPISA is a non-profit event and subscription costs are aimed to cover
the expenses.

Surface Mail
(preferred for papers submission)

IPISA '97
c/o Sergio Ruocco
via Di Vittorio 4
I-20019 Settimo Milanese (MI)
Italy

Internet:
ruoccos@comm2000.it (Sergio Ruocco)

Web: http://www.bhuman.it/ipisa/

1.17   MasterISO v1.28

TITLE:
  MasterISO

VERSION:
  v1.28

COMPANY:
  Asimware Innovations Inc.
  600 Upper Wellington St., Unit D
  Hamilton, Ontario
  Canada L9A 3P9

  Phone: (905)578-4916
    Fax: (905)578-3966
  EMail: info@asimware.com
    WWW: http://www.asimware.com
    ftp: ftp://ftp.asimware.com

MasterISO v1.28 Maintenance Release

We would like to announce the availability of MasterISO v1.28, which was
released as of June 13th, 1997. This is a maintenanceupdate for the
MasterISO v1 package.

Registered uses may contact us directly for information on obtaining this

update.

MasterISO v1.28 adds support for the following CD-R drives:
  - Mitsumi CR-2201
  - Yamaha CDR-400

About MasterISO...

The MasterISO software package allows a user to control a CD-R recorder to
create custom CD-ROM and CD-Audio discs.

CD-ROM discs are formatted in the universal ISO 9660 format, compatible
with Amiga, IBM, Macintosh and virtually any other CD-ROM equipped
platform.

CD-Audio discs are formatted to the Red Book standard and offer universal
compatibility with standard CD players.

For reference, our current list of supported CD-R drives is:
  - Yamaha CDR-100, CDR-102, CDR-400
  - Sony CDU-920, CDU-924, CDU-926
  - Pinnacle RCD-1000, RCD-202, RCD-5040
  - Philips CDD-522, CDD-521, CDD2000, CDD2600
  - Pioneer DW-S114X
  - HP 4020
  - TEAC CD-R50
  - Mitsumi CR-2201

Please contact us for a current list of tested CD-R and SCSI controller
combinations.

Asimware Innovations Inc. is an Amiga software development house
specializing in CD-ROM and CD-Recordable technologies. Our current product
line includes AsimCDFS, MasterISO, Texture Heaven, Texture Heaven 2,
PhotoCD Manager and Audio Thunder.

Asimware Innovations Inc.
June 13th, 1997

1.18 Retail Escort v4.1 Demo

Mr. Hardware Computers Announces Retail Escort v4.1 Demo

For Immediate Release

Tuesday, June 18th 1997

Contact:
  Joe Rothman
  Mr. Hardware Computers
  59 Storey Ave.
  Central Islip, NY 11722-2332 USA
  516-234-8110 Voice or Fax

    Email: hardware@li.net

Central Islip, NY – Tuesday, June 17th 1997 Mr. Hardware Computers
announced today that they have released the long awaited demo version of
their Premier Amiga Point of Sale System. We are pleased to release a demo
of our most exciting version of Retail Escort ever. We have worked long
and hard to bring the Amiga Professional Business Management Software.

Our Vision of what Business Management Software should do is simple. The
management tools you use should be as intuitive and easy to use as
possible. Software should make your life as the owner/manager easy. You
make the decisions, but the software should do the work. Knowing where
your business stands should be just a report or two away. With these
thoughts in mind we present you with v4.1 of Retail Escort.

The Retail Escort v4.1 demo is available for download on Aminet under the
name RE41DEMO.lha. Search for Retail to locate it.

Retail Escort helps you run your business with:

Accounts Receivable, Accounts Payable, Tons of Business Reports, Checking
Accounts, Credit Cards, Customer Notes, Easy Invoicing, Inventory Control,
Order Tracking, Price Quotes, Purchase Orders, Mailing Lists, Label
Printing, plus a whole lot more.

Mr. Hardware Computers is 100% Amiga and 100% committed to the further
development of SBase4, SBase4Pro, The Escort Series, and other fine Amiga
software. We invite you to help prove the Amiga is better at running
business software, and therefore better for running a business, than any
other computer.

1.19   Delfina Lite

    ANNOUNCE: DELFINA LITE – NEW DSP AUDIO CARD FOR GENERAL USE

1. TECH

Delfina Lite is based on Delfina DSP, the world's first general use
multifunctional DSP audio card for Amiga. From the Delfina DSP some
functions have been deleted (serial/parallel ports, memory expansion) and
some functions have been added (multiple sound input, expansion port). The
modern manufacturing allows a very low price: SRP is $299.

Delfina Lite is primarily a DSP audio card, and it is best suited for
producing and recording audio with optional realtime effects. Effects can
be applied on any sound produced by Delfina or external source
transparently, and all the sounds produced by Delfina-capable programs or
external source can be mixed into Delfina's output. Delfina Lite is also
freely programmable for all general computing tasks using the supplied
compiler and libraries.

With the upcoming S/PDIF option Delfina Lite turns your Amiga into a
professional 24-bit computer audio workstation. The optional serial port
adds a new high-speed MIDI-capable serial into your computer with very
little CPU usage.

Features:

  – 40 MHz Motorola DSP56002 digital signal processor
      * 20 MIPS, upto 120 MOPS
      * 24 bit data bus (144 dB dynamic range)

  – 96kB (32kWords) SRAM
      * Zero-waitstate (12ns)

  – Stereo audio codec (Crystal CS4231A)
      * Sample frequencies upto 48 kHz at 16 bit
      * Three stereo inputs, one stereo output
      * All inputs can be mixed with Delfina's output

  – Two stereo RCA inputs

  – One stereo RCA output

  – Internal connector for audio input from CD-ROM

  – expansion connector for MIDI-compatible serial port and 24-bit S/PDIF
    digital I/O

  – Fully programmable using the supplied software

Requirements:

  – Amiga with Zorro-II slot (A2000, A3000, A4000)
  – AmigaOS 2.04 or higher
  – 68020 processor or higher
  – about 5MB of hard disk space

2. SUPPORT

Delfina Lite fully supports AHI, the retargetable audio standard for Amiga.
Number of AHI supporting programs is steadily increasing. In the future,
Delfina Lite will also emulate the Toccata card in software.

In addition to AHI standard, Delfina Lite can run multiple Delfina and AHI
programs at the same time, and various effects can be applied globally, on
a single program output or a single external input, with all the sounds
mixed together at wished levels. Only Delfina's DSP usage and internal
memory set the limits.

Software supporting Delfina includes:

  – Octamed SoundStudio
  – AudioLab16 for Delfina
  – SoundFX
  – Digi Booster Pro
  – Hippoplayer
  – APlayer
  – SinED
  – Play 16
  – ShapeShifter 3.6

.. and many more.

Delfina Lite system software includes:

  – AHI (Audio Hardware Interface) driver
      * Play&record multiple channel audio
      * AHI standard allows you to write software that works
        on other audio boards or normal Amiga audio too

  – delfina.library
      * For basic operations and user's own DSP software
      * Supports DSP program multitasking
      * Enables audio playback and recording

  – DelfPrefs
      * Utility to adjust Delfina's parameters

  – DelFX
      * Multiple realtime effects
      * Record and play AIFFstereo samples at 4000–96000 Hz
      * Configurable shortcut effect combinations
      * Can be used to process input or output of other programs

  – DelfLoad
      * Shows DSP usage and other statistics

  – MUI 3.8 unregistered version
      * licensed for use with Delfina software

  – A56
      * DSP56002 assembler
      * Allows you to write your own DSP programs

  – Many example programs including source code

  – Software upgrades available for free, at http://www.sci.fi/~petsoff/ftp

3. MORE INFORMATION

Delfina Lite boards are available for order from June 16th 1997.

WWW site is at http://www.sci.fi/~petsoff

To order, use the WWW order form, or mail to:
  Petsoff Limited Partnership
  P.O. Box 1009
  FIN–53301 LAPPEENRANTA
  FINLAND

Distributors sought worldwide.

For ordering questions, please send email to: petsalo@petsoff.pp.sci.fi
(Jyrki Petsalo, marketing)

and for technical questions, please send e-mail to:
suikki@petsoff.pp.sci.fi (Teemu Suikki, hard- and software design)

```
------------------------------------------------------------------------
                    Delfina - Discover the Sound of Power.
```

1.20 Argent Ethernet

Digital Lightyear Technologies presents:
Argent Ethernet

Digital Lightyear Technologies is proud to make the announcement of the
most affordable Ethernet networking solution ever offered for the Amiga
Market, The Argent Ethernet Card. The Argent Ethernet network interface
card is a Zorro-II Auto-configuring adapter that will allow your Amiga
2000, Amiga 3000, or Amiga 4000 computer to be easily connected to any
Ethernet network, even those connected to IBM(R) and Macintosh(R) computer
systems.

 At 10 Megabits per second, data is transferred lightning fast!

Features:

o Zorro-II AutoConfig Card - Provides an easy connection to the computer
  and configuration is even easier.

o 100% Ethernet 10-2/10-T compatible - 100% compatibility ensures that
  you'll never have a problem connecting to any Ethernet network, with any
  kind of computer.

o Easy Internet Connectivity - If your network has Internet Access already,
  you may use the included free version of AmiTCP to connect your Amiga to
  the Internet many times faster than a normal modem.

o Easy connection utilities (currently under development) - Our special
  driver and utility set provides you with a quick way onto the network.

  A network file sharing system that lets you connect to servers and other
  computers on the network.

o Affordabilty - Unlike previously released Amiga Ethernet cards with
  retail prices between $199.00 and $299.00, The Argent Ethernet Card has a
  manufacturer's suggested retail price of only $99.99 per unit. This
  price has been unheard of in the Amiga market - until now!

Contact Digital Lightyear Technologies for Dealer information or direct
sales information at:

1517 105th Ave. Ct. E.
Edgewood Washington, 98372
(206) 927-3817

Dealers:

Contact Digital Lightyear Technologies for pricing
Advance Orders are currently being taken.

1.21 BarNone 1.2

TITLE

   BarNone 1.2

COMPANY

  ShadowWorks Software
  Email: srk@frii.com
  Postal: ShadowWorks Software
           405 Pulsar St.
           Fort Collins, CO 80525 USA
  Phone: Unfortunately, we cannot currently provide telephone support.

DESCRIPTION

  BarNone is a new type of system controller software for your Amiga.
  It can be used to control a variety of system functions. It is
  extremely configurable, and may be used as a program launcher, a
  graphical public screen utility, a CPU monitor, and much more.

  BarNone includes a number of features available for the first time
  ever in this type of program, such as thumbnail views of other
  screens, even with different palettes and formats. Our support web
  page has more information on this application, as well as download
  links:

     http://www.frii.com/~srk/ShadowWorks/

NEW FEATURES

  Version 1.2 provides a number of bug fixes and new features, including
  direct support for icons files, new window features, a new serial link
  monitor class, and more. See the History link in the BarNone
  documentation for a complete list of changes.

SPECIAL REQUIREMENTS

  Required:

  - 68020+
  - MUI 3.8
  - OS 3.0 or later
  - Hard disk with 1 Mb available
  - 2 Mb Fast RAM

  Recommended:

  - 68040+
  - Graphics Card
  - 8 Mb Fast RAM

AVAILABILITY

  BarNone 1.2 may be downloaded from our support page:

```
     http://www.frii.com/~srk/ShadowWorks/
```

  Or from Aminet directly:
```
     ftp://ftp.wustl.edu/pub/aminet/util/wb/BarNone.lha (367060)
```

PRICE

  BarNone has a shareware fee of $20. The unregistered version is
  fully functional, and a reasonable trial period is permitted.
  Registration may be performed over the Internet or via postal mail.

DISTRIBUTABILITY

  BarNone is freely distributable shareware. It is Copyright 1997
  ShadowWorks Software.

1.22   Aladdin 4D

Aladdin 4D Ships with ImageFX Limited Time Offer!

For Immediate Release

Tuesday, June 17, 1997

Contact: Bob Fisher
          Nova Design, Inc.
          1910 Byrd Ave, Suite 204
          Richmond, VA 23230
          Tel: 804-282-5868
          Fax: 804-282-3768

Aladdin 4D 5.0, perhaps one of the most anticipated upgrades to a consumer
3D package on the Amiga, is scheduled to ship in July! Nova Design is
currently taking advance orders for this highly anticipated upgrade.
Aladdin 4D is the Amiga's fastest 3D animation package for and it even
comes with advanced tools like volumetric gases and particle systems!

Here's a small taste of just some of the new features we've been working on
in the past months for Aladdin 4D:

· No more dongle copy protection!

· All-new AmigaDOS 2.1/3.1 style interface! Completely configurable
interface has been redesigned to make using the Aladdin 4D modeling and
animation system easier to use than ever before!

· Supports all Amiga display modes, CyberGraphX, Toaster, DCTV and more.

· Full support for integration with ImageFX and other packages supporting
the MAGIC buffer sharing system allows you to render images and immediately
post process them.

· Spotlights! Negative lights! Configurable photo-realistic soft shadows!

· Two configurable lens flare systems!

· Video Toaster and Lightwave compatibility means that you can load and
save Toaster Framestore images, render directly to the Toaster display,
load Lightwave objects and composite Lightwave scenes three dimensionally
with built-in zbuffer support.

· Hierarchical, spline based, motion paths!

· ARexx support, real-time texture previews, thumbnail image requesters,
interactive help system, multiple level anti-aliasing and more!

The upgrade price, which includes a completely new manual, is only $99.95.
You'll be getting effectively a new 3D package for less than $100.00!

Want to own ImageFX as well? Aladdin 4D owners get an extra bonus and can
order and 'crossgrade' to ImageFX 2.6 directly from Nova Design, Inc. for
only $124.95 when ordering their Aladdin 4D upgrade.

Wait! There's more! ImageFX owners can also pre-order Aladdin 4D at this
amazing low upgrade price and get Aladdin 4D 5.0, brand new, for only
$99.95.

These offers won't be available forever. Call today and order yourself
ImageFX and Aladdin 4D 5.0 - the perfect pair!

Call 1-800-IMAGE-69, or (804) 282-1157, to order Aladdin 4D and ImageFX on
this special offer, or fax us at (804) 282-3768.

ImageFX and Aladdin 4D are trademarks of Nova Design, Inc. All other
trademarks are held by their respective owners.

1.23 HexagonII

TITLE

  HexagonII: The Russian Campaign

VERSION

  V1R0

COMPANY

  DYNACHROME Software

  e-mail : wjm@magma.ca
  web page: http://www.magma.ca/~wjm/dynachrome.html

AUTHOR

  W. John Malone

DESCRIPTION

  HexagonII is a play-by-e-mail aid for the WWII east front board wargame,

The Russian Campaign. The board game is published by the Avalon Hill
Game Company and is widely regarded as one of the all time best wargames.
It is also eminently suitable for PBEM. HexagonII allows convenient
e-mail play of the game. The features include:

  - Fully computer based PBEM. No map must be kept set up, no
   error prone recording of unit locations must be done.

  - Simple, mouse based unit manipulation.

  - Fast, compiled, OS friendly code.

  - Respects font and resolution preferences.

This is a play-aid only. Ownership of the board game is necessary for
play. There are no game rules in this distribution.

AVAILABILITY

HexagonII is available on Aminet in the game/board directory as
file HexagonII.lha.

ftp://ftp.wustl.edu/pub/aminet/game/board/HexagonII.lha (169020)

PRICE

Free.

DISTRIBUTABILITY

HexagonII is Copyright 1997 by W. John Malone.

Permission is granted to freely redistribute HexagonII.lha.

1.24 CheckHTML v1.3

TITLE

CheckHTML

VERSION

1.3

RELEASE DATE

03.06.1997

AUTHOR

Kai Hofmann (i07m@informatik.uni-bremen.de)
     (http://www.informatik.uni-bremen.de/~i07m/)

DESCRIPTION

CheckHTML checks whether a HTML document is conforming with the
HTML (3.2) DTD. This will be done by using the sgmls parser from
James Clark, the HTML DTD and a small Shell script.
CheckHTML can verify HTML 3.2 and HTML 2.0 documents. Newer HTML
versions can be easily supported by placing the new DTD into the
'sgml:' directory and adding their public identifier to the 'CATALOG'
file. The upcoming XML standard could be easily supported the same
way!

NEW FEATURES

  - Improved documentation
  - Added some
               Amigaguide
                V40 features to the documentation
  - Improved installer script
  - Added CountStrings
  - Added SelectString
  - CheckHTML now asks for (multiple) files when started without
    arguments
  - Added German documentation
  - HTML 3.2 Final DTD

AVAILABILITY

  http://www.informatik.uni-bremen.de/~i07m/amiga/CheckHTML.html

  ftp://wuarchive.wustl.edu/pub/aminet/comm/www/CheckHTML.lha
  And all other Aminet sites.

SEE ALSO

  - Aminet:dev/lang/sgmls.lha
  - The SGML Handbook, Charles F. Goldfarb
  - ISO 8879 (Standard Generalized Markup Language), International
    Organization for Standardization
  - http://www.w3c.org

PRICE

  This is Freeware!

DISTRIBUTION

  SGMLUG hereby grants to any user: (1) an irrevocable royalty-free,
  worldwide, non-exclusive license to use, execute, reproduce, display,
  perform and distribute copies of, and to prepare derivative works
  based upon these materials; and (2) the right to authorize others to
  do any of the foregoing.

IMPORTANT NOTE

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

1.25 MCC-Install

```
TITLE

  MCC-Install

VERSION

  43.19

RELEASE DATE

  11.06.1997

AUTHOR

  Kai Hofmann (i07m@informatik.uni-bremen.de)
              (http://www.informatik.uni-bremen.de/~i07m/)

DESCRIPTION

  MCC-Install is an installer script for MUI Custom Classes that is
  highly modular to be re-usable for other installer scripts.

  MCC-Install features:

  - Follows the V43 Installer Style Guide
  - Correctly supports the different user levels
  - Install new/update mode
  - Uninstallation
  - Supports Installers prior to V43
  - Highly automated
  - Very flexible
  - Very intelligent (for an installer-script ;-)
  - It uses WrapGuide (if present) for the AmigaGuide documentation
    if running under a pre V39 system.
  - Autodetects the CPU/FPU
  - Autodetects the OS version
  - Autodetects the MUI version
  - Autodetects existing files within the distribution archive
  - Installs the optimal 68010-68060 binary if available
  - Supports the following document formats:
    ASCII, AmigaGuide, HTML
  - It supports the following languages:
    English, German, French, Danish, Italian, Dutch, Swedish, Polish,
    Finnish, Greek, Czech, Russian
  - Supports source code installation for the following programming
    languages:
    C, Assembler, Amiga-E, Modula II, Oberon, ARexx, Cluster,
    Blitz Basic 2
  - It can be re-used by (hopefully) all other MUI custom classes since
    the authors of custom classes need to change only a few things:
    * The #copyright variable
    * The #min_os_version and #min_os_revision variables
    * The #min_mui_version and #min_mui_revision variables
    * The #language_mcc and #language_mcp variables
```

```
    * The P_CustomExists, P_CustomInstall and P_CustomUninstall
      procedures
    * The 'APPNAME' tooltype within the MCC-Install icon
```

NEW FEATURES

```
  - Added AmigaGuide V40 features to the documentation
  - Added support for HTML documentation
  - Added support for ARexx, Cluster, Blitz Basic 2
  - Prepared for supporting C++ and MUIBuilder 3
  - Improved/fixed WrapGuide support
  - Prepared for supporting the following languages:
    Croatian, Serbian, Slovak, Slovenian, Portuguese (Brazilian)
  - "Abort Install" button text changed to "Abort Uninstall"
    during uninstallation
  - Added support for images
  - Added Russian translation
  - Now works, when no 68000 version is available
  - Added minimum OS detection
  - Comments removed (14K)
```

SPECIAL REQUIREMENTS

```
  Installer
```

AVAILABILITY

```
  http://www.informatik.uni-bremen.de/~i07m/amiga/mui/MCC-Install.html

  ftp://wuarchive.wustl.edu/pub/aminet/dev/mui/MCC-Install.lha
  And all other Aminet sites.
```

PRICE

```
  This is Giftware!
```

DISTRIBUTION

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

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

IMPORTANT NOTE

```
  This package may not be included on any further Aminet CD-ROMs unless
  authors contributing their software to the CD-ROM, (without mentioning
```

distribution "NoCD") are granted a copy of the CD completely free
of charge.

1.26   Built With Amiga Campaign

TITLE

  "Built With Amiga Software For The Internet" campaign launch.

AUTHOR

  Keith Blakemore-Noble (keith@amiga.u-net.com)

DESCRIPTION

  Today (8th June 1997) sees the launch of the Built With Amiga
  Software For The Internet campaign.

  The best way to describe this campaign is to quote directly from
  it's main page -

  "You may have noticed some webpages bearing logos indicating that
   they were made with Microsoft software, or made on AppleMacs, or
   whatever. Well, this campaign is designed to be a focus point
   for all those of us who use our Amigas to create our Web Pages -
   let's show the rest of the world just how good this machine
   really is, and how widely used it is!"

  This campaign is designed to increase Amiga awareness on the net,
  through the use of a distinctive logo on your own web pages.
  (provided you DID build them with Amiga software, of course ;-))

  However, it is ALSO intended to provide you with a source of
  information concerning all categories of Amiga Internet
  software.

  Amiga International and Gateway2000 have been advised of the
  existance of this campaign.

SPECIAL REQUIREMENTS

  The only requirement is that if you add teh logo to your Web
  Pages, they MUST have actually been Built With Amiga Software! :)

AVAILABILITY

  The campaign web site is already available, although details are
  still being added (and will continue to be added as people bring
  more details to my attention, and as new software arrives).

  http://www.amiga.u-net.com/BuiltWithAmiga/home.html

  Note - if you are using an old browser that does not support
  HTTP1.1 then this link may not work correctly, in which case

please try http://www.personal.u-net.com/~amiga/BuiltWithAmiga/home.html

PRICE

  There is no fee involved with becoming associated.

DISTRIBUTABILITY

  The whole object of this campaign is to increase awareness of the
  Amiga and its role within the Internet, so please feel free to
  distribute this information far and wide, and to add the logo and
  link to your own Web Pages.

OTHER

  This campaign is working closely with the Amiga Web Campaign and
  also the Made on Amiga site.

1.27 Maggot v0.99x

TITLE

  Maggot

VERSION

  0.99x FINAL BETA

AUTHOR

  Markus Mannevaara
  mamannev@abo.fi

DESCRIPTION

  Maggot is the classic worm-game where you eat apples, trying to
  get the worm as long as possible. The special attraction of Maggot
  is free movement of the worm, as seen in PizzaWorm for the PC and
  SuperWorm on the Amiga, but even better. In Maggot you have more
  control of the Worm, in the form of different turn tightnesses,
  and two different speeds.

  It's guaranteed to be very addictive, and the absolute timewaster
  when you have a break somewhere. It naturally features a highscore
  list, so that there would be something to strive for in the game.

  This version of Maggot is the final beta, we would like you to test
  this software and report any ideas or suggestions you have, before
  it is released more widely.

  The main features of Maggot are:

    o Very addictive.
    o Free movement.
    o Nice font-sensitive (GadTools) user interface.

    o Set-uppable to a wide extent.
    o Good graphics, that fall back to simpler graphics if your
      system is limited.
    o Good highscore-list, including a list-merging function.
    o Sounds (not fully implemented in this beta).

SPECIAL REQUIREMENTS

    o AmigaOS 3.0
    o For a special Color-cycling mode to work, the screen needs to
      have 256 or less colors.

AVAILABILITY

  This final beta of Maggot is only available from our website at:
          http://www.abo.fi/~mamannev/circlesoft/maggot.html
  Later versions will also be put on Aminet.

PRICE

  Maggot is Freeware.
  Copyrighted to CircleSoft 1996-1997.

1.28 NewYork Newsreader

Finale Development, Inc. is proud to announce the availabilty of our
newest product .. NewYork newsreader. (both full, and demo versions)

NewYork is a powerful, but easy to use online Usenet news reader, designed
from the ground-up for the Amiga, not ported over from some other platform.
It features built-in editing tools, mass-uudecode tools, and sports an
intuitive speedbar implementation.

The application requires:

* WB 3.x

* 2+ megs of available RAM (may vary, according to the
  size of your ISP's news active file)

If you are currently using the demo version of Voodoo emailer, or are
looking for an Amiga email program please note that we have released a new
version of the demo.

Voodoo features an intuitive integration of plain text email, MIME email,
and powerful PGP encryption bundled into one easy to master package.

Voodoo requires:

* WB 3.x

* 2+ megs of free RAM

Archives for all our products, both full and demos, can be found
on either our FTP site (ftp.finale-dev.com), for example:

```
ftp://ftp.finale-dev.com/pub/Voodoo/VoodooDemo.lha (549488)
ftp://ftp.finale-dev.com/pub/NewYork/NY201Demo.lha (363768)
```

 for the Voodoo and NewYork demos, or at our WWW site's
download page (www.finale-dev.com).

 Thank You,

  John Kelly,
  Director of Customer Support
  Finale Development, Inc.

  info@finale-dev.com - General information
  sales@finale-dev.com - Product ordering

1.29 Honorable Mention Hits 300

The popular web page Honorable Mention has now grown to include over 300
articles.

Honorable Mention is a page Mathew R. Ignash (mignash@rust.net) upkeeps
that indexes mentions of the Amiga computer in non-Amiga magazines and news
sources. On the site you can read articles dating from the purchase of the
Amiga by Commodore back in 1984 all the way to news only a few days old.
Many stories include links to full text, mailto: links to the author's and
more.

Come see it at http://www.rust.net/~mignash/ and click on the
Honorable Mention section.

1.30 Timm Martin Is Alive!

[This news comes courtesy of Rolf Rotvel (rolfr@post4.tele.dk) who has some
relieving news. Some time ago, reports arose that Timm Martin, who wrote
SID, had died. We published those accounts in Amiga Report...it seems we
were mistaken. -Jason]

Here's some good news. I've been emailing a bit with Timm Martin, the
author of the famous directory utility SID. I am happy to tell that
contrary to rumors he's very much alive and it looks like there's still
hope for the continued developement of SID.

Here's what he had to say (Edited together from a couple of emails):

"I do still have the SID source code. I'm currently in negotiations with
an American company to license the source code to produce another version
of SID. Hence, I cannot release it to the public domain at this time."

"I can tell you that negotiations have stalled somewhat, so if you know
anyone with a little money and a lot of wherewithall who's interested in

licensing and updating SID, let me know."

"However, because of my current heavy commitment to my software company, I
don't really have the time and energy to actively pursue a deal. I'll be
glad to listen to any valid offer, but the negotiations need to be quick,
the deal solid, and my participation after the fact extremely limited to
nonexistent."

Regards,
Timm
timm@intcom.net
--cut--

[So, if you're interested in the future of SID, drop Timm a line.]

1.31 Amiga Informer Issue 8

Issue 8 of The Amiga Informer will be available by June 18, and oh,
what an issue it is! Our staff of Amiga devotees have gone over the
edge to bring you the biggest issue yet. I think you'll be impressed at
what we've put together. You'll also be impressed to see just how good
Amiga computers are at desk top publishing.

One of the features in this issue is an in-depth look at what the
Gateway 2000 purchase of Amiga might mean for the future. We help
you read between the lines of the May 16 press release to find out.
You will also find exclusive photos and an article on the World of
Amiga show in London from our new UK correspondent Adrian
Pickering. Phase 5 demonstrated their newest BlizzardPPC and
CyberStormPPC PowerUP boards at the show and we'll give you the
run down on what was seen. We also have inside news on the public
unveiling of the Jay Miner Society, sponsors of the Open Amiga
Initiative mentioned by both Gateway and Amiga International.

Along with numerous news bytes and briefs, product announcements,
and our developer profile, we bring you our usual columns. This
issue's columns deal with managing your Workbench Icons, and
understanding and using MultiUser Domains. In addition, we have a
column that details a wide selection of programs that can be combined
to create one integrated system for internet access.

We have several reviews in Issue 8. The email program Air Mail v4.2 is
evaluated along with a serious look at Pretium, the personal finance
management program. We also take a look at the old standby corrupt
disk recovery program DiskSalv4 and the combat game Tiny Troops.
In addition, we summarize the AGA Experience 2 CD, and two classic
games; Dune II and Syndicate.

To round things off, we list a selection of dealers, user groups and fine
websites in our Contacts section and, as always, intersperse useful
tips throughout the entire issue.

Because The Informer is quickly increasing its subscription base, we
are limiting the amount of complimentary issues we distribute. The only
way you can be assured of getting this and future issues is to

subscribe. We offer several benefits to our subscribers including free
classified ads, discounts and incentives from select dealers and
distributors, and, for our net connected readers, up-to-the
minute news delivered directly to your email address with the Amiga
Update newsletter by Brad Webb.

We provide a no risk, no obligation subscription offer. Fill out and send
the on-line form at www.amigainformer.com/subscribe.cgi. We will
send your first issue of The Informer with a bill enclosed. If you review
The Informer and find you are not satisfied, just write CANCEL on the
bill and return it. The first issue is yours to keep and you will owe us
nothing. If you like it, a variety of payment options are provided on the
bill. You are under no obligation so you just can't lose. Give us a try
today and see what we are all about.

Thanks for your support,

Fletcher Haug, Editor
The Amiga Informer
eldritch@mhv.net
www.amigainformer.com

1.32   Amiga Club Madrid

A new Amiga association is born, an association to ease commnication among
us, but it has also more objectives. Our WEB page:
http://soporte.databasedm.es/amiga/

It's completely non-profit.

Amiga Club Madrid

Our association is just that, an association. It does not pretend to be a
club restricted to an especific group of people. We are open to all kind
of constructive contributions so, if you think you can bring something of
your own to the spanish amigan scene, here's your chance!

This association has been formed to:

1. Inform the Amiga user, through our WEB pages, and a periodical
publication.

2. Allow participation in the creation of a fanzine. We are now deciding
its structure, that is, its sections, and so on. Bring your ideas!

3. Serve as a bridge between all user clubs and associations. We do not
pretend them to join us, but make all of us unite, to gather information:
News, product buyings/sales, source code in ongoing developments and,
generally, any other event related to the Amiga in Spain.

4. Organize, all over Spain, Amiga parties and all sorts of reunions that
put a bunch of amigans around what they like and know best.

5. Do our best in supporting companies who create Amiga products.

Besides this, we are giving the following internet services:

– Users: We'll publish names and home page URLs of users and groups of
  Amiga users.

– Amiga Club: The aforementioned note.

– Magazines: Online mags.

– Forum: Discussion forum.

– AmiNet: What else can be said...

– Links: Commented Amiga links. Take care yours is not missing.

– Search engines: Internet Amiga searching tools

– History: The story of the BEST COMPUTER IN THE WORLD.

– Marketplace: To buy, sell, swap and find.

– News: Amiga news, and links to the best spanish news pages.

If you want to join the association, you already know, get signed. If you
have Amiga friends who are not able to join trough internet, don't worry,
as the fanzine will be also printed; may they send a letter to:

Asociacion Club AMIGA Madrid
Att David Mochales Gordo
C/Juan Bravo 63 1=BAE
28006 Madrid (SPAIN)

Or call 34-1-402-14-21, and ask for David

Current avalaible e-mail adresses:

dmochales@databasedm.es
amiga@databasedm.es
jcmarcos@lander.es
workbench@cyberjunkie.com

Send questions and suggestions to: dmochales@databasedm.es

1.33 AmigaZone Expands

FOR IMMEDIATE RELEASE

18 June,1997

        AmigaZone Expands! More Amiga mailing lists added.
                 Amiga Fidonet "Echoes" added.

The AmigaZone, hosted at CalWeb Internet Services (formerly located on
Portal), has expanded our offerings yet again!

The Zone, founded in 1985 by Harv Laser, has always prided itself on
carrying as much Amiga-oriented information, in the form of messages
(postings, articles), and files as possible. Now we're bursting at the
seams with STUFF for you and your Amiga!

In our current incantation, as a WildCat5 system hosted by CalWeb Internet
Services, we now carry an insanely huge amount of info for you to enjoy!

Your $19.95/month membership gets you everything the AmigaZone has to
offer. There are NEVER any extra-cost areas just out of your reach.

Not only do we carry all the Amiga Usenet Newsgroups, but we also have
message bases for Amiga-oriented mailing lists. We just added another half
dozen mailing lists, and here is the current roster of the lists you can
read in the Zone:

  AWeb Mailing List
  Imagine Mailing List
  Toaster Mailing List
  Lightwave Mailing List
  Opalvision Mailing List
  IBrowse Mailing List
  Aladdin 4D Mailing List
  AmTelnet Mailing List
  CU Amiga Mailing List
  ImageFX Mailing List
  Miami Mailing List
  SoftLogik Mailing List
  Voyager Mailing List

By feeding these mailing lists into our message bases, you don't have to
clog your email with them. You don't have to worry about disk storage
costs at your ISP. Just read them online in our Text-style BBS interface,
or with your favorite browser in our Web interface. Some of these lists
generate hundreds of postings each week.

Today, we expanded the Zone even more. We're now feeding the
Amiga-specific Fidonet "echos" into their own message bases. These are the
ones we're carrying:

  Fidonet NetMail
  Amiga International Echo
  Amiga Games
  Amiga Hardware/Software For-Sale
  International Amiga CDROM/CDTV/CD32 Conference
  FileFind echo for Amiga Computers
  Amiga WorldWide Conference
  Amiga Programmers Area
  Amiga BBS Sysops Conference
  International Amiga Telecom Roundtable
  Amiga Pointing Software
  Amy Tech Conference

If you've ever wanted to read Fidonet and didn't have a local BBS that
carried it, or maybe you did and he only has one phone line that's always
busy, well here ya go. You'll never get a "busy signal" connecting to the

AmigaZone. And again you can read all these echos in our text-style
interface with any terminal program or telnet client, or use your browser
and read them in our incredibly easy-to-use Web interface. Or you can even
download them using our "QWK Packet" system and use an offline reader.

(Speaking of Web interfaces, I've seen a lot of Web-based message base
interfaces.. some of them really suck! The one we have on our Wildcat
system is so nice, simple and fast to use you won't believe it!).

In addition to our own local message bases, Usenet groups, Amiga mailing
lists, and now Fidonet echos, the Zone features one of the largest
collection of Amiga files and programs you're likely to find anywhere! We
have over 40,000 files always available, 24 hours a day for you downloading
pleasure, both on our hard drives and on our CD-ROM changer. Nothing is
"by request" or "offline." It's all there. All the time. And we have tons
of files you won't find on Aminet or any other online service around.
Files aren't deleted because we run out of space. We have TONS of disk
space.

Want more? Okay how about this: we have an online image thumbnail maker.
Not sure you want to download .gif or .jpg images from our library? Want
to see what they look like first? Just use our text-interface's instant
thumbnail maker. Mark the files, choose the thumbnail option and it'll
spit out a labelled thumbnail screen in eight different resolutions, as a
.gif or a .jpg and Zmodem it right onto your screen.

Oh, and did I mention that you can wander through our huge categorized
library, mark the files you want, and then download them all at one time?
Yah, you can do that :)

That's not enough? Okay, how about this: We have a LIVE weekly contest
each Sunday night. We've had contests for over 300 weeks running and we've
given away thousands of bucks worth of Amiga prizes. Software, CD-ROMs,
even hardware. (We gave out an OpalVision a week ago). The contests are
random chance, and fair to even the slowest typists. There's a huge list
of prizes for you to choose from. Yes, that's right. If you win, you get
to choose the prize you want!

The AmigaZone is run and managed by long-time Amiga-owning professionals.
You ask questions, you get answers. You want someone to yak with? We have
a live interactive chat seven nights a week.

I promise you that you will not find more Amiga-oriented STUFF in any other
single location anywhere.

Your $19.95 monthly fee gets you the entire AmigaZone:

 - our text-style BBS interface you telnet into from anywhere
 - our Web browser interface
 - our private FTP site
 - our POP email server
 - your own "amigazone.com" email address

And if that wasn't enough, you also get a full CalWeb UNIX shell account
with all the standard UNIX shell tools for email and news, plus 10 meg of
free storage for your own Web site if you want to build one.

And CalWeb has LIVE 24 hour tech support, seven days a week! (Can you name
another Internet provider who can make that claim?)

If all of this doesn't convince you, you can try out the Zone absolutely
FREE for two weeks. You pay NOTHING to road test it. No deposit. No
credit card up front. NOTHING. (The free, two-week trial has a few limits
which are detailed at our Web site).

If you're ready to join, CalWeb takes major plastic, or they'll set up a
monthly invoice-in-the-mail account for you. Just call 1-800-509-9322 and
if you use plastic you'll have your Zone account within 24 hours.

(If you want the 2 week free trial first, do NOT phone CalWeb. Instead,
visit our web site and read the instructions you'll find at the "Free Two
Week Trial" link on the main page. CalWeb does *NOT* set up the free trial
accounts!)

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For more info and details, check out our web site at:

                http://www.amigazone.com

Harv Laser
harv@amigazone.com
AmigaZone Founder and Sysop

1.34   Amicon Ohio Show

We have found a suitable location and date for this years show...

Date: November 1st & 2nd
Location: Concourse Hotel at the Columbus Airport.

The concourse hotel is a classy facility within walking distance of the
airport terminal.
They have a bar and resturant, indoor and outdoor pools and an excercise
facility.
Single Rooms run $94 and rooms with two double beds run $104.

We have reserved the Grand Ballroom (their largest) which from what I see from
the fliers from the Gateway show is larger than the gateway show floor.

I know there will be some increase to cover the higher cost of the facilities
but we expect them to be close to next years show.

As soon as Dave Pearce gets back from his honeymoon we will have pictures of
the facility on our web page at http://www.amicon.org

Let me know if you have questions, and please pass this information along to
any interested people and vendors...
Ronn Black
Pres. Amicon - Central Ohio Amiga Users Group.

1.35 No Amiga To Waste Site

N O   A M I G A   T O   W A S T E

A new Amiga site has been created to provide a place where developers and
users can come together as one to share ideas and comments.

DESCRIPTION OF THE SITE'S PURPOSE

Problems

* A lot of commercial software houses have left the Amiga-scene and less
  'state of the art' programs are released.
* Inspired and skilled programmers have become rare 'cause a lot moved
  over to other systems.
* Public Domain authors tend to have a strange habit of 're'-programming
  the same software tools over and over again.

Conclusion

Make sure that every programming effort provides a final product that is
useful, original, easy to use and up to date.

Solution

An online database that collects ideas, comments and wishes of the users.
The contents can be freely consulted as long as every programmer reports
what idea he's working on and how the development progresses.

WHERE IS THE SITE

Url
    http://thunderstorms.org/NATW/

Email
    natw@thunderstorms.org

EXPANSION POSSIBILITIES

Anyone who wants to create a Amiga development specific site, can contact
me. I've got a fully function virtual server at their disposal
(thunderstorms.org). For further information, please contact me at
(gbevin@thunderstorms.org).

June, 22nd, 1997
No Amiga To Waste - Webmaster
Geert Bevin (gbevin@thunderstorms.org)

1.36 Siamese System - Alpha

HiQ's Siamese System goes Alpha

HiQ is pleased to announce that the Siamese System now supports Alpha based
WindowsNT workstations. In conjunction with Digitals FX!32 translation

system, version 2 of the software now shipping runs transparently and at
high speed.

The Siamese System integrates a Windows95/NT PC with any Amiga with an 020
and AmigaOS 3.x. In use the two systems appear as one, greater than the
sum of its parts. The supplied software and hardware allows you to use one
monitor, mouse, keyboard and printer for both machines, as well as mounting
all the drives of the Windows machine on the Amiga. The amazing Siamese
RTG allows you to retarget compatible Amiga screens at high speed to your
Windows desktop, in resolutions up to 2048x2048, and has to be seen to be
believed running on a Wintel machine, let alone an Alpha.

With high end Alpha 21164A CPUs reaching 600mhz, and the 21164PC CPUs
coming in at Pentium prices, Alphas are the perfect machines to Siamese
with your Amiga. The awesome rendering speed of the Alpha in conjunction
with the still unbeaten video capabilities of the Amiga/Toaster/Flyer will
unleash your creativity and greatly increase your productivity.

For more information on the Siamese System:
http://www.siamese.co.uk

For information on the Alpha:
http://www.alpha.digital.com
http://www.digital.com/semiconductor/amt/fx32/,

All trademarks acknowledged.

1.37 Siamese Mailing List

Siamese Mailing List

To join the Siamese mailing list, send an E-mail to listserv@cu-amiga.co.uk
Place in the body of this E-mail either one of the following;

ADD siamese

Which will add your reply-to: address to the mailing list or if you want a
different address, use this;

ADD joe@bloggs.com siamese

If later you wish to remove yourself from the mailing list, E-mail
listserv@cu-amiga.co.uk again with this line;

DELETE siamese

If you want more in-depth help, E-mail HELP to
listserv@cu-amiga.co.uk or as a last resort you can E-mail mat@mats.net
for human admin.

Do NOT post subscription requests to siamese@cu-amiga.co.uk! This is the
address that real posts to the mailing list go to.

Mat Bettinson - Technical Editor of CU Amiga Magazine

(HiQ would like to thank Mat Bettinson and maybe buy him a drink)

1.38   Siamese TCP/IP Connection

For Immediate Release   28th June 1997

HiQ is now in final testing of the Siamese TCP/IP Ethernet/Internet
connection.

Overview

HiQ is pleased to announce that the Siamese System now supports the TCP/IP
protocol for transfering all file data, Screen Retargetting and other
Siamese System.

Ethernet Link

The Ethernet link will allow any Win95/NT system to run the Siamese System
software from an Amiga as long as they are both linked via Ethernet and
have TCP/IP stacks available to them. So far tests have shown file transfe
rates of over 500kbytes/sec on budget type Ethernet cards and the Siamese
RTG system positively flies.

Video Toaster / Flyer Users

One final note is for Video toaster and Flyer users, soon you will be able
to control your Amiga Video system from any Win95/NT system and transfer
data to and from an Alpha Lightwave system for example.

More information will be posted in the coming days, please revisit this
site soon. Check on www.siamese.co.uk

1.39   UltraAccounts v4.1

TITLE

    UltraAccounts 4.1

AUTHOR

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

    rsmedley@cix.compulink.co.uk

DESCRIPTION

    UltraAccounts is a home accounts program which has been designed

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

Features include:

- Multitasking windows. Open and use several different windows
  at exactly the same time.

- Supplied in English, Français & Nederlands.

- Multiple accounts & transaction tags.

- Full payslip support, including multiple wage configurations.

- Debit & credit standing orders, and timed transfers. The
  transactions entered by these timed events can be edited or
  erased *without* duplicate entries being created.

- Budgeting facilities.

- Common transactions & transfers. Predefine the details of any
  often-used transactions or transfers, saving you from having to
  keep retyping those details each time you enter that particular
  transaction/transfer.

- Reminders. Make sure you don't miss important events, such as
  birthdays/anniversaries or bills that need paying.

- Pie, bar and line graphs, with optional future projections.

- Encrypted files, optionally password protected.

- Fully configurable export formats.

NEW FEATURES

- Fixed some problems with the graphs.

- Tables are now properly aligned when using proportional fonts.

- Other bug fixes.

SPECIAL REQUIREMENTS

- Requires: AmigaOS 2.0, 2 meg ram.

- Recommended: AmigaOS 3.0, hard drive, additional memory, and
  an accelerator.

AVAILABILITY

Available via FTP from Aminet sites.
ftp://wuarchive.wustl.edu/pub/aminet/biz/misc/ultra4.lha
(231099 bytes)

PRICE

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

DISTRIBUTABILITY

    Shareware, unregistered copies are freely distributable.

    UltraAccounts is (C) Richard Smedley 1997

1.40   Geek Gadgets Vol 2

July 1, 1997

FOR IMMEDIATE RELEASE

CRONUS and Fred Fish are pleased to announce the release of Geek Gadgets
Vol. 2. This CD-ROM contains the Amiga Developers' Environment (ADE), a
project organized by Cronus to produce and support Amiga ports of dozens of
the most popular development tools and utilities from the Free Software
Foundation, BSD and other sources. The CD contains all the tools you need
to get started programming on the Amiga, including advanced C, C++, Fortran
and ADA compilers, assembler, linker, EMACs editor, "make", source code
control systems, text and file utilities, GNU debugger, text formatters and
more. Of special interest, Geek Gadgets also includes a developer version
of p.OS from ProDAD Software.

SRP $24.95

CRONUS and Fred Fish are pleased to announce that they are the exclusive US
Importer for the exciting CD-ROM "Amy Resources-US Edition, Vol.1". This
is the most comprehensive collection of software for the Amiga range of
personal computers. Top quality shareware, selected collections of
graphics demos, mods and a complete suite of registered packages are
installed and ready to run. It features full registered versions of Amiga
E3.21, ProGED2.4, ImageStudio2.3, plus many more!

SRP $24.95

Products available through:

Cronus
2176 McCulloch Blvd., Ste 8A
Lake Havasu City, AZ 86403
Voice (520) 680-6300   FAX   (520) 680-6477
http://www.ninemoons.com   info@ninemoons.com

1.41   Index Information Ltd

AMIGA International, Inc., license Index Information Ltd to manufacture
AMIGA based computers

Hampshire, England, July 1st, 1997- Following on from AMIGA International's
recent announcements about an open licensing policy for the Amiga, an
agreement has been reach which licenses Amiga developer Index Information
Ltd to manufacture and distribute its own range of Amiga motherboards and
computers.

 Index Information work exclusively with the Amiga product range to develop
hardware and software solutions for corporate applications. Index have
developed the "Access" Computer, based on the Amiga Chip Set and Operating
System. The agreement with AMIGA International allows the use of the
AmigaOS, supply agreements on Amiga proprietary chips and the use of the
"powered by Amiga" logo on all its products.

 "We declared an open policy for licensing the technology of the Amiga and
this is one of the first examples of that policy being placed in action.
The excellence of the Amiga technology combined with the technical skills
and market knowledge of companies such as Index will allow the Amiga to be
used in a wider range of applications, broadening the market for software
developers and integrators.", said Petro Tyschyschenko, President of AMIGA
International, Inc.

 Mick Tinker, Managing Director of Index Information Ltd; "We believe that
the Amiga is superior to any other computer product for a range of
applications, particularly in multimedia and applications that require
television output.   The machine has exceptionally low resource
requirements combined with high performance, enabling the computer to
substantially undercut competitive systems on cost, performance or both.
The technology has the potential to be substantially miniaturised and
cost-reduced to fulfil a wide range of new current and future
applications."

 "We aim to satisfy the growing need for economical multimedia computer
devices targeted to fulfil diverse and unique needs, while delivering the
ease of use, performance and cost savings that have only been promised by
competitive platforms."

 "By focusing on the key advantages of the Amiga technology we can ensure
that the customer receives the best solution at the best price. Our
products high performance at low cost gives us significant advantages over
our competitors and we must use this to ensure that we supply the volume
demand in current and new markets."

About Index Information Ltd

Index Information Ltd., Hampshire, formed in 1991 has worked exclusively
with the Amiga product range to develop hardware and software solutions for
corporate applications. Notable achievements include software for the
first 24 bit graphics card, BBC Scotland's Catchword Game Show, all
computers and software for London Transport Museum interactive displays,
HMS Belfast interactive displays, 7,000 Amiga expansion units for a
world-wide training company.

The future expansion of the company will be based around a range of
standard products that we are currently designing and will manufacture,
along with the ability to rapidly customise the designs to meet the
individual requirements of volume purchasers. Available in Q3 1997 will be

the first implementations of a product line called "Access", with
additional key strategic products to be completed over the next 6 months.

Early production Access motherboards are currently shipping to key customers
for testing and development.

1.42 CygnusEd Re-Release

Press release CygnusEd

Essen, July 9 1997 – CygnusED, the popular Amiga text editor, will soon be
re-released by Stefan Ossowski's Schatztruhe, Gesellschaft for Software
mbH. In cooperation with Bruce Dawson and Olaf Barthel the editor will be
revised and updated for release, fixing long-standing bugs and problems.

To ensure that CygnusEd will once again take up its leading position among
the Amiga text editors, we want to give the Amiga community the opportunity
to influence development of the product. Please let us know about your
ideas and wishes regarding the editor, what features do you want to see
implemented and which problems need attention. Send your requests and
suggestions to the following address: <schatztruhe@cww.de>; every
contribution takes part in a lottery, the prize being one of ten copies of
the editor.

The new CygnusEd version will be published on CD-ROM before the end of this
year. Attractive update offers and cross-updates for users of other text
editors are in planning.

Stefan Ossowski

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

1.43 AMarquee v1.41

                          AMARQUEE V1.41
                        (Released 4/17/97)

The Problem:

 You have a great idea for a killer multi-player Internet game
 or multi-user net app, but it's a total pain in the @)#$* to
 write all the TCP connection and data synchronization code
 you'll need to get it going. So you put your idea on the
 back-burner and go play "MineSweeper" instead. And thus the
 Amiga is deprived of a fun Internet app. D-oh! :(

The Solution: (well, okay, it's *a* solution, anyway)

Enter AMarquee. AMarquee is a system that handles all of
the icky information distribution details for you, allowing
you to concentrate on coding your application, rather than on
which data goes into which socket when. AMarquee consists of
a shared library and a TCP daemon, which work together to
get your data where it needs to be. Your program simply
calls amarquee.library functions to broadcast the data,
and waits on a provided MsgPort for data from other hosts.
Easy! The TCP daemon, AMarqueed runs on a well connected
central Amiga (such as isys.ml.org) and acts as a sort of
interconnecting switchboard, distributing information to
many clients at once.

Features of amarquee.library (the shared library/API):

 - Works with AmiTCP, Miami, or any other stack that is "AmiTCP compatible".
 - Simple API that requires no knowledge of socket programming to use.
 - Each AMarquee connection you make automatically and transparently
   starts a seperate execution thread, so your app will never
   be forced to wait while data is sent or received.
 - An arbitrary number of connections may be active at once.
 - Allows you to "subscribe" to data that interests you, so that
   when the data is changed you will be automatically notified.
   You never need to poll for anything!
 - An easy mechanism for sending messages to one or many other
   AMarquee clients that are logged into the same server.
 - Standard Amiga wildcarding is supported in all applicable functions.
   This allows you to easily and succinctly refer to one host or data
   item, or many, as appropriate.
 - Includes and several small example applications included.
 - Operation is almost totally asynchronous for efficiency, but
   several easy synchronization methods are available if you need them.
 - Can also be used for direct client-to-client connections and
   for making inetd-launched daemons.

Features of AMarqueed (the AmiTCP server):

 - Works with AmiTCP, Miami, or any other stack that is "AmiTCP compatible".
 - Fully multithreaded design, with one server process per connection.
 - Re-entrant code, to minimize memory usage.
 - Data is stored in a filesystem-like tree structure for simplicity,
   flexibility and efficiency. Each client gets its own "home directory"
   that it may write to or read from, and each client may also
   read from the "home directories" of other clients.
 - Efficient design minimizes CPU usage, net bandwidth, and execution time.
 - Limits may be put on memory usage, number of connections, and/or
   which clients or apps may connect. Only serve the hosts and apps
   you want to serve!
 - Supports data streaming to one or many clients at once.
 - Data streaming and synchronization features let you be sure your
   data was read by all interested hosts before you update it again.
 - Automatically detects and eliminates "dead" connections (e.g.
   if the client computer was shut down without quitting politely)

The AMarquee package (both amarquee.library and AMarqueed) is available

on Aminet in the file comm/net/AMarquee1.41.lha.

1.44 QAmiTrack v1.80

QAmiTrack 1.80
(Released 4/9/97)

QAmiTrack is a remake of AmiTrack, that uses amarquee.library and the
AMarquee server program to provide several new features over the old
version.

Like the old AmiTrack, QAmiTrack lets you advertise your Amiga's presence
on the 'net, and see who else is on line. Also like AmiTrack, QAmiTrack
has an ARexx interface and allows you to automatically connect to other
clients using a user-customizable cycle-gadget full of programs.

Unlike AmiTrack, QAmiTrack does not require you to wait 5 minutes or click
a "refresh" button in order to see updates to the list. Instead, all
updates to the list are forwarded to your Amiga as soon as they occur.

Furthermore, QAmiTrack adds the ability to track how long it has been since
an entry has changed, and which users have their QAmiTrack window open.
Each entry in the ListView displays the number of minutes that have elapsed
since the last update to that entry, and users whose QAmiTrack windows are
currently open have a plus sign next to that number.   With this, you
always have a good idea of which computer users are actually looking at
their QAmiTrack window, and which are off doing something else.

QAmiTrack is available on Aminet, in the file comm/net/QAmiTrack1.80.lha

NOTE: QAmiTrack requires amarquee.library to be installed
       in your LIBS: directory. Amarquee.library is available
       in the AMarquee distribution archive, in the file
       /comm/net/AMarquee1.41.lha on Aminet.

1.45 Totally Amiga

Contact:Michael Pittaro
E-Mail: Blackang@ix.netcom.com

FOR IMMEDIATE RELEASE
June 1,1997

NEO-MEDIA PUBLICATIONS ANNOUNCES THE RELEASE OF TOTALLY AMIGA

Nashua, NH - Neo-Media Publications announced today the release of its new
Amiga computer magazine, Totally Amiga. The announcement was made by
Michael Pittaro, who is Neo-Media Publications' Director of Advertising and
Public Relations. The premier issue of Totally Amiga will feature
tutorials, game reviews and up-to-the-minute features. Totally Amiga is
scheduled for an August 1st, 1997 release. Neo-Media Publications would
like to encourage the Amiga community to support the premier issue of

Totally Amiga.

Founded in 1996, Neo-Media Publications is a company dedicated to
publishing inexpensive, yet competitive game console and computer magazines
for the sake of mass consumption.

More comprehensive information on Neo-Media Publications and its
periodicals are available upon request.

Advertising Information

Full Page Rates:

B&W   (3 Months) $100

Color (4 months) $200

Additional pages add $25x the num# of pages ($50 color)

Half-Page Rates:

B&W   (6 months) $60

Color (6 months) $150

Other: (Smaller Than half-page ads)

B&W   (4 months) $30

Covers:

B&W   Inside Cover $150

Color Inside Cover $250

B&W   Outside Cover $165

Color Outside Cover $450

BLEED SIZES:

FULL PAGE   8 7/8 X 11 3/8
Live area   7 3/8 x 9 7/8
   (1/2-inch safety margin recommended)

TWO-PAGE SPREAD 17 1/4 X 11 3/8
Live area   15 x 9 7/8
(Please allow gutter for type)

NON-BLEED SIZES

```
FULL PAGE              8 X 10 1/8
Live area              7 3/4 x 9 7/8

TWO-PAGE SPREAD        6 X 10 1/8
Live area              15 x 9 7/8

2/3 PAGE               4 5/8 x 9 7/8

1/2 PAGE (vertical)  3 11/16 x 9 7/8
    (horizontal)       7 3/4 x 5 1/8

1/3 PAGE (vertical)  2 1/4 x 9 7/8
    (horizontal)     4 5/8 x 2 1/4

1/4 PAGE               3 1/2 X 4 7/8
1/6 PAGE (vertical)   2 3/4 x 4 7/8
1/12 PAGE (horizontal) 2 1/4 x 2 1/4
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(Perfect alignment of type or design across gutter of two facing pages
cannot be guaranteed across gutter)

3rd- & 4th-Quarter 1997
Material and On-Sale Dares

```
ISSUE DATE  Closing Date   Material Due   On Sale
----------------------------------------------------------
Aug '97     29 Jun. '97    23 Jul. '97    1 Aug.'97
----------------------------------------------------------
Dec '97     25 Oct. '97    12 Nov.'97     12 Dec.'97
----------------------------------------------------------
Mar '98     24 Jan. '98    24 Feb. '98    11 Mar. '98
----------------------------------------------------------
```

ISSUE INFORMATION

PRODUCT NAME: Totally Amiga

PUBLISHED BY:
      Neo-Media Publications
      4 Roedean Dr
      Suite 208
      Bldg. B
      Nashua, NH 03063

ISSUED: Trimonthly

SINGLE-COPY RATE: $5.95

SUBSCRIPTION RATE: $29.95

Contact Person: Michael Pittaro

Phone / Fax: 603/886-7180

Email: Blackang@ix.netcom.com
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3rd- & 4th-Quarter 1997
Product Deadline
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ISSUE DATE  Material Due    On Sale
------------------------------------------
Aug'97      28 Jun '97      1 Aug.'97
------------------------------------------
Dec '97     24 Nov.'97      12 Dec. '97
------------------------------------------
Mar '98     24 Feb '98      11 Mar. '97
------------------------------------------
```

Comment: We are in the process of finishing up our Media kit.
         The Media kit will be available on Sept.1st .

1.46   Text Adventure Competition

            Announcing the Third Annual Text Adventure Authorship Competition
                          Administered by whizzard@pobox.com

When: now!
Entries by: September 30, 1997
Send entries to: TBA on rec.arts.int-fiction
Games released by: TBA on rec.arts.int-fiction
Get Games at:
  ftp://ftp.gmd.de/if-archive/games/competition97/
Competition Website:
  http://www.afn.org/~afn55673/contest/

Text adventures still exist and thrive on the Internet. If you enjoyed
Zork, Trinity, Corruption, or any of the many other text based games put
out in the 70's and 80's, then I'm sure you'll be pleased to hear that.
You'll be even happier when you find out that there is an annual
competition on the Internet to see who can write the best text adventure,
and that you can enter it, or judge the entries, for free.

The games the authors will create will be solvable in two hours--these are
playable short-stories, rather than interactive novels. They will be 100%
original works, previously unreleased. For more information, see the
Competition Website at http://www.afn.org/~afn55673/contest/ or contact the
organizer, G. Kevin Wilson, at whizzard@pobox.com.

NOTE: The enforced anonymity aspect of the contest has been done away with,
though anonymous entries will be accepted. However, authors must give the
administrator a contact address, which can be requested to be held
confidential, in the event that there is a problem with the entry or in
case the author is eligible for a prize pick. If you have any questions,
email G. Kevin Wilson, at whizzard@pobox.com.

4/4/97

1.47 STFax v2.0

TITLE

  STFax

VERSION

  2.0

AUTHOR

  Simone Tellini

  E-Mail: wiz@pragmanet.it
  WWW: http://www.pragmanet.it/~tellini/main.html
  FidoNet: 2:332/502.18

DESCRIPTION

  It all began almost an year ago, when for the first time I needed to
  send a fax... "Well", I said, "I've got a fax modem, I can
  send it from home...".

  Unfortunately I had no fax software: the ones provided with the
  modem were just for MS-Dos and Windows, as usual.

  So I started looking around for fax programs for my Amiga: there
  were only two commercial packages, but as I'm almost always
  out-of-money, I thought it was a good idea to look in the shareware
  before.

  I did, but with no luck: I just saw a couple of programs, one worst
  than the other.

  Thus, I sat down and began to type...

  I tried to put in STFax all the functions I thought I would need,
  like:

      - Support for all modem classes (1, 2, 2.0)
      - Nice, handy user interface
      - Phonebook
      - Scheduler
      - Reports
      - ARexx port
      - Datatypes support for image conversion
      - On-line help
      - Printer driver to redirect all print-outs to a fax file

  and so on...

SPECIAL REQUIREMENTS

  STFax requires OS 2.04+ (v37+) and "reqtools.library" v38+
  (Copyright by Nico Francois & Magnus Holmgren).

AVAILABILITY

    http://www.pragmanet.it/~tellini/STFax/STFax.html

    Aminet mirrors: comm/misc/STFax.lha

    FranZ BBS: +39-(0)6-6627667

PRICE

    Requested shareware fee is $35 US (LIT 45000 for Italy,
    LIT 50000 for Europe).

DISTRIBUTABILITY

    This piece of software is to be distributed "as is" with no
    warranty of any kind. The author won't be held responsible
    for any damage occurred by its [mis]use.

1.48 Austrailian Amiga Show

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================================================================================
                            Australian Amiga Show
   John Pospisil                                       pospisil@ozemail.com.au
================================================================================
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Amiga show in Sydney

SYDNEY SHOWGROUNDS, AUSTRALIA, JUNE 28, 1997: The first Australian Amiga
show in three years was held at the Sydney showground on the weekend of
June 28 and 29.

Organised by Australian Amiga Gazette, the event attracted 15 exhibitors --
including a school and two user groups -- and about 1000 visitors.

According to one of the show's organisors, Michael Gruber, the show was a
great success:

"Actually the show was a big hit with all the dealers, Power Computing all
the way from the UK was pleased with sales and expressed interest in coming
to the next show," says Gruber.

Gruber also hinted that a similar show may be held in Melbourne in the near
future.

<END>

Well that's my five paragraph summary of AAG '97, but here's what I
actually thought of the show:

Amiga users are decadent and depraved

The Amiga is dead in Australia -- well as far as 99.9% of the country is
concerned. With no real presence in the consumer market -- except for a

few dedicated dealers -- it's hardly surprising that the Amiga is seen as something of an antique.

But there are true believers left (wild eyed and crazy they may be), as the Australian Amiga Gathering '97 (AAG '97) proved.

I wasn't sure whether I really wanted to go. I had planned for my Amiga CD-ROM company, J P Media, to be there to sell Euro CD2, but in one of those quirks of fate, the CD-ROMs got lost on their way from the Netherlands. As a result, I really had nothing to sell that wouldn't already be there. There really was no point in J P Media appearing.

But I was still curious -- though I work with PCs and Macs, I only have one computer at home, an Amiga 3000. I am an Amigan at heart, and wild eyed and crazy at that.

I parked my van on the street outside the Sydney Showground, just opposite the front gate. There were huge signs for a carpet sale, but nothing about the Amiga. I asked the female security guard if there was a computer show on. She gave me directions to the Kensington Centre.

I followed the directions and found a building with an Amiga banner on the outside. Inside were what seemed to be a series of partitioned offices with people walking around. This didn't look like any computer show I'd seen.

The woman at the door just waved me in -- I had expected to pay $10. I don't know whether this was because I had arrived so late or what.

I did a quick pass through of the show; it took about five minutes. There were over a dozen exhibitors. Most of them were computer shops selling bits and pieces.

I decided to do another pass through, and maybe chat to whoever seemed interesting.

Unicorn Solutions: I'd met a couple of the blokes at Unicorn Solutions -- sort of computer consultants -- a few weeks earlier at a demo party in Sydney (I'm not really into that scene, but I was interested enough to go just to see what happened).

Anyway, the guys at Unicorn Solutions were fiddling with their network while I was speaking to them. They mentioned that they thought there might have been around 600 hundred visitors there on Saturday. They also expressed disappointment that Megatron (the only Australian distributor of Amiga) was not there, and also that Phase 5 had not turned up to demonstrate the PowerPC Power Up cards. They mentioned that they had quite a few enquiries about their networking, graphics and video services.

Tech Media: Right next to Unicorn Solutions was Tech Media with a mean-looking sonnaofbitch Amiga, which I later found out was the Draco. The guy at the stand was happy to answer all questions and revealed that Tech Media was the NSW distributor of the $18,000 Draco video editing system. Apparently about 35 Draco systems have been sold in Australia, which according to the Tech Media rep is a large chunk of the market share.

Power Computing: Power Computing came all the way from the UK to be at the

show. Two guys in suits had a table with a few Amiga peripherals like
Apollo and Blizzard accelerators, and a pile of Big Red Adventure CD-ROMs.

Two user groups were represented: Victorian-based North West Amiga Group
and NSW-based Commodore Hornsby User Group. Both stands were set up with a
couple of computers that club members were using -- the CHUG computers had
some sort of simple puzzle games running. It would have been more
interesting to see some real action happening on the Amigas, but it was
nice to see that there were some user groups still operating, and that they
could be bothered to turn up.

St John's Park High School: One quite bizarre stand was St Johns Park High
School, where a number of school kids were mucking around on DPaint and
other programs. Wow -- Amigas still being used in Australian schools, what
a thought! Could this be a future generation of Amigans?

Shareware Booth: Before leaving I stopped in at the Shareware booth, where
you could register some well-known shareware on the spot. A very good
idea, and a great way of avoiding the hassles of overseas bank cheques etc.
I registered Shape Shifter for AUS$50, a fantastic bargain as far as I'm
concerned. I was told I was the 11th person to register Shape Shifter by
about 4.30 pm -- not a huge number, but at least a bit of extra money for
the author. Australian Amiga Gazette was also available from this stand
for $3.

Amadeus Computers: This well-known Amiga dealer had a range products for
sale -- including the Digita and Cloanto products it distributes,

Amiga Genius: Showed the Graffiti card and the Siamese System.

Computa Magic: Up from Melbourne, these guys are distributors for DKB,
Golden Image and ProDAD to name a few.

GPSoftware: Surprise, surprise, the makers of Directory Opus, were there
selling Directory Opus, plus their funky T-shirt.

GSoft: Got to see the often-mentioned Micronik Infinity Tower, with A1200
motherboard and Zorro slots. Software Buyers Service were also represented
on this stand.

Resource Management Force: Fast and big ethernet networks for the Amiga.

Overall impressions: Australian Amiga Gathering '97 was a valiant attempt
to stage an Amiga event in Australia. While it did not compare in size to
PC shows held in Sydney (not very surprising given the nonexistence of a
consumer market for Amiga computers in Australia) it was great that Amiga
fans finally had some sort of event to attend to celebrate the Amiga.

It should also be mentioned that on the Tuesday before the show, the Sydney
Morning Herald and the Age, two of Australia's most-respected newspapers,
ran sympathetic features about the Amiga that mentioned AAG '97.
Congratulations to the organisers if they were responsible for this

Most of all, it was great to see that there are still Amiga believers out
there.

Yes the Amiga is down in Australia, but it's not out quite yet.

John Pospisil

1.49   Review: AGA Experience CD-ROM Volume 3

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==============================================================================

            Review: AGA Experience 3 CD-ROM
                    By:
         Jason Compton
==============================================================================
```

Sadeness may be expanding into game publication (watch for the Settler-like
Foundation later this year) but they haven't forgotten what put them on the
global Amiga map in the first place--the AGA Experience CD. Volume 3 is
here, with a style to match their other recent offerings, and a load of
material useful for AGA and CyberGraphX users.

Whenever someone puts out a general interest CD, it can't help but bear
comparison to an Aminet CD--after all, Aminet CDs are cheap and plentiful
and have a wide assortment. But each individual CD is a crapshoot, and
just because something isn't released in a 2-month period doesn't mean it's
not useful. The role of a compilation CD like AGA Experience 3 is to get
together the best and most interesting material over a broader range of
time, to refine the content a bit more thoroughly, and present it well.

The presentation is done through a straightforward HTML interface (demo
AWeb included for the unwashed), with a style very similar (although less
severe) to the Hidden Truth CD, a small sample of which is on the AGA
Experience 3. There's also a Women of the Web preview section--if AGA
Experiences have made Sadeness famous, WotW has made them infamous. But
beyond that, you get a healthy assortment of games, demos, and utilities.

The curious part of the way the CD is arranged is that, unlike an Aminet CD
where all files can be accessed through the AmigaGuide interface, you can't
access all of the files through the HTML. Demos can be interactively run
from the CD, but the Games and Utilities portions of the HTML menu are just
catalogues, and you have to dig through the actual CD to get to them. It's
a curious difference in style, and one I find somewhat confusing.

For readers who fell behind, there's a licensed batch of Amiga Reports
(4.05 to 5.01 for those of you scoring at home) as well as the first 6
Amiga Monitor magazines. The Monitor has been around over a year now and
seems to be doing well, my congratulations.

If the Women of the Web pictures don't keep you occupied, there is a small
assortment of pictures, some from demo conferences, others from game
preview screenshots, stored separately. A select quality batch of mods is
also sorted, and both can be accessed from the HTML document (although I
found that the ClickMe setup program did not properly configure the
external viewer for the pictures in CyberGraphX mode.)

I wouldn't make a big deal out of it if it wasn't a headline item: One of
the people at Sadeness is a big REM fan, and an "REM Guide" is one of the

front-page categories, along with "Demos", "Utilities", etc. As another
big (albeit disillusioned of late) REM fan, let me just say that I hardly
can agree with the assessment "guide". Almost two thirds of REM's works
are left out, as the guide only covers REM's Warner label releases. All I
have to say to that is that Sadeness is better best to rearrange the guide
next time they try to slip it past me. On the other hand, if you want to
try to figure out what Michael is talking about in Monster or want to study
Losing My Religion until the sun comes up, you'll be happy. There's also a
small collection of articles about REM, although I strongly advise against
reading any article about REM, particularly if it quotes a band member.
Celebrities and artists tend to be inconsistent and flighty people in
interviews, and REM, Stipe in particular, has taken it to an art form.
There's a negative review of REM's latest album which I pretty heartily
agree with, though.

(The above is what a lot of people might consider "irrelevant rambling in
the middle of the review." But Sadeness made such a point of including the
REM guide...)

Overall, I'm very impressed by the care in which this compilation was done.
Most everything is ready to run so there's not the sheer bulk of material
some CDs have, not much is compressed to save space. But what the CD does
have (including a well-stocked emulator section! Nice work!) is worth
having, and that's the point of the AGA Experience CDs. There's not as
much of a focus on pictures and images as there has been in the past, but
the large collection of AGA demos makes up for it. I had some trouble
getting certain demos to run properly from the HTML document (the link was
apparently invalid), but the demos all have indicators of their system
requirements and dislikes.

Sadeness fulfilled the roles they needed AGA Experience 3 to fill rather
well.

Sadeness Software
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+44 1263 722169 voice/fax
http://www.sadeness.demon.co.uk
rich@sadeness.demon.co.uk

1.50   Review: Aminet 19 CD-ROM

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==============================================================================

                    Review: Aminet 19 CD
                         By:
                  Jason Compton
==============================================================================
```

Hey! Aminet's almost old enough to drink in the US!

The nineteenth installment of the Aminet CD series has arrived. There's
some pleasant and not-so-pleasant surprises on the ubiquitous little
silvery disc this time around.

Just for starters: Urban Mueller declares that Aminet is growing too fast
for the bimonthly CDs to keep up. Terrific news, eh? The commercial
software is also going to raise some eyebrows--AmiAtlas (German only, for
Germany) and, more importantly, CanDo 2.5. Not only was it surprising
because I had thought Inovatronics was completely gone--not so, the German
branch is apparently still active--but now I know where to point the people
who over the past two years have asked me how they can get CanDo.

There's also apparently going to be a new Aminet Set coming--Urban alludes
to it by saying that some of the new material which couldn't make it onto
Aminet 19 will be there, but there are no additional details.

The not-so-good part of this is that Aminet's vastly inflated size of late
is largely due to a massive influx of mods and pictures. On this CD in
particular, content in the mods and pix directories account for 388 of the
CD's 927 (compressed) megs, or over 40%. The demo directory is close
behind, BTW, and including it makes these three categories most of the CD.
I don't have a problem with this in and of itself, since it's what Amiga
users are putting on Aminet. But Aminet has come under fire lately for
this sort of expansion (pictures and mods) which some people see as "less
valid" than the contribution of software to the archives, and unfortunately
the makeup of this CD won't serve to deter them much.

Personally, I think that asking that anything be restricted from Aminet
(other than the real obvious ones, like non-Amiga software except in very
special cases and all pirated/commercial software) is asking for trouble.
Aminet is supposed to be a great public project, not a high-maintenance
filter. We all have our peeves and our "Boy, I don't know why in the world
they allow THAT on Aminet", but as I benefit a great deal from Aminet, both
as a user and as someone who relies on Aminet to distribute a product, I'm
not about to tell someone else how they should run it.

As for using the CD: well, let's face it, the familiar AmigaGuide interface
is here, it's here to stay, short of a catastrophic worldwide failure of
the amigaguide.library, it's not going anywhere soon. (Put that in the
"famous last words" column if Aminet 20 or 21 comes out with a totally new
interface!) No new surprises, it's the familiar setup.

If you think I was a bit hard on the pictures and mods, just keep in mind
that the mods section of the Aminet CDs is typically one of my favorites.
I find that, in terms of downloading mods, I don't usually get enough
enjoyment out of what I download to justify the time and the storage. But
getting them all on a CD, with an easy to use menu and shuffle button,
makes it worth my time listening to, even if all I have right now IS the
tinny little A4000T internal speaker.

Unfortunately, and Mueller blames it on the massive amounts of new stuff as
well as on what got left out, there's no "new" index to scan through, you
have to use the main CD index. Not a total catastrophe, but it's something
that's missing.

The last two CDs have been sufficiently packed that Aminet CDs no longer

are "The newest and all of the <blank>" (mods, pictures, games, etc), they
are simply the newest.

It's still the be-all end-all of Amiga CDs.

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http://www.schatztruhe.de

1.51   Review: The Hidden Truth

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=============================================================================

                    Review: The Hidden Truth
                           By:
                      Jason Compton
=============================================================================
```

They say that "alien fever" is at an all-time high in the US and around the
world, due in large part to the 50th anniversary of the Roswell "UFO
Sighting." (When you're talking about something like the Hidden Truth and
the contents on it, it's hard to avoid lots of quotation marks, because the
whole point is that nobody quite knows what's REALLY going on.) This
surprises me to some degree since, after all, with the exception of Babylon
5 there's not much good science fiction on TV, and film's offerings have
been poor as well.

But that's the fact, so we're hearing, alien fever has gripped the world.
Conspiracy theorists are at their wildest. And what better way to spend an
afternoon than picking through the archives of the paranormal?

The Hidden Truth is a multiplatform compilation from Sadeness Software, who
put themselves on the map with the very well received AGA Experience CD
series. Sadeness has done the very obvious and intelligent thing in
assembling this CD: they've done it in HTML. It makes it very easily
cross-platform (all they need to do is give everyone a browser: for Amiga
users, a demo version of AWeb is included. PC and Mac users get IE), and
allows for an attractive layout if you know what you're doing--and enough
work has gone into the CD to make it attractively laid out if nothing else.
(One minor complaint is that Sadeness self-consciously used animated GIFs
and tell Amiga users they'll need to use their own browser if they want to
see them.)

The HTML layout uses what I can only call the "non-frame approach to
frames". If you've been on the Amiga Web Directory lately, you know what I
mean. You can typically go to any major section of the CD (UFOs,
Paranormal, Science Fiction, Government Coverups, Human Curiosities, and
Space) from any other major section.

Discussion of UFOs is the headline feature on the disc, and there's loads
of it. From long-winded "proofs" of their existence to galleries of photos
and video clips (unfortunately, these are mostly in the poor quality AVI
format), there's enough to give you the chills--or set you to laughing,
depending on your disposition to the topic. The quality varies
wildly--some pages are put together by Sadeness from existing material,
others are merely snapshots of WWW pages run by other people.

The Science Fiction page is far more dedicated to the "Science Horror"
subgenre than to general SF. "Alien" is of course heavily featured, as are
other H.R. Giger disturb-out pictures. X-Files fans are catered to as
well, but the bottom line is that if you're looking for a catalogue of the
aliens in Star Trek or Babylon 5, you've got the wrong CD. I guess those
shows aren't as interesting to the hard-core conspiracy theorists...

The Paranormal section is the freakier side of the CD, with some
information on spontaneous human combustion, voodoo, and witchcraft.
I noticed a bit of sloppiness on Sadeness' part here--they included an HTML
page from a site which was simply a "We've moved, update your bookmark or
wait 10 seconds" page--and the kicker is that the auto-load doesn't
reference the page properly!

Crop circles, ghosts, the pyramids, and Nostradamus get their day as well.
Of some interest is the "Skeptic's Dictionary", which if you've made it
this far through the CD and are shaking your head in disbelief is a
must-see.

Some of the web sites pulled for this CD seem to have been done so in a
very casual manner. Others, like the VJ Enterprises page, even have a
special Hidden Truth introduction specifically for the CD. (VJ is a sort
of UFO/paranormal clearinghouse with a new age/spiritual slant).

If you're one of the few people who thinks Noam Chomsky has anything
interesting to say, the page which covers his "Secret History of the United
States" is of particular interest. While some of the things border on the
fantastic-but-probably-true (governments and militaries do terrible things,
even in peacetime, and I have no illusions about that), others are simply
repetitions of things which are clearly true and happen all around us,
every day. It's hardly a "conspiracy" when Ford won't recall the Pinto
because it's cheaper to pay lawsuits than fix the cars. Actuaries are all
around us. (Hey, now THERE'S an idea for a conspiracy page!)

Britain gets the once-over as well. MI5, MI6, and other quasi-official
organizations of the UK are explained on a companion page. But for
whatever reason, by and large the CD deals with loads of USA coverups. (I
guess Doctor Who WAS wrong--alien invasions don't start in London after
all.)

The Space pages are by and large unchallengably legitimate, with resources
and data most sane people accept as factual (data on the nine planets and
their moons, footage from official space agencies like NASA, etc.) Too bad
Hidden Truth missed the Mars Pathfinder boat...maybe if there's a release
2.

Sadeness has done a very good job putting everything together. The
original graphical work they did is excellent, and the .WAV files that play

on the major pages are very appropriate and atmospheric. The CD isn't real
cheap (UKP 30 recommended price), so I couldn't recommend it as a casual
purchase over a new Aminet CD or even Sadeness' AGA Experience 3, but if
this sort of thing intrigues you at all and you want a one-stop resource,
The Hidden Truth is a good buy.

Sadeness Software
13 Russel Terrace
Mundesley
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1.52   Review: Nemac IV Director's Cut CD

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===============================================================================


            Review: Nemac IV Director's Cut CD
                    By:
             Jason Compton
===============================================================================
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Nemac IV was a Doom-like game whose existence got somewhat drowned out in
the midst of the Alien Breed 3D 1 and 2 excitement. The game, from Zentek
of Germany, has a lot going for it that AB3D didn't (CyberGraphX support,
for starters) and is worth a look even now.

Nemac is very tolerant of a wide range of Amigas. ECS, AGA, and
CyberGraphX are supported. There's even a Graffiti mode. An 020 is
mandatory, an 060 is rewarding.

The plot--well, plot, schmot. You do seem to be a large battle-mech sort
of thing with a vast arsenal at your disposal. Unlike most other games in
this vein where you "find" advanced weapons, in Nemac you come ready to
shoot the bad guys with various types of guns. You of course have to keep
stocked with ammo along the way, but the advantage to this system is that
all of your weapons are available all of the time. Most of your enemies
will be mechanical in nature as well--all of Nemac has a very polished,
spaceship feel, although you're really sealed in a large bunker with a mad
supercomputer that must be stopped.

There's even support for the I-Glasses, for those of you who were too
compelled by Escom's efforts to sell them to you.

The CD comes with a variety of 3D animations, which really give you a sense
of mood and location. A lot of these Doom clones have failed to establish
atmosphere. The main game of Nemac is not quite enough to generate this
sort of atmosphere, so luckily the animations do the trick. (The corridors
are just a bit too wide, the ceiling and floor textures just a bit too
painted in nature.)

Did I say ceiling and floor textures? Yep. The game allows for full
texturing, which can be toggled off and on as you play. The game window is
also very sizable, and you choose which screenmode you'll be using in the
main startup configuration window.

The game has a good balance of "shoot your way through enemies to reach the
exit" and "find the keys to open doors", without getting too wrapped up in
complex maps early on. There's something of a break with tradition--doors
open automatically when you touch them, rather than requiring a tap on the
space bar. Some, but not all, devices you can activate rely on a space bar
hit. (There's an odd but useful twist--if you shoot or blow up something,
it activates it, which is how you can get keys from rooms you can't fit
into.)

Installation to hard drive is easy and relatively painless. The game
installs about 4 megs onto a directory, and requires that you play with the
Nemac CD in the drive.

There's a neat feature built-in to the game--you can take screenshots with
the touch of a key, provided you activated the option when you started up.

Control in Nemac is easy--shooting is not always so. You may find it
difficult to draw a bead on your enemies, and they typically shoot at you
with great speed and little warning, so you have to be quick with the
strafe key. Grenades are very effective, but also very scarce, so be
careful.

There are three difficulty levels, and the introductory level should keep
you occupied for quite some time.

Nemac uses a "heads-up" approach to weapons and health status, which
despite its large font is surprisingly unobtrusive. A very good job on
Zentek's part.

The Draco is even supported, although no audio is available. Nemac was
written before AHI, although my gut tells me that had AHI been around the
support would have been there. At least CyberGraphX works beautifully, 3D
animations and all.

Nemac has by far the best presentation of all of the Doom-type games I've
played on the Amiga. It doesn't have the brutal charm of Gloom or the
well-established environment of Alien Breed, however, and the fact that
you're supposed to be controlling your battle pod by remote control does
make you feel very detached from the action.

In all, I was suitably impressed with Nemac IV. It doesn't have the same
excitement of most of the other games in its genre, but its graphical
capabilities are second to none on the Amiga, and is worth checking out.

Developed and published by Zentek.
Provided for review by:
ClickBoom (North American distributors)
Box 969
31 Adelaide St. East
Toronto, Ontario, Canada
M5C 2K3

http://www.clickboom.com

1.53 Emulation Rambler

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           ===============================================================================

                    Emulation Rambler: PC-Task 4.2 and PCx 1.1 Review
                                   By:
                              Jason Compton
           ===============================================================================
```

They're both the results of years of development. PC-Task's Chris Hames
has been working to perfect PC emulation on the Amiga since the first
shareware release of PC-Task, some five years ago. Back then, he made the
other offerings (the very early Transformer, and IBeM, later CrossPC) look
silly. PC-Task 1 and 2 were no great shakes, though.

When Emplant got PC capability, finally, some people were disappointed that
it didn't seem to deliver a whole lot of power. The same went for PC-Task
3, which was an improvement on the old design and had better graphical
capabilities than the predecessors, but wasn't outstanding.

Now PC-Task 4.2 and Emplant PC's successor, PCx, are out. PC-Task boasts
486 and FPU processor emulation (the FPU support is new to 4.2), while PCx
is Pentium/586 compatible, FPU inclusive. Both can support VGA-style modes
in addition to the older fallback graphical setups. PC-Task can promote
any of its screens to a display database-compliant system (CyberGraphX
highly recommended), while PCx can presently only put VGA 320x200x256 on a
CyberGraphX screen, the others use ECS/AGA. PC-Task has more expansive
graphical options, allowing you to place the emulation on a Workbench
window and offering frameskip features (for added speed).

The reasons for wanting or needing PC emulation are legion. Everyone can
probably come up with something. So here's a quick list of reasons you can
eliminate from your list right away.

If you want to:

 - Run Windows 95
 - Play Duke/Quake with your buddies, or most any commercial PC game
   released in the past 18-24 months minimum for that matter

You should probably not bother. Because of the limitations in speed we all
face, with a functional maximum of an 060 right now, getting the 486DX4 or
Pentium performance levels is just not feasible.

On the other hand, if you need to run Windows 3.1 and don't mind the sort
of performance 386es are getting, and you have a fast Amiga, you could be
in business. I personally just spent part of an afternoon helping a friend
configure a large Word document table on a 386/20 running Win 3.1. It's
slow, but doable. If you're going into PC emulation with that sort of
expectation, and have the 060 to back it up, you'll be fine.

Personally, what I typically do with PC emulation is play classic PC games.

They're very abundant, and are quite often games that never made it to the
Amiga. My standby is Wasteland (which if you read my last round of PC
emulation reviews you've already heard too much about), but there are a
number of game packs out there for the PC. You can pick up a handful of
classic titles on CD-ROM for very cheap. (My most recent project has been
to get Pizza Tycoon to run on either emulator, but I've been stymied so
far.) The SSI AD&D games are another good example of games you might
consider picking up for the PC for a song.

The emulations of the PC by both PC-Task and PCx are impressively thorough.
Both can use the emm386 memory manager (although for speed reasons it's
discouraged), both offer the ability to use large amounts of the Amiga's
memory (PCx requires that it be from a single contiguous block, PC-Task can
mix memory), and both support serial/parallel/hard drive/floppy and CD-ROM
access.

This brings up an important point. If you're going to be serious about
emulating a PC (or a Mac, for that matter), you should really have a CD-ROM
drive or a high-density floppy. Preferably both. You're going to have
massive headaches if you don't.

Hard drives are handled by both emulators in similar ways. Both support
"hardfiles", which first became popular with PC-Task and later with Mac
emulators. Hardfiles are inefficient but useful-in-a-pinch ways to set up
hard drive compatibility--they're large AmigaDOS files which the program
treats as a physical device. PC-Task and PCx also support real, dedicated
partitions, a much better choice. Unfortunately, they do not share
formats, and PCx's is a custom filesystem, as opposed to a CrossDOS
filesystem as PC-Task uses.

The CD-ROM compatibilities are not equal. PC-Task has a decided edge.
Very often, a CD would be recognized perfectly by the AmigaOS and by
PC-Task but PCx would refuse to read it. This frustration is compounded by
another advantage PC-Task has over PCx: the ability to copy between PC and
Amiga drives at the PC prompt using special tools included with the
emulator. That means if you can't read a CD on the PCx side, you're stuck
using clunky floppies to transfer data across.

Both offer sound emulation of the PC speaker. PCx goes further to
implement a partial SoundBlaster emulation. It's an improvement, and will
be nicer when it's complete. Both also support mice, and the ease of use
of the mouse drivers is improving.

In terms of compatibility, the major differences in compatibility come in
identifying their graphical capabilities to programs. Modern PC programs
should have no trouble, but older programs which hit hardware may get
confused. The King's Quest games are not fully compatible on either
emulator, for example. But on the processor level, both emulators are very
well set up for what they're doing.

Both rely on "CPU Transcription" or "Dynamic Transcription" to work their
magic. The technicalities are beyond my ability to explain them, but in
short, rather then simply interpreting each PC instruction into an Amiga
instruction and back again as it comes, both emulators can pre-interpret
the code for faster performance down the line. In PCx, this involves
configuring the transcription cache with up to 1 meg of memory. In
PC-Task, you run the PC-Task Dynamic executable instead of PC-Task

Interpretive. PC-Task Dynamic lets you select a buffer size, from "Tiny"
to "Huge". The buffer is set up relative to the memory the PC side is
using, with Huge creating a buffer many times larger than the PC's memory
(and thus limiting your emulation options.) Having a lot of memory is also
a very good idea for emulation.

Benchmarks are never reliable for emulation. I conducted tests that were
not used by either company for advertising purposes, using the Bytemark V2
software in 32-bit mode. Unfortunately, the results are more indicative of
how you CAN'T rely on statistics alone. The results indicate that PC-Task
is far, far faster than PCx, and that's just not the case. In fact, PCx
has surprised me in actually being faster than PC-Task, when PCx was
running a game on an AGA screen and PC-Task ran the same on either an AGA
or CGX screen. These results came using a Large transcription buffer for
PC-Task and the full 1 meg buffer in PCx. (The poorly documented Turbo
option of PCx was used but to no effect on the performance scores.)

A rather crude benchmark program, CI, returned that PCx (in 1 meg
transcription mode) resembled a 27.2 Mhz 386 on my system, while PC-Task
looked more like a 39.9 Mhz 386. The performance is based on the
CyberStorm Mark II 060 card. These numbers should be considered suspect.

I tried a more real-world benchmark involving processing and disk I/O (the
sorts of things you'd be doing in using a computer) Zipping the DOS 4 GW
executable yielded a surprise. PCx, which as I previously mentioned is
often faster in the real world, was far slower than PC-Task. PC-Task in
Dynamic mode with a Large buffer buttoned up the file in a mere 7.84
seconds. PCx took 33.82 seconds, just slightly faster than the PC-Task
Interpretive (no cache) speed of 33.93 seconds. By contrast, a real-world
Pentium 100 is more than twice as fast as the PC-Task result.

PCx has a nice "hard reboot" option which PC-Task is lacking, and it's come
in handy more than once.

PCx is somewhat cheaper than PC-Task--about US$20. And you do get a lot of
emulator. On the other hand, PC-Task 4.2 has the look and feel of a more
complete product. The CyberGraphX support is wholehearted, the CD-ROM
driver works better, and the hard drive integration with the Amiga is much
better. At present, I still have to recommend PC-Task over PCx, but it's
very close, and is not the best solution in ALL situations. For most
things, however, I think PC-Task is presently the way to go.

PC-Task published worldwide by:
Quasar Distribution
PO Box 101
Vermont, VIC 3133
Australia
+ 61 3 9887 2411 voice
+ 61 3 9887 2511 fax
http://www.ozemail.com.au/~pctask
pctask@ozemail.com.au e-mail

PCx is published worldwide by:
Blittersoft
6 Drakes Mews
Crownhill Industry
Milton Keynes

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MK8 0ER
United Kingdom
+44 1908 261466 voice
+44 1908 261488 fax
http://blittersoft.wildnet.co.uk
sales@blittersoft.com
```

1.54   Aminet Charts: 15-Jun-97

```
| The most downloaded files from Aminet during the week until 15-Jun-97
| Updated weekly. Most popular file on top.
|
|File              Dir         Size Age Description
|----------------- ---         ---- --- -----------
STFax.lha          comm/misc   256K  0+STFax 2.17 - Powerful and user-frien
MagicWB21p.lha     util/wb     600K  1+The standard Workbench enhancer
New8n1.lha         comm/misc    91K  1+Replaces serial.device.  V37.39
BarNone.lha        util/wb     371K  0+The ultimate controller for your Ami
SerialPrefs28.lha  util/sys     61K  0+V2.8 - Extended Serial Preferences f
MiSpeedMeter.lha   comm/tcp     17K  1+V1.3 of cps counter for Miami 2.0+ (
YellowsMap.jpg     pix/park    368K 84+US-park: Yellowstone NP. Map (1M) Wy
FAXX43x.lha        util/dtype  176K  0+FAXX-dt V43.2 (IFF-FAXX, 68000-060)
BMG.lha            mus/play     38K  0+Mpega GUI - v1.03
AminetGuide.lha    comm/misc     7K  0+Ult. Tool for your Aminet files. v1.
webview21ibeta.lha comm/www    147K  0+Beta 1 of Web Browser/Offline Viewer
RainbowSystem.lha  gfx/misc    100K  0+24 Bit Graphics Library (ECS,AGA,CGF
MWBArchive.lha     pix/mwb     869K  0+200+ MWB ImageDrawers and 600+ Icons
SysInspector12.lha util/moni   118K  1+SysInspector 1.2 - System monitor (O
AMarquee1.44.lha   comm/net    138K  0+AmiTCP data broadcast library & serv
amitest.lha        util/moni    14K  0+Check your cpu speed
wzonka-lad.lha     misc/emu    143K  1+Wzonka-Lad - Gameboy emulator v0.80
B-Engine.lha       gfx/aga     352K  0+3D engine, capable to load DN3D maps
AmigaPatchList.lha game/patch   45K  1+V2.5, patches to deprotect software
dtypeguide.lha     docs/lists   59K  0+Guide of datatypes -R4-

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| 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
|----------------- ---         ---- --- -----------
AlgoMusic2_1.lha   mus/misc    1.2M  3+Creates algor. techno tunes. A must-
AlgoMusic2_1Up.lha mus/misc    151K  3+Needs installed AlgoMusic V2.0
AlgoMusic2_1fi.lha mus/misc     20K  2+Patch fixing a bug in AlgoMusic V2.1
BlitzBank230.lha   biz/misc    373K  2+Powerfull accounts program (4 langua
PeekMail0_8.lha    comm/mail    23K  2+Check if there's new e-mail.
MiSpeedMeter.lha   comm/tcp     17K  1+V1.3 of cps counter for Miami 2.0+ (
Miami21aeval.lha   comm/tcp    187K  2+Internet TCP/IP stack (demo binary)
Miami21amain.lha   comm/tcp    407K  2+Internet TCP/IP stack (main archive)
Miami21areg020.lha comm/tcp    206K  2+Internet TCP/IP stack (reg. 020 bina
MiamiSSL11.lha     comm/tcp     46K  2+SSL (Secure Socket Layer) for Miami
```

```
CheckHTML.lha          comm/www    149K   1+Checks HTML files
soliton150.lha         game/think 204K   1+Solitaire card game, V1.50 (MUI)
Picasso96.lha          gfx/board   318K   1+Picasso96 system for Amiga graphics
EvenMore037.lha        text/show   125K   1+Textviewer - Now has gadgets! (May b
SysInspector12.lha     util/moni   118K   1+SysInspector 1.2 - System monitor (O
Sork.lha               gfx/aga     317K   1+Fast, multitasking voxelengine, v0.5
cnet4demo.lha          comm/cnet   1.2M   5+CNet/4 Professional BBS DEMO
HotStartup.lha         disk/misc    15K   7+Runs a script every time you insert
ar-gate.lha            docs/mags    13K   3+Amiga Report Gateway Issue, May 18 1
AB3DTrainer.lha        game/patch   26K  12+Cheat program for Alien Breed 3D
Cannon2Cheater.lha     game/patch   54K   4+Play every level of CannonFodder2
Faery_Patch.lha        game/patch   56K   4+Unofficial Faery Tale Adventure HDpa
AmIRCMPEGA.lha         comm/tcp      2K   2+Mpega script for AmIRC
DemonRobot.lha         mods/crash  133K   7+Med module.  Blast-beat speed metal
Saucer.lha             pix/jake     85K   5+The Saucer Is Landing.
STFax.lha              comm/misc   256K   0+STFax 2.17 - Powerful and user-frien
New8n1.lha             comm/misc    91K   1+Replaces serial.device.  V37.39
hippoplayer.lha        mus/play    651K   8+V2.39, module player. Try it!
BattleDuel.lha         game/2play  1.2M   1+The *ULTIMATE* artillery game V1.6.1
```

1.55   Aminet Charts: 22-Jun-97

```
| The most downloaded files from Aminet during the week until 22-Jun-97
| Updated weekly. Most popular file on top.
|
|File               Dir          Size Age Description
|----------------- ---          ---- --- -----------
akJFIF43x.lha          util/dtype  217K   1+AkJFIF-dt V43.80 (JPEG, 68000-060)
ffppatch.lha           util/boot     7K   0+Mathffp.library FPU speedup patch 1.
akPNG43x.lha           util/dtype  213K   1+AkPNG-dt V43.80 (PNG, 68000-060)
akLJPG43x.lha          util/dtype   98K   1+AkLJPG-dt V43.75 (LJPG, 68000-060)
New8n1.lha             comm/misc    91K   0+Replaces serial.device.  V37.40
akSVG43x.lha           util/dtype   90K   1+AkSVG-dt V43.80 (SVG, 68000-060)
YellowsMap.jpg         pix/park    368K  85+US-park: Yellowstone NP. Map (1M) Wy
dt2ni.lha              util/wb      18K   0+Creates NewIcons of pictures
GR_MUI_Images.lha      pix/icon     67K   0+New MUI Images/Buttons (Incl. PopXXX
VFloppy_v13.lha        util/wb     105K   0+Simulates floppys on harddisk
PostV2.lha             text/print  312K   0+Postscript preview/printing utility.
xtruder35.lha          util/virus  436K   0+Virus killer with extensive checking
PGPwithYAM.lha         util/rexx    12K   0+Sign, encrypt & read PGP mails with
BMCDDA_Player.lha      disk/cdrom  146K   0+V1.4 Audio CD Player with Changer Su
VT_Binary.lha          util/virus  376K   1+V2.96 *best* virus killer - binary f
darkNESs0.12.lha       misc/emu     18K   0+Nintendo Entertainment System emulat
SCSIPrefsMUI.lha       util/misc    13K   0+Configures A3000/A3000T SCSI Control
gfxcon.lha             gfx/conv    227K   0+Image format converter (V1.8) for mo
magPLIP37.9B3.lha      comm/net    157K   0+SANA-II parallel port driver for CIA
webplug_ib.lha         comm/www      2K   0+WebPlug's browserlink for IBrowse 1.
```

```
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| 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
|----------------- ---        ---- --- -----------
AlgoMusic2_1.lha   mus/misc   1.2M 4+Creates algor. techno tunes. A must-
AlgoMusic2_1Up.lha mus/misc   151K 4+Needs installed AlgoMusic V2.0
AlgoMusic2_1fi.lha mus/misc    20K 3+Patch fixing a bug in AlgoMusic V2.1
BlitzBank230.lha   biz/misc   373K 3+Powerfull accounts program (4 langua
PeekMail1_0.lha    comm/mail   29K 0+Check if there's new e-mail.
MiSpeedMeter.lha   comm/tcp    17K 2+V1.3 of cps counter for Miami 2.0+ (
Miami21aeval.lha   comm/tcp   187K 3+Internet TCP/IP stack (demo binary)
Miami21amain.lha   comm/tcp   407K 3+Internet TCP/IP stack (main archive)
Miami21areg020.lha comm/tcp   206K 3+Internet TCP/IP stack (reg. 020 bina
MiamiSSL11.lha     comm/tcp    46K 3+SSL (Secure Socket Layer) for Miami
CheckHTML.lha      comm/www   149K 2+Checks HTML files
soliton150.lha     game/think 204K 2+Solitaire card game, V1.50 (MUI)
Picasso96.lha      gfx/board  318K 2+Picasso96 system for Amiga graphics
EvenMore037.lha    text/show  125K 2+Textviewer - Now has gadgets! (May b
SysInspector12.lha util/moni  118K 2+SysInspector 1.2 - System monitor (O
Visage.lha         gfx/show   193K 6+Picture viewer for OS 3.0+. V39.14
Sork.lha           gfx/aga    317K 2+Fast, multitasking voxelengine, v0.5
AmIRCMPEGA.lha     comm/tcp     2K 3+Mpega script for AmIRC
VirusZ_II138.lha   util/virus 189K 2+VirusZ v1.38 by Georg Hoermann
New8n1.lha         comm/misc   91K 0+Replaces serial.device.  V37.40
hippoplayer.lha    mus/play   651K 9+V2.39, module player. Try it!
BattleDuel.lha     game/2play 1.2M 2+The *ULTIMATE* artillery game V1.6.1
ScreenMugShot.lha  gfx/misc   180K 2+SAKU-V1.1-Snapshot any window or scr
EasyPrint.lha      gfx/misc   128K 4+The Powerful Printing Program (2.28)
A1200FDfix.lha     hard/hack   11K 68+Make new A1200 compatible to old one
MacFind.lha        util/wb     77K 3+Find files the Macintosh way (v2.1)
MagicWB21p.lha     util/wb    600K 2+The standard Workbench enhancer
STFax.lha          comm/misc  256K 1+STFax 2.17 - Powerful and user-frien
Quine1_0.lha       misc/sci    11K 6+Quine McCluskey function resolver (M
```

1.56 Aminet Charts: 29-Jun-97

```
| The most downloaded files from Aminet during the week until 29-Jun-97
| Updated weekly. Most popular file on top.
|
|File              Dir        Size Age Description
|----------------- ---        ---- --- -----------
New8n1.lha         comm/misc   92K 0+Replaces serial.device.  V43.1
AWeb.lha           biz/demo   413K 0+Version 3.0DEMO of this fast WWW bro
akJFIF43x.lha      util/dtype 221K 0+AkJFIF-dt V43.90 (JPEG, 68000-060)
akPNG43x.lha       util/dtype 217K 0+AkPNG-dt V43.90 (PNG, 68000-060)
akLJPG43x.lha      util/dtype 102K 0+AkLJPG-dt V43.90 (LJPG, 68000-060)
metalweb.lha       comm/www   145K 0+WYSIWYG html EDITOR!!!
akSVG43x.lha       util/dtype  83K 0+AkSVG-dt V43.90 (SVG, 68000-060)
xpk_User.lha       util/pack  175K 0+V4.14 Compression package, user's ed
Freeciv10.lha      comm/tcp   463K 0+Free internet multiplayer Civilizati
IFX.lha            util/cdity  34K 0+Noisy system enhancer (V2.11)
FAXX43x.lha        util/dtype 176K 0+FAXX-dt V43.3 (IFF-FAXX, 68000-060)
Gir04.lha          comm/tcp    71K 0+Gsm internet realtime audio player
AmFinger1.3.lha    comm/tcp    46K 0+MUI GUI Finger Client (1.3)
ffppatch.lha       util/boot    7K 0+Mathffp.library FPU speedup patch 1.
BMG.lha            mus/play    37K 0+Mpega GUI - v1.041
```

```
YellowsMap.jpg      pix/park    368K  86+US-park: Yellowstone NP. Map (1M) Wy
yapy.lha            comm/mail    11K   0+(1.0) Integrates PGP with YAM.
ShowIP.lha          comm/tcp      6K   0+Displays your dynamic IP/Domain
STFax.lha           comm/misc   268K   0+STFax 2.41 - Powerful and user-frien
```

```
| The highest rated programs during the week until 29-Jun-97
| Updated weekly. Best program on top. Please rate all the programs you
| download. To do so, send to aminet-server@wuarchive.wustl.edu :
| RATE <path> <num>
| where <path> is the file you want to judge and <num> is a mark from 0..10
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AlgoMusic2_1fi.lha  mus/misc     20K   4+Patch fixing a bug in AlgoMusic V2.1
BlitzBank230.lha    biz/misc    373K   4+Powerfull accounts program (4 langua
MiSpeedMeter.lha    comm/tcp     17K   0+V1.4 of cps counter for Miami 2.0+ (
Miami21aeval.lha    comm/tcp    187K   4+Internet TCP/IP stack (demo binary)
Miami21amain.lha    comm/tcp    407K   4+Internet TCP/IP stack (main archive)
Miami21areg020.lha  comm/tcp    206K   4+Internet TCP/IP stack (reg. 020 bina
MiamiSSL11.lha      comm/tcp     46K   4+SSL (Secure Socket Layer) for Miami
CheckHTML.lha       comm/www    149K   3+Checks HTML files
soliton150.lha      game/think  204K   3+Solitaire card game, V1.50 (MUI)
Picasso96.lha       gfx/board   318K   3+Picasso96 system for Amiga graphics
EvenMore037.lha     text/show   125K   3+Textviewer - Now has gadgets! (May b
SysInspector12.lha  util/moni   118K   3+SysInspector 1.2 - System monitor (O
akJFIF43x.lha       util/dtype  221K   0+AkJFIF-dt V43.90 (JPEG, 68000-060)
Visage.lha          gfx/show    193K   7+Picture viewer for OS 3.0+. V39.14
Sork.lha            gfx/aga     317K   3+Fast, multitasking voxelengine, v0.5
gfxcon.lha          gfx/conv    227K   1+Image format converter (V1.8) for mo
VirusZ_II138.lha    util/virus  189K   3+VirusZ v1.38 by Georg Hoermann
akPNG43x.lha        util/dtype  217K   0+AkPNG-dt V43.90 (PNG, 68000-060)
BattleDuel.lha      game/2play  1.2M   3+The *ULTIMATE* artillery game V1.6.1
ScreenMugShot.lha   gfx/misc    180K   3+SAKU-V1.1-Snapshot any window or scr
EasyPrint.lha       gfx/misc    128K   5+The Powerful Printing Program (2.28)
A1200FDfix.lha      hard/hack    11K  69+Make new A1200 compatible to old one
Japanese.lha        misc/misc   189K  18+Japanese text patch
MagicWB21p.lha      util/wb     600K   3+The standard Workbench enhancer
Waveblaster.lha     hard/hack    23K   5+How to connect PC soundcards to your
Quine1_0.lha        misc/sci     11K   7+Quine McCluskey function resolver (M
```

1.57 Amiga Report Mailing List

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================================================================================

                    Amiga Report Mailing List
================================================================================
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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!   **

1.58   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

1.59   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

1.60   World Wide Web

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

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

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

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

Greece
     http://www.acropolis.net/clubs/amiga/amigareport/

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

Italy
     http://www.vol.it/mirror/amiga/ar/ar.html

Poland
     http://www.pwr.wroc.pl/AMIGA/AR/

Sweden
     http://www.lysator.liu.se/amiga/ar/

United Kingdom
     http://ppewww.ph.gla.ac.uk/~gowdy/Amiga/AmigaReport/
     http://www.iprom.com/amigaweb/amiga.html/ar/ar.html (w/search and mail)
     http://www.sussex.ac.uk/Users/kcci1

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

1.61 Copyright Information

1.62 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.

1.63 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!

1.64 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

1.65 Distribution BBSes - Australasia

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

-=NEW ZEALAND=-

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



-=VICTORIA=-

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

1.66   Distribution BBSes - Europe

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


-= BELGUIM =-

* VIRTUAL VORTEX BBS *
vzpirit@hotmail.com
+32-2-3873391


-=DENMARK=-

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


-=FINLAND=-

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

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

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


-=FRANCE=-

* DYNAMIX BBS *
erlsoft@mcom.mcom.fr
```

```
+33.1.48.89.96.66 Minitel to Modem
```

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

-=GERMANY=-

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

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

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

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

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

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

-=GREECE=-

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

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

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

-=IRELAND=-

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

-=ITALY=-

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

* AMIPRO BBS*
+39-49604488

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

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

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

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

-=NETHERLANDS=-

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

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

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

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

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


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



-=NORWAY=-

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



-=POLAND=-

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



-=PORTUGAL=-

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



-=RUSSIA=-

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



-=SPAIN=-

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

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

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



-=SWEDEN=-
```

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

-=SWITZERLAND=-

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

-=TURKIYE=-

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

-=UKRAINE=-

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

-=UNITED KINGDOM=-

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

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

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

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

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

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

* SCRATCH BBS *
kcci1@solx1.susx.ac.uk
+44-1273-389267

-=YUGOSLAVIA=-

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

1.67   Distribution BBSes - North America

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


-=ARIZONA=-

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

-=BRITISH COLUMBIA=-

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

-=CALIFORNIA=-

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

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

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

-=FLORIDA=-

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

-=ILLINOIS=-

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

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

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

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

-=LOUISIANA=-

* The Catacomb *
Geoff148@delphi.com
504-882-6576

-=MAINE=-

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

-=MEXICO=-

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

* AMIGA SERVER BBS *
5158736

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

-=MISSISSIPPI=-

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

601-374-2697

-=MICHIGAN=-

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

-=NEW JERSEY=-

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

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

-=NEW YORK=-

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

-=ONTARIO=-

* COMMAND LINE BBS *
416-533-8321

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

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

-=QUEBEC=-

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

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

-=TENNESSEE=-

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

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

-=VIRGINIA=-

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

-=WASHINGTON=-

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

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

1.68   Distribution BBSes - South America

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                      Distribution BBSes - South America
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-=BRAZIL=-

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

* LITHIUM SYSTEMS BBS *
pa100137@datacontrol.com.br
051-632-2805 (00:00 - 08:30)

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

1.69   Dealers - Asia

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================================================================================
                              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
nighty@gmatter.japan-online.or.jp

-= MAYLAYSIA =-

Innovations Lights & Magic (M) Sdn Bhd,
A1106, University Towers, 28, Jalan Universiti,
46200, Petaling Jaya,
Selangor Darul Ehsan
Tel: +6 03 7544544
Fax: +6 03 7544588
skchiew@pc.jaring.my

1.70   Dealers - Australasia

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================================================================================
                           Dealers - Australasia
================================================================================
```

-=AUSTRALIA=-

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

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

Amiga 'n PC Centre Pty Ltd
644 South Road Glandore

Adelaide, SA 5037
Phone: (08) 8293 8752
Fax: (08) 8293 8814
melbice@cobweb.com.au

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

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

Amitar Home Computer Systems
Unit 1, 25 Gillim Drive
Kelmscott, WA 6111
Phone: (09) 495 4905
Fax: (09) 495 4905
WWW: http://crystal.com.au/~amitar/
amitar@crystal.com.au

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

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

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

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

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

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

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

Fonhoff Computer Supplies
Baulkham Hills, NSW 2153
Phone: (02) 9639 7718
Fax: (02) 9639 5995
WWW: http://godzilla.zeta.org.au/~jfonhof
jfonhof@zeta.org.au

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

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

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

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

Sigmacom
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Suite 16, 20-24 Gibbs Street
Miranda, NSW 2228
Phone: (02) 9524 9846
Fax: (02) 9549 4554
WWW: www.sigma.com.au

Software Buyers Service
PO BOX 734
Belmont, VIC 3216
Phone/Fax: (052) 431 445
arne@euphoria.bay.net.au

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

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

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

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

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


-=NEW ZEALAND=-

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

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

1.71 Dealers - Europe


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-=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
solaris@computec.co.at

-=BELGIUM=-

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

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

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

-=BULGARIA=-

KlubVerband ITA Gmbh
1309 Sofia
P.F.13, KukushStr. 1-2

Contact: Dr. ING B. Pavlov
Tel: +359-2-221471
Fax: +359-2-230062
KVITA@VIRBUS.BG

-=DENMARK=-

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

-=FINLAND=-

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

Lincware Computers Ltd
Lovkullankuja 3
10300 KARJAA
Voice: +358-50-5573696
Fax: +358-11-231511
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: +33 50.52.83.31
tcp@imaginet.fr

-=GERMANY=-

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

mediatech@hof.baynet.de

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

Hartmann & Riedel GdbR
Hertzstr. 33
D-76287 Rheinstetten
Voice: +49 (7242) 2021
Fax: +49 (7242) 2167
rick@morrison.inka.de
Please call before visiting

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

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

-=ITALY=-

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

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

-=NETHERLANDS=-

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

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WWW: gene.fwi.uva.nl/~marioh/
marioh@fwi.uva.nl

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

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


-=NORWAY=-

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

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

Sezam Software
Ulsmågveien 11a
N-5o5o Nesttun
Tel/Fax: +47 55100070 (9-20)
ABBS: +47 55101730 (24t)
Email: oleksy@telepost.no


-=SPAIN=-

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

Amiga Center Alicante
Segura, 27
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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
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Fax: (988) 23 42 07

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

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

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

-=SWEDEN=-

Orebro Videoreklam
Slottsgatan 12
703 61 OREBRO
Tel/Fax: +46 (0)19-123807
WWW: www.flevel.co.uk/videoking
videoking@mbox200.swipnet.se

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

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

-=SWITZERLAND=-

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

Studio 4D
Deinikonerstrasse 14
6340 Baar
Voice: +41 41 763 17 47

Fax: +41 41 763 17 48
studio4d@zug.use.ch

-=UNITED KINGDOM=-

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

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

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

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

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

1.72 Dealers - North America

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-=CANADA=-

Animax Multimedia, Inc.

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

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

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

Atlas Computers & Consulting – Derek Davlut
400 Telstar Avenue Suite 701
Sudbury, ON / P3E 5V7
Phone: 705-522-1923
Fax: 705-522-1923
s2200147@nickel.laurentian.ca

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

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

Computerology Direct
Powell River, BC V8A-4Z3
Voice: 604-483-3679 (24h)
Ask for HEAD SALES REP

Comspec Communications Inc
74 Wingold Ave
Toronto, Ontario M6B 1P5
Computer Centre: 416-785-8348
Sales: 416-785-3553
Fax: 416-785-3668
bryanf@comcorp.comspec.com, bryanf@accesspt.north.net

ElectroMike Inc.

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


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


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


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


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


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


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


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


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


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


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


Vide0link Canada
53 Lucy Ave
Toronto, Ontario M1L 1A1
Voice: 416-690-1690 / 800-567-8481
Fax: 416-690-0136
WWW: www.videolink.ca
brich@videolink.ca


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


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


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



-=UNITED STATES=-


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


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

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

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

Amiga Exchange
PO BOX 1381
Manhattan Beach, CA 90266
Voice/Fax: 310-534-3817
BBS: 310-325-1796
robertwt@ix.netcom.com

Amiga Library Services
610 Alma School Rd, #18
Chandler, Az 85224-3687
Voice: 800-804-0833
Fax: 602-491-0048
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
wohno001@maroon.tc.umn.edu

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

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

Armadillo Brothers
4379 South State
Salt Lake City, Utah 84107

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Voice: 801-262-4454
Fax: 801-262-4441
WWW: www.armadillobrothers.com
brent@armos.com

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

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

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

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

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

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

Computerwise Computers
3006 North Main
Logan, UT 84322

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

CPU Inc.
5168 East 65th St.
Indianapolis, IN 46220
```

Voice: 317-577-3677
Fax: 317-577-1500
cpuken@indy.net

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

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

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

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

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

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

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

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

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

HT Electronics
211 Lathrop Way, Ste. A.
Sacramento, CA 95815
V: (916) 925-0900
F: (916) 925-2829
BIX: msears

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Slipped Disk
170 E 12 Mile Rd

```
Madison Heights, Michigan 48071
Voice: (810) 546-DISK
BBS: (810) 399-1292


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


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


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


Zipperware
76 South Main St.
Seattle, WA  98104
Voice: 206-223-1107
Fax: 206-223-9395
WWW: www.speakeasy.org/zipperware
zipware@nwlink.com
```

1.73   Editorial and Opinion

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          ============================================================================

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


                      compt.sys.editor.desk
                   Halfway there...


          ------------------------------------------------------------------------


                        News


                       Opinion


                      Articles


                       Reviews


                       Charts
```

Adverts

1.74   News & Press Releases

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                          News & Press Releases
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        AR's Top 100 Amiga Games
         AR's Ken Anderson wants your vote!


              IPISA '97
         The international developer conference


           MasterISO v1.28
         Burn CDs, updated


         Retail Escort v4.1 Demo
         The new retail management system


             Delfina Lite
         The new DSP audio board for Zorro


             Aladdin 4D
         Coming very, very soon


           Argent Ethernet
         The upcoming low-cost Ethernet board


              BarNone 1.2
         New system controlling package


              HexagonII
         PBeM version of Avalon Hill wargame


           CheckHTML v1.3
         Confirm HTML 3.2 compliance


             MCC-Install
         Assist in installing MUI custom classes


         Built With Amiga Campaign
```

Another way to show your colors

        Maggot v0.99x
The classic worm game

    NewYork Newsreader
Now released from Finale

     Honorable Mention
Cataloguing Amiga coverage in non-Amiga journals

  Timm Martin Is Alive!
Despite previous reports to the contrary...

  Amiga Informer Issue 8
The latest of North America's growing magazine

     Amiga Club Madrid
A new Spanish Amiga organization

     AmigaZone Expands
Adds new conferences and more support

     Amicon Ohio Show
Coming in November!

No Amiga To Waste Site
Band together with other Amigans

Siamese System - Alpha
Now Siamese to high-power workstations

  Siamese Mailing List
Discuss the ins and outs of Siamese

Siamese TCP/IP Connection
 Faster bandwidth for Siamese users

    UltraAccounts v4.1
 Personal and home accounting software

    Geek Gadgets Vol 2
Now published through Cronus

```
                      Index Information Ltd
                  Licensed by AI


                    CygnusEd Re-Release
                  Coming, again, from Schatztruhe


                      AMarquee v1.41
                  TCP traffic cop for programmers


                      QAmiTrack v1.80
                  Works in conjunction with AMarquee


                       Totally Amiga
                  An upcoming Amiga magazine


                   Text Adventure Comp.
                  The third annual IF contest


                        STFax v2.0
                  The new shareware fax package

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                    News

                  Opinion

                 Articles

                  Reviews

                  Charts

                  Adverts
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1.75 Featured Articles

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                       Featured Articles
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                  Australian Amiga Show
                  John Pospisil gives a quick rundown

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News

Opinion

Articles

Reviews

Charts

Adverts

1.76 Reviews

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========================================================================
                              Reviews
========================================================================
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AGA Experience 3 CD
 Sadeness' latest compilation disc

   Aminet 19 CD
 It keeps going, and going...

 The Hidden Truth
 For card-carrying X-Files believers

   Nemac IV CD
 Take charge and blow up robots

 Emulation Rambler
 PC-Task and PCx revealed


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Adverts

1.77 Aminet Charts

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                          Aminet Charts
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             15-Jun-97

             22-Jun-97

             29-Jun-97
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           News

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         Charts

         Adverts
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1.78 About AMIGA REPORT

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=============================================================================

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


               AR Staff
        The Editors and writers


          Writing Guidelines
        What you need to do to write for us


         Copyright Information
        The legal stuff

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           News

          Opinion

        Articles
```

```
                        Reviews

                        Charts

                        Adverts
```

1.79   The Staff

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         ==============================================================================

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

                 Editor:
                   Jason Compton
                                 Assistant Editor:
                   Katherine Nelson
                                 Games Editor:
                   Ken Anderson
                                 Contributing Editor:
                   William Near
                                 Contributing Editor:
                   Bohus Blahut
                 -------------------------------------------------------------


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                  Charts

                  Adverts
```

1.80   Where to Get AR

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         ==============================================================================

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


               The AR Mailing List

                     Aminet

                 World Wide Web
```

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        Distribution Sites

       Commercial Services
       ----------------------------------------------------------------------


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         Adverts
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1.81   Distribution Sites

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       ==========================================================================

                     Distribution BBSes
       ===================================================================

                  Arranged by Continent:


             Asia

           Australasia

            Europe

         North America

         South America
         Sysops: To have your name added, please send Email with the BBS  ←
            name,
its location (Country, province/state) your name, any internet/fidonet
addresses, and the phone number of your BBS


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          News

         Opinion

        Articles

         Reviews

         Charts
```

Adverts

1.82 Dealer Directory

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              ===============================================================================
                                   Dealer Directory
              ==========================================================================

                              Arranged by Continent:


                        Asia

                     Australasia

                      Europe

                   North America
                   Dealers: To have your name added, please send Email with the BBS  ↩
                        name,
its location (Country, province/state) your name, any internet/fidonet
addresses, and the phone number of your dealership


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                     News

                    Opinion

                   Articles

                    Reviews

                    Charts

                    Adverts
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