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Issue II
Dec/Jan 1998

THE AMIGA INFORMER

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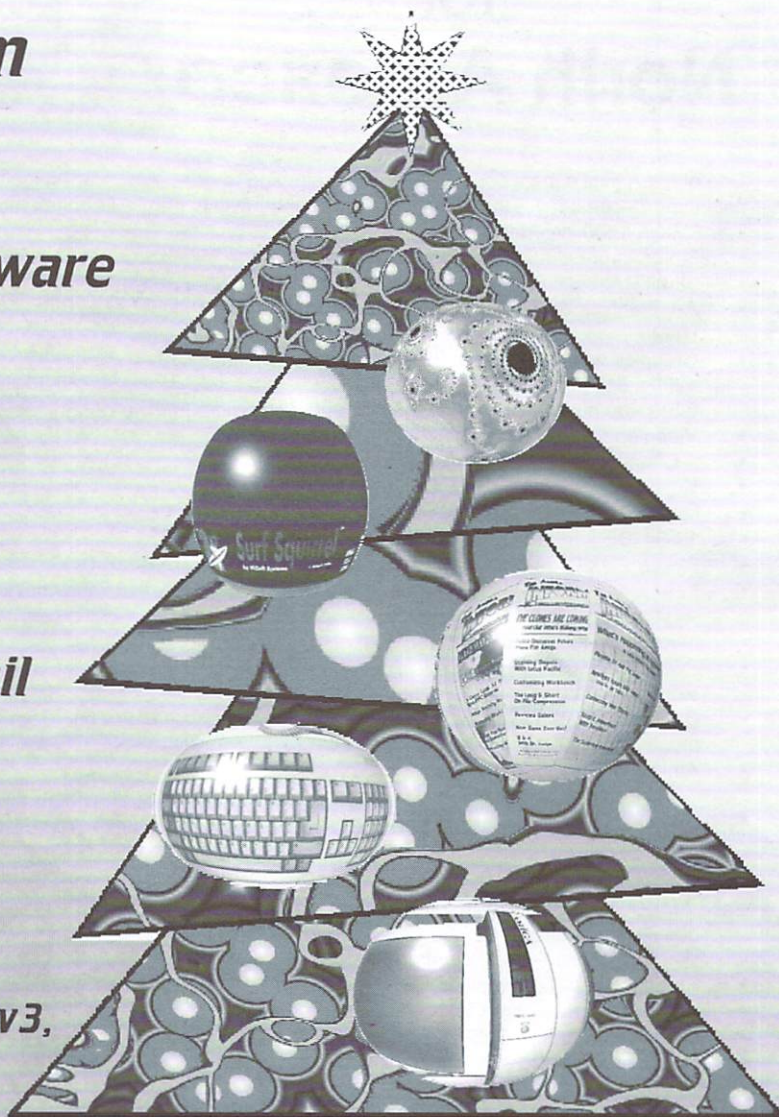
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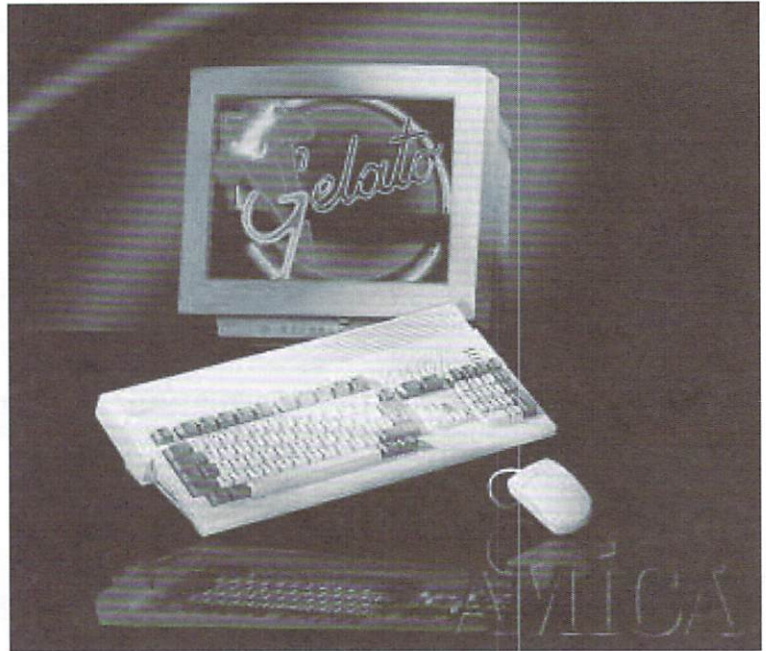


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One of the Amiga's most popular editions is returning to North America. Amiga International is re-releasing the AMIGA 1200 in NTSC beginning December 1, 1997. Don't miss this opportunity to purchase one of the most popular Amiga systems of all time.

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Mission: To provide an accurate and reliable resource of information pertaining to all things Amiga®, and to connect readers with developers, their products and the Amiga community at large.

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From the Editor's Desk:

Greetings all,

Welcome to the Holiday edition of The Informer. Coming back from the Midwest Amiga Expo put me in a festive mood to finish up this edition. I brought back with me a rejuvenated spirit of the Amiga and it fits well with the spirit of the Holidays. I hope you enjoy this issue.

We get a lot of questions here at The Informer, and one of the more frequent questions is, "When will Gateway start to advertise?" My answer is, probably never. You will likely never see Gateway advertise, but perhaps Amiga Inc. will. However, in my opinion, direct advertising from Amiga Inc. won't appear until there is a new Amiga platform, and that won't be for some time. But that doesn't mean Amiga Inc. should stand still with advertising.

Amiga International is advertising in Amiga publications just to let readers know the Amiga is alive and being promoted. But what we need is advertising outside the Amiga community to bring in new blood. Even though the available machines are essentially older technology, there are still markets for the A4000, A1200 and the many clones.

Amiga Inc. should coordinate with dealers to create several custom systems molded from existing hardware and software. These bundled systems would be given a title, such as the Music Pack or Animation Pack, and feature a standard configuration. Amiga Inc. could use

their position to work licensing for all the hardware and software each Pack uses. This will guarantee availability and discount prices for dealers. With all the A1200 clones now available, many different Packs could be conceived.

For instance, an A1200 Music Pack could contain an average 030 processor and extra RAM, OctaMED SoundStudio, HippoPlayer, AHI, MIDI interface, Aura Sampler and a dozen disks of sound samples. Another might be an A1200 Animation Pack which could use an average 030 CPU, extra RAM, ClariSSA, Personal Paint, and Image Engineer. Other likely Packs might be Internet, Programming and Game (this one would include game authoring software).

Once the standards for these Packs are established and an authorized network of participating dealers is organized by Amiga Inc., they could help dealers target market these Packs in selected magazines. These ads could be small and highlight the installed user-base, its affordable pricing, and the fact it works on a TV. Have a toll free number listed so those interested could find out how to contact the nearest authorized dealer, and you're in business.

This approach at marketing the systems presently available could not only bring in new blood to the Amiga community, but also bring in cold cash. I hope Amiga Inc. realize there is enough life left in the current Amiga technology to keep the market going until the new technology arrives.

Fletcher Haug

Special Thanks

We would like to thank the following Dealers for helping to distribute this issue of The Amiga Informer.

Anti Gravity, Santa Monica, CA

De Vine Computers, Newark, DE

Mr. Hardware, Central Islip, NY

Paxtron Corp., Spring Valley, NY

Safe Harbor, Waukesha, WI

Software Hut, Sharon Hill, PA

VisionSoft, Carmel, CA

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Computer Advantage, Johnston, IA

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First Midcontinent, Oklahoma City, OK

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Maximum Video, Boise, ID

National Amiga, London, ON

Sixty-Four and More, El Cajon, CA

Systems For Tomorrow, Independence, MO

The Lively Computer, La Mesa, CA

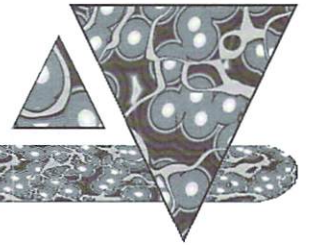
Turtle Lightning, Midland, TX

Wonder Computers, Ottawa, ON & Vancouver, BC

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Spirit Of Amiga Shines At Midwest Expo

By Fletcher Haug

The Midwest Amiga Expo, held in Columbus, Ohio on the weekend of Nov. 1 & 2, 1997 was deemed a success by all accounts. This show, which hosted the first Amiga Inc. sanctioned Developers Conference, was the symbolic relaunch of the Amiga under the control of the newly formed Amiga Inc.

All the vendors at the show spoke positively of its success. It was obvious that this show drew a larger crowd, more vendors and returned better profits than last year's show. If anything, the hall was too small, and I am sure that next year it will be held in a larger center.

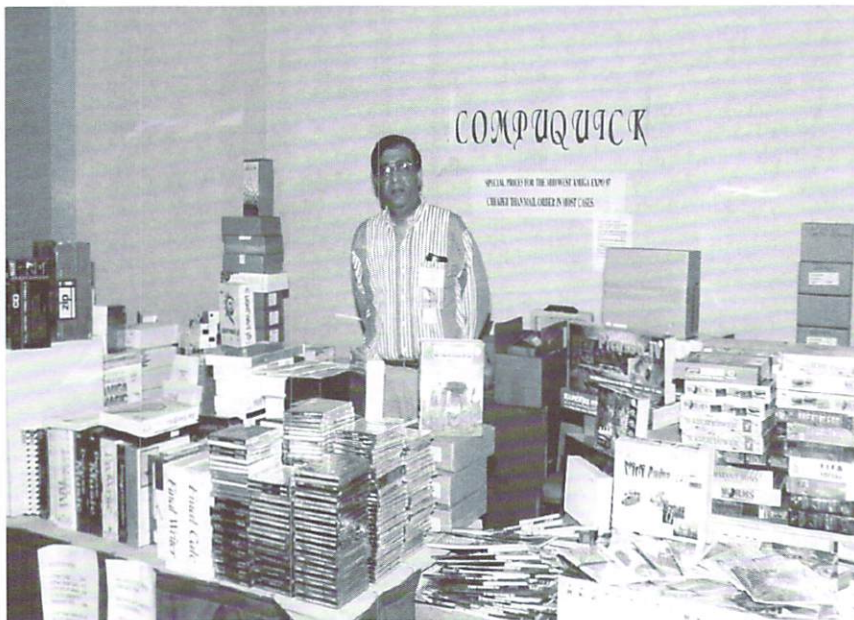
I will not rehash all the particulars of the show in this article. Instead, I will try to capture the essence of the show. While the show was well attended by an estimated 1,000 Amigans, its greatest benefit cannot be measured by the number of ticket sales. What was truly amazing was the genuinely positive at-

mosphere and sense of community that pervaded every aspect of the event. Some scoff that this is merely sugar coating and means nothing in reality, but they are dead wrong. This sense of community is what makes the Amiga stand out above the rest.

One of the strongest features of the show was the presence of many usergroup booths appearing throughout the hall. Prior to the show, I wondered what part they would play, but quickly learned once the show opened. By far, the usergroups had the most hardware set up for displays. All versions of Amigas were running, including the Silent Paws portable Amiga. Banks of monitors, video flyer presentations, animations and innovative demonstrations of all types emanated from the many usergroups tables present. While most offered some items for sale, such as buttons, tee shirts or software, the impressive hardware dis-

plays at these booths were in some cases daunting. There was no doubt that having usergroups participate in the show added a very technical feel to the show and their expertise did not go unnoticed.

I was struck by the diversity at this gathering as well as impressed by the absolute talent that it brought together. The Amiga development community is not only made up of talented veterans like Dean Brown of DKB, Dale Larson of IAM, or Dan Wolf of MegageM, but also by young-bloods like Paul Nolan—programmer of Photogenics, the Siamese System and the software that drives Playable TV, Holger Kruse of Nordic Global—programmer of Miami, and Chris Aldi—who wrote New York, ClassAct and is working on all the other Finale programs. Throw into this mix dynamic personalities like Ted Wallingford of Pantheon/GamaSoft, artist Eric Schwartz, and Bohus Blahut and Jason Compton of



Randy, of Compuquick, happily prepares for the crowds. The tables looked much less cluttered by the time the show doors closed. There were bargains galore.

There were several seminars and demonstrations for visitors of MAE to attend. Nova Design provided an ImageFX training seminar on both Saturday and Sunday afternoons. Jason Compton and Bohus Blahut of Legacy Maker provided a demo of the PanCanvas effect using ImageFX and also highlighted their new ImageFX tutorial video called Catalyzer. Ted Wallingford of Pantheon/GamaSoft along with Fletcher Haug of The Amiga Informer Magazine provided a seminar on Internet Website development using Amigas. The Informer website was used as an example throughout the seminar. There was also a Special Interest Group luncheon hosted by Wayne Hunt, Webmaster of the amiga.org domain, which focused on organizing Amiga user groups into an effective tool for the Amiga community. All in all, there was a very busy schedule of events that kept everyone at MAE interested and entertained.

Legacy Maker, and you have a perfect cross-section of what the Amiga community is all about.

The air of the show was undoubtedly positive. With the Amiga in the firm control of Amiga Inc., (whose funding comes from Gateway2000), people felt that it was finally back on track. While many would like to have heard solid plans for the fu-

ture, it is unrealistic to expect a full accounting of the Amiga's future. It is not always necessary to have everything spelled out in black and white to get a feel for the future. I had many conversations with persons directly involved with the Amiga's future, and without exception, all had favorable reports. This positive feeling was infectious, and truly fueled the show. In conjunction with the many vendors, usergroups, seminars, conferences and private meetings that were held, it is my belief that this show was successful at giving the Amiga a healthy shot in the arm.

This sentiment was borne out in the opening address by Petro Tyschtschenko, Managing Director of Amiga International, the marketing and distribu-



Panel members of the Developers Conference from L to R are: Dean Brown, Andy Finkle & Fleecy Moss, members of the ICOA temp. steering com.; Joe Torre, Senior Engineer at Amiga Inc. and conference mediator, Kermit Woodall.

tion arm of Amiga. Petro spoke about Amiga International's worldwide distribution and listed the recent licensing agreements he is hammering out on a regular basis. Licensing is Petro's main focus at this time, and it is apparent that this will be the case for the near future. I believe this is a smart and effective strategy, and will produce quick results by the extremely innovative Amiga Community.

Petro has the ability to exude optimism. One would expect this from a public relations figure, but I discovered that this optimism is genuine. I had the pleasure to speak with Petro at length at a Friday evening dinner, and became involved in several important discussions. At all times, Petro was interested in the com-

continued on page 6

DEVELOPERS CONFERENCE

The first official Amiga Developers Conference drew about 30-40 developers. The Conference could have been better organized and structured, but it was an important first step in a series of regular meetings. The conference was moderated by Kermit Woodall of Nova Design and the panel consisted of Amiga Inc. Senior Hardware Engineer, Joe Torre, and ICOA (Industry Council of the Open Amiga) temporary steering members, Fleecy Moss, Dean Brown and Andy Finkle. A questionnaire was handed out and then collected which contained a barrage of detailed questions aimed squarely at developers. Some of the conference topic highlights were as follows.

The role of ICOA was clarified and explained. The ICOA will form developer working groups and act as a liaison between developers and Amiga Inc. Both commercial and shareware developers are welcome in the ICOA. The ICOA's role is not to decide which standards are best, but rather to forward the consensus of the members of the ICOA to Amiga Inc. The ICOA status is still pending legal agreements with Amiga Inc.

There was a lively discussion of the inaccessibility of Amiga hardware reference materials for developers, especially AGA chipset information. More than a few developers requested that a website be permitted for gathering and disseminating all available developer information. This site must be able to operate freely with Amiga Inc.'s permission.

Solid details on what OS 3.5 will include were not discussed, but Mr. Torre confirmed that OS 3.5 will work with the 3.1 ROM chips. It seemed apparent that there has been a great deal of thought going into the new upgrade at Amiga Inc. Torre indicated that a ROM-based version of the OS would be needed to handle difficult issues such as Retargetable Graphics, and this would be over a year in coming. However, OS 3.5 would will likely be seen in early to mid 1998.

Vendors appearing at MAE

Amazing Computing
Amiga Informer Magazine
Asimware
Aurora Works Inc.
Compuquick Media Center
FWD Computing
Gateway Amiga
Intangible Assets Manufacturing
Legacy Video Magazine
Macrohard Amiga Systems
Neather Realm Software
Nova Design
Only Amiga! BBS
Pantheon Systems/GamaSoft
ProvTech
Prowave
Siamese Systems

Software Results Enterprises

Vulcan Software
Weingarten Gallery
Wonder Computers

User groups attending MAE:

A.M.I.G.
A.R.C.U.G.
Amiga Society of Kentuckiana
Amiga Atlanta
AmiTech
Cleveland Area Amiga Users
Downriver Commodore Group
Gold City Users Group
National Capitol Amiga Users Group
North Coast Amiga Users Group
Toaster Users & Lightwave Users
Group

More Licensees For Amiga

By Paul Morabito

In keeping with their "open licensing" policy, Amiga International has recently signed several new hardware manufacturers.

German based DCE Computer Service GmbH has been licensed to produce and sell Amiga based computers. DCE, who has been servicing and supplying Amiga hardware and software since their inception in 1987, decided upon the death of Commodore to take future Amiga development into their own hands. The results are the A5000 and A6000 Amiga clone models which will be based on the A4000 motherboard. They are fully modular and have built in hardware support for MPEG. The systems will be based on a 030/50 MHz or a 060/50 MHz, include 64/128 Mb's RAM, PC keyboard, 1.44 Mb high density disk drive, 1.7 Gb IDE hard drive, and a 24x CD-ROM drive all in a stylish ATX tower case. The A6000 model is said to contain a video slot and NTSC versions will be available. No release date or prices have been announced as yet, but the A5000 is expected to be

shown at the Computer 97 show in Cologne, Germany. DCE can be contacted via their web page at <http://www.powerc.com/news.html>.

Another licensee announced at the MAE show, is long time Amiga manufacturer QuikPak. QuikPak could not discuss the details of the license, but they confirmed that A4000T units are available and that they continue to offer warranty service and A4000 distribution to dealers. Development is moving forward on several different products, including the previously announced 4060 portable unit. According to Dave Ziembicki, CEO, a new model line is being developed, the details of which cannot be discussed at this time due to non-disclosure agreements. QuikPak continues to offer their 68060 based accelerator boards for the A4000 tower and desktop units. In addition to this, they are also developing products for existing market based hardware and software applications. QuikPak is not yet staffed for tech support and customer service. However, email and faxes

are most likely to get a response, and RMA (return merchandise authorization) inquires should consult their website at: www.amigasupport.com/quikpak. Email: quikpak@ix.netcom.com.

Another benefactor of Amiga International's open licensing philosophy is a new US based start-up company called Nova Sector Engineering. They plan on releasing various machines based on the A4000T that are specially designed for the graphics and video market. Currently there are three basic models, the Alpha, the Bravo and the Nitro. Each offers a minimum 68060 and PPC processor. Various RAM and hard drive configurations are available along with expansions such as NewTek's Video Toaster and Flyer systems, depending on the model. Prices vary from US \$2,899 for a basic Bravo One right up to and above US \$16,499 for a Nitro system. Nova Sector Engineering's website is at <http://www.pantheonsys.com/nova/>.



ments of those involved. He wanted to know our thoughts and ideas on how to better the Amiga. Petro realizes the best ideas for the Amiga's future come from its most passionate supporters. My ideas and those of others were never dismissed, and were considered, and his responses were meaningful, and not just lip service. He freely discussed his vision of the future and obviously places great weight on the opinions of others. Petro may be understandably Eurocentric in his approach, but I personally believe we have a real advocate for the Amiga in Petro Tyschtschenko.

Amiga Inc. sent Hardware Engineer Joe Torre to represent the company at the show and Developers Conference (DevCon). After the DevCon, and after some personal conversations with Joe, it became apparent that Mr. Torre is an avid and competent Amigan who has a serious grasp on Amiga hardware and software issues. Joe could not directly answer many questions, as he was clearly under non-disclosure. Mr. Torre

A very special thanks goes out to the AmiCON usergroup for sponsoring and organizing the successful MAE show. Throughout the whole event, the members of AmiCON made sure all was in order by assisting vendors with all their needs, making special announcements and handing out door prizes. The grand prize was an A1200 with the magic bundle software package. Other prizes included Aladdin 4D, a classic A1000, Tee-shirts, and an assortment of other software and hardware prizes. Without the tireless efforts of the following AmiCON members, the show would not have been nearly as well received as it was. Special thanks go to: Dave Pearce, Ronn Black, Greg Finzer, Ken Dean, Dave Bartz, Bill Bennett, Ray Hashman, John and Robin Six, Lonnie McKee, Steve Cornett, John Rule, Greg Pearce, Joe Vanyo, Diane Teramana, Frank Tornichio, Joe Merz, Lou Gintner, Ralph Lupidi, Chris Barbus, and, McIver Woody.

did say he is being taken very seriously by Amiga Inc. and he has absolute cooperation from those he works and deals with. He commented that there is a community feeling at Amiga Inc. very similar to that of the Amiga community. The icing on the cake for me was when I bumped into Joe at the airport. He was catching his flight and was packing light—he had a travel bag in one arm and an A3000 under the other.

I apologize if I don't personally mention all the wonderful vendors, usergroups and developers that were at the show. Every one of them added an invaluable contribution. Attendees came to the show from all regions of North America, and were happy they did. In the future, if there is an Amiga show anywhere near your location, make sure you attend. The experience is well worth the effort. You will find you leave the show with a smile and a new outlook on the future.



Future Shows

Gateway 98, at the Harley Hotel, March 14-15, 1998 in St. Louis, MO. The 4th Gateway Computer Show will feature the 3rd International Developers Conference. Confirmed guests so far include Amiga Inc. and Petro Tyschtschenko of Amiga International. Visit <http://www.amiga-stl.com> for the latest info on show details.

International Amiga 98, Held at the International Plaza Hotel, May 29-30 1998, Toronto, Canada. This show, sponsored by Randomize Computers will focus on developers and manufacturers of Amiga products and be similar in feel to the World of Commodore shows of the past. Already confirmed to appear at the show are Amiga International, Amiga Inc., Phase5, and Micronik. There will be an internet based pre-registration system that will give an early and clear indication of the number of attendees. Likewise, the show will featured a computer based lead retrieval system which uses a magnetic swipe card system for show attendees. There will be official show guides given to each attendee and a comprehensive exhibitor manual. Active marketing is being done via the Internet, usergroups, and advertising in Amiga magazines worldwide. There will also be a Developers' Conference hosted by Amiga Inc. Contact Randomize Show Management at: Sales - Toll Free: 1-888-726-2664; Sales: 905-939-8371; Fax: 905-939-8745; Email: thom@randomize.com; URL: www.randomize.com



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IN BRIEF

The *VideoTurtle* converts your Amiga's RGB-15.75KHz NTSC scan rate into S-Video, which is an enhanced form of TV that provides far better resolution than a standard TV. Email videoturtle@hotmail.com. An alliance has been formed between *Vulcan Software*, *Weird Science Ltd.* and *GTI GmbH*. This will transfer existing registered users to Weird Science and grant them distribution rights to Vulcan products. GTI will be taking over Vulcan's European trade accounts. Visit www.weirdscience.co.uk for complete details. *Trans Data Systems* will soon release the TD Doubler Deluxe. This is a device that allows the 15.75 KHz output of an Amiga to be doubled so it will display on any PC Monitor. Visit www.webworldinc.com/transdata. *Turtle Lightning* is offering on-line ordering, heaps of software and special offers from their new website at www.ole.net/~chaos/tlas. *Amazing Computing Magazine* is still looking for dealers/developers/usergroups to submit info for their AC Guide. Pick up a recent issue of Amazing and complete & return the included form. Help (legally) break the *RC5 encryption routine* with your Amiga. A small program crunches data effortlessly and adds its results to the Amiga team's effort. Visit www.cistron.nl/~ttavoly/rc5/ for full info. *Power Solutions* of Canada acquired the distribution rights for NTSC and PAL versions of Chaocity's Distant Suns (Desktop Planetarium) software. Visit <http://www.powersolutions.mb.ca>. *GPSoftware* released a free upgrade for registered users which patches Opus Magellan 5.6 to versions 5.62 and 5.65. Get this upgrade from www.gpsoft.com.au. *AROS* is an effort to re-write the AmigaOS V3.1 in ANSI C which will then allow Amiga applications to run on a mainframe by recompiling the source code. Details at <http://home.worldonline.nl/~ldp/aros/>.



Amiga Inc., in association with Amiga.org have officially formed the Amiga User Group Network (UGN). UGN is an internet-based system intended to get essential news out to Amiga users as quickly and efficiently as possible by presenting a unified interface between Amiga Inc. and the user groups. News from Amiga Inc. is fed directly to UGN and then broadcast to all of the network members via direct email. To join visit the UGN website at <http://www.amiga.org/usergroups> to fill out a quick and easy web form. Your group's information is then placed in the Official User Group Registry which will be available for everyone. It is likely this will lead to the formation of a worldwide network of Amiga usergroups. A side effect of this network may be that forward thinking Amiga developers will utilize this list of usergroups to promote their products. For more information on UGN visit: <http://www.amiga.org/usergroups> or email webmaster@amiga.org

SAS/C, the Amiga's oldest and most respected C compiler will be ported to Phase5's PowerUP PPC system. The patch is being developed by Steve Krueger who is single handedly responsible for the 6.56, 6.57 and 6.58 updates and the experimental C++ 7.01. While SAS officially dropped Amiga development many moons ago, they have given their blessing to further development, but are offering no official support themselves. Steve, an SAS employee, is working on all future SAS/C Amiga development in his spare time. Few pieces of the package have been ported, but the compiler has and it is currently being optimized. Further optimization and development will continue when Steve receives a PowerUP card from Phase5. No release date has been announced but all patches and releases will appear first at his webpage, <http://www.warped.com/~stevek/>.

On October 22, Lotus Pacific Inc. of New Jersey announced the birth of the "Wonder TV Broadcast System." This Amiga based product will be built by Lotus Pacific's subsidiary, Regent Electronics Corporation, to be sold in China. The new A6060 is designed for use by cable TV subscribers for downloading information selected from the Internet and cable TV companies. It also incorporates features of the earlier announced A6000, which includes playing audio and video CD's, karaoke, Internet access by browser, and use as a general purpose computer. The Wonder TV products are built under licenses originally granted by Escom when it owned the Amiga. The legality of those licenses has been challenged by Gateway2000. Negotiations between the two companies are ongoing. Visit www.lpfc.com for more info.

New Generation Software has released what could potentially be an important product for all Amiga users with either a 68040 or 68060 system. With the release of the 68040 and 68060, Motorola removed some of the less necessary FPU instructions and as such, these needed to be emulated by the 68040.library or 68060.library. Because of the system overhead these libraries induced, performance often suffered. Enter New Generation Software's Oxypatcher. This program emulates the instructions using its own highly optimized code and can reportedly be up to 20x faster. The only noticeable improvements will be found when using programs which rely heavily on the FPU such as Scenery Animator, Cinema4D, and World Construction Set to name a few. The program sells for approximately US \$25. Details on obtaining the program can be found at <http://homepages.microdata.de/~michael/OXYPAT.HTM>

IconDeluxe, once the icon editor of choice for many Amiga users, is still regarded as a formidable contender even in today's market. Unfortunately its author, Brian Tietz, has long since abandoned the Amiga in favor of BeOS, but has released the source code free to any interested party wishing to further advance the program. The only condition is that he is credited as the program's original author and the modified source code is freely available. The source code as well as compiled binaries are available at <http://www-biology.ucsd.edu/~btietz/Amiga-software.html>



Vulcan Software has signed up yet another Amiga developer, further expanding the "Vulcan Army" to 14 individual development teams with over 100 talented people spread all over the world. This time The World Foundry has signed on the dotted line and all their future titles will be published by Vulcan Software beginning with the long awaited Explorer2260 and followed by Maim and Mangle. Both Vulcan and The World Foundry hope to help forward the Amiga by creating high quality, high spec games for the Amiga including PowerUP PPC based Amigas.

WarpUP, from Haage & Partner, is a PPC native multitasking kernel for the Phase5 PowerUP cards. It forms an HAL (Hardware Abstraction Layer) between the Amiga hardware and software allowing easy porting of applications to the PowerPC and smoother integration of the PowerPC into the Amiga's architecture. WarpUP is said to offer increased speed and efficiency over Phase5's ppc.library solution. As a further incentive for developers, all that is required to make a native PPC WarpUP application is the setting of simple options in the StormC compiler from Haage & Partner. However, the release of WarpUP has sparked a lot of controversy with Phase5, who allegedly claim Haage & Partner want to steal control of the PowerUP cards. While nothing further has come of the matter, potential PowerUP owners should keep a close eye on events as they unfold. WarpUP, along with some demo applications, is available for free from www.haage-partner.com

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"AMIGA FOREVER" . . . Licensed Amiga Emulation From Cloanto

By Brad Webb

Amigans were shocked when this small item appeared on the official website of Amiga International on October 7: "Cloanto, publisher of leading Amiga graphics and productivity packages such as Personal Paint, The Kara Collection, and the Personal Suite, was granted by Amiga International certain rights to publish an official software emulation of the Amiga computer, including original Amiga OS software, Amiga/PC networking software, and various other programs. The package, code-named 'AMIGA FOREVER' and scheduled for release this November, will carry the 'powered by Amiga' logo."

For years, it has been a source of pride that the Amiga was different from the banal Windows/Intel PC. Well, not just different, but better. Now a PC would be able to run Amiga software? And this was sanctioned by Amiga International?

Actually, this wasn't as new a development as it might have seemed to some. For a while now, some Amigans have been following the non-commercial Amiga emulator UAE (Ultimate Amiga Emulator), on which "Amiga Forever" is based. Cloanto, clearly concerned about what Amiga users

might think, posted a long explanation on their website. It read, in part:

"As a leading publisher of Amiga productivity titles, we receive daily feedback about the reality and needs of our Amiga users, who are increasingly confronted with a world of PC technology, standards, and complexity. Every publisher, developer, distributor and dealer of Amiga software knows this all too well. For more and more Amiga users, the difficult choice is between Amiga Forever or . . . Forever Lost."

They go on to point out that "Amiga Forever," as a licensed product, will provide revenue to Amiga International, and is in effect just another of the many Amiga compatibles currently being licensed. Its use could actually expand the Amiga user community, rather than shrink it. It also makes Amiga laptop computing much more available. Details are still not fully available, but included with "Amiga Forever" will be a series of older Amiga games and demos, as well as Personal Paint, Amiga to PC networking software, and a never before released interview with Jay Miner, the Father of the Amiga.

Worried Amigans might keep a couple of

things in mind. No software emulator will ever match a genuine computer, except in those few cases where the hardware running the emulation is similar in key ways. I've seen many postings in news groups that read something like, "UAE is too slow on my 200 MHz Pentium." It's unlikely that software emulation will cause many Amiga owners to move to the PC, unless they were already tending toward that direction. "Amiga Forever" will at least keep these individuals tied to the Amiga community to some extent. It is also likely that some PC users unfamiliar with the Amiga will now get a taste of it. Some might find this is the kind of computing they want, and be frustrated with the limitations of software emulation. If so, we have an answer for them, don't we?

"Amiga Forever" release date is November 14 at the Computer '97 show in Cologne, Germany. It will ship on a single CD. Pricing is not available as at this time. Visit Cloanto at: www.cloanto.com/amiga/forever/ for complete info.



Informer Speaks To GPSoftware

By Paul Morabito

One of the truly bright stars in the Amiga software lineup has been DirectoryOpus. Developed by GPSoftware of Australia, DOpus has grown from an effective directory utility into a Workbench replacement utility loaded with features that can take weeks to uncover. DirectoryOpus is but one of the fine programs from GPSoftware, all of which are outstanding in their implementation. Recently, The Informer's Australian correspondent, Paul Morabito, had a chance to ask GPSoftware owner and programming maestro, Greg Perry, a few questions about one of the Amiga's most reputable companies.

AI: How did GPSoftware start?

GP: GPSoftware started about 15 years ago when I began to write custom software for the Commodore Pet series. This progressed through Commodore 64's then on to developing software for Amigas.

AI: What line of products do you offer

for the Amiga?

GP: DirectoryOpus Magellan, GPFax, EasyLedgers II – a fully integrated accounting package, GPTouch – touch screen drivers for MicroTouch screens, and assorted custom software applications.

AI: Could you briefly describe what DOpus is and what it does?

GP: DirectoryOpus started life as a file manager, but Jonathan Potter and I have now developed the concepts much further into a highly multi-threaded program which takes advantage of the special abilities of the Amiga's multitasking OS. Instead of just having a separate file manager, separate workbench GUI, etc., the current DirectoryOpus Magellan successfully integrates the functionality of the original file manager with many new features and builds these directly into an easy-to-use GUI environment which replaces the original Amiga Workbench. Not only does

this make the Amiga much more fun to use, but it also provides the user with much more productive power with much less fuss.

AI: There has been talk for some time suggesting DirectoryOpus will be ported to the PC, is there any truth to this?

GP: Yes, we feel the time has come to look at this concept. Many current and ex-Amiga users have been asking us for a while now to develop a DOpus for the PC. The job is not an easy one, but we have now started an official project to investigate and produce some designs and prototypes. However, with our limited resources, this development has to go on along side our current Amiga work so I don't really want to discuss this in any detail until we have something to show, probably in mid to late '98.

AI: If a PC version were to be released, would GPSoftware still support the

continued on page 16

NewTek Clarifies Commitment To Amiga

By Fletcher Haug

NewTek is dear to the hearts of many Amiga users. They may very well be the proudest icon of the Amiga and provide us with visible products which are only available on the Amiga.

When NewTek makes any comments about their Amiga products, Amigans listen. Recently, a statement was made during the dealer meeting at NewTek Expo 97. This comment referred to NewTek's Amiga development as being "on hold." The Informer was unable to obtain a written or direct verbal account of this statement. Accounts vary widely, but reports from reliable sources at the NewTek Expo tell us the statement allegedly mentioned that Flyer development is on hold until such a time that Gateway2000 begins delivering Amiga solutions.

Because this comment was apparently not official, somewhat off-handed, and poorly worded, a great deal of misunderstanding occurred and subsequently was circulated.

In a conversation with NewTek CEO Dwight Parscale, NewTek clarified their position to The Informer about the Amiga platform. In reference to NewTek's loyal Amiga user base, Mr. Parscale told The Informer, "I would be a fool if I abandon a user base as loyal as this." Mr. Parscale posted a press release publicly clarifying NewTek's position several days after speaking with The Informer, which basically addressed the same issues as discussed in our conversation. While this statement does not answer all questions and is clearly designed to mend NewTek's public image, it does provide some interesting and encouraging information. Here are the highlights of Mr. Parscale's letter:

- "I am in conversation on virtually a daily basis with the folks at Gateway working on an agreement."
- "We have encouraged this association [Amiga's license to QuikPak] and are pleased to see that a dependable supply of equipment, parts and warranty service will be available to all Amiga users."
- "The Technical Support staff has doubled in size and over half of that team has a focus on nothing but Toaster and Flyer issues. Additionally, we have

numerous Amiga programmers on staff working on future developments."

In a further effort to calm concerned Amiga users, NewTek Chairman, Tim Jenison, visited a San Diego usergroup meeting on Nov. 13. According to reports from NewTekniques Magazine editor Joe Tracy, it was apparent by Mr. Jenison's statements that NewTek is still very much involved in Amiga development. Jenison indicated there is a hard-core Amiga staff at NewTek looking at both updates and new Amiga products as well. Jenison was not present for the Expo "on hold" announcement, but said that it was "probably an unfortunate choice of words." Had Jenison been there, he would have stated it as, "The Flyer team, having just completed 4.2, is working on another project not related to the Flyer."

A report written in issue 10 of The Amiga Informer about an agreement be-

tween NewTek and Playable Television also generated a considerable response from our readers. This report was based on several sources, and The Informer stands by its reporting. Mr. Parscale agreed to reply to several direct email questions regarding this situation, but his response was not received in time for this article. As this is written, PTV still has no official written agreement with NewTek.

These recent public statements by NewTek seem to indicate their future commitment to the Amiga and shows their keen awareness of Amiga user's comments. Clearly, NewTek wishes to keep its loyal Amiga user-base happy. With encouraging signs from Amiga Inc., NewTek is apparently indicating it will continue to be the proud icon of the Amiga platform.

Visit NewTek at www.newtek.com.



Playable TV Progressing

By Fletcher Haug

Playable Television (PTV), the exciting new presentation system based on the Amiga and NewTek's Toaster/Flyer systems, is moving ahead at full speed. Through discussions with CEO Mark Stross, The Informer has learned negotiations with several large companies and institutions interested in PTV are well on track and moving forward. PTV is taking the wise approach of preparing a solid foundation for distribution, sales contracts, and service, as well as finalizing all legal matters, before selling a single unit.

Fuselage, the software that drives PTV, is being upgraded. While the current software is very stable and capable, these upgrades will provide a new interface which will allow the end user to easily customize and change their presentations. This staff is headed by Paul Nolan, notable for his brilliant programming on Photogenics and Siamese Systems RTG. Working with Paul is engineer Jason Norris, Diane Stross and several other associated members. Legal contracts are underway with the programming team to formalize their positions within PTV.

PTV has an agreement with Amiga Inc. which provides PTV with a guarantee of supplies and chipsets and the use of the Amiga technology in their products. The financial house of PTV is also in order with firm financial backing. In addition, further financial partners are actively being sought.

According to Mr. Stross, a legal Fulfillment Commitment contract is being finalized which will soon be sent to NewTek for their deliberation. As explained to The Informer, this is a basic contract which will guarantee timely delivery and availability of NewTek hardware for inclusion in PTV products. It is hoped that this contract will be agreeable to NewTek. With a signed contact from NewTek in hand, PTV is confident they will be able to bring Playable Television to the public by January 1998. Visit the PTV website at www.playabletv.com.



Protocol Stacks

Networking And The Amiga Part 2

By Ted Wallingford

One of the difficult steps in setting up an Amiga-friendly network is deciding which protocol stack to use. Protocols are sets of standards which computers use to communicate, and stacks are sets of specialized protocols. Transfer Control Protocol and Internet Protocol (TCP/IP) work in tandem to provide a functional set of uses for computers on the Internet. Computers run application programs that access the functions of these protocols to do a number of tasks, including sending and receiving email, browsing the web, or just moving files from one computer to another.

The options provided by protocol stacks are deep, and some stacks are specialized to a specific kind of networking. Oxxi, for instance, makes an IPX (internetwork packet exchange) protocol stack which, when combined with Oxxi's client program—called the NetWare DOS requester—allows Amiga computers to use Novell NetWare file servers for storing data and sharing printers. This stack does not offer any kind of Internet functionality, and doesn't run well alongside other protocol stacks, because it doesn't comply with the SANA-II standard.

SANA (Standard Amiga Networking Architecture) II is the current set of rules which Amiga networking devices (such as modems and ethernet cards) must employ to use protocols and client programs. In order for an Amiga networking solution to be SANA-II compliant, both the protocols being used and the device driver for the networking device must adhere to the SANA-II rules.

There are four readily available SANA-II protocol stacks for the protocol of the Internet, which is TCP/IP. Each of them can be used to connect your Amiga directly to the Internet. They can also be used to connect your Amiga to other computers using TCP/IP on the local area network. Miami 2.1, TermiteTCP, I-Net 225, and AmiTCP 4.0 all offer varying amounts of overall functionality. AmiTCP and I-Net 225 allow you to use TCP/IP protocol with more than one networking device on the same Amiga, while Miami 2.1 does not.

AmiTCP has the longest history. It's been

around since before Commodore folded, so it has had a long maturation period. Consequently, it serves as a model for other TCP/IP stacks on the Amiga. It is extremely capable in all areas. AmiTCP behaves like the TCP/IP subsystem of a UNIX operating system, which gives it many advantages. But the main side effect of UNIX-like behavior is the lack of graphical configuration utilities. It's a good idea to have a fair understanding of TCP/IP before attempting to set up AmiTCP, since all configuration information for TCP/IP is stored in about a dozen separate text files, all of which resemble UNIX-style configuration files.

For text-weary networkers, I-Net 225 offers a clean, point-and-click configuration system which makes it a comparative snap to set up and manage. The main drawback of I-Net 225 is a somewhat smaller number of supporting applications. While AmiTCP enjoys a fully compatible set of mail routers, web servers, newsreaders, and other Internet applications, I-Net 225 has a slightly different programming interface. Because I-Net 225 is a younger package than AmiTCP, the number of applications that are compatible with it are fewer. Note that all the current web browsers do work correctly with I-Net 225, although some applications require the installation of a separate library file in order to work.

TermiteTCP and Miami are excellent for directly connecting an Amiga to the Internet, but their lack of a suite of mature TCP/IP utilities hurt their candidacy for doing anything other than that. Connecting the Amiga to a LAN (local Area Network) or attempting to use more than one networking device on the same Amiga with either of these stacks is incomplete, difficult, or impossible.

Nordic Global's next version of Miami, "Miami Deluxe," will feature multiple networking device capability as well as some much-needed support utilities and routing features, which should allow for great LAN and Internet connectivity.

Once a SANA-II protocol stack is installed, make sure you are using the SANA-II device driver for your networking interface. If you are using TermiteTCP or

Miami with a modem to connect to the Internet, don't worry about this, as the modem device driver is built-in. If you're using an ethernet card or any other non-modem networking device, you'll need the appropriate device driver file, typically shipped with the device itself.

If you've chosen to use a modem with AmiTCP or I-Net 225, you'll need the proper version of the ppp.device file (from Aminet). This file is a SANA-II device driver which allows any standard modem to carry the Point-to-point protocol. Modems, whether analogue or ISDN, cannot be used to transmit TCP/IP data packets unless the Point-to-point protocol is present. The ppp.device file for AmiTCP is programmed by Holger Kruse, the inventor of Miami, while the ppp.device file for I-Net 225 is available from Interworks.

In the next installment, we'll be discussing a very specific networking project which I'm sure you won't want to miss!

I-Net 225 is by Interworks (www.iworks.com)

AmiTCP is distributed by VillageTronic (www.villagetronic.com)

Miami is by Nordic Global, Inc. (www.nordicglobal.com)

TermiteTCP is by Oregon Research (www.orres.com/~orres)

ppp.device is shareware from Nordic Global, Inc.

Device drivers for ethernet cards, including some PCMCIA Ne2000-compatible ethernet cards, are available on Aminet (www.aminet.org/~aminet)

The device driver for the Liana parallel port network adapter is available from VillageTronic.



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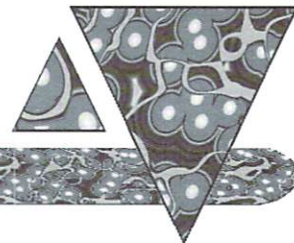
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Announcements



The descriptions and opinions stated in this column are not necessarily those of The Informer. We are not responsible for the validity of these announcements.

Mecca BBS CD-ROM

From: RB Productions

Email: cyrano@amigazone.com

URL: www.goodnet.com/~cyrano

The MECCA BBS CD-ROM is a collection of all the on-line files at the MECCA BBS (Motorola Experimental Computer Club of Arizona). The CD-ROM is over 400 Mb in size and contains hundreds of Amiga related files on almost every topic ranging from virus checkers to MOD's. The files can be accessed by a custom HTML front end. As an added bonus, a preview version of the Scientific Amigan CD-ROM is also included. The CD sells for US \$14.95 which includes shipping in the US and is only available direct from RB Productions, 835 West Warner Road Suite 101-251, Gilbert, AZ 85233. Voice/Fax: (602) 545-6162.

HiSoft C++

From: HiSoft

Email: support@hisoft.co.uk

URL: www.hisoft.co.uk

HiSoft C++ is a new C++ professional development system from HiSoft of England. The compiler boasts both ANSI C & AT&T C compliancy and the whole development environment is controlled by a powerful, easy to use GUI, making management of even the largest projects a breeze. The full Developer version consists of an editor (with syntax highlighting and powerful ARExx interface), project manager, Hothelp (including the full HiSoft C++ manual on-line and all the ANSI C material), compiler, Devpac 3 assembler, source level debugger and the easy-objects class library. A cut down Lite version is available which includes all the above minus the debugger and class libraries. HiSoft C++ will run on any Amiga with OS2.x or greater, 4 Mb of RAM and a hard disk. The Developer version retails for approximately US \$270 while the Lite version retails for about US \$125. Student discounts are available.

Vulcan Software Releases

From: Vulcan Software

Email: sales@sagsoft.ald.net

URL: www.vulcan.co.uk

Uropa2 was officially released in November '97. Initially released as shareware by an Australian development team, it has been revamped and is now available on CD-ROM for any Amiga with 2 Mb RAM (1 Mb chip 1 Mb any), hard drive and 4x speed CD-ROM drive or greater. The game is a 3D isometric action adventure featuring 10 massive worlds, 3D vector light sourced graphics and full digitized speech along with a rendered introduction. Your mission begins with you being sent to Uropa2, a moon in distant space which has been overridden by Kapone droids. Your task is to rescue any surviving colonists and destroy the Kapones. Uropa2 promises to be very exciting and retails for US \$40.

Also now available from Vulcan is The Final Odyssey. This game is best described as an Action/Adventure/Puzzler featuring entertaining graphics and exciting game play. The game is said to be so vast that not even the beta testers have yet been able to finish it. On a side note, the game's developer, Peter Spinaze, has won a scholarship with Silicon Studio, a leading international center dedicated to training computer artists. He obtained this solely on the strength of the graphics in the Final Odyssey. All Vulcan titles are now carried and distributed in North America by Vulcan America, 1706 Canton Rd., Akron, OH 44312. Phone: 800-426-7687; Fax: 330-794-2170

TurboCalc Spreadsheet Updated

From: Stefan Ossowskis Schatztruhe

Email: stefano@schatztruhe.de

URL: <http://www.schatztruhe.de/>

TurboCalc 5, the latest version of the well known spreadsheet program, has been released. The new version adds several features including outlining, database filters for displaying selected data, template management, exporting in HTML

format, and a quick format capability. Of special interest for Amigans forced to work in a PC dominated business world is importation of Excel 5 and 7 files. The program comes on a CD-ROM with versions in English, German, French and Italian. Suggested Retail Price is US \$117. Updates are available to current TurboCalc owners at US \$59. Contact your local Amiga dealer for availability.

The Complete Aminet Pack

From: Stefan Ossowskis Schatztruhe

Email: stefano@schatztruhe.de

URL: www.schatztruhe.de

Schatztruhe has released a complete grab of Aminet and released it as The Complete Aminet Pack. Included in this compilation is Aminet Sets 1 through 5 and Aminet CD's 20 and 21. Overall this accumulates to 22 CD-ROM's, 20 Gb's of data and 50,000 files. The compilation also includes numerous commercial packages that have been featured on the past CD's, including Octamed Soundstudio, DirectoryOpus 5.5, Imagine 4.0, XiPaint 3.2, Personal Paint 6.4 and a registered copy of the new image processor Wildfire. In most cases inexpensive upgrade paths exist for these packages. The package is of special value to those Amiga users not on the Internet as it basically contains every file uploaded to Aminet since late 1994. The commercial software alone justifies the US \$115 price tag, not to mention having unlimited access to the world's biggest software archive. Available from most Amiga retailers.

Nova Design Specials

From: Nova Design

URL: www.novadesign.com

Nova Design has announced special holiday "bundled" pricing for Aladdin 4D version 5.0 when bought with ImageFX or other products from selected dealers. Aladdin 4D is billed as the Amiga's fastest 3D modeling, rendering and animation package. The products support LightWave 3D and the Video Toaster. To get details on the special pricing, you'll



need to contact one of the dealers involved in the offer. They are: Safe Harbor (USA) 800-544-6599, Software Hut (USA) 800-932-6442, Wizard Technologies (UK) (011) 44 181 303-1800 and Oberland (Germany) (011) 49 61 736-5001. The 5.0 version of Aladdin 4D offers many new features, including the end of the dreaded "dongle" protection device.



And More

Here's a short list of some of the many products that have recently been released or that will soon be released:

- StormC v3.0 Pro - C & C++ Copiler
- MK II EZ Tower - A1200 Tower case
- Fusion 2.0 - Mac Emulator
- Showdown of the 3rd Moon - 3D action game
- Dinosaurs ROM - 3D models CD
- DEM ROM - Vista Pro DEM CD
- Street Racer - racing game
- Trapped 2 - Doom style RPG game
- Hydra Ethernet - A1200 Ethernet card
- VisualFX - ImageFX effects add-on
- Light ROM 5 CD - 3D objects & image maps
- Hippoplayer 2.4 - music module player
- PowerScan Pro- scanning software
- ScanQuix - scanning software
- SoundProbe - sample editing software
- Cygnus8 - space trading/combat game
- Master Axe - beat-em-up game
- ImagineEX - Imagine 3D plug-in
- Fiasco 2.1- database program
- UltraAccounts 4.3 - home accounts program
- TimeString - MUI Custom Class
- DB v3.5 - fast database program
- MidiTracker V1.2 - MIDI sequencer

Ugh! Something's gone wrong and your Magic Workbench icons are all colored like Mimi's makeup on the Drew Carey show! Make sure the line RUN <> NIL: C: MAGICWB-DAEMON is at the end of your S:Startup-Sequence file.

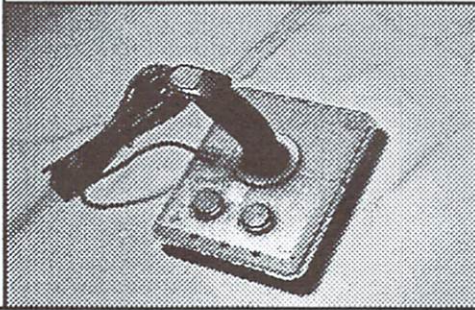
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GPSoftware

con't from page 10

Amiga?

GP: We have built our reputation on supporting our customers over the years and we have no plans to change this. We have no plans to drop support for the Amiga and we still see it as our main platform for the next few years, depending on what Gateway/Amiga Inc. actually do, if anything, to support the machine.

AI: Will DirectoryOpus be ported to the PowerPC?

GP: We have discussed the idea and I have been keen to provide a port to the PPC when there is something for us to work with. At the current state of design, we see the PPC more as a co-processor, which is very useful for time critical applications or things such as DTP or Paint programs, but of less use for DirectoryOpus itself. But, we do have this under constant review.

AI: How is DirectoryOpus selling? Are sales figures satisfactory?

GP: The Amiga market is quite difficult over the last few years. Our sales have been fair and we are still surviving but the volume is not that high. Europe and the UK have been reasonable but the North American market in particular has been quite slow for us, perhaps because of the lack of coverage of Opus by the remaining US Amiga magazines. Germany has been the best market for most Amiga products over the last few years.

AI: Have you had any contact with Amiga International, Amiga Inc., or Gateway 2000?

GP: Some, but of little substance. I did talk to Amiga International at the London show in April and we hope to talk to Amiga Inc. in Cologne. What they can tell us of substance I will be interested to find out.

AI: What are your thoughts on the future of the Amiga?

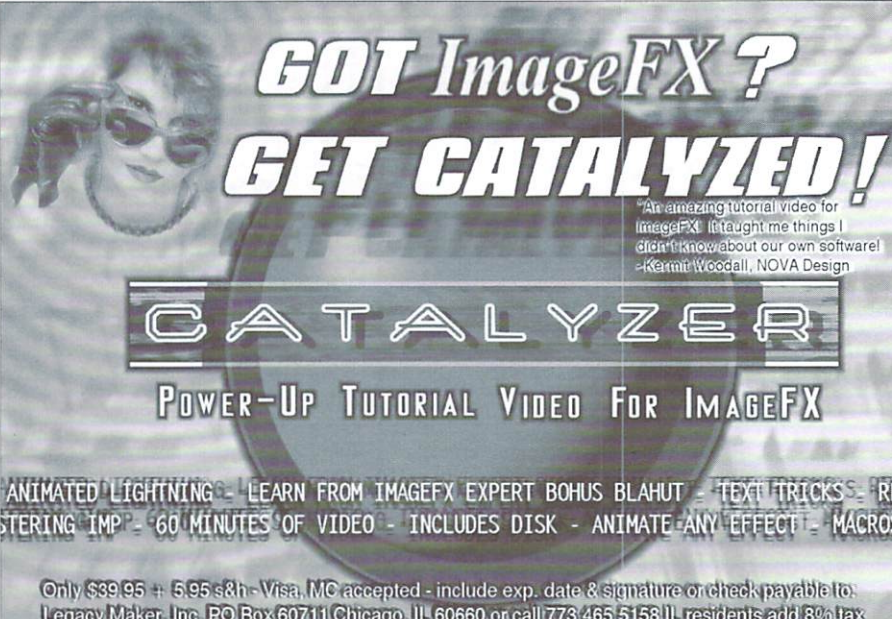
GP: We seriously hope the machine can survive and with some properly funded spending on R&R, develop into the immediate future. But, I am still waiting for Amiga International to actually do something apart from talk.

GPSoftware and Greg Perry can be reached at: GPSoftware, PO Box 570, Ashgrove, Qld Australia 4060
Ph/Fax +61 7 33661402.

Email: greg@gpsoft.com.au;

URL : <http://www.gpsoft.com.au/>





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-Kermit Woodall, NOVA Design

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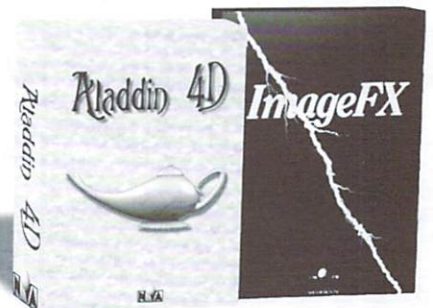
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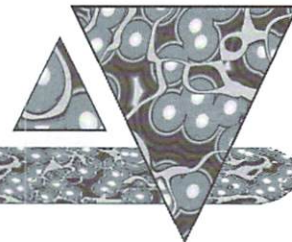
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Enhancements



Workbench Extras

By Brad Webb

Have you ever had a program that just refused to run, and try as you might, you couldn't figure out why? There are few things more frustrating. There is a venerable Amiga program that might prevent this problem once you install and use it. It will prove helpful in other ways also. Going by the intriguing name "SnoopDOS," this program is a real-time system monitor. When running, it can tell you what your computer is trying to do and thereby help you solve all manner of problems.

The basic functioning of SnoopDOS is easy to grasp. Start the program from the icon, and it will open a window. Once running, the window will display what your Amiga is up to as you go about your computing. For instance, if you run your text editor and edit a file, SnoopDOS will report on the editor's start-up, the opening of the file, and backup copies made automatically, and, most importantly, any libraries or other support files opened by the editor. This is where the program may be most useful. I have solved many runtime problems when SnoopDOS reported a troublesome program was attempting to open a library I didn't have in my libs: directory, a font I didn't have on my system, or a configuration file that was missing and so on.

The illustration accompanying this column shows the first lines printed to the SnoopDOS window when the popular word processor FinalWriter is started. You can see, and analyze, every step the software makes as it begins working. At the beginning of the list, there are several Tooltype calls listed, most of which have the word Fail after them. Those that do say Fail correspond to Tooltypes that are commented out in the Tooltype box of the program's icon.

Obviously, if you're interested in tracking a particularly involved set of operating system calls or program steps,

The screenshot shows the SnoopDOS window titled "SnoopDOS 3.0 © Eddy Carroll, September 1994. Hotkeys:Ctrl Alt D". The window contains a table with columns: Count, Process Name, Action, Target Name, Options, and Res. The table lists various system events such as loading libraries, changing directories, and opening files. Below the table are several control buttons: Hide, Quit, Pause, Disable, Open Log..., Setup..., Save Settings, and Functions...

Count	Process Name	Action	Target Name	Options	Res.
24	rawlib	Load	Apps:FinalWriter/FWLlibs/sws		OK
25	FinalWriter	ChangeDir	Apps:FinalWriter		
26	FinalWriter	Tooltype	NOIDON		Fail
27	FinalWriter	Tooltype	MAKEBACKUP		Fail
28	FinalWriter	Tooltype	BORDEROFF		OK
29	FinalWriter	Tooltype	DOORWHEM		Fail
30	FinalWriter	Tooltype	FONTPRIMER		Fail
31	FinalWriter	Tooltype	GMORRIMER		Fail
32	FinalWriter	Tooltype	WHORRIMER		Fail
33	FinalWriter	Tooltype	TEXTCLIPPRIMER		Fail
34	FinalWriter	Tooltype	TEXTLITERPRIMER		Fail
35	FinalWriter	Tooltype	OLDPROJECT		Fail
36	FinalWriter	ChangeDir	Apps:FinalWriter		
37	rawlib	Load	L:libs:cacheapp.library		Fail
38	rawlib	Load	cacheapp.library		Fail
39	rawlib	Load	Apps:FinalWriter/FWLlibs/cac		OK
40	rawlib	Load	L:libs:qfont.library		Fail
41	rawlib	Load	qfont.library		Fail
42	rawlib	Load	Apps:FinalWriter/FWLlibs/qfo		OK
43	FinalWriter	Open	F:files/MyPrefs	Read	OK
44	FinalWriter	Open	Apps:FinalWriter/FWFonts/SM	Read	OK

SnoopDOS is the Magnum PI of Amiga-system investigation. By constantly monitoring your system, it can hunt down all manner of bugs, hangs, conflicts or crashes.

you might want a permanent record for extended study. SnoopDOS allows you to send its output to a log file, written to a disk. This feature also provides a file that can be sent to software support organizations when necessary.

SnoopDOS is highly configurable. The main window provides you with buttons and pulldown menus for many settings to help you customize SnoopDOS to your Amiga environment, or the way you like to work. For instance, there are many fields of data which SnoopDOS can display. You probably won't want all of them at once, but it's easy to add or delete them from the window as you require them. The Windows/Show format menu item provides you with a requester containing two boxes. One box holds a list of data fields available but not currently in use. The second box contains a list of data fields in use. To make changes, just drag the field names from one box to the other. Changing the order of field names in the box instantly changes the order in the data window. You can resize the data columns by clicking and dragging on the headings.

There's an extensive menu of system and Amiga DOS functions to choose from, accessed with a simple mouse click. Other configuration options include: opening the SnoopDOS window on the default screen, whatever screen is front-most, or a named screen; appending to an existing log file or creating a new

one; iconifying the program or running it in "invisible" mode; controlling the size of the window's scroll buffer; selecting which fonts to use, and so on. The default settings provided should be perfect to get most users up and running. After that, try the options available to see what works best for you.

It's all simple and quick to use. You can concentrate on the data, and not be distracted by the tool presenting it to you.

Even if you never need SnoopDOS to help you with a troublesome program, it's worth installing it on your system. Observing SnoopDOS's display while running other programs is a great way to get a better insight into the inner workings of your Amiga. It doesn't tell you everything you might want to know. Certain Workbench functions, such as rearranging windows, are ignored. However, most events happening in your computer are reported well. If you're a programmer, SnoopDOS has special packet monitoring abilities designed with you in mind.

The most current version I know of is 3.0, dated September 1994. Regardless, it runs perfectly on my AmigaOS 3.1 equipped A3000. The documentation doesn't specify a minimum system, but it should run on virtually any Amiga. It can be obtained from Aminet sites as util/moni/snoopdos30.lha. SnoopDOS is completely free.



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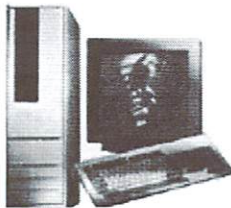
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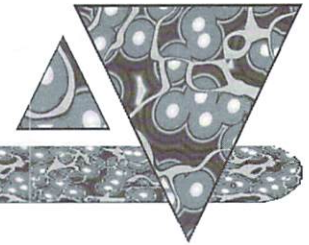


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Site Seeing



Email... Exploring Its Many Uses

By Davis Sprague

Email is a really convenient tool for one-to-one communications which doesn't demand that both participants be logged in at the same time. Other communication protocols, like IRC, social MUD, Talk programs, or CUSeeme, require simultaneous connections by the parties involved. The question that jumps to mind when you only have email is: can this protocol be used for anything more than a simple answering machine for "while you were not on-line" messages? Well, the answer is a definitive yes.

Email can send more than text also. There are currently three common formats for emailing non-text information. The oldest, and still most commonly used, is UUencoding. The Internet email protocol initially only allowed enough bits per character to send text based messages. UUencoding allows the binary data of non-text messages to be mapped onto the text character codes, so it can be sent by the text-only news and email protocols. UUencoding was originally developed on UNIX computers, thus the name U(nix-to-)U(inx)encoding.

The second format is called BASE64 or MIME encoding. This format converts the message to 7-Bit groupings instead of the one byte (8-Bit) groupings used in the computer, and maps these to text characters. The difference between this and UUencoding is that it is a little more compact. Finally there is PGP "ASCII armor" format. This option of PGP email encryption converts the output to a mapped ASCII file that can be mailed. All the above formats can be converted with public domain Amiga programs if your mail program doesn't do this internally.

The next obvious question is, can email be automatically processed? The massive amounts of junk mail on the internet unfortunately answers this question in a

Here are just a few of the dozens of Amiga specific Mailing Lists available. For an abundant sampling of mailing lists visit the website of Daniel Lundqvist who maintains a huge listing at <http://home1.swipnet.se/~w-14626/index.html>.

Generally, to join any of the below lists, email the address given on the second line. Next, follow the instructions or type what is listed into either the subject heading or the body of the email message you are sending. A set of instructions will be returned to you once you're signed up.

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resounding yes. However, there are many other ways to process email in more productive ways.

The first is Mailing lists. Say that you and some friends like to have group discussions, and you just can't find a space to gather, or a convenient time. It would be nice to be able to distribute email among the group, so everyone could read and respond to each others thoughts in an ongoing basis. Initially this was done in small groups by what are called cc: lists. The Internet email protocol allows for any number of people to be "carbon copied" to any email, so a small group could keep a list of members and "cc:" them all each message. This process was built upon and soon mailing list software evolved which allowed people to sign onto and off various email distribution lists in an automated fashion. There are a number of mailing list programs for the Amiga including Alist and Listserv, which allow you and your Amiga to own and run a mailing list.

The most common mailing list programs on the internet are Majordomo and

Listsrv, both UNIX based. Naturally, the best way to get to know how lists work is to subscribe to a number of them, and try them out. Unfortunately, this has to be done with a little care. Usually when you subscribe to a list you will be mailed a welcoming statement. This will include instructions about unsubscribing. Always keep this! There is no better way to earn disfavor than cluttering a list with requests for instructions on how to unsubscribe.

Some lists keep a file of frequently asked questions (FAQ), that can be requested by sending a command to the list command address. Some programs allow you to get a list of other list members with a command. Probably the most useful command is the digest command. This command allows the mailing list software to collect the email into one file and send it to you either after a set number of messages are received or after a set amount of time. Another thing that mailing list software can do is to create an archive of all the mail sent on the list.



This is often curated by a list administrator, and can be accessible via FTP.

Once you subscribe to a number of email lists you will probably be bombarded by a massive influx of email. What can you do to simplify the process of assimilating all this information? Currently there are two ways to organized or filter this incoming data with your computer. The first is a stand alone program which filters email into different files depending on some criteria in the header part of the email. This program, called Filter, reads the downloaded emails and separates and assembles them into individual files. This sorting is dependent on such things as who the email is from, or by keywords found in the subject line. This program also allows email to be processed and compiled into your own email archives.

The second way is to use an email pro-

gram that has filtering potentials built in. An example of this is Thor, which allows access to email it has stored via ARExx, and thus allows filtering and processing by external programs. AirMail allows mail to be filtered into folders based on who it is from. The most complex pattern of internal filtering to date is in the program AEMail, which filters email by header-contained information on the fly when the email is download. AEMail filtering is superior to most internal filters available at this time.

Finally, there are a number of programs that process email into another format once it is received. The one that I have found most useful is Hypermail. This program will attach a file containing a number of emails, and convert it into a cross-referenced HTML database ready for viewing from any WWW browser. It organizes the email by sender, subject or

date, and it processes each email to make any reference to an email address or website clickable. That is, it converts the file so that any mentioned websites or email address in the file gain a hypertext button which you could click on with your browser to access or use. I've used this on bulk email with the UNIX 'grep' command (discussed by Brad Webb in issue 10) to create a clickable list of extracted websites.

Did you really think email was just email? Of course not, the possibilities are endless.

Aminet Addresses:

AList: comm/mail/AList.lha
Listserv: comm/mail/ListSERV-v4.lha
Filter: comm/mail/Filter.lha
Hypermail: comm/tcp/HyperMail102.lha



PD Pick

Fractals

By Davis Sprague

For more than ten years one of the buzz words in Amiga graphics has been "fractal." A fractal has left its original rigorous mathematical meaning and has entered the vernacular of the general public. In the process it has come to mean any intricate computer generated image. The Amiga, being an excellent graphics platform, is not without its smattering of public domain and shareware programs to generate these intricate images.

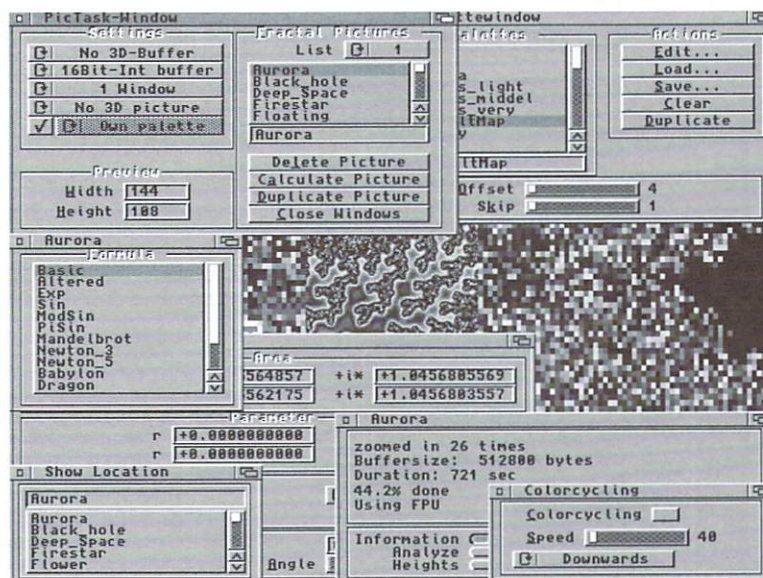
The first and most commonly seen fractal image is that of the Mandelbrot set. This odd set of points which requires hundreds of thousands of iterations of a simple formula to draw even with minimal detail, are ideal for computer exploration. One of the fascinating properties of this set is that the edge between the included and excluded points in the two dimensional image is infinitely

detailed. This means that with magnification there are swirls inside of swirls inside of swirls, so at any magnification the amount of detail remains the same. Thus inside the Mandelbrot set are an infinite

amount of images of the same degree of fascinating detail.

The second commonly seen images are what are called the Julia set. These are sort of plains cut through a three dimensional Mandelbrot set, and are characterized by being symmetrical. They often look like two swirling dragons. These two types of sets started off the movement of exploring chaos mathematics as stunning sources for images.

On Aminet there are at least 40 programs for generating these images, but the most versatile that I have found is Chaospro. This program is able to deliver fast images of all the common types including IFS, Mandelbrot, diffusion, Julia, plasma and several others. It provides a central preview window in each image as well as providing for a three dimensional projection of the image once



Wow, talk about options! ChaosPro gives you user-defined menus, full ARExx port, on-line help, a full animation suite, 3D image projection, and more. It's the King of the fractal programs, and it's shareware to boot!

Continued on page 37

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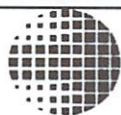
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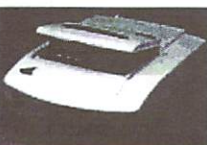


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With the PowerUp product line phase 5 digital products brings you the most innovative and advanced accelerator concept which has ever been released for Amiga computers. With the experience of world's leading accelerator technology for the Amiga, the development team at phase 5 has combined the high-performance PowerPC RISC processors and the 68k processors that work in today's Amiga models into a true multi-processing environment. But even more important, with groundbreaking software development phase 5 has integrated the PowerPC RISC processor into the Amiga's multitasking environment. With the two processors - the 68k and the PowerPC RISC processor - running in parallel and sharing the same memory, tasks can run on either of the processors and communicate via the usual Amiga OS functions. Existing applications written for the 68k processor work as before, as a 100% compatibility is provided with the PowerUp solution, while software that supports the PowerPC RISC processor can reach new performance dimensions which Amiga owners never thought possible on their existing machines!

By the integration of fast PowerPC 603e processors for the A1200 PowerUp models and the high-end PowerPC604e processors for the A2000/A3000/A4000 PowerUp models, these Amiga models can be upgraded to performance levels that compete with today's fastest personal computer systems available. Independent reviews of the US computer magazine Byte have shown that a PowerPC603e-based computer achieved a performance level up to two times faster than a Pentium-based system with the same processor clock speed, while a PowerPC604e-based system at 200MHz still reached a performance of 20-60% beyond the performance of a 200 MHz Pentium Pro-based system. For the Amiga user who upgrades his Amiga with a PowerUp board this means that applications which are optimized for the PowerPC processor can run some 10 to 15 times faster than on today's fastest 68060 based accelerator cards (or some 30-50 times faster than a stock Amiga 4000) - really an impressive and breathtaking leap into a new dimension of performance!

The sophisticated PowerUp combination of hardware and software allows software developers to easily start porting their existing applications to make use of the superior performance of the PowerPC processor. phase 5 digital products has been shipping developer versions of the PowerUp boards to leading software developers worldwide since end of 1996, and has supported the start of the development of key applications for these new processor boards. Many leading Amiga software developers are already working on products that support the vast power of the PowerPC RISC processors, opening a completely new dimension for powerful applications, among them 3D and ray-tracing applications, image manipulation tools and paint packages, development packages, internet browsers, emulators and even games. With the release of the commercial versions of the PowerUp boards in 1997, an increasing number of commercial software applications that support the PowerUp can be expected; beyond that, a strong response by shareware and freeware developers and several PowerPC programming contests sponsored by phase 5 will support the upcoming release of many professional and powerful shareware/freeware tools for the new generation of PowerUp Amigas.

Solutions for everybody

Phase 5 digital products has a complete product line of PowerUp accelerators for various Amiga systems under development. All these accelerators are being primarily designed as upgrades for those users who already own a 68k-based accelerator for their Amiga. They come with a socket for either a 68030, 68040 or 68060 processor which they need as a companion processor, and which can be taken from the user's existing 68k accelerator card or purchased in addition to the PowerUp accelerator. After installation of the 68k processor on the PowerUp accelerator and the installation of the PowerUp accelerator into the Amiga, the world of PowerPC/68k multiprocessing is open for the user immediately! With this upgrade technology, the investments which once went into the existing accelerators are saved, as the old processor does not become obsolete.

Software that comes along with the PowerUp accelerator boards

The PowerUp accelerators will be shipped with a comprehensive software package. Beside the powerful and comprehensive RISC support multiprocessing library which allows the transparent integration of the PowerPC processor into the Amiga multitasking OS environment, all boards are shipped with CyberGraphX V3 Native including PowerPC-optimized CyberGL 3D libraries and MPEG functions which allow fast 3D applications and multimedia tasks to run on the high-performance PowerPC processors. Also available are comprehensive software tools including a public domain GNU C compiler with PowerPC support as well as free demo software and utilities and developer support via the phase 5 FTP site. With these tools the PowerUp boards are also a perfect solution for all creative users who want to actively explore the performance of a modern RISC multiprocessing system while staying with the advantages of their preferred Amiga OS.

- Cyberstorm PPC (3000/4000(t))
- Blizzard 2604e (A2000/1500)
- Blizzard 603e (A1200(t))
- Blizzard 603e+ (A1200(t))
- Cybervision PPC (for Cyberstorm PPC and Blizzard 2604e)

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PowerUp specials for owners of phase 5 accelerators

Owners of a 68030-, 68040- or 68060-based accelerator from phase 5 digital products can make use of special PowerUp upgrade offers which make the PowerUp accelerators even more attractive. The PowerUp upgrade offer is available to original customers of one of the mentioned phase 5 accelerators (except the Blizzard 1230-I) and requires only the proof of purchase and serial number of the product (please note that second-hand purchased products are excluded from the PowerUp Upgrade offer). Registered owners of phase 5 accelerators will receive an upgrade offer by mail shortly before the release date of the PowerUp accelerator that is available as an upgrade to their existing phase 5 accelerator.



- Cyberstorm MK III (A4000/4000T A3000/3000T) 68060 @ 50mhz \$ 675
- Cyberstorm MK III (A4000/4000T A3000/3000T) 68040 @ 40mhz \$ call
- Both include built in Ultra SCSI III
- Cybervision 64 3D w/4MB Ram \$ 249
- Scan Doubler for Cybervision 64 3D \$ 119
- Blizzard 1260 (A1200) 68060 @ 50mhz \$ 589
- CYBERSTORM PPC -150, -180, -200

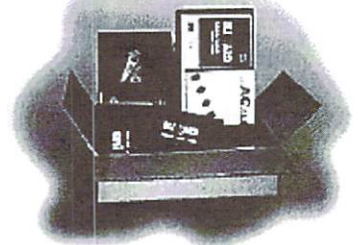
PowerPC 604e Accelerator Board for AMIGA 3000(T) and 4000(T)

The Cyberstorm PPC is the high-end PowerUp accelerator for Amiga 3000/4000(T) systems and systems with a compatible processor slot. It features a high-performance PowerPC604e RISC processor in different clock speeds and a socket for either a 68040 or 68060 companion processor, a memory expansion option for up to 128 MByte of ultra-fast 64-bit memory, a Wide-Ultra-SCSI controller on board and an expansion slot for high-performance expansions such as the CyberVisionPPC. This board is ideally suited for all A3000/A4000 users who already own an accelerator with either a 68040 or 68060 processor; for Cyberstorm users it will be the PowerUp upgrade offer.

Technical Data CYBERSTORM PPC Accelerator Board:

PowerPC Processor	PowerPC604e
Clock Speed	150-200 MHz
Companion CPU	68040/68060 25-50 MHz
est. PPC Performance	@200 MHz
MIPS	appx. 350
SpecFP95	appx. 7.1
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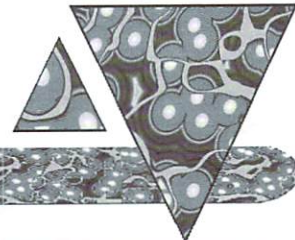
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Evaluations



REVIEWS

Aladdin 4D v5.0

For a while there was one native Amiga program for creating three dimensional images and animations, and that program was Imagine (TurboSilver). Imagine did some things very well, but proved to be cumbersome at others. Then Aladdin 4D entered the arena.

Aladdin 4D took the ray tracing world by storm. It replaced Imagine's exacting three orthogonal view and perspective screen and replaced it with an intuitive single window and button bar, similar to the common paint programs. Imagine added features, followed by Aladdin adding features, and soon the race was on. The current spawn of this competition is Aladdin 4D version 5.0.

I reviewed a full commercial version of Aladdin 4D version 5.0. It requires OS 2.1 or greater, a 68020 and an FPU, and is optimized for the 68040. It will run with 2 Mb of RAM, but the recommended configuration is at least 10 Mb of RAM, and at least a 68040 CPU with FPU. I tested it on an A1200 030/33MHz with 68882 coprocessor, OS 3.0, and 22 Mb of RAM.

Installation went easily following the instructions in the readme file. The manual is a very professional production—although it lacks an index—with 252 pages of well organized instruction and tutorial materials. The first half of the book works through the basics of each type of object that can be created. The second half is a reference that covers all the

Informer rating scale:

A: Excellent. Nearly flawless product.
B: Above average. Minor complaints or flaws.

C: Average. Passable, but needs some improvement.

D: Below average. Major complaints or flaws.

F: Not recommended. Of little use or value.

toolbar and menu items, as well as the input windows, and how they work. Having been a diehard Imagine user, I found this to be a superbly written manual which made the conversion fairly easy. Of course, if this is your first venture into three dimensional image creation, the manual is adequate but bears deep study.

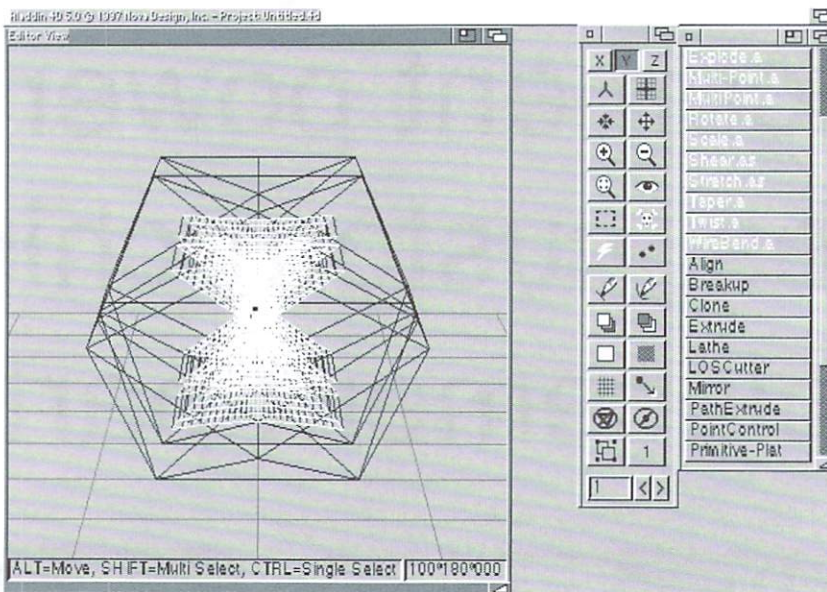
Besides the manual, there is context based on-line help available for virtually every decision point in the process of creating an image or animation. Nearly every requestor has a help button that can bring up a help screen, and there are keyboard shortcuts for nearly all the button gadgets in the program as well.

There are several obvious differences between Aladdin and Imagine. Imagine only allows objects to be created from triangular polygons. This is not a restriction in Aladdin, and there are ways to make objects with curves or mathematical constructs as well. Imagine treats all objects equally, applying textures to make them appear as gases or fluids. Aladdin creates gases as a whole separate

class of objects which allows the creation and use of gas clouds to be a lot more intuitive. In Imagine, the use of "fog" textures is contrainuitive and a case of trial and error in general. Aladdin uses clear descriptive language to create swirling clouds of gas. Aladdin also has a lens flare and fountain section that again adds to the intuitive creation of high quality animated images. Lens flares simulate the glare caused by light sources interacting with the camera lens. Fountain effects cause a flow of randomly distributed particles in a particular pattern. It is used to create everything from sprays, to explosions, to sprinkling fountains.

The commonalities of the two raytracing programs had more to do with the standard object creating options like extrude, spin and mold. The interface for these in Aladdin is very intuitive, however it often puts up a "wait" requestor while the screen is being recalculated. This is a bit irritating, especially when Imagine shows what it is doing in these cases. Still, the rendering of the wireframe images is comparable in speed, and thus this isn't a major drawback.

Overall I found a good quality output could be achieved from Aladdin without a great deal of time and effort. Some of my favorite functions from Imagine were missing or hard to find, and because the language between the two programs was not standardized, I occasionally got unexpected results. The software was stable and the image output was of excellent quality, but it lacked some of the sharpness and glossiness of Imagine's images.



The first thing you'll notice about v5.0 of Aladdin is it's 100% style guide compliance. Once you dive in, you find an intuitive interface, easy gas and fluid generation, and easy-to-learn functions, perfect for those new to 3D graphics.



Voodoo

Email is still the number one use of the internet. It was the original impetus behind the net's growth, before the worldwide web, and many argue that it is still the net's most useful function. So how well does the Amiga stack up against the competition from other platforms, and how well does Voodoo stack up against other Amiga email clients?

When it came out quite some time ago, Voodoo was full-featured, its user interface was attractive and easy to understand, its performance was excellent, and it was slick. In many ways this is still true, but while the internet and email have made giant leaps forward, Voodoo has essentially stood still.

The original author, Osma Ahvenlampi, stopped working on Voodoo a while ago, but Finale Development has picked up the reins. So far they've only released some minor upgrades, but further changes are promised.

Voodoo still compares quite well. Perhaps most importantly, its PGP support is excellent. While other solid Amiga clients, like AirMail, are still promising PGP support in future versions, Voodoo users can happily and easily encrypt and decrypt messages. For those of you who don't know, PGP stands for Pretty Good

Privacy. It is a public/private key encryption system available on many platforms that allows anyone to powerfully encrypt email.

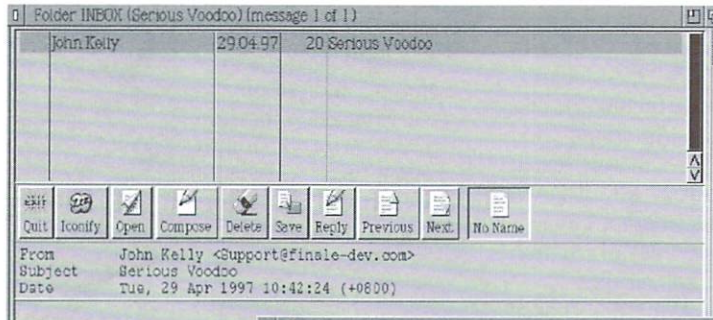
Voodoo's editor is eminently functional. It prints out messages in a useful and attractive format, generally preserving the exact appearance of the message being printed. Voodoo's ARexx interface, while not extraordinary, is adequate, and allows you to seamlessly use any third-party text editor that supports ARexx. You can even use a word processor like Final Writer, if

you so choose. Voodoo has an "Expert Keyboard" setting for power-users, which allows menu keyboard equivalents to be used without the right Amiga key. For people who have large volumes of mail to process, this can be an invaluable time—and annoyance—saver.

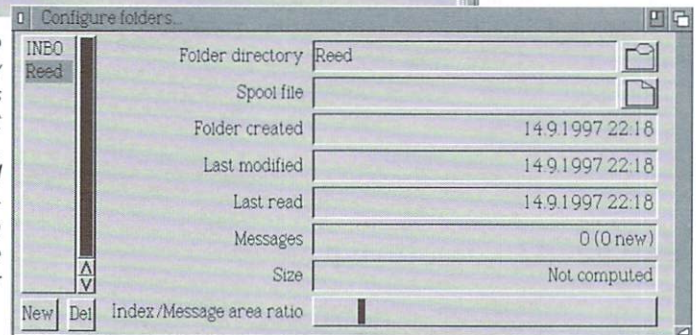
Except for a few minor AmigaGuide glitches and some omissions from the index, the manual is comprehensive and superbly written. The interface is attractive and easy to use. What's extra-nice is Voodoo is multi-threaded. If one window or part of the program is busy, the whole

program isn't locked up waiting for it to finish. That was, after all, the initial design philosophy of the Amiga, so why aren't more programs like this?

continued on page 30



Voodoo is a joy to look at, and it's very functional. It offers PGP support, expert keyboard settings, ARexx interface, and best of all, it's multi-threaded so you can type messages while downloading your mail!



One thing that I found to be very lacking was the small quantity and confusing parameters in the algorithmic texture generator. This part of the program creates surfaces mathematically. This is important especially on smaller systems where the use of image maps takes up a lot of memory. The small number of textures and the lack of an intuitive interface in the texture generator was sorely noticed, especially in comparison with Imagine.

Overall, I'd have to say that Aladdin 4D is a well designed program with a very natural feeling interface. At first all the options in Aladdin 4D can be a little bewildering, but the interface is designed to be easily understood without much expertise. Like most graphics oriented programs it is very good at some things and not as good at others. For my personal work I think I'd prefer to create scenes without gases in Aladdin, but export them and render them in Imagine where I have a better texture interface. If I needed a gas in the image however, I would use Aladdin outright. I give it a "B-", with great room for improvement in the texture generation.

Aladdin 4D is published by Nova Design and is available from most retailers for about US \$190. URL: www.novadesign.com.

Rating: B-



By Davis Sprague

There is a problem with the Aladdin 4D interface for external programs. This is a poorly documented feature that allows Aladdin 4D to make system calls and run scripts from menu items. Unfortunately, in the out of the box state, the program was not properly configured, and the manual was not of much help. To get this option to work, first check that the file in the tools directory (RunImageFX or RunDPaint) has the correct address for where the program is on your system. If it isn't correct, you'll need to edit it. Next, go to the shell and set the script bit as described on page 243 in the manual. This fixes this option in the External Tools Gadgets window. To fix the menu item under the Projects menu, Tools submenu, you have to go into the Support directory and edit the file MenuDefinitions. Find the line that says Projects Tools ImageFX... and edit the statement after it to say OpenTool RunImageFX instead of OpenTool ImageFX. This is clearly an oversight in the distribution copy I have, and may have been corrected in later copies. Although both Aladdin 4D and ImageFX support the MAGIC shared file protocol, there is only sparse documentation on its use, so I haven't been able to evaluate this feature.

AWeb-II v3.0

The web browser wars are going fast and furious. With each new version of a particular browser, the developers have tried to outdo both themselves and the latest advances of the competition. AWeb-II v3.0 is the newest in the ongoing battle of software revisions.

Program requirements include AmigaOS 3.0 or greater, at least 2 Mb of memory, a TCP/IP stack consistent with AmiTCP, I-Net225 or AS-225 standards, the ClassAct gadget kit (included), and datatypes for any images or sounds that you might want displayed. It was tested on an Amiga 1200, with 22 Mb of RAM and AmigaOS 3.0. The internet connection was provided by Mlink which mimics an AmiTCP compliant stack.

From the beginning AWeb has chosen the ClassAct interface design, which gives it a distinctive look. The screen, though not as easily configured as

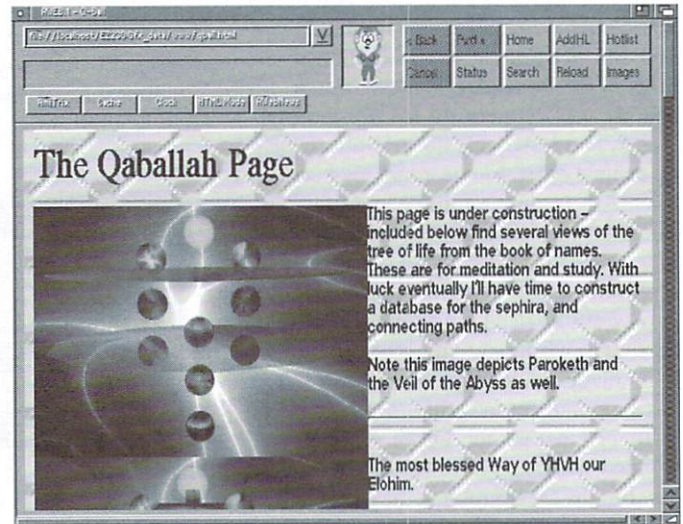
IBrowse, is very functional and adds a very nice feature: user defined buttons. These buttons can be set to run any ARexx script that the user might design. Since the program has full ARexx control, this is a very versatile option.

The documentation is all in a well-formatted hypertext manual, which requires a working browser to access. This wasn't a problem, because AWeb installs easily and ran the first time straight from the package. It uses a standard Amiga installer, and automatically leaves a backup of any prior version of AWeb that is already installed on your Amiga.

The support for HTML extensions such as frames has been enhanced since the previous version. AWeb's unique features like the

"x-aweb" hypertext tag (which allows the execution of shell or ARexx commands written into a page when the page is loaded) are still present. Further bells and whistles are full frames support, and support for most of the Netscape proprietary

continued on page 33



AWeb-II v3.0 clearly brings a 3rd contender to the Amiga browser competition. It formats pages perfectly and downloads files fast. With customization through plug-in's, and extensive ARexx support, it's an excellent browser.

Voodoo con't from page 29

Voodoo uses ClassAct (which is now part of the Finale family of products) for its interface. ClassAct is both a benefit and a drawback. It is relatively fast and low-overhead, but it doesn't offer all the features of MUI, like the easy and independent snapshotting of windows.

On the down side, the context-sensitive help doesn't appear everywhere. There are a few minor design bugs, like the fact that the "File Current Address" message menu option, which pops up a requester allowing you to automatically add a message's "Reply-To" or "From" address to your address book, doesn't allow you to cancel once it's been activated. Hitting Escape selects From, which is definitely not as it should be. Also, note that to save new entries or changes to your address book you must select "Save Settings" from the main program's Settings menu, which is rather counter-intuitive.

There are a couple of ways in which Voodoo reveals its hard-core UNIX wizard-type origins. Voodoo itself only handles the email while it's on your system. It does not send or receive the

email. For that, you need third-party software. Voodoo does come bundled with the necessary software, and it's really not that difficult to install and configure, but for the internet neophyte this just adds one extra level of complexity that's really not necessary. However, it is expected that the next version of Voodoo will internally handle the sending and receiving of mail. More importantly, Voodoo's filter feature, which is completely undocumented in the current version, requires the manual creation of a filter configuration file, called voodoo.filters, which must be placed in the same directory as the Voodoo executable.

The system requirements for Voodoo are OS 3.0 (v39) or newer, at least 2 Mb of RAM, and a hard drive is recommended. The machine used for testing was a A3000T/Warp-040 with OS 3.1, 32 Mb RAM, and a Cybervision-64/3D graphics card.

I find Voodoo a professional and mostly full-featured email client with seamless PGP support. It is very user-friendly, offers integrated MIME and datatype sup-

port, some filter support, and has good performance. However, it has hard-to-use and incomplete implementation of filters and offers no HTML mail support. It only has mediocre speed when handling very large amounts of email, has no ability to define and use its own screen, and is incompletely documented. The bottom line? Because of its PGP support, I'm switching to Voodoo. In my opinion, despite some annoyances, it's well worth the price. I give it a rating of B+.

Voodoo is published by Finale Development Inc. and distributed in the US by GamaSoft. It retails for US \$35. Order by calling GamaSoft at 313-365-8414 or order on-line at www.mich.com/~twalling/gamasoft. For more info on Voodoo and Finale products visit www.Finale-Dev.com/home.html

Rating B+

By Paul Idol



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AWeb-II

Con't from page 30

extensions. New since the last release is support for client side image maps including maps in a separate file. One newly integrated command set is the server push and client pull commands. These allow a web server to send your browser to another page after a set amount of time, in a slide show like fashion, or let your browser repeat downloading a page every so often as the page is updated.

One drawback is that the graphic interface requires datatypes. For each image downloaded a datatype must be called to convert the image to an IFF file, which is then displayed in the browser window. This makes the image display slow, and makes animation not usable, as the Amiga datatypes do not support this.

This is partly compensated by the use of true plug-ins. Often ARexx scripts were called plug-ins in the past, and indeed even in the AWeb manual these are still referred to as such, but in fact these should be considered external ARexx scripts, even if they are called from the program itself. This version of AWeb allows third party developers to create true plug-ins, which will decode an image and display it directly to the browser window. Needless to say, there is now a third party GIF animation plug-in. It works fairly seamlessly on my system which is a testament to the quality programming of both the plug-in and AWeb itself.

Another neat feature special to AWeb is a built in hotlist converter that allows direct conversion of other hotlist formats, such as AMosaic, to AWeb format. Other browsers require an external program to do the conversion. AWeb is also the first program to allow pages to be printed directly in full graphic format. This feature alone is one of the features I miss most in other browsers. AWeb also allows printout to be done in text only mode through use of an external program HTTP included with AWeb. This program strips the HTML tags and organizes the text into an appropriate format. Through use of a provided ARexx script, HTTP can be configured and modified from within the AWeb window. Other handy AWeb ARexx scripts allow configuration of the internal mail and news interfaces.

AWeb also now has an internal FTP

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An update for AWeb-II v3.0 to version 3.0b is now available from AmiTriX Development. It is available for download by all 3.0 owners. This patch fixes many bugs plus it adds some new features, like: support for image scaling for non-transparent images when using the internal datatype based decoder; support for all Windows characters in the range 128-159; and, support for R-Amiga C in text form fields. Version 3.1 is now in the works and will include JavaScript support, internal mail and news, HTML 4.0 features, support for MiamiSSL, and other improvements. Visit www.amitrix.com for full details.

Egads! My mouse stopped working!! Good thing I can move the pointer by holding down either Amiga key and using the cursor keys. And I can click the left mouse button by pressing left-Amiga and left-Alt at the same time, and similarly for the right mouse button.

Liana Parallel Network Cable

Peer-to-peer networking with Amigas has long been a costly capability that was limited to higher-end Amigas. But Village Tronic offers a product which allows every Amiga to share another Amiga's resources. This product is called the Liana cable.

The cable, which is six feet long, plugs in to the parallel ports of both Amigas being networked. Included in the Liana package is a device driver file for the Liana cable. This device driver is SANA-II compliant, meaning that, theoretically, you could use it on any SANA-II compatible network, such as an IP network enabled by AmiTCP/IP or Miami.

Provided with the Liana is Commodore's original Amiga file sharing system requester, Envoy. Using Envoy together with the Liana cable, two Amiga's can share each other's files and printing capabilities. Multiple security mechanisms can be set up so that harmful or malicious access to either computer doesn't take place using the peer-to-peer network.

Installation of the Liana cable is very simple: just plug one end into the parallel port on each Amiga. The liana.device file which drives the SANA-II interface for the Liana is installed using the setup utility provided on the included diskette. All in all, a very fast and painless installation. Envoy can optionally be installed using the same setup utility.

Configuring Envoy for easy access to Amiga peers is not quite as simple, however. Most of the concepts presented in Envoy with regard to file security and user access will be familiar to anyone who has ever worked on a computer network or even a bulletin board system. Envoy is comparable to the basic, functional networking system that comes with Windows 95 and NT.

But Envoy exhibits a plethora of strange behaviors. For example, when configuring file system shares, the Envoy requester prohibits access if you type your user name or password incorrectly, even if you go back and correct yourself. In order to get past this hurdle, you have to completely exit the administrator tool. When making changes to the database of user names and passwords, Envoy seems

to require a reboot in order to register the changes. This is troublesome, especially since the otherwise excellent Village Tronic Liana/Envoy manual makes no mention of this fact.

Eventually, after setting up the Envoy network correctly, you are able to allow access to shared directories and printers from a remote Amiga. This is a very productive advance for Amiga users who frequently move files back and forth between multiple Amigas. Also excellent is the capability to spool print jobs, allowing multiple Amigas to send print jobs to the same printer at the same time.

The most obvious drawback of the Liana is that it occupies a parallel port on both Amigas. Since it does not offer a parallel pass-through, the Liana prevents you from using a parallel printer on both Amigas. Consequently, in order to use a parallel printer, the number of parallel ports would have to be increased using a parallel controller card or Village Tronic's Ariadne ethernet card, which adds two parallel ports to any Amiga with a Zorro-II bus (A2000, A3000, or A4000). If the two Amigas using the Liana do not have a Zorro-II bus, then printer sharing is impossible.

The Liana does allow lower-end Amigas to share ethernet resources with other Amigas on a network, which is a big plus, when compared to more costly PCMCIA ethernet solutions available for the A1200 and A600. For instance, an A3000 with an ethernet card could be configured as an Envoy or TCP/IP gateway for an A500 or other lower-end Amiga connect via the Liana cable, allowing that lower-end Amiga to access data available only through an ethernet connection.

While Village Tronic claims that the Liana cable's device driver can be configured to work with AmiTCP/IP, the manual and setup disk are absent of the necessary instructions to do so. After repeated, unanswered email inquiries to Village Tronic, I attempted unsuccessfully to configure both Miami and AmiTCP/IP to use the Liana as a network interface. It should be noted that Village Tronic is a master distributor of AmiTCP/IP.

As curiosity would have it, I examined the Liana manual and found a pin-out diagram of the Liana cable. What I found was ironic: the Liana is merely a straight-wired parallel cable, available from Radio Shack for about ten dollars. So, the real value in this \$85+ package is the liana.device driver file, which allows the use of this cable as a network interface.

My frustrations with Envoy were calmed as well. Intangible Assets Manufacturing offers a much-enhanced version of the Envoy package, which according to their web site, fixes many of the bugs I encountered. But fixing these bugs would involve spending another \$40-\$50 for the new Envoy.

All in all, a straight-wired parallel cable can be valuable to an Amiga user who has purchased the Liana package from Village Tronic. But the relatively slow transfer rate (roughly 45Kbps to 65Kbps, according to my calculations), the lack of support from Village Tronic, and the troublesome behavior of the included Envoy package devalue it significantly. Consider other options, including Interworks' I-Card and Enlan-DFS, before buying the Liana. I give the Liana a D+ rating. This grade would have been a B- if it weren't for the complete lack of support from Village Tronic and the high cost for a package which merely contains an inexpensive straight wired parallel cable and an old bug-ridden version of Envoy. (Review copy of Liana provided by Software Hut.)

Rating: D+

By Ted Wallingford



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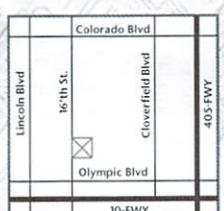
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Game Zone

... Review



The Strangers

The Strangers from Vulcan Software is their first "CD-ROM only" Amiga game. There is actually nothing groundbreaking about the game itself, but the added features that CD space allows deserve some mention. If you remember Renegade or the Double Dragon series of beat-em-up games then you're already familiar with The Strangers. It's a sideways plus up and down scrolling fighting game with multiple opponents.

It's very obvious from the beginning that The Strangers is geared toward two or more players; the manual even recommends such. The difficulty level for a solo player is rather high even with the skill level set at poor. The graphics, although well done, are not exactly jaw dropping and can best be described as average. They did make use of some good color cycling effects though. The between level pictures and intro anima-

tion are another story entirely. The 3D intro animation of a high speed car chase is smooth, colorful, and professionally done. It works on a 2X CD-ROM drive but a 4X is recommended. The between level 3D rendered pictures are also a joy to observe. Besides the intro animation it also has a well-done text and digitized speech intro that explains the plot and helps set the mood.

Ablaze Entertainment (the developers of the game) has really done an excellent job with the sound on this title. There is never a moment when you're not listening to either sound effects, music, digitized speech, or a combination of the three. Even the on-line manual includes music and gives you the option of listening to it in a digitized voice. The manual covers just about everything you'll need to know, but is lacking a print option and does not multitask.

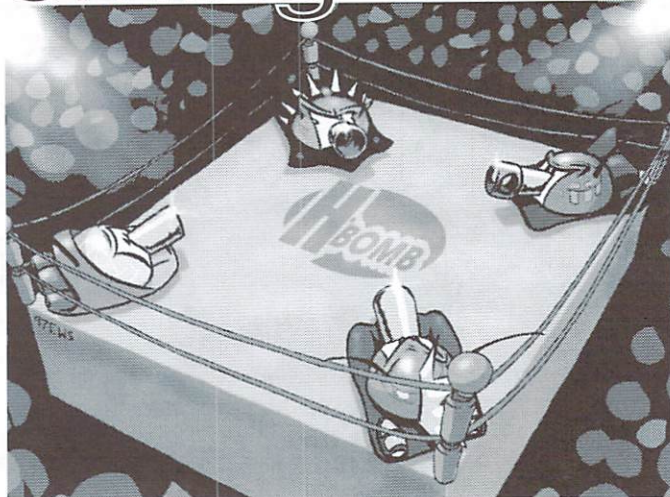
The Strangers allows up to 6 players, 2 using joystick ports 1 and 2, two at the keyboard, and two more joysticks connected to the parallel port with a special adapter manufactured by Vulcan specifically for their software.

The settings section is almost solely controlled by the function keys and may require more time to become familiar with than other similar games. It has a practice level that helps you familiarize yourself with the many different moves by fighting holographic characters that don't fight back. Besides knowing all the moves in the actual game, you'll also need to pick up energy drinks, weapons, first aid, shoes, and other various objects. Many of these objects can be hurled at the opposing gang.

The gameplay is very solid and fast-paced, but you may get bored with it rather quickly without someone to help you in battle. Learning all the different combinations of moves will also take a good bit of time. There is much more involved with fighting than just moving the joystick frantically and hitting the fire button rapidly.

I must commend Vulcan and Ablaze for the work that went into this title, but due to poor single player support, mediocre graphics, and down right morbid fatality scenes (they can be disabled), I give it a C+ rating.

Coming Soon...



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AWeb-II

con't from page 33

protocol making the use of an external FTP program unnecessary. The cursor and numeric keypad can be used to scroll the web pages within each frame. The use of the shift key for downloading and the control key to activate popup menus seems a bit cumbersome, especially since the competitors use the mouse alone for these choices. Still the option of user created additions to the popup menus makes AWeb a bit more versatile.

All in all, AWeb-II v3.0 is a pretty slick product. With the exceptions of the inherent slowness of the datatypes image decoding, and the need for plug-in's to handle animation, it is a fine, stable and adaptable browser with a great degree of configuration allowed. I give it a B+.

AWeb-II v3.0 can be obtained from many retailers or direct from AmiTriX Development for US \$45. Upgrades are US \$20. There will be a free update to v3.1 when it becomes available. Contact AmiTriX at: email: sales@amitrix.com; URL: www.amitrix.com; Phone or Fax: 403-929-8459.

Rating: B+

By Davis Sprague



Installation is a breeze since the only thing it puts on your hard drive is the executable file; the rest of the game runs directly from the CD-ROM. It requires 1.75 Mb of Chip RAM, so you may have to turn some things off to get it going. You'll also need to boot your machine in PAL display mode or it won't work. It only uses about 5k of hard disk space, requires AGA, and works with any CPU 68020-68060. The Strangers was tested on an A1200 060/50MHz, 18 Mb of ram, and a 2X CD-ROM drive. Vulcan Software (America), 1706 Canton Road, Akron, Ohio 44312. Phone: 800-426-7687; Fax: 1-330-794-2170; email: steve@sagsoft.ald.net; URL: www.vulcan.co.uk

Rating: C+

By Jerimy Campbell



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Fractals con't from page 23

it is generated in a second window. It has the traditional zoom in and out functions, which are not animated like in some of the commercial packages such as Mandel2000. However this is minimized by a simple click and drag method of scrolling around the image. For example, if you want an area in the left hand corner to be the center of the image, click and drag it to the center of the window. The part of the image that was previously drawn is not redrawn, but the remainder of the image is filled in. Further enhancements to the program are a full animation suite, effects like color cycling, wizard pages that allow modification of all the fractal's parameters, and a group of external ARExx programs that allow various processes to be fully automated. There are also user defined menus and on-line help. Although I've had some trouble with compiling the guide file in the past, the newer distribution comes with a fully compiled version. The drawbacks of this program are that it requires a 68020 processor with FPU in its current version. Prior versions were more versatile, but were very slow on lower end machines.

There are many other special purpose fractal type image generators. One of my favorites is called Clouds. This is a shareware program that generates animated

cloud patterns from data about wind, turbulence, cloud density, etc. The demo which is a non FPU version is a bit slow, but the quality of the output is worth the wait. A similar program called Flam creates a flickering flame animation from a rich set of parameters. These images can then be used as backgrounds or brushes for other animations or raytracings.

A final category of programs that use fractal type generation of image data are scenery generators. These range from the commercial programs such as Vista Pro to shareware such as Amountain. These programs use a set of altitudes and some basic rules about landscaping to digitally generate a very rich scenery, which again can be used in image composition.

I hope this brief overview will help get you started in the beautiful world of digital image generation. Happy Imaging.

Aminet Addresses:

Clouds: gfx/edit/CloudsAGA.lha

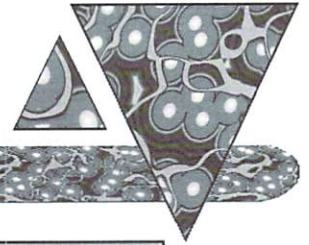
Flam: gfx/fract/flam.lha

ChaosPro: gfx/fract/ChaosPro.lha

AMountain: gfx/fract/AMountains.lha



Eye on Graphics



By Aaron Ruscetta

Aaron is the owner of Image Architects, a company that provides production & consulting services with Amiga graphics, animation, programming and multimedia. Aaron also teaches computer art and graphics as an adjunct professor at the Atlanta College of Art. Your input will directly effect the topics covered in this column, so email Aaron with your thoughts at aaron@noel.pd.org, or directly from our website at www.amigainformer.com.

Hello and welcome to the first installment of the new Amiga graphics column of The Informer, Eye On Graphics! You might be asking questions like: "A graphics column in an Amiga magazine? Isn't that like having a column on rocks in a geology periodical?"

Those questions are predictable because they are the same ones I've been struggling with since I agreed to this writing assignment. It's been very difficult to envision an acceptable approach because an Amiga graphics column could easily be construed as redundant. After all, the name Amiga has been synonymous with computer graphics since the pioneering days of the first Boing Ball demo. Graphics and animation are at the heart of this machine's design and development, from the Intuition GUI to the hundreds of powerful, inventive, and original media applications that the Amiga has inspired for both itself and on other platforms.

Even if you're among those users who didn't come to the Amiga because of its graphics prowess, your machine's abilities in these areas must still play a significant role in your computer use. Whether you're trying to view a slick webpage, plug a family photo into your annual holiday letter, or just add a little flash to your Workbench screen, graphics are the central issue.

Then again, in light of the sheer number of Amiga applications and environments where graphics are involved, perhaps the redundancy issue becomes less of a factor. This does, however, open the door to a more daunting aspect of Amiga

graphics, and that is the sheer number of Amiga applications and environments where graphics are involved. Just looking at the shelves around my office now, I must own about a dozen commercial Amiga paint programs, some with 3 or 4 upgrade versions. I frequently use three different commercial image processing packages and own at least two more.

I won't even start counting the packages for 3D animation, vector based drawing, multimedia authoring, programming, animation editing, video titling, visual databases, font editing, desktop publishing, graphic word processors and, lest we forget, gigabytes of PD & shareware programs from fractal generators to extensions for all of the above.

Now take all that software and apply the exponential multiplier of Amiga graphics boards, frame buffers and extensions like Retina, Picasso, CyberVision, OpalVision, GVP-EGS, Firecracker, TBCplus, DCTV, Ham-E, DigiView, FrameGrabber, Vlab, Draco and, of course, the NewTek Toaster & Flyer. Even on stock Amigas there are the three variables of Standard, ECS and AGA graphics, and this list still isn't accounting for a couple dozen different genlock, encoder & TBC options.

Enough already! You see the dilemma. The significant strengths of the Amiga in terms of variety, customization and flexibility can also create considerable complication and consternation. While it's true that several of the items in my lists are not currently in manufacture or may not be actively supported, they are still valid, useful and productive tools for many Amiga users and should not be ignored. A large portion of those users, myself among them, may be discovering some of this hardware and software for the first time. In addition, with the third wave of development getting underway at Amiga Inc. and new, more powerful Amiga systems, CPUs & display options

now coming to the market, we're starting to see even greater Amiga innovations and products.

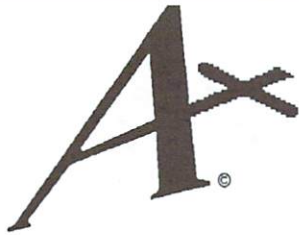
So how do we go about turning all this into a graphics column? If I was writing this for myself, I would simply focus on the million and one methods for using ARexx to make the above collection of tools work together, justified by the fact that such creative solutions are only possible on the Amiga. Just as easily, this column could be limited to discussion of the Amiga products that I use and prefer, but my own favorite tools & methods will not be the best choice for everyone. I use the Flyer and Toaster a lot as well, in addition to teaching LightWave 3D at the Atlanta College of Art, but there are already entire magazines devoted to those tools. While NewTek products have been an enormous strength for the Amiga, video is not the only application where the Amiga shines.

Nope. The easy answers just don't fit the job. To do an Amiga graphics column the right way, we will have to address the diversity of solutions that make Amiga graphics so captivating, powerful and challenging. To make this column work, to keep this information useful and pertinent, it will have to be centered on the involvement of its readers. What's needed is your input and feedback.

To facilitate this, The Informer has set up an 'Eye On Graphics' Email area on their website at: www.amigainformer.com. This is an open invitation for you to share your questions, comments and ideas on anything relating to Amiga graphics. There are obviously a thousand particulars that could be addressed, but I'd like to offer a few general topics for you to ponder and get back to me with:

What are your favorite Amiga graphic tools and why? What programs or hardware would you like to know more





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about? Have you seen an interesting graphics effect or technique that you want to have explored here? What special methods have you created in response to your more difficult or novel projects? What are some of the more difficult or persistent problems that you have encountered in your graphics work? Better still, what creative, unique solutions to those challenges have you invented?

This will hopefully spark your interest and get things started. As this evolves, other points of interest should come to light and more specific topics, questions & criticisms can be worked into the mix. Your input is invited and valued. So email me (aaron@noel.pd.org). Until I receive your input, I would like to apply this space to a more thorough inventory of the tools I've started listing here, with an eye toward some general assessments and comparisons of their individual strengths and weaknesses.

The ball is in your court now, so if you don't want this to turn into a string of ARexx program listings or yet another Deluxe Paint tutorial, you should let me know what you do want to see! Until next issue, say "Aye On Graphics!" (Now pour me another pint there, matey.)



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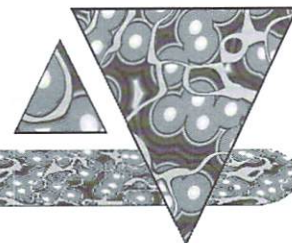
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Ask Dr. Amiga



By Oleg Moskalensky

Oleg Moskalensky has been in the computing business for the past 17 years, working on a variety of hardware and software, including design, development & implementation of just about any business computing task imaginable. If you have an Amiga related question you would like to ask the Dr., point your browser to The Informer's homepage at www.amigaformer.com or send email to: pcs@accessone.com. You can also visit Oleg's webpage at: www.accessone.com/~olegm.

QUESTION: I would like to connect a SCSI CD-ROM drive to my A3000. Do only certain brands and models work, or do I just need the necessary drivers?

ANSWER: Most any SCSI CD-ROM should work. There is support for CD-ROM's in OS3.1, but it's basic and I've never used it. I use AsimCDFs from Asimware of Canada and it's a great piece of software that handles any CD-ROM with style. If you have the means - buy it. It'll have the necessary drivers to handle your CD-ROM as well as programs like CD Player, CD32 emulation, and much more.

QUESTION: We recently bought a Jaz drive to use with our A2500 to transfer data between it and a DEC Alpha workstation that we use for animation. To date, I've had little success getting the Amiga to recognize the drive, regardless of whether the cartridge is formatted for AmigaDOS or MS-DOS. I can mount the drive, but when I do an INFO from CLI, it shows iDH0: as the Jaz drive, but says it's unreadable. Any suggestions would be greatly appreciated.

ANSWER: There are some special things that must be present when using this drive. You need some software and

must use it to format/partition the disks. I have one of these drives on my A4000 and it works without a hitch. I suggest you purchase software called Zip/Jaz Tools from Oregon Research (<http://www.teleport.com/~orres>) or from any Amiga mail-order company. Alternatively, you can find Zip/Jaz software on Aminet, but I've never tried it and don't know how well it performs. However, the commercial package works great!

QUESTION: I am unable to access my ISP with TerminateTCP using a Zoom 14.4 V32 FaxModem. Everything is fine until login, at which point it disconnects. I have supplied TerminateTCP with the same ISP information as used with Netscape, but without success. Attempts to locate Oregon Research on the web have been fruitless, as have efforts to get support from Zoom.

ANSWER: Oregon Research is on the Web (<http://www.teleport.com/~orres>) and even though I don't have your kind of modem, I do have/use TerminateTCP and it works fine. Try typing "PPP" at login and see if that works. I've heard reports that this works for some ISP's. Failing that, check your Zoom manual and look through TerminateTCP's configuration to see what the initialization strings are. It might be that you're sending it the wrong initialization string and that's the problem. If you can't determine what they should be, just have the initialization string simply say "AT" and the dial string to be "AT DT" and nothing else. I'm pretty sure that

Zoom, just like most other modems, understands standard Hayes commands and that should make it work. Also, take a look at your login script. Different providers do it differently. Some require login via menu, some don't. And the last thing, make sure you get the latest version of TerminateTCP, because I know they had some bugs in the original releases - my original worked fine with my ISP, but I've read that some people's didn't.

QUESTION: I have been out of touch with the Amiga community for quite some time. I own several Amigas and would like to get the A3000 up and connected to the net. How do I do this.

ANSWER: The first thing you should do is upgrade your machine to OS 3.1- that's the latest and that's what you should be running. Check any of the advertisers in The Informer for availability. If you are using Magic User Interface (MUI), purchase or register Miami from Nordic Global as your TCP/IP software, IBrowse from Omnipresence for your Web browser, and YAM (shareware from Aminet) as your email program (it's free). MUI is shareware and can be download from <http://www.sasg.com>. If you are not using MUI, you could buy TerminateTCP from Oregon Research, AWeb II from Amitrix as your web browser, and AEMail (shareware) as your email client. None of these programs require MUI to work. That'll take care of your Net needs and get you connected.



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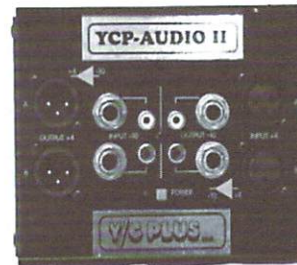
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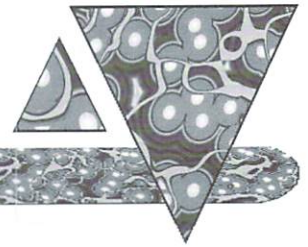


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<http://www.home4.intet.dk/vht-dk/>
This page by Virus Help Team Denmark member Jan Anderson is dedicated to helping Amigans eliminate viruses. You will find loads of text files detailing Amiga viruses, regularly updated Anti-virus news, virus reports and reporting area, downloadable virus warning guide, and, of course, no less than 10 Amiga anti-virus programs to download. Visit this site and keep your Amiga clean!

<http://www.applausenett.no/~gdwarf/emu>
If you want to use your Amiga to emulate other computers or consoles, you should visit this site by Tomas Amsrud. G's Emulator Page offers dozens of emulation programs for download that will allow you to emulate everything from Gameboy, NES, Sega to Mac's and PC's. In addition, you'll find current emulation news, program add-on's, interviews, hints and tips, and loads of links.

<http://www.geocities.com/SiliconValley/Horizon/4753/>
Music is alive and well on the Amiga as proven by this site by Troy Silvey. You'll find support and information on everything Amiga music-wise, including expansion cards, equipment and hardware, AHI, MIDI, Sequencers, music news, and a special section on the Bars & Pipes program. And that's just a start because loads of links will keep you busy for days.

<http://harvest.tu-clausthal.de/AmiNET/>
We've mentioned this site before, but have to mention it again. We've all heard of programs on Aminet that we would love to have, but it can be difficult to find a particular program if you don't know where to look. This site allows you to type in the name of a program or topic, and it will search all of Aminet to find it. You'll get a file listing all the "hits" your search received and you can scroll through this list until you find the one you want to download. It couldn't be easier!

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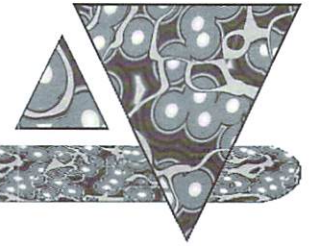
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Wanted: Unpopulated Dataflyer 500 RAM Card and M-TEC A-500 Accelerator. Call 870 532-2237. James Dixon 630 South Hwy 181, Blytheville, AR 72315-5906

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For Sale: A3000 25MHz, 2Mb Chip/4Mb Fast, 100Mb HD, 1.76Mb floppy, asking \$550; Gamer's Guide \$10. A1200 Insider Guide \$15. Magazines with disks for trade. 3640 25 MHz accelerator for A3000T or A4000. Call 205-729-8867

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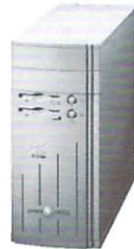
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680x0 CPU	PPC603e CPU
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CyberStorm & Blizzard 2604 has an Ultra-Wide SCSI controller, an expansion connector for the CyberVisionPPC board and can accommodate 128MB of fast 64 bit

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680x0 Accelerators

Phase5 still provides power and economy with some great deals on 680x0 boards. The current lineup of accelerator includes:

A3000(T)/A4000(T)	A2000	A1200
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24 Bit Graphics Accelerators

CyberVision64/3D 4MB

CYBERVISION64/3D



The CyberVision64/3D is an auto-sensing Zorro II / Zorro III board that works in the A2000, A3000(T), A4000(T) or an A1200 with a Zorro adaptor. Based on the S3 Virge Chipset, the CyberVision64/3D provides incredible value and performance supporting 1024 x 768 in 24 bit. A4000 scandoubler and MPEG options available.

CyberVisionPPC

CYBERVISION
PPC

Made specifically for the expansion connector on the CyberStormPPC and Blizzard 2604, the CyberVisionPPC provides an outstanding 3D performance of up to 42 million textured 3D pixels per second, with hardware-accelerated rendering functions such as z-buffering, gouraud-shading, fogging, blending and anti-aliasing. As the design of the PERMEDIA hardware suits perfectly for OpenGL implementations, it's 3D performance can support the CyberGL functionality of CyberGraphX V3 Native which comes along with the PowerUp boards.

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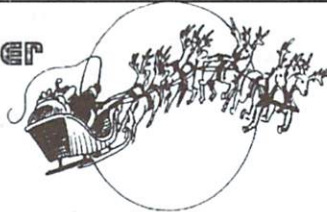
The screenshot shows the Voodoo email client interface. At the top, there's a 'Folder: inbox (Newsletter) (message 44 of 95)' header. Below it is a list of messages with columns for status (R), sender, date, and subject. A toolbar with icons for Exit, Out, Reply, Open, Compose, Delete, Save, Reply, Previous, Next, and No Item is visible. Below the toolbar is an adjustable window divider. The main window displays a detailed view of an email from Brad Webb (bandr@globaldialog.com) dated Fri, 17 Oct 1997. The email content discusses product information and Raiga stores. A scrolling header displays the sender and subject information. The message body is displayed with a fontconfigurable font.

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