

The **A**miga

# INFORMER

A summary of information  
and support for Amiga users

## *It's Show Time!*



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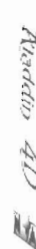
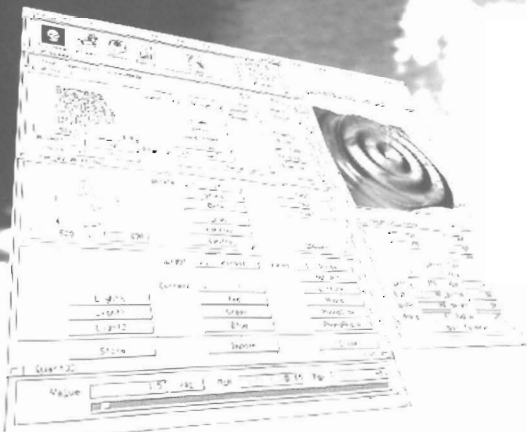
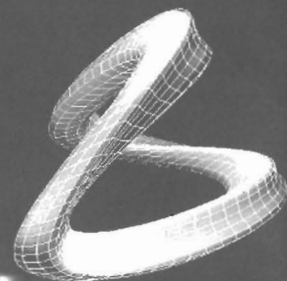
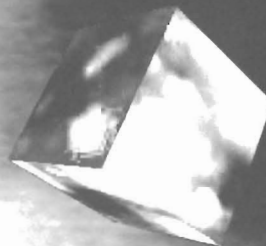
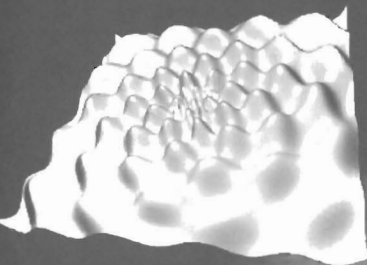
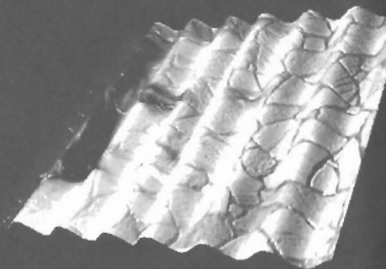
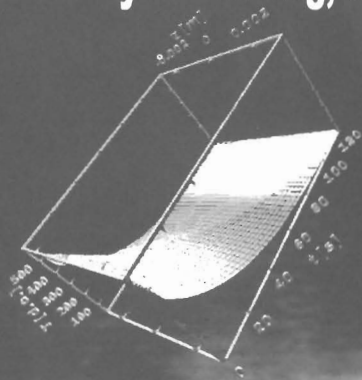
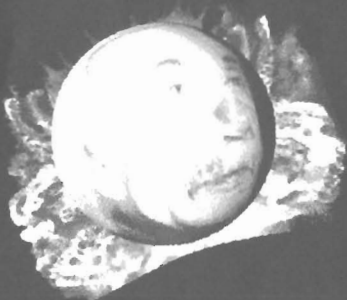
**Plus: Eye On Graphics  
& Ask Dr. Amiga**

### REVIEWS:

- PMPro 5**
- Turbo Print 6.01**
- STFax Pro 3.2**
- AWeb II 3.1**
- Pyromania**
- Catalyzer 2**
- Foundation**
- Genetic Species**

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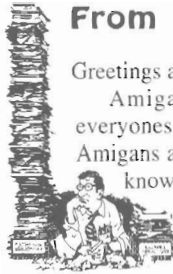
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## From the Editor's Desk:



Greetings all,

Amiga Inc.'s future plans are on everyones mind, which is not surprising. Amigans are an inquisitive lot and want to know everything. Frankly, we already do know a lot. We know the steps Amiga Inc. will take to get to 5.0, we're assured there will be a Classic OS upgrade, we know Amiga Inc. is securely funded, and we know they are serious about accomplishing their goals.

But it's the things we don't know that drive us crazy. We want to know who the OS partner will be, who the strategic partners are, what will be in the Classic upgrade, and what chip will power the next system. These answers are coming soon, and I suspect we will answer many of them in our next issue. However, even when we do learn all the facts, we will still be left with the same reality. It will be at least 18 months before we can buy a new Amiga based system. That's a long time to wait.

Most of us will continue using our Amigas every day during that time. It makes no sense to stagnate with an under-powered system. The new Amigas have no relevance to my current system, and I want the system I'm using now to perform at its best. So that means I'm going to upgrade. No matter what your hobby is—cycling, fishing, skiing or computing—you'll invariably have to upgrade the components you use.

There are countless ways to improve your system. How about getting a huge performance increase with a PowerUP accelerator or a 24-bit

RTG card? There are several great Audio cards out there offering excellent sound reproduction. Tired of looking at a 14" monitor? Then get yourself a flicker fixer and an inexpensive VGA monitor. How about a larger hard drive or a fast SCSI-2 controller? You could buy yourself an Ethernet card so you can have fast access to networked machines or a Siamese System to connect your Amiga seamlessly to your PC. You could house your system in a new Tower case to make room for peripherals or to add a few extra Zorro slots. And remember, the new BoXeR motherboard will be available soon, too. Let's not forget about all those new software packages and upgrades. Treating yourself to the latest version (or a registered version of Shareware) can make quite an improvement. All these possible upgrades and many more are available now and would improve your system immensely.

Upgrading not only gives you tangible improvements, but it also rewards Amiga dealers for sticking it through the tough times. Let's face it. When Amigans are hesitant about upgrading, dealers suffer with slow sales. We want the current, loyal Amiga dealers to be around to sell the new Amiga systems, not just the newly established dealers acquainted only with selling the "new" Amigas. We need to support these current dealers—and everyone still developing Amiga hardware and software—because without them, we would have nothing to upgrade.

So the bottom line is this: Go and treat yourself and your Amiga to an upgrade. You both deserve it.

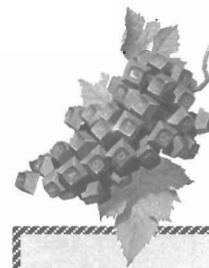
*Fletcher Haug*

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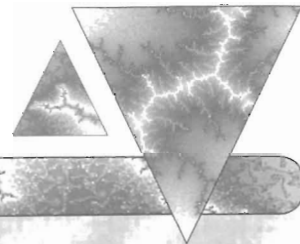
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## The Shows Go On!

### International Amiga 98

By Fabian Jimenez

This year's International Amiga 98 (IA98) show, held in Toronto, was Randomize's first attempt to run the Canadian Amiga show of the year. IA98 replaces the show that was held last year as part of a larger PC computer show. Much of IA98 reflected Randomize's newness in running such an event, but that is not to say that there wasn't much to be pleased about. In fact much of what wasn't right is reflective of the Amiga market itself, not Randomize's effort.

This year's show included the usual round-up of Amiga developers and dealers including Nova Design, National Amiga, Wonder Computers, NewTek, Nordic Global, Asimware, AntiGravity, Amiga Inc., and hosts Randomize. There was also a tempting selection of seminars to attend throughout the event. Ateo Concepts was on hand with their new Pixel64 graphics card for the A1200. Cloanto was giving demonstrations of their products including the controversial Amiga-Forever. Haage & Partner's Markus Nerding gave a very nice demonstration of their new EasyWriter word processor. Several Amiga personalities were on hand including Dr. Greg Perry of DirOpus fame, and Tim Jenison, CEO of NewTek.

Unfortunately Index, Phase5 and Micronik either were unable to attend or made a poor effort in doing so. Phase5's PPC hardware display was left to local users who did not have things up and running until Saturday. Dealers reported good sales, but not quite what was expected. Scheduling the show's events from Friday through Saturday—and not including Sunday—may have hurt attendance. IA98 needed a big announcement from Amiga Inc., or a major product unveiling, but neither event materialized.

Randomize's organization of International Amiga 98 was top notch. Attendees checked in and received a swappable plastic badge revealing their name and Amiga affiliations if any. Security was well organized complete with a package check. Access to special events and meetings was well controlled. Randomize should be commended for the effort they put into organizing this show.

Amiga representatives included Jeff Schindler, Darreck Lisle, Petro Tsychtschenko, Joe Torre, and Dr. Allan Havemose. Much of their time was spent clarifying the big plan revealed at World of Amiga in London as well as correcting erroneous information released after WoA. Amiga Inc. even hosted a booth with a "Life is a Beach" theme. Facilities were provided in Amiga Inc.'s booth to host the User Group



Joe Torre (l) of Amiga Inc. and Tim Jenison, CEO of NewTek. We asked Joe to stand in a small pit for this photo - he's such a sport!

Network's live Internet Relay Chat terminal.

Much of what makes Amiga shows enjoyable to attend is what I like to phrase the "extracurricular activities." Friday night featured a dinner banquet at the Medieval Times restaurant near the show hotel. The highlight of this event was the tournament between the restaurant's knights, including one wielding an Amiga-like boing patterned axe.

After Saturday's show, Amiga Inc. hosted a party in their suite. One of the highlights at this after hour event was Asimware's bathtub sampler of Canadian beer. It also presented another occasion for Amigans to interact without shop talk getting in the way. I feel this is one of the unique things that makes our Amiga community the great thing that it is.

On Saturday, I was able to talk with Dr. Allan Havemose for a few minutes. True to form, Dr. Havemose was not revealing any additional information on the next generation Amiga, or Amiga Inc.'s cooperative partners. However, in talking to Dr. Havemose you could not help but feel encouraged about the Amiga's future.

"There is only so much paint I can put on an '85 Chevy," Dr. Havemose stated concerning the existing Amiga technology. Dr. Havemose indicated that the status of Amiga Inc.'s plans is "between having all the pieces mapped out and getting the people" needed to execute it.

Dr. Havemose stated that he does not speculate on what hardware competitors may have when the new Amiga is available, but he insists that the next generation Amiga will be

#### UGN Holds Meeting At IA98

At the International Amiga Show in Toronto, members of the User Group Network (UGN) and Amiga Inc. held a meeting to relay the latest developments to all user group members in attendance. Running the UGN meeting was Darreck Lisle (Amiga Inc.), Robert Hamilton (UGN), Wayne Hunt (Amiga.org), and Dr. Allan Havemose (Amiga Inc.).

The meeting began with Darreck and Robert relaying what the purpose and goals are for the UGN. Distributed during the meeting was a packet containing information, ideas, and statements to assist user groups. Projects underway include an article FTP site for groups to utilize in creating their newsletters, resources to

assist in incorporation, and fund raising ideas. The UGN was pleased to announce progress in convincing European user groups to join up.

Currently the UGN is looking for volunteers to serve as local representatives to the UGN. These volunteers will position themselves between the various local user groups and the regional UGN representatives. Darreck further emphasized Amiga Inc.'s recognition of the UGN as the entity for which user groups should use to interact with Amiga Inc. However, there are other groups recognized by Amiga Inc. (JMS, Team AMIGA) which don't specifically deal with user groups, but organize other important grass roots efforts instead.

# AmiWest '98

By Oleg Moskalensky

**A**miWest '98, held in Sacramento, CA, was the first Amiga show on the West coast in four years. The folks from the Sacramento Amiga Computer Club (SACC) did a wonderful job in putting it together. Attending the event were many dealers and developers, including Lively Computer, Visionsoft, Forward Computing, AEMail, Nova Design, Finale Development, AmigaZone, The Informer magazine, MagicBox, Amazing Amiga magazine, Wave, Siamese Systems, REBOL Technologies, Sharp Designs, Nordic Global, and others. About half a dozen usergroups were also present.

Although the show was not very large in size, there were quite a few attendees who were buying lots of Amiga wares. Reports from most vendors indicated stronger than expected sales. Newly released games were a big seller as were the Picasso IV graphics board and Ethernet cards.

I've gone to large computer shows in the past and saw companies with booths larger than the whole AmiWest space. These booths projected hype beyond belief and offered cheap gifts in hopes of enticing people to buy their wares. Presenters wearing headsets try to speak louder than the guy in the next booth, badmouthing each other as they go. In essence, it's a PC-crowd circus.

AmiWest was refreshingly different. There was no hype, no cheap gifts, no shouting, no chaos, and no vendors trying to outdo their neighbors. Every exhibitor did their best to answer any questions presented by attendees.



*The crowds just after the show opened. The hall may have been small, but it was filled with buying customers eager to find good deals on Amiga products.*

The exhibits didn't have as much flash, but they did show a variety of products and relevant information.

Walking around and listening to the crowds, it was very clear to me that there was a sense of togetherness. Attendees didn't know each other, yet they all shared very similar feelings. It was obvious there was a great variety in levels of Amiga knowledge, yet there was a shared excitement in the room. The simple honesty of it was very evident and extremely pleasant.

The banquet on Saturday evening was attended by over 100 people. Carl Sassenrath, the father of the Amiga OS kernel, was one of the speakers. He brought with him a number of slides from the original days of the Amiga. It was captivating to listen to Mr. Sassenrath share his memories of those magical days. He talked about a team of people, who literally slaved for weeks with little rest to develop

something extraordinary—the Amiga.

Although no major announcements were made, a great deal of positive direction was presented by Amiga Inc.'s new OS evangelist and spokesman, Bill McEwen. This was Mr. McEwen's first Amiga show. At the banquet, he reiterated Amiga Inc.'s level of commitment to the future. He presented the current game plan for ensuring the Amiga is once again revolutionary, extraordinary, affordable and useful. His presentation was witty, informative, and most importantly, genuine.

The plan Bill McEwen presented at the banquet was similar to that detailed at WoA in London, but it was more organized and refined. Disappointingly, Mr. McEwen could not present further details. I've been a cautious optimist about this plan in the past, but I now understand why Amiga Inc. isn't ready to unleash everything on the world. After listening to Amiga Inc.'s reasons for holding back these details, I agree with their logic and their plan makes sense. I will stand behind them and patiently wait until the time is right.

Mr. McEwen encouraged the Amiga community to contact him directly with questions and concerns. He asked that people not listen to rumors, but instead contact him so he can clarify what is fact from fiction. If you have any questions send him email at [billm@amigainc.com](mailto:billm@amigainc.com).

The seminars at the show were presented by folks who knew what they were talking about. Those I attended were friendly, informative and useful. Seminars ranged from Aladdin 4D, REBOL, ImageFX and Photogenics NG, to Finale Development's Product Line and ARexx and Scala programming and many more. These seminars added great quality to

*continued on page 6*



*Jeff Crichton of Visionsoft during a tranquil moment before the opening. All dealers reported good sales with Picasso IV, Ethernets, and new and classic games doing well.*

## International con't from page 4

"groundbreaking." He added that the next Amiga will be scalable and feature support for symmetrical multiple processing (SMP) like Windows NT or BeOS. Dr. Havemose said that he plans to sit down with the PowerPC oriented Amiga companies to work out a possible next generation developer solution.

By the time the next IA98 rolls around, Randomize should have more to work with. The

onus is on Amiga Inc. and the developers to have items in place at shows to create sufficient interest.

I encourage everyone to attend an Amiga show. Meeting the people involved with keeping our Amiga alive is something that requires more than just reading about the event in a magazine, and I hope to see you at International Amiga 99.



*Dr. Allan Havemose, Head of Development for Amiga Inc. ....*



*..... And, Dr. Greg Perry of Directory Opus fame; both added to the Toronto Show.*



## AmiWest con't from page 5

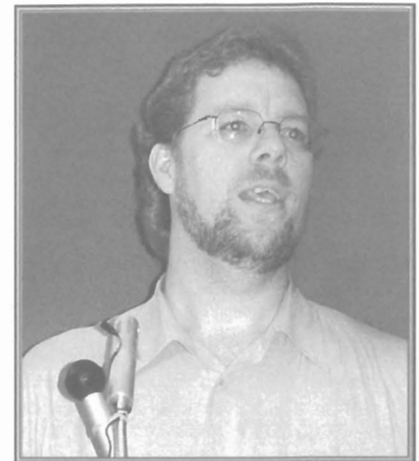
this convention.

The UGN (User Group Network) had a large screen TV showing IRC sessions in progress which included a Web camera and a host of IRC 'speakers' and guests. At times there was well in excess of 75 people on channel. Likewise, Team AMIGA was broadcasting the event live to the Internet.

Throughout the show were scattered many interesting and notable people, like: Sylvia Pengilly, who

demonstrated her use of the Amiga, the Live! digitizer, and the program Mendella to produce stunning and unique theatrical effects; Joe Doss, who has a portable Amiga-based recording and effects studio (in his van) to produces incredible time-lapse animations and effects; and, Denny Atkin, long time Amiga supporter and author who browsed the show rekindling his Amiga roots.

At the end of the day AmiWest '98 was a success and a worthy event to attend. My hat's off to John Zacharias, Allen Crandall and everyone else responsible for an excellent job. I hope this show is just the beginning of many more West coast Amiga events.



*Bill McEwen, Marketing and Software Evangelist for Amiga Inc. did a fine job of connecting with the Amiga community at AmiWest.*

## Plans Clarified At AmiWest

While little additional information was revealed at AmiWest about Amiga Inc.'s future plans, Bill McEwen did clarify what already has been disclosed about the 5.0 system. We are all salivating for more details, but this is what we know so far:

Amiga OS 5.0 is Amiga Inc.'s main concentration at this time because it is where the future lies. The 4.0 Development System is just an interim release to be used to develop the 5.0 system. The Development System is on schedule for release in the 4th quarter of 1998 and the 5.0 system is expected to be released by the beginning of 2000. Even though the new chip powering this system was not named, it was disclosed that it will be a RISC-based CPU.

The 4.0 x86-based Development System will include: PCI-based x86 machine with 3D acceleration; 3D AGP graphics; CD-ROM or DVD-ROM; plenty of RAM and hard drive space; 56k modem and Amiga OS 4.0 (there will NOT be Windows on this machine). Amiga-on-a-card will be included to run Classic Amiga applications. The price (w/o a monitor) is expected to be US \$1,199. A full-fledged Developer Program will be started soon.

There are many areas targeted by the 5.0 system but the

gaming/internetbox/home computer is likely the first focus. It is expected that such a box should be available for around US \$249 (tentatively). The main considerations for such a system (as well as the OS) will be ease of use, affordability and scalability. Remember, these systems will not be manufactured by Amiga Inc. Instead, Amiga Inc. will partner with various high-profile companies who will construction these new Amigas. Reference guideline will be followed by manufacturers to produce their own systems which run on Amiga OS 5.0.

The 5.0 systems will have high performance multimedia features, open architecture and investment protection by utilizing software-based upgrade technology. Following industry standards is vital and the new system will support OpenGL, Java, 1394 (i.e. FireWire), USB (Universal Serial Bus), ADSL, Dynamically-configurable localization, 1920x1080 HDTV true-color screen resolutions, MPEG-2 video, and Dolby AC-3 sound. Its Graphic chips will enable the system to draw 400 million textured pixels per second. Likewise, it will be able to handle four streaming MPEG-2 displays at once and it will support Systemic Multiple Processing, meaning the OS can utilize multiple CPUs.

Since the World of Amiga Show in London, the ICOA has been busy communicating Amiga Inc.'s plans and preparing developers for the future Amiga. At the same time, the ICOA conducted the election of the first Steering Committee for the ICOA.

Kermit Woodall of Nova Design ran the ICOA meeting at International Amiga in Toronto along with Joe Torre (Amiga Inc.) and Lee Stanford (Amiga Developer Network). Kermit wanted to clarify to those present that most developers were in favor of the Amiga's future direction as outlined by Amiga Inc., despite the comments of a few naysayers. Kermit added his usual advice for developers to keep on developing and marketing their products for the current platform citing Nova's own plans to add PowerPC support to ImageFX.

Fleecy Moss announced the formation of two new ICOA working groups. One group will focus on "Classic Amiga" de-

velopment, while the other will deal with developer issues for the "New Amiga." The resulting output from these two workgroups will be presented to Amiga Inc. by the newly elected Steering Committee.

The Jay Miner Society announced Harv Laser's election to the user representative position on the Steering Committee. Harv Laser is the creator and operator of the famous AmigaZone and has been involved with the Amiga since its release in the mid-80s. Harv has written for various Amiga magazines including Amiga World, CU Amiga, and Video Toaster User.

Now that the permanent Steering Committee is in position and Amiga Inc. is establishing a developers program around the 4.0 Development System, it is expected that the work of the ICOA will get into full swing very soon. ICOA information is available at: [www.amiganet.org/icoa](http://www.amiganet.org/icoa).

## ICOA Steering Committee Election Results

These new members of the ICOA Steering Committee will be forging the future developmental stages leading up to and beyond the AmigaNG. They have an important job, so let's make sure they get it done!

**Nova Design** for a *Commercial Seat*, represented by Kermit Woodall. They will hold their seat for 12 months from 24 July, 1998 to 24 July, 1999.

**Phase 5** for a *Commercial Seat*, represented by Wolf Dietrich. They will hold their seat for 6 months from 24 July, 1998 to 24 January, 1999.

**Olaf Barthel** for the only *Individual Seat*. Olaf will hold his seat for 9 months from 24 July, 1998 to April 24, 1999.

**Ultima Thule** for the *Open Seat*, represented by Petter Nilsen. They will hold

their seat for 15 months from 24 July, 1998 to 24 October, 1999.

**Harv Laser** for the *User Rep Seat*. Harv will hold this seat for 12 months from 24 July, 1998 to 24 July, 1999.

**Amiga Inc.** appointed *Fleecy Moss* to represent them on the Steering Committee.

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## Ooops . . . Corrections

In our Workbench Extras column of Issue 14, it was falsely stated that Amiga OS doesn't have a "Find" command to help in data searching. In fact, the DOS command "Search" does just that. However, it normally runs only from the Shell and isn't too powerful or convenient to use.

Contrary to what was mentioned in our preview of Gilbert Goodmate, Crystal Software of the Netherlands, not Alive Mediasoft, is the game's publisher.

# REBOL With A Cause

By Fletcher Haug

One of the most exiting figures to attend the AmiWest show in Sacramento, was Carl Sassenrath. Carl is the man responsible for creating the Amiga Exec and is the creator of an exciting new programming language called REBOL (pronounced "reh-bul"). I had a chance to talk with Carl at the show and he shared some of his ideas on REBOL and the Amiga.

**Amiga Informer (AI):** Maybe you can explain a little about REBOL.

**Carl Sassenrath (CS):** REBOL is what I call a messaging language. What differentiates a messaging language from other languages is it is orientated toward inter communications. It's not a systems programming language like Java or C++, or a markup language like HTML. It can be used for that kind of stuff, but that's not its primary benefit. It's not exactly a scripting language either, although it's doing higher level things like a scripting language would do. Probably the only other messaging language that I know exists is ARexx. REBOL is the results of a decade of thinking about ARexx and how ARexx really should work. It's an evolution of the whole Amiga intercommunications between applications and sending messages to certain applications that are systemic.

**AI:** How is REBOL more advanced than ARexx?

**CS:** If you look at what ARexx does, you see it ships words around as text and they enter an application through IPC (intercommunication processing). Applications interpret this text, analyze and give it meaning, which is a form of relative expression—basically words that are given meaning by the application. What REBOL does is standardize that while giving a much more powerful method of carrying it out. The application doesn't have to get in there and do all the text parsing and such. It calls the REBOL interpreter which applies the various rules necessary for the association of the interpretations of that message. Just like English, we are exchanging a few words which pass along big chunks of information. That's what REBOL does.

**AI:** Is there anything out there now that does what REBOL can?

**CS:** Not really. There are other scripting languages out there. TCL, Python, etc. These operate very much like UNIX shell scripts. There is a need for intercommunications, and there isn't anything out there designed with this concept from the start. There needs to be

a standard form for intercommunications. Right now, when you get on the Internet and you connect to a server, it transmits something to you, like email, that is very static in its design, not very flexible, and preprogrammed on both sides. REBOL says let's remove those barriers. Let's allow all the grassroots of the Internet to get out there and if they can imagine a different way of communicating, REBOL is the medium to enable them to intercommunicate. I call REBOL the English of intercommunications between computers.

**AI:** How do you see REBOL's future in computing?

**CS:** There's multiple stages to that. For the survival of REBOL, we need a niche. We need to establish ourselves as a primary supplier of some solution. We think that niche is in the low-level grassroots of the Internet right now. Those folks that are using PERL, TCL, etc., are going to say, wow, I see a great value in switching to REBOL. That's the first thing. Once you have that niche market, you provide a package for application developers that want to use the REBOL engine inside of their products. For instance, the folks that make Eudora mail, they'll want to licence REBOL so Eudora can understand messages sent to it over the net. Once we establish the fabric of intercommunication between all these applications, you start to change the lower level OS into its own commodity and people begin to write new applications to your API. Then it doesn't matter what OS is underneath and you can substitute in your own OS. This, of course, is the ultimate long-range goal.

**AI:** What stage of development are you in?

**CS:** I call it pre-beta. We are going to release this to a small group. The pre-beta version is narrowed down to the real core of very powerful semantic operations. I want to test those real well first. By the time we know this is solid the datatypes of the language will be ready. We are aiming at the Fall for a first release. It will be available for the Amiga, BeOS, Linux, UNIX, BDS, Psion, Mac, Windows, and others.

**AI:** Will there be licencing fees for authors who write REBOL applications?

**CS:** No, REBOL is freeware and it is open. We are not using a closed developer model. Basically, the source will be available to anyone. That is one of the reasons HTML has been such a great success. Everyone got it and made improvements. This is one of our fundamental concepts.



*Carl Sassenrath, creator of the Amiga OS kernel, is now concentrating on perfecting his new messaging language, REBOL.*

**AI:** There is talk that REBOL might be included in the future Amiga systems. Is this possible?

**CS:** It will definitely be available for Amiga systems, but whether it is something that is integrated in the new system or not is up to Amiga Inc. We are going to make REBOL for the new and existing Amigas, regardless.

**AI:** What are your thoughts on the direction Amiga Inc. is taking the Amiga?

**CS:** Allen Havemose is a very talented and intelligent leader for the technical side. He has an extremely good understanding of both software and hardware aspects and chip development as well as the OS kernel. I think they are in very good hands with him.

**AI:** You've been involved with the Amiga in some way right from the beginning. What keeps you tied to the Amiga?

**CS:** It's the independence. I can just really relate to this group of people. Everyone in the Amiga community makes a conscious choice. They have to be conscious to make this choice! They're not going with the flow, listening to their friends, watching the market, or watching the advertising. They're saying they want to do something that works for them and they're happy with that choice. I just have tremendous admiration for the whole Amiga community. They are an amazing group of people. It's truly amazing the things they've done to enhance the machine and survive the loss of the company that made it. The tools and applications that continue to be written just blow me away! Amiga people are just REBOLs!

For more information on REBOL, visit [www.rebol.com](http://www.rebol.com).





# PPC Software On The Move

By Paul Morabito and Fletcher Haug

While the PPC software scene got off to a slow start, it is now definitely beginning to take off in a big way. With the new Amiga still 18 months away at best and the agreement on a common PPC standard from Phase5 and Haage&Partner, many Amiga owners are now realizing the advantages of upgrading to a high-powered processor.

This is a wise move if you think about it. High-end Mac users have been spending hundreds of dollars on cards such as the Green Ice board to give a speed boost mainly to just a single program like AfterEffects. Put a PowerPC card into your Amiga and you inject your system with an immediate speed increase, boosting rendering times ten-fold and more in many cases. This solution gives dramatic improvements to scores of applications and routines, not just one. Because of this, two tiers are forming in the Amiga community: the classic user and the power user.

While commercial software developers have been somewhat slow in taking up the PPC challenge, the wheels are defiantly in motion.

Haage & Partner is one of the most prominent commercial PPC developers shipping full PPC Storm C and Assembler development systems. H&P is also planning a full PPC port of Merapi, their upcoming Java implementation. A growing amount of their current software is PPC-aware with ArtEffect (paint/image processing) leading the way and EasyWriter close behind.

Nova Design promises an ImageFX PPC add-on for version 3 of ImageFX by the end of this year and a PPC supporting Aladdin 4D is also in the works. Nova Design is also the North American distributor for Wildfire, an animation sequencing and 3D product which already supports PPC. Nova has established a development group to work solely on PPC upgrades and software.

Other Commercial developers with PPC supporting software are: TurboPrint6 from IrseeSoft; Elastic Dreams from Ocean Studios, ArtStudio from Motion Studio; BurnIt from DnS Development; and, PMPRO 5 from PerSuaSiVe, to name but a few.

Freeware and shareware developers are leading the charge in the sheer number of PPC supporting software. Many programs are beginning to appear with PPC support, especially those that are processor intensive. PPC versions of AmigaAMP (MP3 file player), Drafu (math function plotter), SAS/C (programming), MAME (Multiple Arcade Machine Emulator), SuperView (image viewer and processor), LHA, TAR (compression

routines), and many others are already available. Andreas Kleinert's PerSuaSiVe SoftWorX is the leading freeware/shareware PPC developer with no less than 24 PPC programs now available.

Others promising PPC support include: ClickBOOM with a PPC port of Myst, followed possibly by Quake; Cloanto's PersonalPaint; Impulse with Imagine; Microcode with FusionPPC; and, Vulcan Software with several game titles. Many others are planning PPC support as well.

Over four-thousand CyberStorm PowerUp boards have been sold by Phase 5, and more are being sold every day. You can expect that soft-

ware supporting the PPC chip will be appearing on a regular basis as increasing numbers of developers are moving to support the PPC. Don't wait in stasis for the next Amiga to arrive. Slap a PPC board in your system and join the ranks of power users.

To get a better idea of Amiga software that supports PowerPC, check out these websites:

<http://wdo.de/ark/>

<http://come.to/amigappc/>

[http://www.algonet.se/~nohan/software/so\\_ported.html](http://www.algonet.se/~nohan/software/so_ported.html)

[Http://www.haage-partner.com/ppcworld\\_e.htm](http://www.haage-partner.com/ppcworld_e.htm)



## IN BRIEF

Cloanto released Personal Paint 6.4 free to Aminet (biz/cloanto/PPaint64.lha). They also signalled their intentions to produce Personal Paint 8.0. Haage & Partner expanded their website to include sections on Amiga PowerPC Amiga, video software and the Net Connect software package. Check it out at <http://www.haage-partner.com>. A new association called INTAMA (International Amiga Marketing Association) is trying to provide marketing info and assistance to all in the Amiga industry. Check out this important effort at [www.intama.org](http://www.intama.org). Randomize has a new line of licensed products including Boing beach balls, baseball hats, Powered by Amiga team shirts and the Amiga Premium T-Shirt. User groups get a 20% discount. See for yourself at [www.randomize.com/beach.html](http://www.randomize.com/beach.html). If you're a Toaster/Flyer user and have been lured by the claims of Play, Inc.'s Trinity system, you should check out the thorough review of the system by "Soothsayer." It's posted on The Informer website at [www.amigainformer.com/community.html](http://www.amigainformer.com/community.html). Siamese Software corrected a problem with the serial port connection in the Siamese 2.1 software. An updated version of the software can be found at [www.siamese.co.uk](http://www.siamese.co.uk). If you are still using the excellent Sunrize Studio16 audio card, check out the Studio16 support page at [www.geocities.com/SiliconValley/Horizon/4753](http://www.geocities.com/SiliconValley/Horizon/4753). National Amiga updated the technical pages on their website. Get the latest tech info at [www.nationalamiga.com/technical.html](http://www.nationalamiga.com/technical.html). Holger Kruse won the AAA Award International 1997 for creating Miami TCP/IP software. The award is given for excellence on the Amiga and voted on by users worldwide. Likewise, Miami 3.0 is now being distributed directly by Germany's Schatztruhe. Visit [www.schatztruhe.de](http://www.schatztruhe.de) for full details. Intel reported second quarter earnings that were below expectations. Posted earnings were 66 cents a share rather than the predicted 68 cents. Perhaps declining European sales are due to Amiga Incorporated's efforts? A new UK based review magazine has been established by Crystal Software International. Called Amiga Survivor, it promises to offer complete and honest reviews of Amiga games. Visit their website at [www.crystal-software.com/survindex.html](http://www.crystal-software.com/survindex.html) for full details. Heralding the Amiga's resurrection is the Amiga Theme CD which features the song "Back for the future," performed by German dance/techno group Annex. It is produced by Amiga International using 100% Amiga computers. Have a look to [www.amiga.de](http://www.amiga.de) for more info. AmiNet 25 is the latest in the Aminet CD-ROM series and features a classic games collection plus over a Gigabyte of software. Check out [www.schatztruhe.de](http://www.schatztruhe.de) for complete content listing. Persuasive Softworx created two mailing lists--ARK-DISCUSSION and ARK-ANNOUNCE--to support their line of products. Subscribe to either by emailing [LISTSERV@ML.amigos.line.org](mailto:LISTSERV@ML.amigos.line.org) with "ADD <mailing list name> as the subject. Nova Sector Engineering has stopped producing Amiga clones. However, they looking at producing a video game unit based on the next generation Amiga technology.



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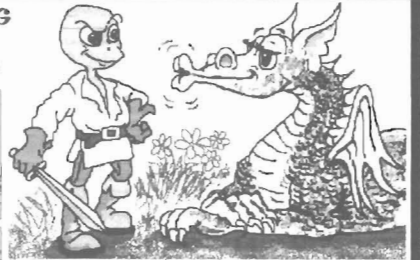
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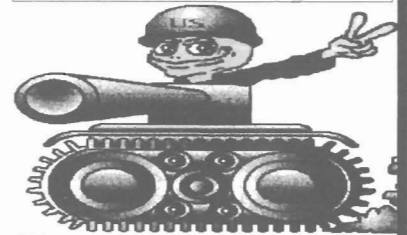
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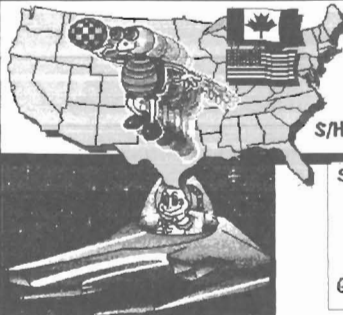
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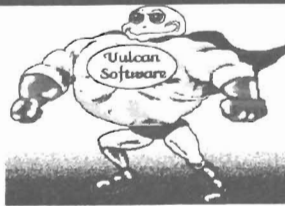
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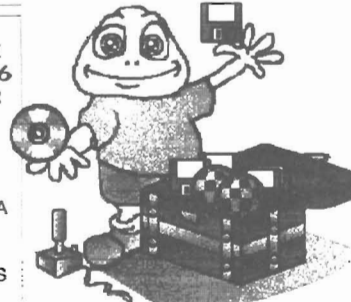
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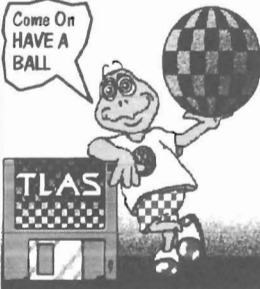
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WOW --> A \$ 130 VALUE, THAT'S  
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# ICQ For The Amiga

By Paul Morabito

ICQ (I Seek You) is an extremely popular Internet tool that informs you when selected people are online. Previously available only for the PC and Mac platforms, ICQ acts in a way like your own personal IRC network, but with much more power. In addition to online notification, users can chat, send messages and transfer files quickly and easily in real time.

Simply speaking, ICQ is a proprietary server and database network. Prospective users download the client software and upon registering with the ICQ network, are assigned a unique UIN (Universal Internet Number). ICQ runs in the background while you are online and alerts you to the online presence of friends, associates

or colleagues. This is achieved through a "contacts" list and the ICQ servers. Users can also list their personal information and interests, which allows all ICQ users to search for people worldwide with similar interests. There are extensive security and blocking features, including ignore and invisible options.

While stating they are Amiga fans, the developers of ICQ, Mirabilis ([www.mirabilis.com](http://www.mirabilis.com)), have unfortunately rejected the suggestion of an Amiga port. They feel the soon to be released platform-independent Java version will suffice. However, there are a wealth of resources available online (if you know where to look) from ingenious users worldwide who

have reverse engineered the protocols. This is where the Amiga comes in.

There are at least two ports in the making with early alpha releases showing lots of promise. Strictly speaking, they are not illegal—as the law allows for reverse engineering—though it is a gray area. Distribution has therefore been kept relatively underground, at least for the moment. However, the programs STRICQ v0.445 and DC's ICQ Beta 0.2 are available at AmigaZone ([www.amigazone.com](http://www.amigazone.com)), as STRICQ45.lha and DC-ICQ.lzx, respectively.



## Amiga Events

### The 1998 Midwest Amiga Exposition (MAE)

October 2-4, 1998, Hyatt Regency, Columbus Ohio. Sponsored by The Amiga Central Ohio Network this expanded show promises Grand prizes, games, new products, official press statements, educational seminars, and great people and deals. Visit [www.amicon.org/mae.html](http://www.amicon.org/mae.html) and [www.amicon.org/mae.htm](http://www.amicon.org/mae.htm) for full details. Email contacts: [dpearce@amicon.org](mailto:dpearce@amicon.org) or [rblack@amicon.org](mailto:rblack@amicon.org).

### Flea Market Extravaganza '98

October 10, 1998, Brookside Convention Center, Hurst, Texas. This is the 12th consecutive Dallas/Forth Worth area Metroplex Commodore Computer Club show and it features a flea market, dealers, door prizes, Texas user-group gathering and more. Admission is free and doors are open from 12:00 - 4:00 PM. Visit [www.starnet/np/agm/](http://www.starnet/np/agm/) for details. Email contact: [mstodola@airmail.net](mailto:mstodola@airmail.net).

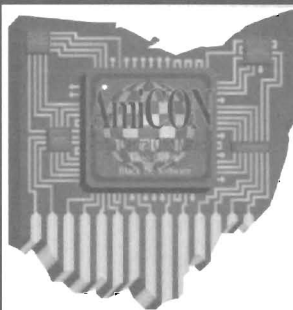
### Computer98

November 13-15, 1998, Exhibition Grounds, Colgne, Germany. This is the biggest Amiga event in the world, attracting tens of thousands of Amiga users. Major Amiga-NG announcements are expected and the 4.0 Development System is scheduled for release at this show. Visit [www.computer98.de](http://www.computer98.de) for full details. Email contact: [austeller@computer98.de](mailto:austeller@computer98.de)

### Amiga 99

#### Gateway Computer Show

March 12-14, 1999, Henry VIII Hotel, St. Louis, Missouri. Growing every year, this well organized event promises all the best with larger venues, more dealers, exciting classes, a banquet and door prizes. Just minute from the airport. Get all the latest at [www.amiga-stl.com](http://www.amiga-stl.com).



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With the recently announced revival of the Amiga, the mainstream media are starting to take note. Articles have appeared in major publications worldwide including The Sydney Morning Herald (Australia), The Guardian (UK), Philadelphia Inquirer (US), Business Investors Daily (US) Chicago Tribune (US), Wired (US), Computer Trade Weekly (UK) and a host of online news services including News.COM, USNews, Andover News Network, Salon Magazine and many more. Not all these articles are positive however. One article appearing in Salon Magazine titled "The Church of Amiga", by Salon intern author Greg Lindsay, had a detailed but somewhat condescending view of the Amiga. Check this article out at [www.salonmagazine.com/21st](http://www.salonmagazine.com/21st) and send Mr. Lindsay your comments.

**French company Ateo Concepts offers a graphics card for the A1200 called the Pixel64.** Intended for tower-cased systems, the Pixel64 attaches to the motherboard via a new bus board. It has lower specifications than the Picasso IV and CyberVision 3D, offering a maximum resolution of 1280x1024 in 8-bit or 800x600 in 24-bit and a more limited range of color depths and refresh rates. The display from the Pixel64 is rapid and flicker-free, although how it performs in comparison to the competition is yet to be seen. This is the lowest priced graphics card available for the A1200 with an estimated MSRP of US \$300. This price includes four expansion slots, but the slots are neither PCI nor Zorro compatible. This card is a neat and compact solution for the A1200, fitting almost any Amiga tower case solution and most home-made tower conversions as well. Contact Randomize, Inc. at [www.randomize.com](http://www.randomize.com) or call 905-939-8371 for full details.

**The AmigaZone, an online service** created by Harv Lase expressly for Amiga users, has announced a membership price reduction. The new price is only US \$12.95 a month for access to all Zone services. The Zone features dozens of message areas, Usenet newsgroup feeds, Amiga specific mailing lists and a file library with over 40,000 items. There are even live chats with other Amiga users nightly. The Sunday night chat features prize giveaways. AmigaZone is available 24 hours a day, seven days a week. Check it out at [www.amigazone.com](http://www.amigazone.com).

**Randomize Inc. has acquired the North American distribution for all products of the French company Ateo Concepts.** Ateo is best known for their innovative A1200 Pixel64 graphics card which utilizes the custom designed AteoBus. The Pixel64 connects through the A1200's expansion port and provides a passthrough for most accelerators. It provides the A1200 with 24-bit graphics at a resolution of 800x600. Other Ateo products being distributed by Randomize include A1200 and A4000 tower cases, PC-to-Amiga Keyboard adapters, and other products. Further details on Ateo products can be found at [www.randomize.com/ateo.html](http://www.randomize.com/ateo.html).

**Australian based Impera GmbH, a leading manufacturer of slot machines,** will be using Amiga 1200 motherboards in some of their future slot machines. Impera have apparently used Amigas in the past and has now returned. As a result, a substantial order was placed with Amiga International and a gambling software competition will soon be held in cooperation with Impera, Amiga International, and the Amiga press. The slot machines are expected to make their debut at the Computer98 show being held November 13-15, 1998 in Cologne, Germany.

**There's lots of news again on the game front.** ClickBOOM announced the release of Safecracker. This game offers full 360° camera views with zoom in/out and 360° rotation of all objects inside a gloriously rendered 3D environment. It should be available early next year. Look to [www.clickboom.com](http://www.clickboom.com) for details. The Bitmap Brothers, creators of the classic Chaos Engine games series, are porting their PC game "Z" to the Amiga. Z is a real-time strategy game which was met with considerable acclaim on the PC. No release date has been set, but Bitmap Brothers stated if the game proves a success, they may resume regular Amiga development. Another game, Fortress of Fear, is on schedule and should be released by the end of the 1998. For those who don't know, FOF is an action RPG game similar to Diablo. The game will require AGA or CybergraphX, 4 Mb RAM, CD-ROM, an 030 or better processor, and a hard drive. New Australian developers Vorlorn Software released their first title which is an arcade quality beat-em-up called Ultra Violent Worlds. The game features 256 color arcade quality graphics, 3 layer parallax scrolling, a brilliant soundtrack, excellent sound effects, and it can reach up to 25fps on an unexpanded A1200. Ultra Violent Worlds works on AGA Amigas and is available on CD-ROM only. UVW cost a mere US \$25 including postage. Check it out at [www.vorlornsoftware.com](http://www.vorlornsoftware.com). Finally, Power Computing is publishing The Golem from Underground Software. It features adventure, beat-em-up, and space fighting sections and promises interactive Full Motion Video. The 3D segments of the game are not played in real-time, but rather are prerendered animations spooled from the CD, giving the illusion of very fast real-time movement. This approach is based on software called PowerMovie that presents a new custom animation format said to be more powerful than MPEG or AVI. It will ship on 2 CD-ROM's, and runs on any AGA or CybergraphX system with 4 Mb RAM, 6x CD-ROM, an 020 or better processor and a hard drive. Visit [www.powerc.com](http://www.powerc.com) to have a look.

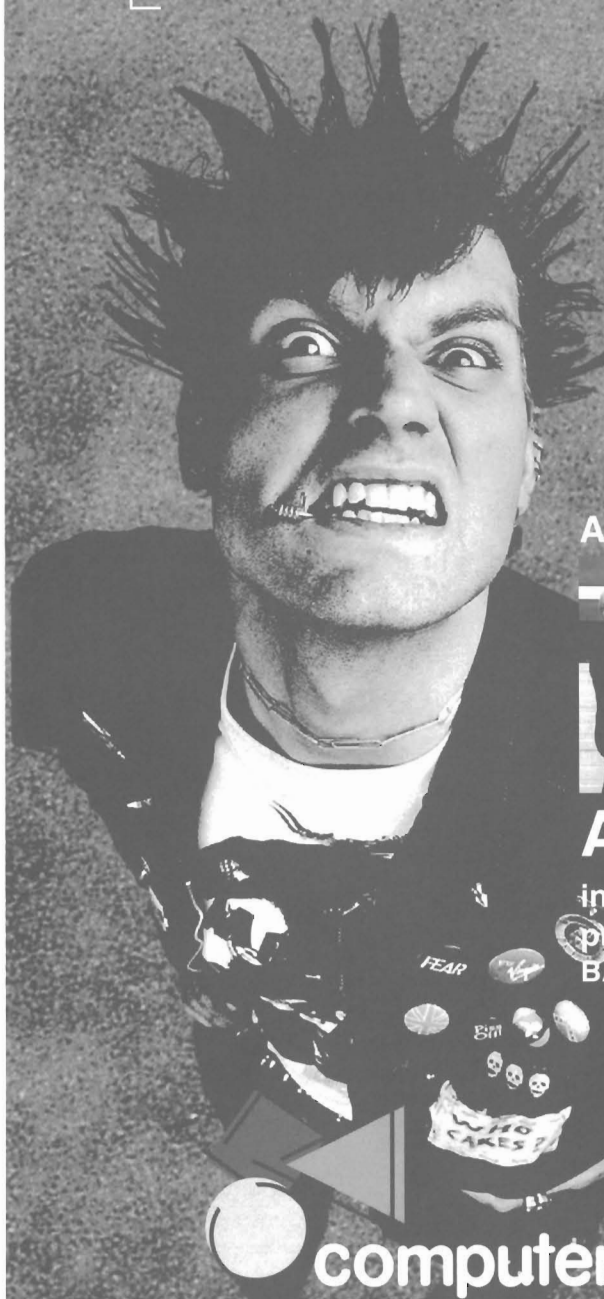


**NewTechniques Magazine, a publication** for users of NewTek video products, reported in a story dated July 3 that the bankruptcy of former Amiga owner ESCOM is still causing problems (find the article at [www.newtechniques.com](http://www.newtechniques.com)). According to the copyrighted story by Joe Tracy, a lawsuit against QuikPak, makers of the A4000 models under license to Amiga International, has led to a shortage of A4000 models for sale. The lawsuit apparently centers on a large supply of A4000 parts supplied to QuikPak when ESCOM was a viable company. Even Amiga International itself is out of product, according to the story. The dearth of the top of the line Amiga model is causing severe problems for some companies that rely on sales of NewTek's Video Toaster and Flyer. The story indicates that Amiga, Inc. is attempting to help settle the dispute, and a backup plan by NewTek has allowed them to ship units, though with a delay. Sources indicate that this problem is a major concern to Amiga Inc. and that its resolution is a top priority. With no supply of custom parts readily available, some question if the backwards compatible board planned for inclusion in the new 4.0 Development System can be supplied.

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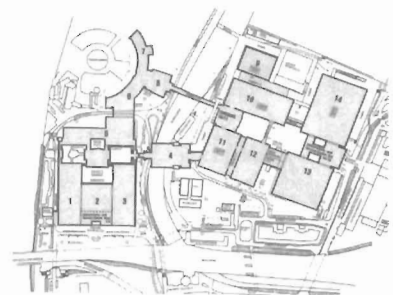


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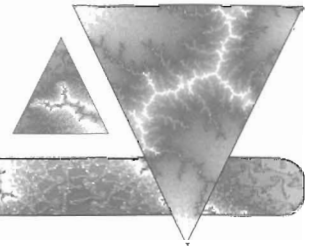
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# Announcements



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.

## Amiga-to-PC Networking

From: Randomize, Inc.  
Email: sales@randomize.com  
URL: www.randomize.com

Randomize has created a bundle designed to easily and efficiently connect a PC with an Amiga. Included in the US \$599 package is a Hydra Ethernet card (for the Amiga), a GVC PCI Ethernet card (for the PC), Miami, AmigaForever 2 and a 20" BNC networking cable including connectors and terminators. The package also comes with full setup documentation and many useful utilities including web servers, ftp servers and more for both the PC and Amiga. Call them at 905-939-8371.

## BeatBox 2

From: F1 Software  
Email: mushypd@redrose.net  
URL: www.mushy-pd.demon.co.uk

F1 Software announced the latest addition to their large list of F1 Licenseware. BeatBox 2 is a GUI driven music editing system and includes many features such as IFF sound sample support, online help, supersonic load/save routines, and online program prefs, including screen mode and font selection. BeatBox is compatible with any Amiga with OS 2.01 or greater and is available directly from F1 Software USA. Call them at: 717-367-6210. You can also visit [www.ware5d.demon.co.uk](http://www.ware5d.demon.co.uk) for more info on this game.

## EasyWriter

From: Haage & Partner  
Email: info@haage-partner.com  
URL: <http://www.haage-partner.com>

Haage & Partner, quickly gaining a reputation for being one of the leading Amiga applications developers, announced the release of EasyWriter, a high powered professional word processor for the Amiga. The program sports many features unseen before in past Amiga word processors, including full support for tables, index and table of contents

generation, footnotes, and support for many foreign image and document formats. EasyWriter has been designed with flexibility in mind and will include support for plug-ins and external loaders/savers. Numerous plug-ins have already been announced including a MS-Word import module and a formula editor. It is expected that EasyWriter will sport its own mini cottage market of support tools. EasyWriter should retail for about US \$89, and those who purchase version 1.0 are entitled to a free upgrade to 2.0 upon its release.

## 1998 Interactive Encyclopedia

From: Epic Marketing  
URL: <http://www.epicmarketing.ltd.net>

Epic Marketing released the 1998 edition of the only Amiga interactive encyclopedia on CD-ROM. The 1998 edition sports a whole new interface and contains information on over 20,000 subjects as well as 4,500 images and hundreds of full screen film clips making it a real multimedia extravaganza. The encyclopedia also features 3 search routines, Kids Explorapedia, a huge slide show, a hot-list editor, and a data import/export option. The CD-ROM is available now from many Amiga retailers and sells for around US \$30.

## Geek Gadgets/Gateway Volume 3

From: Schatztruhe  
Email: stefano@schatztruhe.de  
URL: [www.schatztruhe.de](http://www.schatztruhe.de)

Two new releases from Schatztruhe. First up is the GeekGadgets CD-ROM which contains a full copy of the Amiga Developer Environment project including numerous development tools such as C/C++, Fortran and ADA compilers. There are also other tools such as the GNU Debugger, ports of the UNIX text formatter Groff and Tex, as well as many ports in progress such as a full port of the X-Window System (X11R6.1). The May, 1998 CD includes over 400 Mb of tools from the Free Software Foundation, BSD and other sources.

Second, is Gateway Volume 3, a double CD-ROM containing the full release of NetBSD 1.3.2, a popular multiplatform UNIX variant. The distribution includes NetBSD for all 16 supported platforms and all sources. In addition, there are binary distributions for m68k

and i386 plus many tools, editors, libraries, TeX and games. As an added bonus for Amiga users the CD is bootable and is fully menu driven making the task of installing and setting up NetBSD easier.

## NIMIQ PCMCIA Ethernet Card

From: National Amiga  
Email: sales@nationalamiga.com  
URL: [www.nationalamiga.com](http://www.nationalamiga.com)

National Amiga released a solution to one of the longest running problems for A600/A1200 users—the inability to easily and effectively network. The NIMIQ is a PCMCIA Ethernet card (10-base-T RJ45 and 10-base-2 BNC/Coax) that is fully compatible with the Amiga and all tested Amiga networking software including Miami, INet and Envoy. The card uses the standard cnet.device SANA2 device driver (a public domain PCMCIA Ethernet card driver that allows standard PC PCMCIA Ethernet cards to be used on the Amiga). National Amiga plans on releasing a specialized and highly optimized version of the cnet.device driver in the future which will be available to all registered users. The NIMIQ card, device driver, and a complete printed installation manual are available from National Amiga for US \$89. Call them at 519-858-8760.

## PanCanvas

From: Legacy Maker Inc.  
Email: jcompton@xnet.com  
URL: [www.xnet.com/~jcompton/catalyzer2.html](http://www.xnet.com/~jcompton/catalyzer2.html)

Legacy Maker announce the release of PanCanvas, a motion control plug-in for ImageFX 2.6 and above. PanCanvas was programmed by Ola Olsson and is a high powered professional quality tool to turn ImageFX into a motion control station. Motion control involves the spanning of a still image to give the impression of animation and is used widely in the television industry. PanCanvas outputs a sequence of frames (IFF or JPEG) which can be used to generate Flyer clips, Amiga ANIMs or MPEGs and includes a post processing engine called PanPost to enhance the output. PanCanvas is available now and has a MSRP of US \$35.95. Call 773-465-5158 to order.



## SRX FastFuel

From: Image Architects  
Email: aaron@pd.org

Image Architects announced the release of SRX FastFuel, a VTR control & Clip recording software package for the Amiga and Toaster/Flyer systems. The program uses a quick and easy interface and hotkeys to remotely control video tape decks from the Amiga computer. The program provides full variable motion control, cue point mark and cue search ability from any program screen. Its variable mode and speed memory makes deck operation even faster and more intuitive than a jog/shuttle dial. The current versions supports the VideoToaster/Flyer 4.1-4.2 system and there are versions supporting Draco, Elite, and V-Lab. A stand alone is in the works also (due for release in August). The MSRP is US \$139. Users are encouraged to first check if their tape deck is supported before buying the software. For product ordering, questions or additional information you can contact Image Architects at: 601 Webster Drive, Decatur, GA 30033-5434. Phone: 404-315-9026.

## VideoFX

From: Haage & Partner  
Email: ClassX@haage-partner.com  
URL: www.haage-partner.com

VideoFX was developed to aid in the design, creation and implementation of videos. It is a program that allows the control and management of video productions automatically and in an integrated way. It is based on the simple concept of event and effect and as such makes creating highly complex and stunning videos a simple process. As an added bonus, the VideoFX CD-ROM ships with the full version of XDVE 2.0 and FontMachine 1.15 as well as numerous fonts and backgrounds. VideoFX requires a minimum system with Workbench 2.01 and 2 Mb RAM. Haage & Partner products are distributed in North America by Safe Harbor (414-548-8120).



If after a nasty crash you get the error "Battery-Backed Clock Not Found," don't panic. Just open a Shell and enter the command "SETCLOCK RESET". Then use the Date command or Preferences program to set the date again.

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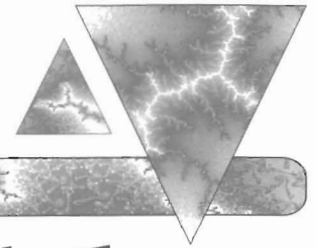
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# Site Seeing



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## Web Browser Plug-Ins Part 2

By Davis Sprague

Previously we began the topic of Amiga web browser plug-ins. A plug-in is an ancillary program that allows translation and display of a type of data that the program doesn't normally support. In practical terms, plug-ins allow you to expand the usually limited number of default file formats supported by most Amiga web browsers as well.

Part 1 of this column dealt with MIME and still-image plug-ins. Part 2 deals with animation and sound plug-ins. While we are using IBrowse, the information here should be applicable to other browsers.

Animations and sounds are a whole different ball game from still-image plug-ins. The animation datatypes are by no means standardized, and many evolved after Commodore's development of the Amiga OS had ceased. While animation datatypes are not supported by the internal viewer of IBrowse, the way we make IBrowse recognize them is similar to that of other datatypes.

There are three main standards of animation on the Web: MPEG, AVI, and Quicktime. Each one requires its own external viewer. I use *aMiPEG*, *CyberAVI*, and *qt*. They all work well on my system, and all are shareware and available on Aminet in the *gfx/show* directory.

Be sure to read the documentation on each and try running each from the Shell to determine the command line keywords necessary for proper operation. I recommend downloading an example of each type of animation to help you determine how they will play on your system.

Start IBrowse and select the *Preferences/general* menu item. Go to the *Ext. View page (Settings/Browser Settings/Viewers in AWeb)*. You should see listings already set up for "image/gif," etc. Click on the "Add" button, and the input fields will become unshaded.

To add the MPEG datatype, enter "video" in the first field of the MIME type, and "mpeg" in the second. In the *Extension field*, type "mpeg". To install AVI or Quicktime datatypes, use "video/x-msvideo" or "video/quicktime", respectively (the slashes separate the first and second entries of the MIME fields). The extension for AVI is "avi"

and for Quicktime is "mov qt".

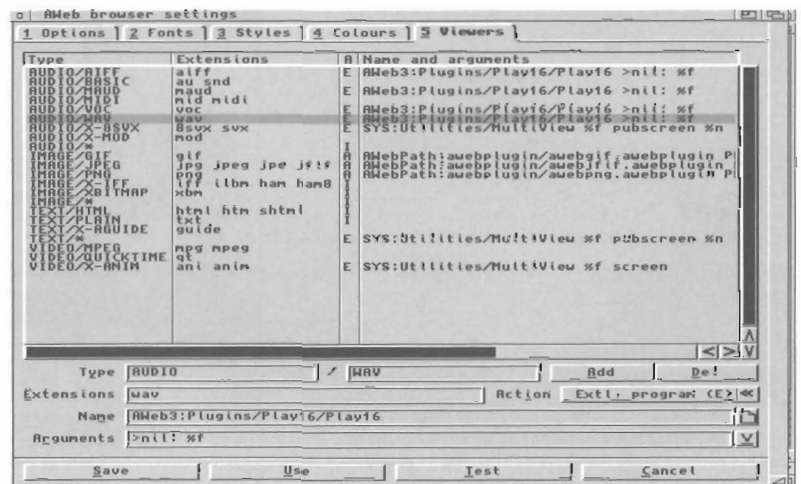
Next click on the *Ext. viewer* radio button, and select in the *Viewer field* the program you installed, by either typing in its complete path or using the file requestor. Finally, compose the *arguments* field as you did while running the program from the Shell, but substitute "%f" for the file name.

The "%f" will be replaced with the name of the file when IBrowse calls the viewer. If you need the public IBrowse screen name in the argument line, use "%p". Now save your settings, reboot, and everything should be recognized.

Sound on the internet comes in three basic forms: Static sound samples, formatted and real-time. Static sound samples are downloaded and then played on your computer. Although there are many different formats, there is a single external program that reads them all: *Play16* (Aminet: *mus/play/* directory). Install this program and set up the following three MIME types: "audio/basic" which has an *extension* of "ausnd", "audio/x-aiff" with the *extensions* "aiff aifc aif", and "audio/x-wav" with the *extension* "wav". Note that the "x-", as in "x-wav", is not always necessary (see screengrab). For each of these types, select the *Ext. Viewer* button, put *Play16* with its path in the viewer field, and put "%f" as the *argument*.

The second type of internet audio is formatted audio. This comes in two flavors: MODs and MIDI. Although MODs aren't in general

use on the internet, you may find them on some Amiga-based web pages. To have your system play these files, you need a MOD player. There are a number available, but I recommend *PiPlay* (also in the Aminet: *mus/play* directory) as the best compromise of size and function. Once installed,



Amiga web browsers offer many ways to boost their power through mime, image, audio, and animation plug-ins. And shareware authors continue to write great plug-in programs to extend this power even further.

add the MIME type "audio/x-mod", with "mod" in the *Extension* field. Then put the full path to *PiPlay* in the *Viewer* field. Finally, put the line: "%f GUI PUBLICSCREEN=%p" in the *arguments* field.

The only such self-contained MIDI file player (as opposed to using external MIDI devices) for the Amiga is *GMPlay* (Aminet: *mus/midi/GMPlay13.lha*). Though it works fairly well, it requires a huge amount of space on your hard drive (more than 7 Mb on my system). When installing *GMPlay*, be aware of troubles with the placement of assigns. When I installed *GMPlay*, it started looking for samples in two separate directory levels. Some selective assign editing was required to get the program working properly.

To install *GMPlay* with IBrowse, the *Preferences* entries are: "audio/x-midi" for the *MIME type*; "mid midi" in the *extension*;

# Caught In The Ami-Net

By dthomas trenn

## System Essentials

This new column will focus on non-commercial (public domain, shareware, giftware, etc.) software, and as the title suggests, generally deal with programs that are available on Aminet. Aminet is huge and there is often a plethora of applications that perform very similar functions. It can be very time consuming to test the many different possibilities. Caught in the Ami-Net intends to ease the search by providing you with recommendations.

Programs not available on Aminet may also be covered, so if you have something special that you think should be considered, send an email to [caught@youngmonkey.ca](mailto:caught@youngmonkey.ca) and tell me about it. Please, do not send actual programs unless requested.

In this issue, we begin a multi-part discussion of essential system enhancements that can increase productivity and efficiency in everyday Amiga use.

These utilities have all been used with standard developer tools, such as Enforcer, and after many months proved to perform in a reliable and system friendly manner. Where applicable, registered versions have been used.

### Cut, Copy and Paste

The "Clipboard" is a temporary storage area where text and graphics (clips) can be copied or cut, to be later pasted in another location. Many applications have direct support for a

clipboard, but many do not.

Nico François's *PowerSnap* (Aminet: util/wb/PowerSnap22a.lha) adds the ability to copy a region of text displayed with any non-proportional font on any screen or in any window, and then paste it in other applications.

Stephan Rupprecht's *SGrab* (Aminet: util/wb/Sgrab.lha) will allow you to copy a graphic from an entire screen, window or a selectable region and save it to the clipboard or a file.

With these tools, you can clip a website address from a message in your email program and paste it into the URL gadget of your web browser, or grab a section of your workbench screen and paste it into a word processor or dtp program.

One problem is that many applications store "clips" in different clipboards which other programs do not understand. This means that you can not always cut/copy from one application and paste into another. Also, you are usually limited to only pasting the last performed cut/copy.

The solution to this is Magnus Holmgren's *ClipHistory* (Aminet:util/wb/ClipHistory.lha). It provides access to clips from most applications and gives you a pop-up history list to choose from recently used clips.

### Gadgets and Menus

If you do not like the preset Workbench keyboard shortcuts, or wish that more commonly used functions, such as Window/Icon Snapshot and Icon Delete, were accessible from the keyboard, then Michael Barsoom's *ReKeyIt* (Aminet:util/wb/ReKeyIt2\_4a.lha) is the program to use. If an existing shortcut conflicts with another utility or you find yourself accidentally accessing a particular function you can even remove the key bindings for existing shortcuts.

Tired of the way menus look? Do you feel they could use a bit more dimension or

magic? Olaf Barthel's *MagicMenu* (Aminet: util/wb/MagicMenu\_II.lha) will give you both, and then some. With it, you can configure 3D-look menus in normal and multi-color modes that can appear at the top of the screen (as usual) or can pop-up under the mouse pointer. For that extra special look, *MagicMenu* can even cast shadows. You can also enable a "sticky" mode that can be very handy if your mouse mechanisms are not quite what they used to be.

Many programs make use of the gadgets.library cycle gadget. Often though, too many cycling options make it cumbersome to quickly pick one. Federico Giannici was bothered enough by it to write *CycleToMenu* (Aminet:util/wb/CycleToMenu-21.lha). Now, instead of having to click numerous times to get a wanted value, one click will pop up a menu-like list allowing you to quickly make your selection.



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*GMPlay* with its path as the *Ext. Viewer*, and "%f" as the *argumentx*. Should you have hard drive space to burn there is a supplemental sample set that may be downloaded from [Aminet:mus/midi/GMPlay-Samples.lha](http://Aminet:mus/midi/GMPlay-Samples.lha).

The final type of audio on the internet is real-time audio. This is audio continuously broadcast in the fashion of radio. There are two common formats: GSM and RealAudio. A GSM audio reader is in development and the associated MIME types are rarely used on web pages, so I won't cover it here. For information on the development status, check out the current prototype on Aminet as [cominet/gir04.lha](http://cominet/gir04.lha).

RealAudio files are common on the Web, but there is no standard Amiga reader supporting

them at this time. The programs *UnrealAudio* and *RA* both work, but require many other system utilities and devices to run properly. The problem seems to be that the data coming in from the internet has to be downloaded into chunks that can then be buffered and sent to the audio program. Until these buffers are built into programs, installing realaudio support will be beyond the scope of a simple software upgrade.

If you take the time to install what we have discussed here, you will find your Amiga is set up to handle most everything that the big, bad internet can throw at it. There's no longer a need to fear plunging through the Web.

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<p>Wordworth 6 Office CD - Wordworth 6 - Datastore 2 - Organiser 2 - Money Matters 4</p> <p><b>\$69.99 CDN</b> <b>\$49.99 USD</b></p>	<p><b>YOU CHOOSE</b> \$59.99 CDN / \$42.99 USD</p> <p>ONESCAPEE or FOUNDATION or GENETIC SPECIES</p>	<p>Check out our website for more great deals!</p> <p><i>Amounts shown include shipping!</i></p>

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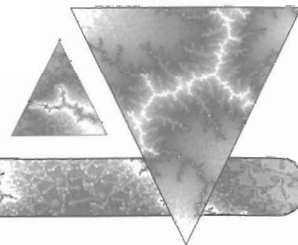
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# Evaluations



## REVIEWS

### 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.

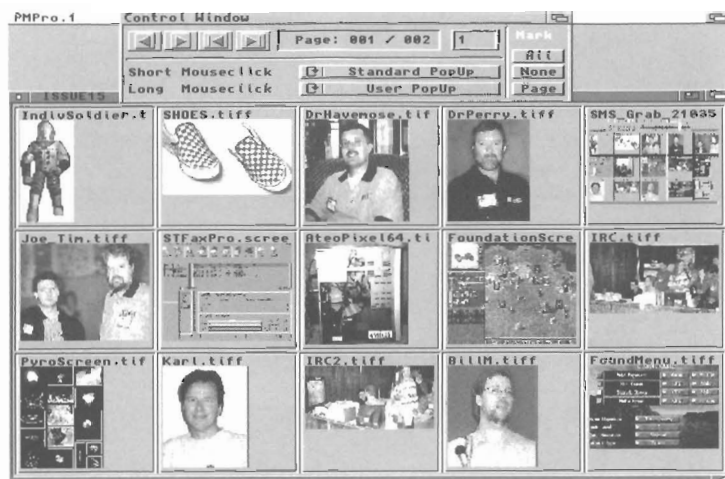
## Picture Manager Professional 5

What's new in the world of image cataloging software? Well, the newest contender in this software market is Picture Manager Professional 5. This is a modest upgrade from what I consider the leader in image catalogers. In a prior review (see issue 10), the basic and extended functions of PMPro 4 were discussed, but I'll reiterate them here briefly.

PMPro is an advanced graphical-based image cataloging program. Basically it can take a directory (or a number of directories of images) and create an indexed set of thumbnail copies of these images. The thing that makes PMPro stand apart from similar programs is the way it integrates seamlessly into whatever image processing, scanning or printing programs you are now using—all by way of the SuperView libraries created by Andreas Kleinert. It requires OS 2.1 or higher, a hard drive and at least 3 Mb of Fast RAM. It will run on just about any processor, and supports PPC accelerators via the ppc.library.

PMPro will read and write any file format supported by SuperView, and can do image processing by using the SuperView image processing libraries (see issue 10). This allows it to use the ScanQuix 3 software driver (not included) to directly interface with any supported scanner. Similarly, it can interface directly with any supported printer to print either the pages of thumbnail images or any full sized image. Moreover, PMPro directly accesses Kodak Photo CDs using their internal index files.

PMPro goes beyond these basic functions in that it can function as a file type converter, saving out selected images in any supported format. It also has extensive ARexx support which allows it to interface with just about every image processing or display program available on the Amiga. Clicking on a thumbnail image in PMPro can give you a custom menu which, for example, can allow



*Once you set up a picture catalog in PMPro, you can perform scores of functions like view, edit, image process, sort, send to any other program, print thumbnail page, convert to HTML format, . . . you name it, PMPro can do it!*

you to launch ImageFX and automatically load the chosen image for manipulation. PMPro comes with an assortment of ARexx programs that can be modified if needed and added to the automatic pop-up menus. The process of configuring these options is explained in fair detail in the manual, and is a simple process overall.

New for PMPro 5 is an integrated "Web Wizard," which allows you to convert catalog files to HTML format. This program allows you to take a selection of graphic files, make thumbnail images, convert all the images to JPEGs to save space, create directories for the thumbnails and the full-sized images, and create an HTML document viewable on any graphic web browser. On the surface this seems like a device to create simple web galleries of your images, but consider that these created HTML documents are not platform specific. This means that you can create an catalog of your current projects on your Amiga at home and take it to work, where you can load it into your Mac or IBM and use these machines to continue your projects.

Other new enhancements allow the formatting of catalog pages to be controlled with more subtlety, and allow the saving of catalog pages in any format supported by SuperView.

The math-intensive loading and processing routines are now customized to take advantage of PowerPC accelerator boards which support the PowerUp standard.

PMPro 5 was tested on an A1200 with a FPU 030/33 MHz, OS 3.0, and 20 Mb of RAM. The software was very stable. There are some incompatibilities with some parts of programs like MCP and SwoopDOS 3.0 that are well documented. The AmigaGuide can be launched from inside PMPro from the Help menu item. The documentation is easy to read, fairly intuitive and laid out in a logical manner.

Like the past efforts in the lineage of Picture Manager Professional, I believe the current version is very useful and versatile. I'd rank this newest effort as an A-, only because I don't want the developers to rest. I'm interested to see what they'll come up with next.

PMPro 5 is distributed by Blittersoft in the UK and is available for US \$75 through Software Hut at 800-932-6442. Ask about upgrades from version 4.0. Visit Blittersoft's website at [www.blittersoft.com](http://www.blittersoft.com) for more info.

Rating: A-

By Davis Sprague



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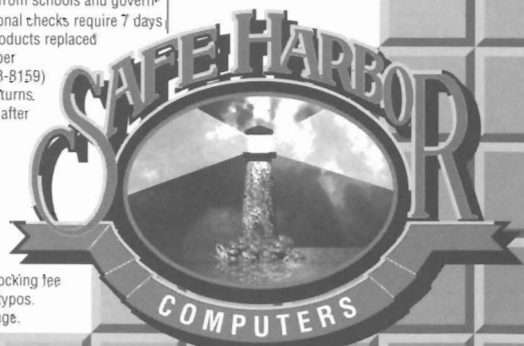
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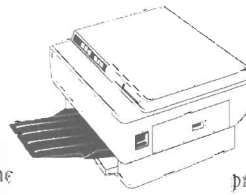
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# Turbo Print v6.01



**T**urbo Print 6.01 by German developer Irseesoftware attempts to address all of the deficiencies of the Amiga OS's Preferences printer drivers, including limited color output and slow graphics printing speed. It is one of two comprehensive commercial printer driver systems currently available for the Amiga, the other being Wolf Faust's excellent Studio II package.

According to the packaging, Turbo Print will run on any Amiga with Workbench 2.0+. Hard disk installation is a breeze but includes a copy protection system which customizes your original install disk. I tested Turbo Print on an A1200 with a 030/50 MHz CPU and 32 Mb RAM. You can get by with less, but more RAM offers increased functionality.

Once installed, Turbo Print is quite easy to use. The documentation, which includes a printed manual for version 4.1 and addendum for 6.01, is superb. It is fully indexed with clear icons at the top corner of each page for quick access. I was also pleased to find the English excellently rendered, with no hint it was translated from German.

Turbo Print consists of three major parts. The main component is the TurboPrefs program where you configure most of the workings of the system. Up-to-date drivers for Epson, Canon, Citizen, Star, HP and many other brands are included. Paper and graphics sizes, type of dither, and settings for plain text printouts, including margins and font selection, may all be specified. Also included is a function for tiling posters across many sheets of paper, and a Hardcopy function which will grab and print any open screen.

The Turbo Spool print spooler is a new feature for version 6. Since your Amiga typically processes output for your printer faster than your printer can print it, a print spooler intercepts a program's output, saves it to a temporary file, and then feeds it to the printer. In theory, this allows you to get back to editing your document while printing occurs in the background. Turbo Print's spooler opens up a window in which you may view the individual print jobs queued, change the order of their printing, or pause or discard a print job.

The final element in the Turbo Print system is Graphics Publisher, a bitmap graphic printing utility (supporting many file formats)

which allows the user to arrange and print multiple pictures on the same page, and add blocks of text. ASCII text can be imported from another source and rendered in any system font you've installed. The manual boasts that Graphics Publisher is "almost DTP!" and while this is a pretty wild exaggeration, the program is impressive for what it does. Pictures may be stacked, rotated in 90 degree increments, scaled and so on. Images may be previewed in color, and the

speed varies with processor speed, the complexity of dithering, and the print density. I did find Turbo Print to be a little faster than Studio II at printing a gray-scale page out of Final Writer using complex Floyd-Steinberg dithering. Turbo Spool though, is a mixed bag when it comes to printing speed. As the manual addendum admits, Turbo Spool is at its best with output from bitmap paint programs or plain text editors which basically dump their raw output to the printer. Printing from programs like Final

Writer or Wordworth (which must do a lot of work before output even goes to the driver) may actually be slowed down using Turbo Spool. There is an option to quit Turbo Spool and print directly.

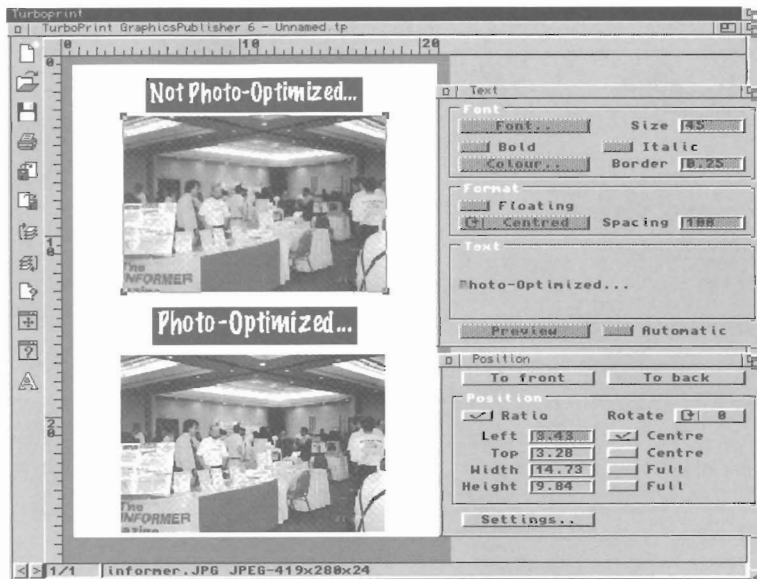
I found Turbo Print quite stable, except for a requestor bug that cropped up when I tried to run Graphics Publisher in Double NTSC mode. Florian Zeiler of Irseesoftware was quick to respond to email inquiries, and deleting a preferences file solved the problem.

Overall, I'd give Turbo Print an A- rating. You absolutely need it (or Studio II) if you want to use the latest generation of color printers with your Amiga to produce output that rivals anything a PC or Mac can crank out.

Turbo Print is available through most Amiga dealers and sells for around US \$70. Upgrades from versions 4.0 or higher are available through Software Hut for US \$29.95.

Rating: A-

By Steve Folberg



*Turbo Print brings the Amiga up to speed with a complete array of modern printer drivers, functions, tools, and graphic manipulation. No system should be without it.*

screenmode in which Graphics Publisher runs is selectable. While images may be adjusted "by hand" (for brightness, contrast, etc.), a very powerful feature is the Photo Optimize setting, which "intelligently" adjusts the image for best print quality. I found it to work remarkably well.

Turbo Print's ability to print complex color and gray-scale images is excellent. I applied my torture test, which called for printing out some logos created in Draw Studio and containing subtle color gradients. The output at 720 DPI on an Epson Stylus Color 600 printer was beautiful indeed. The gradients were smoothly reproduced and the colors were rich and vivid. Gray scale graphics on a Canon BJ-200 printed with fine subtlety. Some programs, like Draw Studio and the Voyager web browser, are "Turbo Print aware," meaning they can use the special 16-million color mode of Turbo Print, although Turbo Print will grab the output of any program that can print through a Workbench Preferences driver.

So what about the "Turbo" in Turbo Print (i.e., the speed of printing)? Generally, print

\*\*\*\*\*  
**What's Dithering?**  
\*\*\*\*\*  
Dither refers to the pattern of dots used to simulate colors and shades of gray, and allows fewer colors to look like more. There are many types of dithering from the relatively speedy and average Ordered, to the slower but stunning Floyd-Steinberg, to Halftone dithering used for newspaper or off-set photo reproductions. The type of dithering you select can have a great effect on your output and printing speeds.  
\*\*\*\*\*

# STFax Pro v3.2

When I initially got STFax Pro I was extremely excited. I've spent many years using the wonderful GVP PhonePak for my voicemail and fax needs and have been very pleased. But, it's no longer supported, can't do data communications, and is 'eating' one of the precious Zorro slots in my Amiga 4000. With STFax Pro, I looked forward to using only my external US Robotics 56k voice/fax modem and one piece of software for handling email, voicemail and faxes. If the software performed like the manual claims, STFax Pro would have the makings of a serious telecommunications setup.

In my usual excitement over new Amiga software, I quickly installed it and... Hit a wall! Upon trying to run, there was a bit of disk activity and then, nothing. I tried it again with the same outcome. This was the start of my many problems with this software.

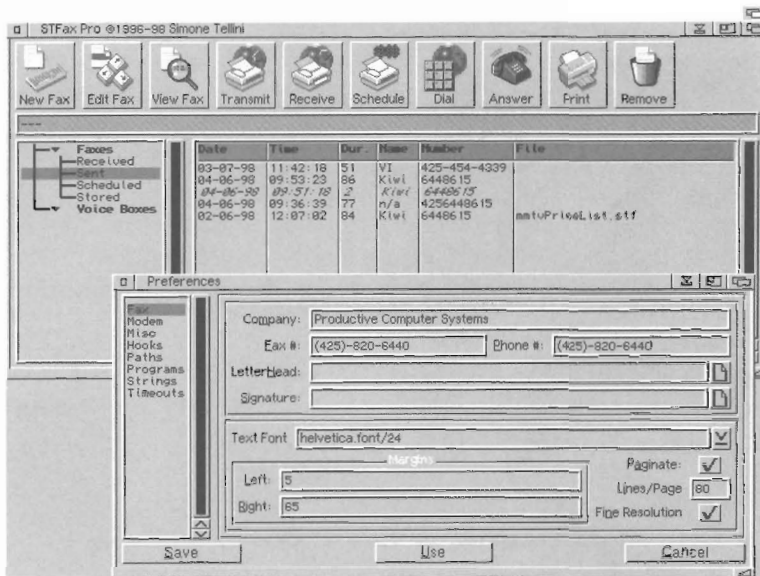
STFax Pro is the descendant of the shareware STFax. It uses a voice-capable fax modem and MUI for its interface. The program comes on two floppies, one with MUI and one to install STFax Pro. I already had MUI installed, so I tried installing STFax Pro again, this time selecting an 'Intermediate' rather than the default 'Novice' installation. This time installation succeeded. Only later (when reading the nicely comprehensive Amiga Guide and HTML-based manual) did I find that the author recommends the 'Intermediate' option. This would have been simpler had 'Intermediate' been the default mode.

Creating a simple fax from a text document worked just fine. STFax Pro has a logical layout with separate storage areas for received, scheduled and sent faxes. Each fax can be named for easy recognition, and viewing is a double-click away. Unfortunately, some of the program's scaling and rotation features proved troublesome at best. Trying to display a fax at 50% or 25% produced a 'not enough RAM' error on my Cyberstorm 060/4000 with 40 Mb RAM! Rotating faxes either hung/crashed my Amiga or displayed the image with part of it totally obliterated by something I can't even describe. The bottom line is: View faxes only at 100% and don't rotate them.

Sending faxes worked pretty well. In addition to sending faxes immediately, you can

schedule them to be sent at a particular time. An icon bar in the user interface allows one-click access to all normal operations (send, receive, schedule, etc.).

Each fax can have a cover page, which can include a customized header and footer as well as the normal fax cover info. The conversions of ASCII text and IFF graphics to fax worked very well and was very quick. Cancelling faxes in the middle of transmission sometimes caused the Amiga to hang.



*STFax Pro uses the stylish MUI interface and offers intuitive menus and function, sensible icons, logical layout, and easy fax composition and storage.*

Certain operations like attempting to hang up the phone and cancelling transmissions caused reinitialization of the modem, which took a good 10 seconds or so - definitely too long for my taste. This could be a limitation of the voice-modem, but after years of immediate response from the PhonePak, it's difficult to get used to these delays. If I was to rate just the faxing capabilities, I'd give it a B-, although the problems I encountered leave room for improvement.

After reading the documentation on the voice part, I was pretty impressed with the potential, and ready to dive into the three parts of setup: greetings, mailboxes and scripts.

A number of greetings need to be recorded. Some are mandatory for system use and others are for customizing the system to the user's needs. Unfortunately, STFax Pro came with no prerecorded greetings. At a minimum, STFax Pro should have included samples for all the mandatory system greetings.

The second part deals with voice mailboxes and customizing such information as mailbox

names, passwords and file paths.

The third part of the setup deals with scripts. STFax Pro has a handful of script commands which allow creation of a wide variety of voicemail environments, from the simplest 'call and leave a message' to very sophisticated systems that lead the caller through a complex path of mailboxes and options. At least that's what it claims.

In my particular case, this installation proved to be disastrous. My A4000 crashed every time I attempted to access the Voice settings. I tried installing the latest software patches available on the Internet and contacted the author, all to no avail. I then tried the software on an A1200 with a 68060 Blizzard and had exactly the same problem. Only when I tried an A1200 with a 68040 CPU was I successful. I realize that Cyberstorm Blizzards are not 'box stock' equipment, but they're mainstream enough that I find STFax Pro's misbehavior inexcusable.

Whether attempting to record some messages through a phone attached to the modem or trying to leave a message, the result was the same: A bunch of intermittent static. Neither the Amiga's audio nor the modem's speaker would play back the messages. I dismissed the possibility of a defective speaker since I could clearly hear the tones during dialing.

Pressing Cancel during message playback resulted in intermittent Amiga hangs and/or crashes. Some operations take

over the phone line and there doesn't seem to be any way to get it back short of turning the modem off. The documentation doesn't mention these problems and after countless failed attempts with different options, I finally gave up. I would have to give this portion of the software a big D since it proved totally unworkable.

This product shows good potential, and, if the authors can make everything actually function, this will be a very useful piece of software. As it stands, anyone calling me will still get my trusty PhonePak answering every voice/fax call.

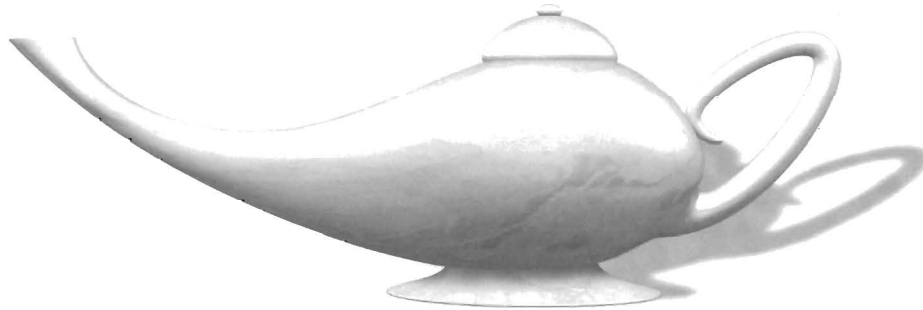
STFax Pro is available through many Amiga dealers and sells for about US \$60. For more information visit [www.haage-partner.com](http://www.haage-partner.com).

Ratings: Fax capability: B-  
Voice Messaging: D  
Overall: C

By Oleg Moskalensky



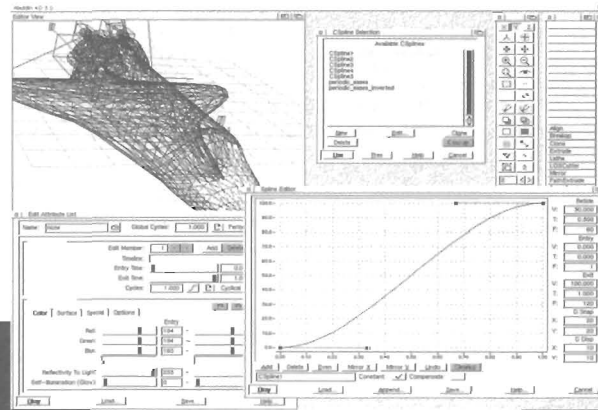
# Aladdin 4D



*Aladdin 4D is the 3D package for the rest of us!*

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**All New Interface!**

paths and then render out your true color frames or even render directly to an Amiga animation for immediate playback. This is all controlled through Aladdin 4D's easy-to-use virtual environment that gives you an immediate 3D display of your work.



**Modeling and Spline Tools**



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**Animation and Rendering**



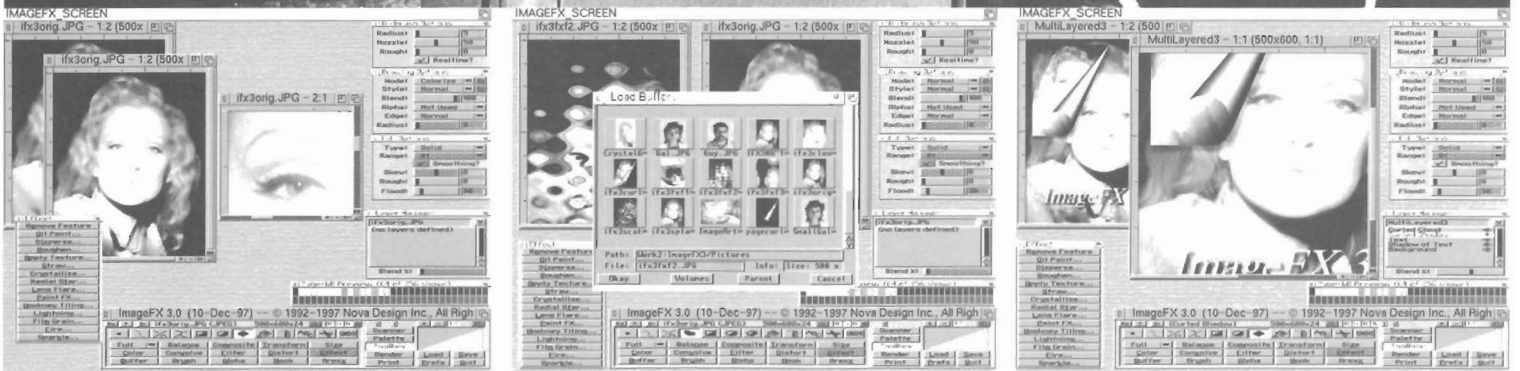
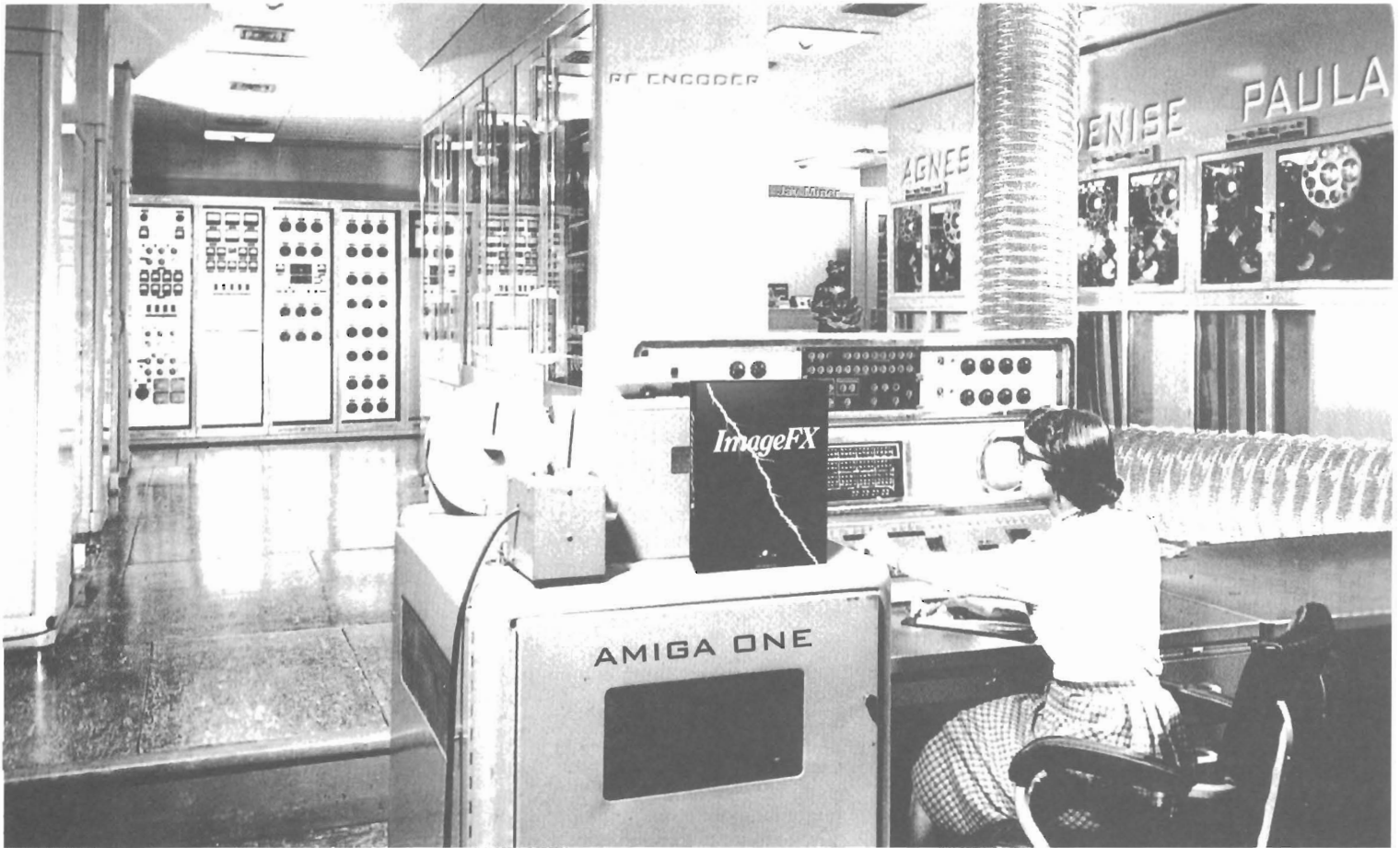
**Particle Systems and Gases**

Proudly brought to your Amiga from the creators of *ImageFX*, the Amiga's top rated image editing and special effects package for *two* dimensions.



Images and models contributed by Jason Grimes and James Banks

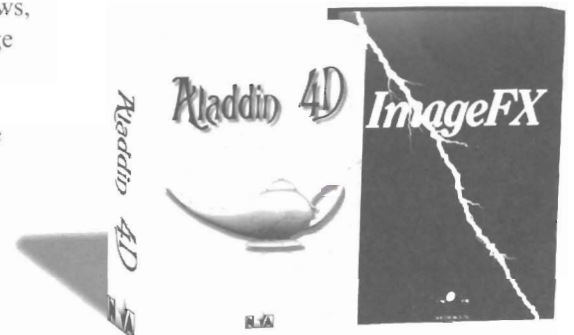
# *Been a while since you upgraded?*



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# AWeb II v3.1

There are three main browsers available for the Amiga, but recently one of these browsers pulled ahead of the rest with the inclusion of Javascript support. This browser is AWeb II, version 3.1.

AWeb has always been an active alternative to the MUI based IBrowse. AWeb uses the stylish Class Act GUI to develop its interface. Class Act requires little disk space by comparison to MUI and the interface is very stable. AWeb allows modular expansion by using true plug-in modules, as well as MIME types, and ARexx scripts. This use of true plug-ins allows outside developers to make software packages that can be entirely integrated into the AWeb browser. They will plug-in seamlessly, often becoming a button on AWeb's panel.

JavaScript is a scripting language which was developed by Netscape. It is concerned basically with the creation of interactive animations and effects on the browsing computers display. In essence, a Javascript script is a program run on the displaying computer, so the page can seem interactive without cluttering the bandwidth with large messages and instructions.

AWeb's implementation of JavaScript is elegant, seamless, and very robust. If you select to enable JavaScript in AWeb's settings, it will download and run the scripts in a mode very much like Netscape. However, if it encounters defective JavaScript code, it will alert you with a requestor, and allow you to optionally launch an editor/debugger program. There is also a stand alone JavaScript viewer, so that you could use it to develop your own JavaScript scripts. This feature was tested on both a standard and faulty JavaScript website and no crashes occurred. In each case the script either ran or a requestor identifying the error was displayed, with the option of debugging offered. AmiTriX apparently worked long and hard on this feature, making it a marked advantage over the competition, and not the liability it could have been without the debugger included.

One of the relatively new features of AWeb is the use of secured network communications using the Miami Secure Socket Layer system, which allows secure communication through encryption. Another security issue in web browsing is the use of "cookies." Cookies are files sent to your computer by a site, to be recalled and or modified at some later date. This allows some very amazing things to be done, but it also can be an invasion of your privacy because cookies can be used to track your movements on the web, and to tell if you've been to certain pages or not. AWeb allows you to accept, refuse or conditionally

accept or refuse cookies. It also stores them in a form that allows you to modify them with a text editor.

Another security method used on the Internet is to assign you a user name and a password for a specific site. AWeb captures these data, and keeps them in a disk cache, so that you only need to type them once. On return to the site, AWeb will sign you on automatically. AWeb also allows you to browse and delete or add to your list of authorizations from within AWeb itself.

The AWeb package includes an internal mail sender, and USENET newsreader, but allows



*AWeb is the first Amiga browser to support JavaScript. It offers SSL encryption, "illegal" HTML debugging, and an internal mail sender and newsreader. Truly a complete package.*

for use of external programs for this purpose as well. It integrates the use of FTPmount, a shareware FTP program, to access FTP files. It allows the use of external Telnet programs as well. The internal mailer is very stable, but there are occasional problems connecting with

## Pyromania Effects Library

When Pyromania showed up on the Informer review list I immediately went into my impersonation of a third grader with the answer, waving my hand frantically in the air. In addition to being a new toy to test, I saw the hot opportunity to fire off a review where every line was fueled by my searing passion for word play, but I'll try to keep the puns simmering on the back burner while we blast through the important parts. [yeah, right! ...Ed].

Pyromania is a little difficult to categorize. The best I can offer is to call it an image sequence & animation library, but there are additional elements included here that make it more. Pyromania is not a software program, nor does it include anything in the way of image processing or software utilities.

The Pyromania package consists of 2 CDs and a 12 page manual. Burned onto those CDs is over a gigabyte of high quality image sequences, sound samples, Flyer clips and Toaster transition effects.

Most of the space is allocated to full quality IFF images comprising 31 separate sequences of 40 to 218 frames each. These 24-bit, video resolution sequences are organized by category, with directories for fire, smoke, explosions, fireworks and miscellaneous effects like FilmBurn. Every sequence is accompanied by a 256 color, full screen, Anim5 movie of the

effect for easy previewing. Sequences are provided in Flyer Clip form as well, and about 20 have also been processed into Toaster wipes or overlay effects.

Each CD includes a tutorial directory with several supporting images to help you practice pyro-positing techniques with your preferred image processing software. Finally, the CDs include about 30 audio sample files in both IFF and WAV formats; everything from a nuclear detonation to the low flame whipping sounds of a pot fire.

I found both the quality and content of all the sequence images to be excellent. All of the Pyromania effects are real world events that were captured on 35mm film, scanned to digital at very high resolution, then touched up and scaled to the 752 by 480 video resolution. This process provides a level of realism with a natural, organic look that cannot yet be attained through computer generated graphics.

All the effects have clean black backgrounds and the natural luminance of smoke, fire and spark effects allows them to easily act as their own alpha channels. The clean mixing & edges on the included Toaster overlay effects further attested to that point.

Pyromania's image and audio files are actually a "port" of material that was previously distributed on other platforms. Bill

# Catalyzer 2

some news servers on the net. The problematic servers were difficult to contact with a number of other newsreaders as well, so this is probably not a flaw in AWeb.

AWeb also has the most detailed history, cache and hotlist management tools available in an Amiga web browser. These allow direct display or transfer of files from the cache, as well as organization of multiple subgroups in the hotlist. The other browsers do give these options, but they offer much less control in my opinion. AWeb also uses a cache directory file to improve loading speed.

One dislike with AWeb is the implementation of pop-up menus. AWeb requires either a keystroke or a mouse with a middle mouse button to use these special menus, which are type specific, and streamline much work on the web. This makes one handed web surfing with the standard Amiga mouse clumsy and difficult. My other dislike of AWeb in its current form is that you have to view cookies

with an external viewer and editor. Considering that authorization data can be seen in an internal editor, it seems like an oversight not to be able to treat cookies in the same manner.

Overall, as web browsers continue to evolve, and the web continues to change and evolve itself, many new protocols and technologies need to be incorporated. Currently, AWeb is at the state of the art for Amiga web browsers.

AWeb 3.1 was tested on an A1200 030/33 MHz with FPU, OS 3.0 and 20 Mb RAM. It is available from most Amiga dealers for about US \$42.

Product grade: A

By Davis Sprague



ImageFX (IFX) is one of the premiere graphics programs for the Amiga. It is complex, powerful and full of tools and processes that may not be apparent at first glance. Legacy Maker, Inc., creators of the Catalyzer series of video tutorials for IFX, aims to cut down on your learning time with Catalyzer 2.

Volume 2 of Catalyzer deals mainly with compositing. This is the process of combining two or more images to create something new. IFX offers a great array of compositing tools, and Catalyzer 2 explicitly shows you how to get started using them.

Catalyzer 2 teaches you brush compositing with cut and paste, scaling, image transforming, brush warping, and perspective manipulation techniques. It then explains how to create macros of any of these effects and apply them to multiple images using AutoFX. There are many compositing modes available in IFX, and the video describes how to use tools like Guassian and Polar blur to place great effects on text and other elements.

Catalyzer 2 goes on to detail one of the most

*continued on page 32*

Panagouleas took on the job of getting the material format converted and licensed for the Amiga. While I'm not a lawyer, I read the license to say that you could incorporate the Pyromania material in any media projects you produce as often as you like; just don't try to distribute the raw materials themselves or attempt to restrict its licensed use by others.

Amiga systems with Toaster/Flyer cards have the most direct access to Pyromania via the ready to run clip, wipe and overlay files and since the product consists entirely of image sequences, it is also a good effects source for Amiga users with NLE or video playback cards. But motion sequences aren't the only place where these fiery images might be useful.

Since all the base materials are provided in IFF format, they are really available to most Amiga user with a CD-ROM. Each sequence is unique, so a little cut and paste with the very real fire & smoke elements could heat up a lot of still projects to a warm glow.

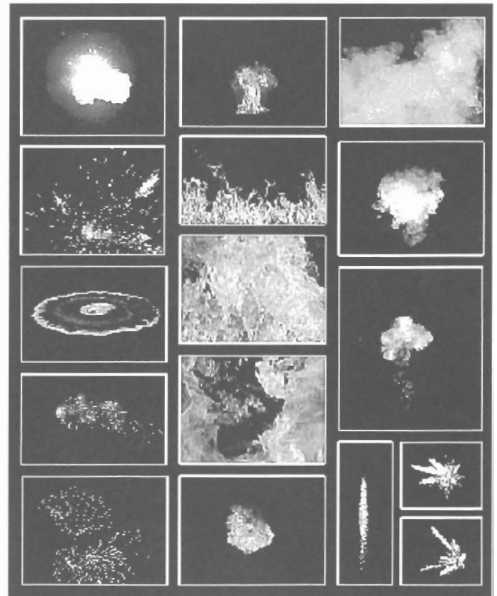
My own static compositing experiments turned out quite nicely. The fact that no alpha or matte images are provided is of little consequence here. Effectively compositing the images into sequences is not so simple, however. In my opinion, this requires some solid skills with your image processing tools. Because these are real world elements, they

aren't pre-set to easily loop or keep all the action locked in one area of the screen. Most effects run less than 3 seconds at 30 fps, so looping & mixing multiple sequence elements can be required to build anything longer than a transition effect.

The difficulty of extending Pyromania sequences into loops or longer effects was made apparent as I experimented in real time with the Flyer clip versions. And I was a little annoyed when I came across 2 stutter frames in the Full\_Frame\_Fire clip, which I had to re-compile from the frame sequence to fix. This flared up as my one area of criticism for Pyromania. Having just a couple of pre-built, looping fire sequences and a few more fireworks type effects would round the package out nicely.

Pyromania sparks up pretty well as a unique and useful package of high quality images. Just be aware that you'll likely be mixing up the black powder when you want to get the really big bangs. At the MSRP of US \$199, the price is reasonable, especially in light of the open usage licensing. All things considered, I can comfortably give Pyromania a solid "B" rating.

System requirements are AGA or Graphics card Amiga, VideoToaster 4000 with A4000 or higher required for real-time effects. Video Toaster/Flyer or Lightwave 5.5 required for FlyerClips. This product is from Video Concepts



*Look at all those beautiful explosions. If you like pyrotechnics and want to use them in your work, check out Pyromania.*

Engineering (VCE) and is available through Safe Harbor or Software Hut. Visit [www.vce.com/amiga.html](http://www.vce.com/amiga.html) for more information.

Rating: B

By Aaron Ruscetta



powerful features of IFX, its Alpha channel compositing. Effective use of the main, swap, and Alpha channels along with natural masking techniques can result in wonderful effects, like the replacing of a view through an open window with your own imagery, or realistically etching text or symbols into a marble or wood background.

The video next moves on to the technique of Rotoscoping. This is the process of pulling a desired piece out of one picture—for instance people in the foreground of an image—and placing them in front of another background. Once this is mastered, the tutorial explains how you can apply this effect to multiple frames by using frame processing and stretch scripts to produce smooth animations. Likewise, it goes into detail on how to use Cinematte, an accessory program included with IFX to utilize blue or green screening techniques.

After watching this 60 minute tape you feel like you just completed a mini collage course on image compositing. There is no doubt the information presented here will shave hours off your learning the techniques and processes of ImageFX.

Bohus Blahut is an excellent commentator and makes it very easy to follow the sometimes complex subject matter. The quality of this tape is top-notch and it is professionally mastered. Everything is clear and easy to read thanks the highlighting of relevant menu examples and transfers of some menus and screens away from the program interface and onto an enlarged, cool-looking background. There is no wasted space either, as loading and rendering processes that take more than a few seconds are cut and seamlessly transitioned back in.

It is also clear that it was intended that the viewer watch the tape and work through the tutorials while at their Amiga. All the project files and images used in the tutorials are stored on the included floppy, including the macros and scripts used in the presentation.

This is a superb tutorial. It is well balanced in that it deals with still imagery and animation equally and covers topics that will be of most value to the majority of viewers. It is well worth the price of admission to anyone serious about discovering the might of ImageFX. I give it a solid A rating. If you don't want to spend days figuring out how to do these processes on your own, buy this tape.

Catalyzer 2 retails for US \$39.95 plus S&H and can be ordered direct by credit card or check from Legacy Maker, Box 60711, Chicago, IL 60660. It is also available from select Amiga retailers. Call 773-465-5158 or visit [www.xnet.com/~jcompton/catalyzer.html](http://www.xnet.com/~jcompton/catalyzer.html) for more information.

Rating: A



By Fletcher Haug

# Game Zone

## Reviews

### Foundation

**F**oundation, the long awaited strategy game from programmer Paul Burkey and UK publisher Sadness, is finally available. Though Foundation presents itself as a real-time strategy war game, some refer to this type of game as 'playing God' because you can control nearly every aspect of the inhabitants' actions.

As an enthusiast of this kind of game, I'll say up front that Foundation is well worth the wait. Paul Burkey remains dedicated to constant updates and additions, and the manual promises many more missions will be released soon.

In Foundation, there are 40 conquest games with preset objectives and scenarios. Foundation also has custom games which give you the freedom of choosing start options such as mission objectives, terrain type, and resource levels. A map editor is promised, which will greatly increase the possibilities.

Each mission starts by building your village and generating some resources. You then stockpile particular resources, overtake enemy villages, develop new technologies, and manage many more tasks too numerous to mention. Foundation is one of the most demanding games I've ever played. You are responsible for making sure your people have enough food, shelter, stone, lumber, coal, steel, and scores of other materials to survive. If they run low on a certain items, you must trade whatever you have in abundance or guide them to prioritize

their manufacture of resources.

So many aspects of this game are controllable by the player and there's such attention to detail that it boggles the mind. For instance, each character on screen has an individual digitized picture that when clicked enlarges for better viewing. Likewise, when you click any character you get a small digitized audio greeting. There are enough intricacies like these to fill a book.

Foundation includes a high quality but small and somewhat slow introductory animation. The very attractive pre-game and menu backdrop screens look as if they were created in VistaPro. The in-game graphics are absolutely gorgeous; you really get the God-like feeling of watching over your flock from the heavens. Putting the game screen in Lo Res PAL keeps everything speedy and proportional. Foundation has very effective sound effects and an appealing CD-audio soundtrack.

The icon based menus are not the most user friendly, but are not terribly difficult to learn. One helpful feature is the presentation of descriptive messages at the bottom left of the screen when the pointer lingers over an icon. Once you get the basics of the interface down (you'll be doing a bunch of right clicking), it's really tough to select the quit option.

Installation of Foundation is performed by simply dragging its prefs program to where you want it on your hard drive. With all the options

available it may take you some time to arrange everything the way you want. Foundation runs smooth and more reliably with a complete hard drive installation, most likely due to the constantly playing CD soundtrack. The only truly negative thing about this game is the HTML documentation which is viewed with the provided AWeb in an absolutely unbearable flickering screen mode, I had a tough time finding the



All those little people just waiting for you to tell them what to do. Mine ore, build houses, or devastate your neighbor... what fun!



# Genetic Species

**G**enetic Species from Vulcan Software Ltd. and Marble Eyes is the most recent addition to the long list of Doom-style games for the Amiga. While playing Genetic Species, though, I felt more like I was in one of the 'Alien' movies than simply playing Doom. Genetic Species is a lot of fun and highly addictive. If you're not careful it will make you late for work.

In Genetic Species, you are what is known as a bioshifter—a creature able to take over other beings' bodies. You first stun your victim then take over their body using your Portable Probe Device which overtakes the character's electronic identification implant. In varying missions you must become beings such as a face hugger, cyborg, droid, or particular human to complete mission objectives. The fact that you are perpetually changing identities in Genetic Species opens up a whole new avenue to this type of game.

The game comes on a CD-ROM which takes full advantage of the surplus of storage space by including one of the most impressive



3D intro animations I've ever seen. The 200 Mb 3D intro has good quality sound, AGA graphics, smooth animation, and resembles a sequence in a high budget sci-fi film. A high quality digital audio soundtrack plays and changes throughout the game in addition to the regular sound effects.

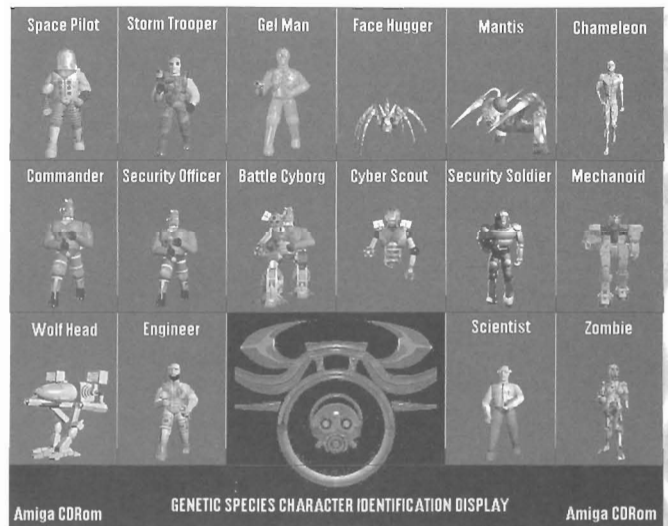
The texture mapped graphics are very smooth and detailed even at full screen resolution and the 256 colors are rich even on my AGA machine. The high degree of realism in all of the surroundings and enemy characters is stunning. You can literally see expressions on faces, even through space suit helmets and such.

Another interesting detail about your enemies is their artificial intelligence. When injured, they attempt to escape rather than stand there waiting to be slaughtered. Many of them are drawn to noise, so if you're firing a weapon, they come looking for you instead of just wandering around aimlessly.

The multiple levels are incredibly vast and the graphics and sounds seem to improve with each one. Each level has a code so that you can start over if killed, and there are floating star-like modules placed throughout the levels where you can save your current position.

Genetic Species has too many setup options to mention. I'll just say that there's no doubt anyone will be able to configure keys, display, sound, detail, difficulty level and much more to their liking.

You're probably wondering how much space Genetic Species is going to take up on your hard drive, right? Well, how about none! By simply double-clicking the useCDlibs icon it runs fully from the CD. Thorough documentation is on the CD and comes in several flavors: A custom graphic manual with music, HTML, and standard ASCII. The CD-based docs should answer any question you may have, but the information and downloadable files on Vulcan's web page will take up any slack.



*Here's a few of the nasty creatures you find waiting for you in Genetic Species. Loaded with atmosphere, this gave will suck you in.*

I received a first production run review copy of Genetic Species that did contain some minor glitches. You will most likely purchase the tuned up second production run version so I decline to mention the few minuscule problems I encountered. I have no reservations in saying that Genetic Species is the most technically advanced and addictive Doom clone to date. I give it an A rating. I don't think you'll regret purchasing this one.

Though it will run fine in NTSC, I recommend putting your Amiga into PAL display mode before beginning play to prevent some screens from being cut off. Minimum requirements to run Genetic Species are AGA, a hard drive for saving settings, 020+ CPU, 8 Mb RAM, and a 2x CD-ROM Drive. It can take advantage of CyberGFX and Picasso graphics cards, as well as faster CPU's and CD-ROM drives. The AHI sound system is used to provide multi-channel stereo sound even on Amigas not equipped with a sound card. Genetic Species was tested on an A1200/060, 3.0 OS, 50 Mb RAM, and a 32x CD-ROM drive w/ blizzard SCSI controller. Genetic Species is distributed in North America by Vulcan AmericaTLAS ([www.pantheonsys.com/TLAS](http://www.pantheonsys.com/TLAS) or 915-563-4925) and is sold by many Amiga dealers for around US \$35. The demo is available from the Vulcan website at: [www.vulcan.co.uk](http://www.vulcan.co.uk)

Rating: A

By Jeremy Campbell

ASCII manual and ended up having to view it with FinalWriter because it was too wide for MultiView.

Small frustrations aside, Foundation is at the top of the heap in its category and therefore I give it an A rating.

Minimum requirements for Foundation are an AGA or graphics-card equipped Amiga with 2 Mb RAM, 68020, 2X CD-ROM, and hard drive. It also supports sound cards through AHI. I'd recommend at least a fast '030 with 8 Mb RAM and a large amount of hard drive space. If you find Foundation to be unstable on your machine try freeing up as much Chip RAM as possible, and be sure you have the latest upgrade from [www.sadeness.demon.co.uk](http://www.sadeness.demon.co.uk).

Foundation was tested on an A1200/060, with 32X CD-ROM, and 50 Mb RAM. The game is available from many Amiga retailers for around US \$40. A demo and further information are available on Sadeness' web site at [www.sadeness.demon.co.uk](http://www.sadeness.demon.co.uk)

Rating: A

By Jeremy Campbell



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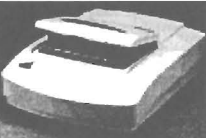
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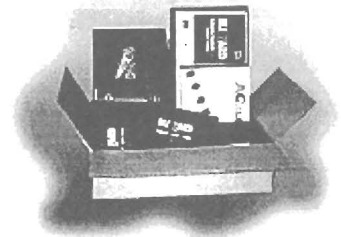
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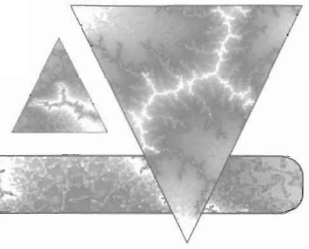
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# Eye on Graphics



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](mailto:aaron@noel.pd.org), or directly from our website at [www.amigainformer.com](http://www.amigainformer.com).

Judging from my series installment covering video compatibility, some folks might think I'm out to turn the Amiga graphics hardware topic into a novel. I'll try to dispel that notion by getting all the way through the hardware this time around.

To clarify our classifications, *native* refers to the graphics output and modes of the original 1000/500/2000 chip sets—OCS for short. *Enhanced native* includes the expanded ECS and AGA chip sets. Genlocks, output encoders and scan-rate adapters which modify the stock Amiga graphics output can be classified as enhanced native.

Half the genius in the Amiga's design is its efficient, compact, priority pre-emptive multi-tasking operating system. The other half is the integrated multi-processor array of custom chips that takes full advantage of that OS. The custom chips are a lot like our body's own autonomic systems which let us breathe, chew gum, walk, and sometimes even talk without giving it much conscious thought.

Central to the Amiga custom chip array is *Agnus* and we'll look at why in a moment. Working in concert with *Agnus* are *Buster*, *Paula*, *Denise*, *Gary* and the *CIA* (interface adapter) twins. These custom chips and processors work to free up the CPU from dealing with many of the simpler or repetitive aspects of bus control, audio processing, graphics display and port IO handling, respectively. For example, when you move the mouse, the

CPU doesn't have to stop important processes to deal with it. Instead, a CIA chip tracks the mouse movement, registers the data with *Denise*, who informs *Agnus* to update the graphics memory & displays the cursor sprite at its new position while the CPU just keeps on crunching numbers for your programs. Having this intelligent distribution of functions integrated with the OS is what makes the Amiga interface far more responsive and usable than other computers running at many times the processor speed.

*Agnus* fills a key role by managing access to a dedicated block of RAM that is technically referred to as *Chip RAM*. *Agnus* coordinates *Chip RAM* access for her sibling chips. This is why *Chip RAM* is a requirement for certain functions like floppy disk buffers and storing audio samples. The heaviest use of *Chip RAM* goes to storage and display of native graphics, which explains why it is labeled as "Graphics Mem" in the Workbench title bar. While *Chip RAM* is available for general program use, tasks involving the CPU run faster by using regular system memory, called *Fast RAM*.

The OCS *Agnus* could manage 512k of *Chip RAM*, which was extremely impressive in a time of 640k desktops. The designers fed her excessively, so she grew a few more address sizes and became the 1 Mb "Fat" *Agnus* chip. Despite numerous fad diets, she eventually doubled her girth again to become the 2 Mb "Obese" or "Super" *Agnus* chip found in the current AGA architecture (and available to older machines with

clever devices like the DKB Mega-Chip).

Despite her bulk, *Agnus* was very fast and efficient by using her *Blitter* functions. BLIT is shorthand for BLock Integer Transfer. With little direction from the CPU, *Agnus* can rapidly move and manipulate large chunks of data in *Chip RAM* for *Denise* to access and display.

*Denise* (from Display ENgine) handles the critical clocking and color decoding necessary to convert graphics data from *Chip RAM* into displayable image data. From *Denise*, digital image data goes to the Video slot, through the digital to analog converters and out to the monitor. For these reasons, scan-converter products plug into either the Video slot or the *Denise* socket.

The *Agnus* and *Denise* team is the core of the Amiga's phenomenal native graphics. Over 13 years ago this allowed a desktop computer with a 7 MHz CPU to deliver full screen, full motion animation. Conversely, this custom chip arrangement is why increasing the Amiga CPU speed and power doesn't directly bring equal improvements in native graphics performance.

Around 1990, new display modes were added and existing abilities were refined with the ECS chip set. Though the names and packaging were identical to the chip sets of the A500 and A2000, the OS 2.x release and the A3000 put the latest output modes to use.

At the end of 1992, the AGA chip set and OS 3.x introduced more radical changes. While only some of the design engineers' intended features were delivered (mismanagement was mucking up Amiga engineering by this point), the






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new chips still provided major new capabilities with more display modes, deeper palettes, higher resolutions and multiple scan-rate outputs.

Throughout this steady evolution of the Amiga custom chips, a lot of "game machine" technology was being patched into other desktop computer systems. Having loudly relabeled Desktop Video as Multimedia, competitors were scrambling to imitate the Amiga's fully integrated design.

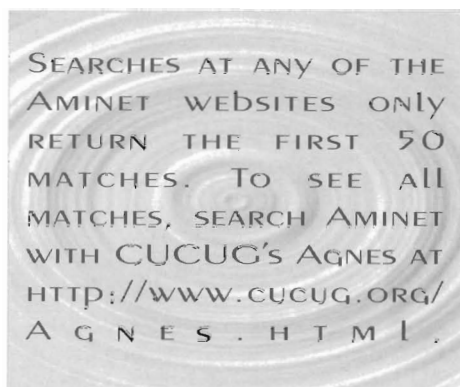
They "discovered" the need for local bus memory access, similar in concept and function to the Chip RAM idea. Display systems started incorporating graphics co-processors which, like Agnus and Denise,

provided graphics handling relief for their CPUs (so they could go and check if the mouse moved).

Eventually CPU speeds, cheap pricing, and graphics co-processors started making the Amiga's native graphics look limited. Consequently, the acronym du jour at the 1993 Amiga DevCon was RTG: Re-Targetable Graphics. Re-targeting was not a simple proposition—the classic Amiga graphics handling and custom chips remained deeply embedded in Amiga applications.

Fortunately, Amiga developers were not to be outdone, and several provided excellent RTG hardware and software for our classic machines. We'll take a practical

look at the features, performance and caveats of those RTG options in the next installment of Eye On Graphics.



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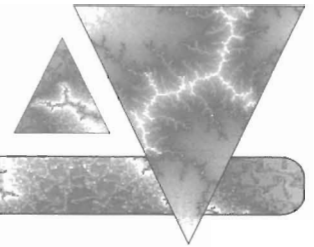
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# Ask Dr. Amiga



Oleg Moskalensky has been in the computing business for the past 17 years, working on a variety of hardware and software. If you have an Amiga related question you would like to ask the Dr., visit The Informer's homepage at [www.amigainformer.com](http://www.amigainformer.com) or send email to: [pcs@accessone.com](mailto:pcs@accessone.com). You can also visit Oleg's webpage at: [www.accessone.com/~olegm](http://www.accessone.com/~olegm).

By Oleg Moskalensky

## Mysteries of HDToolbox

**H**DToolbox is the program that every Amigan has and most likely uses. It is the program used to allow partitioning, low-level formatting, and drive integrity verification on any drive that uses a built-in hard drive controller. The documentation for the program is sufficient for its use, but it does leave some issues unexplained.

In a previous Ask Dr. Amiga column, several people asked about the use of HDToolbox with various SCSI adapters, and I indicated to them that it cannot be used with SCSI devices. That generated a flurry of messages from the Amiga community (THANK YOU for that) indicating that HDToolbox indeed can be used with third party SCSI hard drives. With my official apology regarding this issue, I'd also like to add to the confusion by stating that I was not only wrong, but I was also right. I hope in this short article to set everything straight.

HDToolbox, by default, uses the 'scsi.device' device driver located in the devs: directory with other device drivers. By looking at the name of this driver, it's easy to assume that it is used to control SCSI devices. This isn't exactly the case unfortunately, and we'll need to look (briefly) at the history of Amigas to see why.

From the beginning of time, Amigas used SCSI hard drives, but due to the consistent and amazing lack of intelligence on the part of Commodore, they decided to make Amiga 4000s and 1200s with built-in IDE controllers. After a certain amount of complaining from the Amiga community, the 4000T came with both SCSI and IDE capabilities, but the ingenious folks that worked on Amiga


software decided to use a generic device driver to control both. So, even though Amigas extensively use IDE drives, they still use 'scsi.device' to control them.

Most third party manufacturers who provide their own SCSI controllers also provided their own device drivers for controlling devices, including their own renditions of HDToolbox. In many cases, it isn't called HDToolbox, but essentially it does the same job. Although I'd recommend using the software that comes with a SCSI card, it is also possible to configure HDToolbox to use other device drivers. To do so one can simply add a ToolType using the format 'device=<devicedrivename>.device', where <devicedrivename> is the actual name of the device driver supplied with the SCSI card (for example, GVP uses `gvpscsi.device`, and Phase 5 uses `warpdrive.device`).

If you have a hybrid system containing various types of hard drives (for example, I have a 4000 with SCSI-2 drive, SCSI drive and IDE drive), you'll need to configure HDToolbox to have the ToolTypes for the appropriate device driver in order to see all of those drives. I suggest that you rename a copy of HDToolbox for each device (for example, HDToolbox-GVP, HDToolbox-Cyberstorm, etc.) thus clearly identifying which copy controls which drive. Just don't forget to set the ToolType for each one to properly identify the correct device driver. Keep in mind that some third party devices may insist on using their own software, and in that case HDToolbox might not work. However, it's worth at least trying.

To summarize, it is possible to use HDToolbox with built-in hard drives as well as third party controllers and devices, provided the proper device driver is identified in the ToolType for HDToolbox.

As a final thought on this matter, exercise caution when using HDToolbox. It's a very


dynamic program and can easily erase the data on your hard drives. Make sure you ALWAYS have a good backup copy (two wouldn't hurt) before playing with HDToolbox's functions and features. 

---

**Question:** I'm confused about SCSI and IDE hard drive addressing and termination. Could you shed some light on this matter?

**Answer:** SCSI IDs are important because all SCSI devices connected to one computer must have unique SCSI IDs for proper functioning. Most new drive manufacturers set their SCSI IDs to 0, but these ID numbers can easily be changed by adjusting the proper jumpers on the drive itself. Each drive has its own way of setting SCSI IDs. This is usually listed on the drive. If not, check with your drive's manufacturer to determine where the jumpers are located for your particular model. You could also check their websites for this information.

Another important element to remember when working with multiple SCSI devices is termination. Only the last device in an internal/external chain of SCSI devices should have a terminator. Think of this as 2 pipes, both originating at one starting point (the controller). One pipe is for internal SCSI devices and the other for external. If you pour water (i.e. data) into either pipe—unless you have a plug (i.e. Terminator) on the end of the pipe—the water will simply spill on the floor. Obviously that's not what we want, so the terminators keep the data from 'leaking.' Terminators vary in shapes and sizes and here too I'd recommend contacting the hard drive manufacturers to obtain information on what terminators work with your drives and where to obtain them.

IDE drives normally come as ID 0, although this is somewhat of a misnomer, because the standard IDE interface on Amigas only allows for 2 devices, which are called Master and Slave. However, there are third party add-ons that allow up to 4 IDE devices to be used. 





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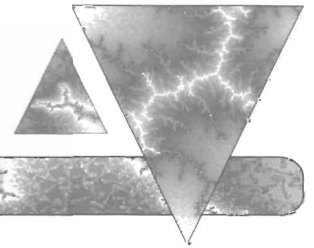
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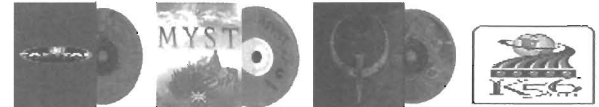
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With the impressive front-end capabilities of VisualFX, you can begin turning out top notch images and animation sequences NOW! No previous ImageFX experience is needed!

For those of you who are already familiar with ImageFX, you have the option to change any of our default settings to meet your needs. Whether you're a beginner or a highly experienced videographer, either way Visual FX will give your interactive and video productions all the sharp quality you've come to expect from ImageFX. Visual FX is also perfect for using with the NewTek Flyer, VLAB Motion Board, Draco, PAR, etc.

Visual FX offers volumes of transitions and Special FX templates. For those using nonlinear editing systems, the transition volumes are designed specifically for creating transitions between video clips, and the Special FX templates provide fast and easy access to a number of high quality special video effects which are easily modified and manipulated for your needs.

Each volume comes with 20 effects, each of which has a full 30 frame preview animation attached to it so you will know exactly what the effect will look like. All you have to do is select what images, sequences, or Flyer Clips you want to use, and Visual FX will do the rest. Our requesters actually open up right on the ImageFX screen and walk you through each step. The user interface is also designed to allow easy setup of multiple effects for automated batch processing.

#### Volume One FX Descriptions

Fade Image	Shrink-Flip-Expand
Expand-Flip-Shrink	Ripple Wave Distort
Liquid Stretch	Pinch
Punch	Mosaic
Earth Quake	Swirl Image
Straw Effect & Hockney	Swing Image
Tile Image	Film Grain-Rough-Displace
Corner Pivot	Fade To Color Or Texture
Slide Process A > B	Slide Bar
Zoom Step & Pinch	Fire Effect

#### Volume Two FX Descriptions

Growing Peep Hole	Bubbles
Fade With Operator	Move On Axis
Clock Wipe	Spin & Fade
Pivot Off & Fade In	Rotate & Move
Pull Off Split	Mosaic Swirl
Zoom In & Out	Split Crawl
Paint Brush	Flip Off - Flip On
Swirl & Recede	Pivot Off & Swing On
Corner Expand	Quadrant Fade
X & Y Flip	Object Change

#### Volume Three FX Descriptions

Scrolling Background	Picture On Picture
Quadruple Display	Board Game
Vignette	Oval Cut Out
Picture Template	Multi Layer Composite
Fancy Letter Box	Cut Out Overlay
Lens Flare	Composite Texture
Multi Image Composite	Dream Sequence
Moving Spot Lights	Blue Print
Blue & Green Glint	Alpha Channel Composite
Burning Image	

#### Volume Four FX Descriptions

Record User Input	Antique Charcoal & Wood
Magnifying Glass	Painting Effects
Bullet Build	Split Screen Composite
Picture In Picture	Polaroid Picture
ChromaKey or CineMatte	Flip & Mirror
Moving Brush & Shadow	Emboss Light Source Move
Rack Focus	Checker Board
Camera Zoom	Rear View Mirror
Perspective Slant	Lightning Strike
Dual Window	Rain Drops

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