



The **Amiga**

INFORMER

A summary of information
and support for Amiga users

Hope On The Horizon

Amiga Inc. Facing Challenge Page 4

OS 3.5 To Be Released Page 5

*Haage & Partner
Software Blitz* Page 6

*Games Work
In Progress* Page 6

*Automating Your
Amiga* Page 14

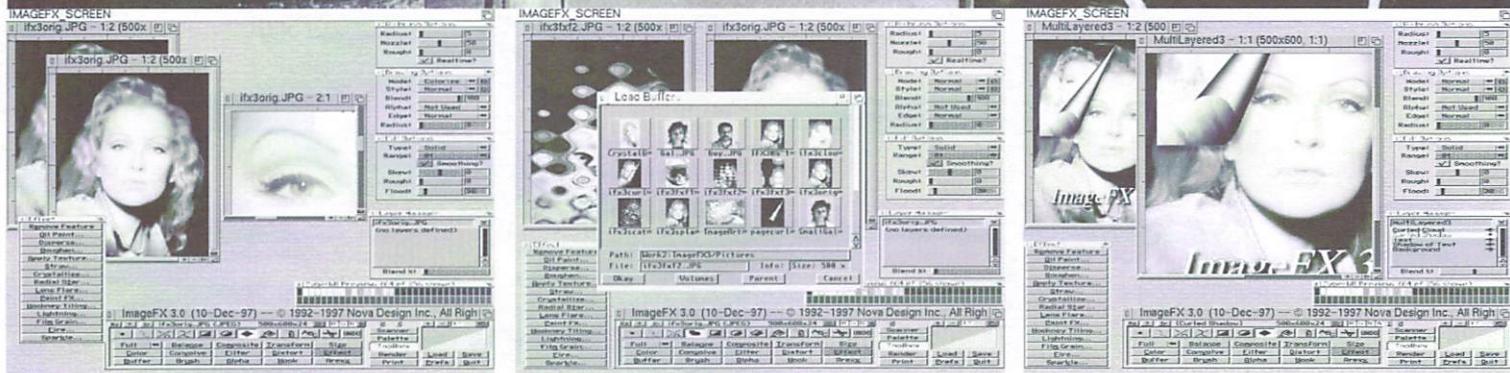
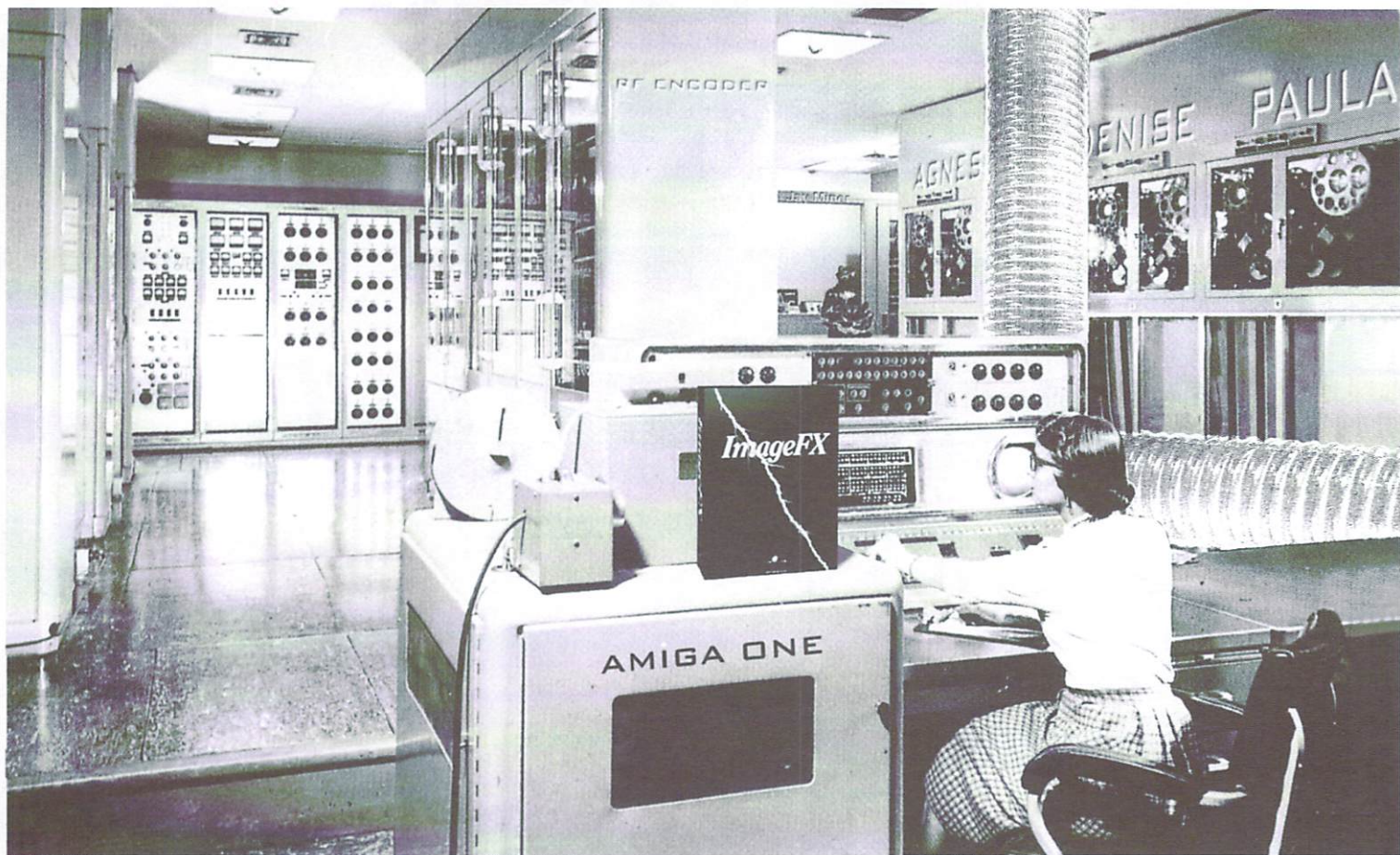
*System Essentials
From Aminet* Page 20

MODern Music Page 42

- REVIEWS:**
- Wildfire*
 - EZ-VGA*
 - FontMachine 3*
 - WebFTP*
 - Picasso IV*
 - Pablo II*
 - Digital Quill*
 - Soundprobe II*
 - GMS*
 - Quake*
 - Big Red Adv.*
 - Virtual Karting 2*
 - A-Z Of Games*
 - Shadow 3rd Moon*



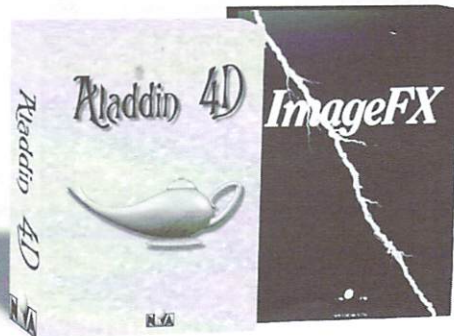
Been a while since you upgraded?



Just look at all the keen new features in ImageFX 3.0!

The all-new ImageFX 3.0 is here and it's everything you need! Showcasing the fastest image editing interface available, fantastic Toaster/Flyer support, multiple image editing windows, actual multiple image layers, large effects previews, hundreds of special effects and image processing functions and other things you never dreamed of or believed possible!

ImageFX is an Amiga owner's dream and also just happens to be the highest-rated image editing and special effects package on the market today! ImageFX lets you scan, paint, convert image formats, image process, create wild special effects and so much more! Call 1-800-IMAGE-69 (or 804-282-1157) to upgrade or ask for a new ImageFX at your local dealer or mail order firm.



Editor-in-Chief:

Fletcher Haug - eldritch@idsi.net

Managing Editor & Design:

Betty Haug - informer@idsi.net

Copy Editor:

Robert Pigford - cyrano@calweb.com

News Correspondents:

Brad Webb - bandr@globaldialog.com

Paul Morabito - paulm@comcen.com.au

Columnists:

Jeremy Campbell - jc@dol.net

Fabian Jimenez - fabian@cais.com

Oleg Moskalensky - pcs@accessone.com

Aaron Ruscetta - aaron@noel.pd.org

Davis Sprague - dsprague@mhv.net

Dhomas Trenn - dhomas@youngmonkey.com

Support Staff: Cristina Rodriguez

This Issue's Contributors: Steve Folberg, Mel

Strait, Steve Hammond, Bill Panagouleas &

Bohdan Lechnowsky

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

The mention or reference to other companies or products in these pages is not a challenge to the trademarks or copyrights concerned. Material published in The Informer does not necessarily reflect the opinion of Eldritch Enterprises. Eldritch Enterprises will not be held accountable for such opinions or misinformation. Amiga is a registered trademark of Amiga Inc.

©Copyright 1998 by Eldritch Enterprises. ISSN 1089-4616. Nothing may be reproduced in whole or in part without the expressed written permission of the publisher.

Over 4,000 copies of this issue were printed and distributed.

The Informer is produced entirely on Amiga computers. The equipment used:

A2000, Blizzard 2040/40 Mhz, 16Mb RAM

A1200, Blizzard 1260/50 Mhz, 32 Mb RAM

PageStream 3.3a + Extensions

DrawStudio 2.0

Image FX 3.2

Final Writer 97

Plus many other commercial and freely distributed programs.

The Post Office will not forward this publication.

Please send your address changes, or direct any inquiries or delivery problems to:

The Amiga Informer

PO Box 21

Newburgh, NY 12551-0021

(914) 566-4665

informer@idsi.net

http://www.amigainformer.com

Rate for six issues is (in US dollars) \$15 USA, \$18 Canada, and \$28 all others. Personal checks from USA only, all other Money Orders or Bank Checks payable in US dollars. Checks and Money Orders must be made payable to

Eldritch Enterprises. Credit card orders only call toll free 888-882-6442. Subscription Form provided - See Page 46. A limited number of back issues are available. Call for ordering and availability.

Printed by Maar Printing Service Poughkeepsie, NY 914-454-6860

From the Editor's Desk:



Welcome to our special Holiday Issue. We've packed this issue with product reviews just in time for your holiday shopping. So when you're finding gifts for your loved ones this year, remember to pick yourself up a few Amiga products too.

It's been tough being an Amigan this last year. Since the Gateway purchase, it has been one hell of a roller coaster ride. The last five months have been the toughest. Since the WoA show last May, Amiga Inc. has been silent and little information has come our way.

The announcements about CU Amiga and AmigaNews magazines closing hit us hard. These publications were a vital source of information to thousands of Amigans and their closing cast a depressive pall over the community. Seemingly, the Amiga market was dying all around us while Amiga Inc. sat back and said nothing.

I understand that Amiga Inc. had nothing concrete to say and therefore remained silent. But there are many things Amiga Inc. could and should be doing to help prevent further erosion of this already tenuous market.

Amiga Inc. has professed time and time again that the community, the developers and the dealers are their greatest assets. Why then have they apparently done so little to support the market? There are many simple things they can do to bolster the market without revealing their strategic plans or partners.

First and foremost, Amiga Inc. needs to build confidence. Without telling users it is okay to buy current products, people won't invest in the Amiga. Not once has Amiga Inc. acknowledged the efforts of good products like the BoXeR motherboard, Phase5 PowerUP boards, or the many Amiga clones now available. Without these acknowledgments, people are hesitant to buy anything and developers are wary of investing time and resources into continued development. Without continued sales or new products to sell, dealers will not stay in business. Every lost dealer, publication or developer is a serious blow to Amiga's health. By verbally supporting current developer efforts and products Amiga Inc. would give a big boost to the market.

Another thing Amiga Inc. needs to do is get the community involved. They could do things like sponsor a web-based competition of Amiga artwork, an Amiga created MOD contest, or achievement awards for the best new programs; all judged by the community. They should maintain an up-to-date listing of all the current Amiga dealers and usergroups and make available the OS 3.x developers reference manuals. There should also be listings and links to all Amiga shows worldwide, not just some of them. Putting forth small efforts like these would go a long way in establishing the perception that Amiga Inc. really does support and care about the

community. If they only state their support, without backing it with actions, the community will perceive it as nothing more than lip service.

Now that I got that rant out of the way, I can report that Amiga Inc. is starting to get on the ball. Just days before this issue went to print, we got word that a 3.5 upgrade will definitely happen. This is a good first step and it addresses many of my concerns, but they must not let the momentum this announcement creates fade away.

Perhaps the most important part of this upgrade is support for PowerPC co-processor boards. This should signal to users that an upgrade to a Phase5 PowerUP board is justifiable and productive. We also learned that an OS partner will likely be chosen by the Cologne show in Germany. Likewise, there will be some major new projects and postings on the Amiga Inc. website. These are all very encouraging signs and by far the most we've heard concerning the Amiga in months.

I believe that this is the beginning of a new phase at Amiga Inc. Their hands will soon be untied and they will be able to finally implement the plans they have established. It is literally just in time, because I really don't think the Amiga market could survive much longer without some action from Amiga Inc. Let's hope that we have finally crossed the desert valley and are now climbing the hill to a new Amiga rising.

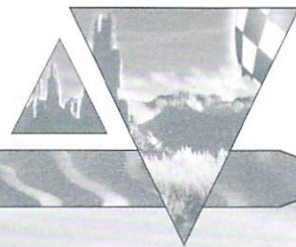
Fletcher Haug

Season's Greetings

In This Issue . . .



News	4
BYTES	8
Announcements	12
Enhancements	14
Site Seeing	20
Evaluations	
Reviews	22
Game Zone	36
Audio Adventures	42
Marketplace	44
Advertisers Index	44
Subscription Form	46



Rising From The Valley

By Brad Webb

You can't be blamed if you're afraid the Amiga world is dying. When you look about, much of what you've seen to date has been bleak. As I write this, two major magazines have recently died—CU Amiga in Britain and AmigaNews in France. Several software development programs have been abandoned. Others are in hiatus, including major players like SoftWood. Even hardware is in question. There are no A4000s coming from QuikPak due to its legal problems. In fact, there are no Amiga computers being made at all.

When you look more closely things seem a bit different, so a balanced view of the Amiga community and market is needed. This effort is necessary due to the activities—or rather the lack of activities—of Amiga Inc. They have been silent too much, and when they do speak, it is often confusing. This fact helped form the current situation I just described. As a careful observer of the scene stated to me recently, "They don't have a voice and they don't have an image." At this point in the Amiga's history, they need both.

While no Amigas are rolling off assembly lines, there are clones being produced. The fact that companies have taken out licenses to make them says good things about the market's long term viability. Good software is still written, supported and offered for sale. New programs like Tornado 3D, Wildfire and ProStation are as good as any being written today. At the time of CU Amiga's death, an informal survey of Amiga developers in Britain showed most still firmly committed to creating product for Amigas.

Amiga Inc. itself is actually doing things. They are beginning to communicate with the users, which should give them the "voice and image" they've been lacking. They are working on their plan for the next generation. There are some positive signs, but the well-justified fear of many Amiga observers is that while we aren't dead yet, we can't go on this

way much longer. Whatever Amiga Inc. is doing, it better be good and show some results soon.

I recently talked with Bill McEwen, Amiga Inc.'s Director of Marketing, to help us better understand the overall picture. I began by asking about the status of the "Classic" operating system upgrade, version 3.5. According to Bill, Amiga OS 3.5 will definitely be made available (see side bar). The official announcement about Classic 3.5 should be released at the MAE in Columbus. There is more good operating system news. I

to take on the tasks ourselves of writing the new OS from the ground up it would take at least two more years. By taking on a partner, we should be able to cut at least 12 months out of the schedule."

Most would agree that an approach which moves the new operating system forward faster is the way to go. However, the operating system partner is still not chosen and there is concern whether or not an operational Developer OS5 system will make its first showing at Cologne. As it is, the Classic Card Amiga emulator, also scheduled for Cologne, will not be ready, due to problems stemming from the failure to settle the OS partner issue as planned. It's also likely that this delay in finding an OS partner will push back the public availability of Developer OS5 machines.

An area where Amiga Inc. has recently made notable improvements is with their website communication. After initially launching well designed, professional web pages, they were left to languish with few updates. However, over the last few weeks the website has received more emphasis from Amiga Inc. and is showing signs that it could become a good source of information. Mr. McEwen assured me that the site will continue to be well managed, with improvements in information content and letters from both him and Managing Director Jeff Schindler. We can only hope that the content of the

site contains more substantial information in the future.

Amiga Inc. plans to use their website as an electronic information publication, and will work with existing electronic media to get information out to the community. This is a good idea, and one that we will be keeping an eye on with interest. Print publications such as this one need to be included in this effort as well, of course. There is still a large percentage of the Amiga community not connected to the Internet, and it would be unwise to ignore this segment of the community.

It's very important for Amiga Inc. to be as open and honest with the Amiga community as possible within the constraints of business. Key here is to let people know that if some-



also learned that Amiga OS 4.0, now called Developer OS5, is still on schedule for November and should be shown at the Cologne show in Germany as planned.

I asked about the kernel, the core piece of the operating system. It seems that Amiga Inc. has given conflicting stories about this most important piece of software, indicating at one point that it would be purchased from a third party supplier, and then that it would be a rewritten version of the Amiga's kernel, Exec. The most recent story is a return to purchasing the kernel. Here's what McEwen had to say: "We have never stated that the Kernel would be Exec in OS5. We stated in the slide show in Sacramento that the Exec is the best today. For our purposes in moving forward we will require a change to the Kernel. If we try

thing isn't being talked about openly, it's due to business reasons, not the desire to do something "sneaky." It's unfair for the legacy of Commodore's management to be a burden to Amiga Inc., but it's a fact that the bad experiences of the past have Amigans very sensitive to corporate misbehavior, real or perceived.

Amiga Inc. needs to manage both the reality of problems in the Amiga community, and the perception. They've not done well on the perception part yet, and that's hurting almost as much as the real problems. Business veterans know perception can be more important than reality. It's good to see Amiga Inc. beginning to communicate better with the community, and trying to ensure that the perception we have is based on facts, rather than speculation, but they still have a long way to go.

I brought up the obvious decline in Amiga developers and publications. Bill's reply was similar to those seen from other Amiga Inc. representatives, most notably the comments posted to the Internet by Program Manager Fleecy Moss. "It hurts," said Fleecy. "These are good people who have been hanging on for years, and they have been dedicated to seeing Amiga once again be revived. We at

Amiga Inc. are very frustrated at the speed that we are moving forward. We would like to see us much farther ahead of where we are, but the reality is we are not there yet. The plans are in place, and we need to finish the final details to make this happen. While it looks like we are very far behind, the truth is that we are really only four months old, and we are all working very hard to make this successful for everyone involved." As we talked, there could be no doubting Bill's sincerity, and I am convinced this sentiment holds for all of Amiga Inc.'s staff.

When Gateway first bought Amiga, it had no intention of launching an Amiga subsidiary to revive the computer. The fact they have done this is in many ways surprising from a business perspective, and one we can be thankful for. As for the speed with which they are moving, we can certainly complain about some particulars. However, worse would be rushing and not doing things right. Amiga Inc. must maintain the proper balance. They seem to be trying hard to do that. However, once dates are announced, they have to be met.

Bill stated the near future includes some "great plans" for the Cologne show, and also for the Midwest Amiga Exposition during

October in Columbus, Ohio. We hope these plans come to fruition, and the word "great" isn't just hyperbole. Once again, finalizing an agreement with an OS partner shows its importance. Gateway won't release Amiga Inc. to autonomously continue with the rest of its plan until an OS partner is finalized.

The announced dates for results are approaching fast. If OS partnership isn't in place between the time I write this and you read it, then there's a much slimmer chance of success. From what I've been able to determine, the agreement can still happen in time. The type of Amiga that's being discussed in general terms by Amiga Inc. sounds exactly like what is needed to revive the market, and much more than we could have hoped for a year or two ago. If the first pieces fall into place as scheduled, the rest of the plan has a very good chance of success.

The situation for us all is difficult and barely manageable. We need to see Amiga Inc. take concrete steps in the right direction that shore up and bring confidence back to the Amiga market. As for the Amiga community's relationship with Amiga Inc., it looks like the honeymoon is over. What we're hoping happens next is that we can settle down to a good, long marriage.



OS 3.5 Upgrade

It's definite and bulletproof: There will be an OS 3.5 upgrade. We can only give you a few details of 3.5 now, but expect a full run-down in the next issue. So far, this is what we know will be contained in the upgrade.

CD Filing System: unlike that found in OS 3.1, this will properly handle all types of CD formats.

Retargetable Graphics and Retargetable Audio (RTG & RTA): software for handling existing Graphics and Audio cards will be built into the OS.

Support for PowerPC co-processors: this will allow developers to write enhanced code for programs that use PowerUP accelerators.

Internet ready: TCP stack, and all internet clients will be ready to run out of the box.

Improved interface: the old drab Workbench will be replaced with a modern and slick look.

Support for large hard drives: hard drives of any size will be fully supported.

Enhanced Shell: all of AmigaDOS will be reviewed, fixed, enhanced and improved.

The upgrade is software only and will only be available on CDROM. This is not just a bundle of software hacks, but rather an integrated and complete OS upgrade that will install completely with a point and click process. It will sell for under US \$75 and it is expected to be available by the Gateway Amiga Show in St. Louis (March 1999).

The minimum system requirements will be a 68020, hard drive, CDROM drive, 4 Mb

RAM, and OS 3.1 ROMs. The recommended system is a 68030, 8 Mb RAM, plus all the above. The best performance will be seen on a 68040+, with a graphics card, sound card, and a PowerUP PPC co-processor board.

By placing such heavy emphasis on Open Standards (RTG and RTA) it is clear that Amiga Inc. wants to make as smooth a transition as possible from the Classic Amiga to Amiga OS5. Including support for RTG and RTA in the OS core encourages developers to write applications that use these Open Standards, thereby making it much more likely these applications will work on the upcoming Classic Emulator. This emulator will be included with all future OS5 machines so it would be wise for developers to maintain compatibility with these Open Standards and begin supporting them now.

PowerPC (PPC) co-processor board support acknowledges the efforts of Phase5 and signals that their products are important to Amiga Inc. and the current market. It is important to note that no part of OS 3.5 will be optimized for PPC, and Amiga Inc. will not port any part of the OS to PPC. Supporting PPC boards in the core OS will simplify the installation of these boards and provide some enhancements that will make the PowerUP boards more stable and a bit faster.

ARexx will certainly be included in the release, and there is talk that we may even see an improved version of ARexx. Likewise, Amiga Inc. is talking with Carl Sassenrath to

determine if his new messaging language, REBOL, will be included in the upgrade. There will also be numerous other enhancements and additions included with this upgrade, but the details of these features have not been revealed at this time.

The upgrade's release on CDROM is sure to raise a few concerns as some users still don't have CD players. However, users must realize that Amiga Inc. has to set a minimum system requirement. Everything is moving to CD and it is becoming more and more necessary for every user to upgrade. CDs are very affordable and easy to connect. Many programs are available only on CD and to be without one is truly limiting. There is also legitimate concern that floppies can be pirated much easier than CDs.

By producing this upgrade, Amiga Inc. has taken a major step to revitalize the Amiga market and restore confidence. It shows they are listening to the community and that their attention is not just focused on the long term goal of OS5, but also on the existing user base. It acknowledges and rewards the work of developers, encourages future development, and gives users the confidence they need to upgrade. It will be a long time until we can buy the Amiga OS5 system. With Amiga Inc.'s support, users can now justifiably upgrade their systems to current Amiga standards with graphics, audio and accelerator cards.

New Developments From Haage & Partner

By Paul Morabito

Quickly establishing themselves as the premier European Amiga developers, Haage & Partner continue their innovation by releasing StormMESA, a 3D system almost completely compatible with OpenGL (industry standard 3D library), and an as yet unnamed PPC 68k emulator that achieves outstanding results.

StormMESA, now at version 2.0, is a port of MESA, a multiplatform 3D library that is based on the industry standard OpenGL API (Application Programming Interface). Released as a set of link-libraries in 68k and PPC versions, StormMESA provides previously unseen 3D performance to the Amiga. Only a few demos highlighting the power of MESA are available at the moment, but it is hoped other developers will use the MESA 3D libraries for their games and applications. Because MESA was released under the GPL license, StormMESA and all developer documentation is available for free. StormMESA 68k requires a 68040 with FPU and lots of RAM while the PPC version will run on any PPC processor. Both are available for download at www.haage-partner.com.

Included with the Storm Developer Survival Kit (see "Announcements" in this issue) will be the first public appearance of the PPC 68k emulator. Developed by Sam Jordan at Haage & Partner, it aims to one day be used in a "PowerAmiga," totally removing the necessity for costly and increasingly rare 68000 processors. Still only in beta, the emulator is said to be capable of reaching the performance level of a 68040@45Mhz on a PPC 604e. According to Mr. Jordan, further speed improvements are possible with the implementation of a Just-In-Time assembler. The emulator works by first copying the PPC software to RAM. It then resets the PPC, boots up a special version of WarpOS, creates an emulator task, and then completely boots the Amiga. Compatibility with Amiga software including troublesome old games is said to be excellent.

Haage & Partner recently released a status update of Merapi, their Amiga port of Sun Microsystem's Java. The project has not been cancelled, but a release date has still not been determined. The developers didn't realize how much work would be involved in porting a high quality JIT (Just In Time Java compiler) to the

Amiga. As it stands the program properly translates most Java bytecode into native machine code. According to developer Jeroen Vermeulen, "It loads, links, and verifies class files for correctness and security (in fact this part has already uncovered a great deal of bugs in Sun's own JDK). It has GUI elements very similar to the Amiga's native look and feel, complete with an Amiga-like menu system (a replacement was needed because of certain limitations imposed on standard Amiga menus)." Due to these delays the developers decided on an incremental release. "The first releases may not incorporate all of the advanced functionality of the standard Java libraries that many users do not need in day-to-day usage, or which serve a cosmetic rather than a functional purpose," said Vermeulen. These will be added at a later date allowing the developers to concentrate on the quality and stability of the first releases.



Games Going Strong

By Paul Morabito

The Amiga game scene shows no sign of letting up and here's a brief look at what we can soon expect.

Alive Media Soft re-released Blade on CD and it includes a rendered intro, a full source code, and graphics and demos of upcoming Alive titles. It is available for around US \$15. Digital Images is working on Space Station 3000, a game in which you manage a space station by buying, selling and even hiring and firing employees. A demo is due soon. Digital Images is also rumored to be planning Amiga ports of Tomb Raider 3 and WipeOut 2097 among other top rated PC titles. Hurricane Software is developing Virtual Ball Fighters, a Tetris-like puzzler. The game will fully support GFX cards and a PC version will be released. No release date has been announced. Virtual Grand Prix originally called Alien F1, is similar to the PC game Nascar and is nearing completion. It promises 15fps on an 030/50Mhz. The author is hopeful for an October release. Crystal Software signed ReNaissance Software, a budding new Amiga

development company that is working on no less than 6 titles including everything from racing games to RPG's. Swiss company CineTech has released the English version of the mega-adventure Sixth Sense Investigations on CD. German APC&TCP is working on a new adventure titled Daydream, not due until early 1999. PURE Design released a second data disk for Flyin' High, published by APC&TCP. Gunbee F-99, another APC&TCP release, is now complete and will also be released very soon. In Gunbee you take control of a well armed bee who must fight through five different worlds. A demo is available at <http://computer.freepage.de/fullspeed/gunbee.lha>. Putty Squad will finally be released over two years after it was completed by original developers System 3. It will be published by Alive Media Soft. German developers Eternity introduced a new email-based fantasy game called Tales of Tamar. Using email to log moves with the game controlling Eternity server, multiple players compete to establish and expand their

realms in a quest to become emperor of all the land. You can get all the details from <http://eternity.amiga-software.com>. And finally, The World Foundry is continuing to polish the enormous space trading game Explorer 2260. This game will be published by Epic and will support advanced features and the PowerPC chip. The release date has yet to be announced.



Ooops . . . Corrections

In the issue 15 review of AWeb II v 3.1, it states that AWeb requires either a keystroke or a 3-button mouse to use pop-up menus. This is incorrect. The user can configure AWeb to use the right mouse button for pop-up menus from the GUI settings, so a 3-button mouse is not required.

The Dog Days of Summer seemingly had nothing new to report concerning activity in the ICOA. However, towards the end of August things picked up when Fleecy Moss (fleecy@netreach.net) suggested that methods to combat software piracy should be developed. Fueled by an anonymous posting from a member of the maligned pirating group Digital Corruption, members began floating ideas on how to curtail the lecherous actions of groups like these that still plague the Amiga market. Mario Saitti (saittim@cytanet.com) was chosen to head the Piracy workgroup and has expressed the strongest interest in combating this problem.

Options to be explored include consumer education, legal enforcement, hardware/software solutions, and others. The fact that Digital Corruption took it upon themselves to issue a warning to the ICOA shows that they already feel the heat being applied.

Another important group is the Programming Model Workgroup. This group has submitted some proposals to Dr. Havemose of Amiga Inc. Along with the Installer, Interface, and Total Amiga Solution workgroups, one can see that the ICOA is serious in providing input for the future Amiga OS 5.0. A volunteer is being sought to lead the workgroup that will explore

extending the Autoconfig standard to a more universal level.

The ICOA website is undergoing some renovation. ICOA members that wish to help in its creation and maintenance are asked to email Gary Peake at gpeake@wt.net. Enhancements to the site will include "secure" HTML discussion boards. There may also be an ICOA CD issued at the Cologne show. For further information, visit the ICOA website at <http://www.amiganet.org/icoa>.



Amiga Events

InfoMedia 98

October 3-4, Antwerp Belgium. The biggest computer show in Belgium. Consisting of two halls; one for PC and one for Amiga and other systems. While most in North America won't make this event, it shows that the Amiga still draws good attention in Europe. Visit <http://titan.glo.be/waasland/infomedia98> for more info.

AmigaFest 98

October 24th - 25th, Melbourne Australia. The Amiga continues to survive Downunder. Sponsored by Australian Amiga Gazette magazine, this show expects to draw over 2,000 Amiga users over the course of the event. There will be four A1200HD Magic Packs given away along with many other prizes. Learn more at www.acay.com.au/~aag.

Computer98

November 13-15, 1998, Exhibition Grounds, Cologne, Germany. This is the biggest Amiga event in the world, attracting tens of thousands of Amiga users. Major Amiga-NG announcements are expected along with further information on the Development System. Visit www.computer98.de for full details. Email contact: 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. Get all the latest at www.amiga-stl.com.

World Of Amiga Show 1999

WOA is confirmed and will take place in the UK. Work is well underway, although the date and venue has yet to be confirmed. This event will play a major role in the rejuvenation of the Amiga. For more information on the show, contact Peter Brameld at p.brameld@ukonline.co.uk. A website is already in place at www.infinitefrontiers.mcmail.com.

IN BRIEF

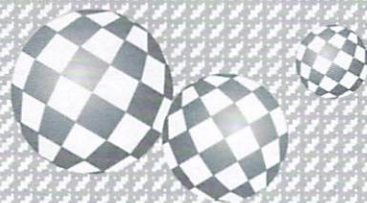
Scala Inc. announced the relaunch of Scala MM400 multimedia and video titling software. Software Hut, Weird Science, and Randomize, will be selling it at a reduced price. *Ateo Concepts* released software updates for the AteoBus and their Pixel64 A1200 graphics card. In addition, an AteoBus-compatible high-speed parallel and serial board and multi I/O board will soon be available. Visit www.ateo-concepts.com for full details. *CeV Design* now offers Ateo Concepts products for their line of Micronik and RBM tower expansions systems. CeV offers many options to tower your A500, A1200, A3000, and A4000 Computer. Visit www.shore.net/~cev/cev.html or call 781-942-0209. The September 2, 1998 issue of Business Week reports on *NewTek*, Tim Jenison, and the past and future of the Video Toaster. Filled with references to the Amiga, the article makes an insightful read. Haage & Partner's *EasyWriter* has changed its name. It is now called *AmigaWriter* and the English version should be available now. Visit www.haage-partner.com for all the latest. Schatztruhe continue to give us the best of Aminet with *Aminet 26*. This one includes a full version of XI Paint 4.0, the high quality 24-bit paint program. Check Schatztruhe out at www.schatztruhe.de. *AmigaUniverse*, a cool web-based Amiga resource, has a US Mirror site. Check it out at <http://linux.tc3net.com/tecono/>. *AsimWare* redesigned their website to include news, online ordering, employment opportunities and more. Have a look at www.asimware.com. *Randomize* continues to add more products to its AmigaWares clothing line. Check them out at www.amigawares.com. The *Amiga Lost Lambs* website is bringing together Amiga users. Join the database and do searches by region, state and country. Visit <http://welcome.to/LostAmigaLambs> for a look. RamJam, the company porting the *Opera web browser* to the Amiga, report Opera is expected to be ready by early 1999 at the latest. To learn more, visit www.operasoftware.com. Prolific Amiga developers *PerSuaSiVe SoftWorX* joined reg.net, an online registration service that accepts all forms of payment on behalf of the author. To register a PerSuaSiVe product visit www.reg.net. HiSoft released *IBrowse 1.22* which offers bug-free printing, improved JPEG decoding, improved MiamiSSL handling and better RTG support. Get the update patch from www.hisoft.co.uk. *Weird Science Ltd.* is distributing all *Alive Mediasoft* game titles. Non-UK customers can now easily purchase Alive titles by credit card. Visit www.weirdscience.co.uk for game descriptions, demos and screenshots. *Version 2.1 of MasterISO* is now available and adds support for 20 additional CD writers. Registered users can get the update from www.asimware.com. WFMH released an English language tutor called *Electronic Teacher 5.0*. Visit www.amiga.com.pl/eteacher/tutor to learn all the features of this powerful leaning tool. *GoldED Studio 5 CD* is a complete editing environment that includes GoldED 5, Webworld (HTML add-on), Roget's Thesaurus, Joyce (spell checker) and more. Visit <http://members.tripod.com/~golded/golded.html> for a detailed description. A full version of *GoldED 4* can be found exclusively on the Amy Resource CDROM Volume 10, along with tons of GoldED add-ons. For more information visit www.amyresource.it. Village Tronic has redesigned and reduced the price of their *Ariadne Ethernet card* for Zorro-II Amigas. Called the Ariadne-II, it will only lack the extra parallel port of its predecessor. Get all the stats at www.villagetronic.com. Epic Marketing released *Sequencer One V1.5*, a music recording, editing and replay program; *Hit Kit*, a drum track and bass line creator; *Sample Series*, a collection of over 200 sound samples; and a *3D Sound Box* that can improve sound quality. Visit www.epicmarketing.ltd.net for full details.

A joint project between Team AMIGA and the Amiga Community Liaison Group (ACLG) has seen the creation of a new IRC channel with the intent of providing a source of help for frustrated Amigans, and also as a general area for Amiga related chatter. Many prominent Amigans have pledged support including Dave Haynie and Joe Torre. The Amiga help channel is phase one in a three phase plan which aims to provide the ultimate web/BBS based Amiga information source. The channel name is #Team*AMiGA and is available on all BeyondIRC servers including babylon.beyondirc.net.

JForth developers Mike Haas and Phil Burk released their programming language as freeware. Originally launched more than six years ago and priced at US \$179, JForth was one of the leading Forth implementations usable on any platform. Forth never quite reached the popularity of C but has cemented a solid base due to its simplicity and power. JForth represents a full Forth implementation for the Amiga sporting many powerful features. JForth, with full documentation, is available for download from <http://www.softsynth.com/jforth>. In the first 24 hours nearly 2000 copies were downloaded, causing the server to overload and crash. Ah, those loyal Amigans!

ClickBOOM released a demo of the eagerly awaited Napalm, a future-based Warcraft/Command & Conquer game. The 6.5 Mb demo gives the gameplayer 10 minutes to destroy an enemy base, something that appears relatively easy until attempted. Although short, the demo highlights the high quality of the game and the stunning graphics and sound effects including digitized speech. Napalm promises to further push the Amiga, requiring a minimum of 16 Mb RAM (an 8 Mb version is under consideration), a 68020 (060 recommended) and a 2x CDRom. Those who preorder the game go into a drawing for US \$1,000. The demo can be downloaded from www.clickboom.com.

Joe Torre, Amiga Inc.'s resident hardware guru, has left the company. Amiga Inc. hasn't yet publicly announced the reason for his departure, but it is believed to be due to Amiga Inc. strategically moving away from hardware and focusing mainly on developing AmigaOS 5 software. Mr. Torre was one of the public faces of Amiga Inc. and his enthusiasm and advocacy for the Amiga will be sorely missed.



Once again the Amiga has made the impossible possible. Due to huge technical differences between the Amiga and PC parallel ports, connecting a parallel Iomega Zip drive to the Amiga was thought impossible. However, Stafford West Technologies released a hardware and software based Parallel Zip interface to finally solve the dilemma. Utilizing the parallel and game ports this solution makes a parallel Zip drive fully operational on any Amiga. The interface is available for US \$25 including shipping or US \$150 with a Zip drive. Send US funds only to Stafford Weston Technology, 1215 Taft St., Eugene, OR 97402 or visit <http://www.efn.org/~jstaff/>.

The worlds largest selling Amiga magazine, UK based CU-Amiga ceased publication with the October '98 issue. The magazine recently fell into a state of unprofitably with no end in sight for the Amiga's troubles. Because of this the magazine staff and publisher decided to cease publication. Days later French-based AmigaNews, a well respected publication that has served France, Belgium, Switzerland, and Quebec for over a decade, announce it too was closing shop for similar reasons. However, all is not lost. AmigaNews will likely continue to keep French users up to date with a web-based publication (www.amiganews.com). Amiga Format, the remaining UK glossy magazine, publicly stated they will continue, and the passing of CU Amiga should boost sales for Format. UK developers have also pledged their support for the Amiga in the wake of CU's closing.

It was recently reported on Usenet that Holger Kruse, author of the brilliant Miami TCP software, included a "back door" in his program to catch pirates. This back door detects fake keyfiles and sends the pirate's information to Holger without their knowledge. Mr. Kruse defended this action, stating it does not affect legitimate registered users and is only aimed at curbing piracy, which according to Kruse, is rampant. Kruse already stated that due to piracy he has "indefinitely" put off expanding his efforts after the release of Miami 3.2 and Miami Deluxe 1.0. This puts his future support for the Amiga in question. We at The Informer applaud the efforts of Mr. Kruse to curb piracy and would like to see more software incorporate piracy traps.

HomeToys.com, a website dedicated to home automation systems, recently ran a story written by shareware author Jim Hines. Mr. Hines has set up a full home automation system in his home run solely on Amigas using ARexx and freely available software including his own EZHome and EZCron. The article went into considerable depth and once again proves the venerable Amiga is still capable of many wonders. Visit www.hometoys.com for a look.



Serving Turtle Lightning **915-563-4925**
 The US & Canada **24 HR FAX: 915-563-4315** Open: Mon-Sat 9am - 9pm, Sun 1 - 4 pm Central
 For 6 Years Visit At: WWW.PantheonSys.com/TLAS COD
TEXAS Style E-mail: Turtleguy@Apex2000.net **MINIMUM \$ 25**
 S/H Minimum \$6US-\$8Can P.O. BOX 30499 - MIDLAND, TX 79712



LARGEST SELECTION OF AMIGA GAMES IN NORTH AMERICA
 SEE OUR OTHER 2 PAGES FOR SPECIAL DEALS YOU WON'T WANT TO MISS

HOT AGA SPECIALS

For A1200/A4000 Only

- ALIEN BREED 3-D \$ 9.95
- BANSHEE 12.95
- BLADE 24.95
- BOGRATS 17.95
- BREATHLESS 24.95
- BUBBLE & SQUEAK 14.95
- BURNING RUBBER 12.95
- CAPITAL PUNISHMENT 22.95
- CHAOS ENGINE 2 24.95
- COALA (68020+) 27.95
- D-GENERATION 12.95
- EXILE 12.95
- FEARS 12.95
- GLOOM 12.95
- GLOOM DELUXE 020+ 16.95
- GUARDIAN 12.95
- HEIMDALL 2 12.95
- Impossible Mission 2025 9.95
- JUNGLE STRIKE 16.95
- LEGENDS 16.95
- MARVINS ADVENTURE 16.95
- Nigel Mansell Racing 6.95
- OVERKILL 6.95
- PINBALL 'TANKENGINE' 27.95
- PINBALL 'BRAIN DAMAGE' 27.95
- PINBALL 'FANTASIES' 24.95
- PINBALL 'ILLUSIONS' 24.95
- PINBALL 'MANIA' 19.95
- PINBALL 'PRELUDE' 27.95
- PINBALL 'SLAMTILT' 19.95
- ROADKILL 12.95
- SKELETON KREW 9.95
- SPERIS LEGACY 9.95
- STAR CRUSADER 21.95
- Super Street Fighter 2 Turbo 12.95
- TIN TOY ADVENTURE 29.95
- TRAPPED 22.95
- TROLLS 6.95
- UFO ENEMY UNKNOWN 18.95
- THEME PARK 5.95
- VIRTUAL KARTING 9.95
- VIRTUAL KARTING 2 22.95
- WATCH TOWER 16.95
- WORMS DIRECTORS CUT 27.95
- WORMS (68020+) 18.95
- XP-8 22.95
- XTREME RACING 16.95
- XTREME RACING DATA 9.95



Prices Good Till December 31st

FOR 1.3 AMIGA SYSTEMS
 AMIGA 1000, AMIGA 500 ONLY
CLOSE-OUT SALE PRICED

- BOMBER BOB \$ 2.95
- CLEVER & SMART 2.95
- CLOWN-O-MANIA 2.95
- HILLSFAR D&D Adventure 2.95
- IMPOSS-A-MOLE 2.95
- JOE BLADE 2.95
- LICENCE TO KILL 2.95
- RINGS OF MEDUSA 2.95
- SPACE HARRIER 2.95
- SPACE RANGER 2.95
- Sci-Fi MUTANT PRIESTESS 2.95
- STAR RAY 2.95
- STAR GOOSE 2.95
- THUNDER BOY 2.95
- WILD STREETS 2.95

DESKTOP TOOLS SALE:

- AEGIS ANIMATOR 14.95
- AMIGAVISION (for 1.3/2.0) 4.95
- AMIGAVISION PRO 7.95
- DELUXE PAINT II 4.95
- DELUXE PAINT III 12.95
- DELUXE PAINT V 34.95
- DESKTOP BUDGET 9.95
- KindWords Wordprocessor 9.95
- PAGESSETTER 2.95
- PROWRITE V_3.0 19.95
- QUICKWRITE 2.95
- TEXTCRAFT Wordprocessor 4.95
- TRANWRITE 4.95

DS/DD AMIGA DISKS:

- 25 BLANK DISKS \$ 14.95
- 50 BLANK DISKS 24.95
- 10 Formatted Disks 8.50
- 25 Formatted Disks 17.95

Lexan Template For D-Print 3,
 4 or 5 - Gives keystroke short-cuts. \$ 5

Fun Pac # 1

- TOTAL ECLIPSE
- DARK SIDE
- DICK TRACY
- BOPPIN
- ALL Systems \$ 9



Sports Pac # 1

- For 2.0x & 3.0x Systems
- 1-Meg or more & PAL
- FORMULA ONE MASTERS
- SOCCER TEAM MANAGER
- TRACKSUIT MANAGER 2
- FOOTBALL MASTERS
- TACTICAL MANAGER 2
- WORLD TROPHY SOCCER
- PRIME MOVER (Cycle)
- ALL FOR: \$ 12.25

FUN PAC # 3

- FOR ALL 1-MEG SYSTEMS
- FLAMES OF FREEDOM
- NIGHT SHIFT
- BOPPIN 'ACCURSED TOYS'
- DARK MAN
- ALL FOR: \$ 14

Fun Pac # 4

- For 2.0X & 1.3
- 512K or Greater
- CRIME DOES NOT PAY
- BIG BUSINESS
- DINO WARS
- KILLING CLOUD
- ROTOX
- SKYBLASTER
- THEME PARK MYSTERY
- ALL FOR: \$ 18.97

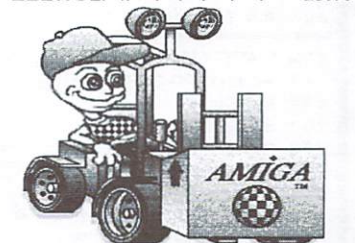


Great Software Under \$ 20

- FOR ALL AMIGA SYSTEMS
- COMPARE THESE GREAT PRICES
- ACTION FIGHTER \$ 7.95
- ADAMS FAMILY 7.95
- Adventures Of Willy Beamish 7.95
- AFTER BURNER 7.95
- AGONY 7.95
- ALIEN 3 7.95
- AQUAVENTURA 9.95
- ARTHUR 'Quest For Excalibur' 4.95
- ATOMINO (Puzzle Game) 4.95
- BACK TO THE FUTURE 3 4.95
- BATTLE STORM 3.95
- Bullys Sporting DARTS 4.95
- BLASTSTAR 4.95
- BLOCK OUT 4.95
- BOPPIN 'Accursed Toys' 4.95
- BRAVO ROMEO DELTA 9.95
- CLASSIC ARCADIA 7.95
- COUGAR FORCE 7.95
- COVERT ACTION 3.95
- CRIME DOESN'T PAY 4.95
- CRUISE FOR A CORPSE 7.95
- CURSE OF THE AZURBONDS 7.95
- CYBERPUNKS 4.95
- CYTRON (Robots) 4.95
- DARK CENTURY 4.95
- DARK-SIDE 4.95
- DEATH MASK 7.95
- DICK TRACY 4.95
- Dinosaur Detective Agency 7.95
- DRAGONScape 7.95
- FLAMES OF FREEDOM 4.95
- FORMULA ONE MASTER 3.95
- FOOTBALL MASTERS 3.95
- F-29 RETALIATOR 4.95
- GLOBDULE (Puzzle Game) 7.95
- GOLF 'INTERNATIONAL' 4.95
- GOLF 'WORLD' 7.95
- GRAPHIC STUDIO 5.95
- HOUSE OF FLUX 3.95
- HOOVER FORCE 9.95
- IMPOSSIBLE MISSION 2025 7.95
- KNIGHT FORCE 4.95
- LEANDER 'PLATFORMER' 9.95
- LOOPZ 'PUZZLE GAME' 7.95
- MATH BLASTER PLUS 4.95
- MAFDET 'BOOK OF THE DEAD' 7.95
- NAUGHTY ONES 'ARCADE' 7.95
- NIGHT SHIFT 7.95
- ORK (WITH HINT BOOK) 7.95
- PLAYDAYS PAINT 7.95
- PRIME MOVER 'PAL' 4.95
- PROJECT-X (Great Shoot'em Up) 7.95
- ROTOX (JETPAC-SPACE GAME) 3.95
- SINK OR SWIM 'PAL' 7.95
- SNAPPERAZZI 4.95
- SPACE 1889 9.95
- TARAGHAN 'D&D ADVENTURE' 6.95
- TENNIS 'PRO TOUR' 7.95
- THUNDERHAWK 7.95
- VOLIFIED 'COIN-OP' 7.95
- WORD TROPHY SOCCER 4.95
- APIDYA (FANTASY ADV.) \$ 12.95
- ATTACK SUB 18.95
- BIRDS OF PREY 19.95
- B-17 FLYING FORTRESS 16.95
- BUBBLE & SQUEAK 16.95
- CANNON FODDER 19.95
- DAWN PATROL 18.95
- DESERT STRIKE 14.95
- DOG FIGHT 18.95
- DUNE II 14.95
- ELF 16.95
- F-19 STEALTH FIGHTER 18.95
- F-117-A NIGHT HAWK 16.95
- GOLF 'JACK NICKLAUS' 16.95
- GOLF 'SENSIBLE WORLD' 18.95
- GOLF 'PGA TOUR' 18.95
- GRAND PRIX RACING 16.95
- JAUGAR X-J 220 16.95
- JAMES POND II 'ROBOCOD' 14.95
- JIMMY WHITES SNOOKER 14.95
- JOHN MADDENS FOOTBALL 18.95
- KING QUEST V 16.95
- LEMMINGS 2 'THE TRIBES' 18.95
- LEMMINGS 'OH NO, MORE!' 16.95
- LEMMINGS 'ORIGINAL' 16.95
- LEMMINGS 'CHRISTMAS' 12.95
- LURE OF THE TEMPTRESS 19.95
- MIGHT & MAGIC III 18.95
- OVERLORD 18.95
- PERFECT GENERAL 16.95
- POPULOUS II 16.95
- SEEK & DESTROY 16.95
- SIMON THE SORCEROR 19.95
- SLEEPWALKER 16.95
- SPACE HULK 14.95
- SPACE QUEST IV 12.95
- SPEEDBALL 12.95
- SUPERSKIDMARKS 18.95
- SYNDICATE 18.95
- TIMEKEEPERS 16.95
- UFO 'ENEMY UNKNOWN' 14.95
- WING COMMANDER 16.95
- WORMS (68020+) 18.95
- XP-8 19.95
- ZEEWOLF 'HELICOPTER' 18.95

Great Software Under \$ 30

- FOR ALL AMIGA SYSTEMS
- COMPARE THESE GREAT PRICES
- CANNON FODDER II \$ 22.95
- CHAOS ENGINE II 24.95
- CIVILIZATION 24.95
- COLONIZATION 24.95
- FLASHBACK 22.95
- GOLF 'LINKS' (Hard Drive Only) 22.95
- GUNSHIP 2000 27.95
- GUY SPY 20.95
- MASTER AXE 27.95
- ODYSSEY 22.95
- RISE OF THE ROBOTS 24.95
- SIMON THE SORCEROR 27.95
- TENNIS 'SUPER TENNIS CHAMPS' 22.95
- THEME PARK 'ECS' ALL SYSTEMS 22.95
- UNIVERSE 21.95
- ZEEWOLF II 23.95



INTER-OFFICE: InterWord wordprocessor, InterSpread spreadsheet, InterBase database. All are version 2.0. Great Package Deal: \$ 29.95
 ARTWORK By: VIVIAN MCALEXANDER



We'll BEAT ANY Price

FUN PAC # 2

- All 1-Meg Systems
- GLOBDULE
- ORK
- ATOMINO
- HOUSE OF FLUX
- All 4 For: \$ 14

SHIPPING CHARGES:
 U.S. MINIMUM \$ 6
 COD (US Only) Add 5
 CANADA Minimum 8
 Canadian orders : Air insured
 2nd & 3rd Day Available US Only

Color ClipArt : 8 Disks \$ 12.00
 ClipArt Pack: 6 Disks 8.00
 FONT PACK: 6 Disks 8.00
 Bible Search 3 Disks 6.00
 Lexan Keyboard Template for Dpaint IV and Dpaint V , Great for KeyStroke Shortcuts \$ 5



TLAS-VULCAN
 P.O. Box 30499
 Midland, TX 79712
 ~ Nobody Beats A Turtle Deal ~

ORDER: 915-563-4925
TLAS-VULCAN AMERICA
Amigas' ToyBox
CHRISTMAS SOFTWARE SALE



- 17 BIT 2-CD Collection (r) \$ 14.95
- Advanced Military Systems (v) 1.95
- AGA EXPERIENCE V_2 (r) 12.95
- ALFRED CHICKEN (*) (r) 12.95
- Amiga Demo Sensations (r) 14.95
- Amiga Golden Games (r) 14.95
- AKIRA (*) 7.95

ALL AMINET WORK ON ANY CD DRIVE

- AMINET 3 5.95
- AMINET 4 6.95
- AMINET 8 7.95
- AMINET 9 8.95
- AMINET 11 9.95
- AMINET 12 OR 13 10.95
- AMINET 14 OR 15 11.95
- AMINET 16 OR 18 12.95
- AMINET 19 OR 20 13.95
- AMINET 21 OR 22 14.95
- AMINET 23 OR 24 14.95
- AMINET 25 OR 26 15.95
- AMINET 27 OR 28 15.95
- AMINET SET 1, 2 or 3 (specify) 24.95
- AMINET SET 4, 5 or 6 (specify) 34.95
- BRUTAL FOOTBALL CD-32 7.95
- BRAIN DAMAGE PINBALL 29.95
- BUMP 'N' BURN CD-32 . 9.95

Mice & Joysticks



- AMIGA 'ACID' MOUSE 300 DPI \$ 17.95
- AMIGA Technologies Mouse 15.95
- MEGA MOUSE 300 DPI . . . 21.95
- EKLIPSE MOUSE W/PAD . . . 18.95
- WIZARD MOUSE 560 DPI . . . 22.95
- Golden Image PENMOUSE . . . 9.95
- POWERPLAYER JOYSTICK . . . 6.95
- THE BUG JOYSTICK 'PALM SIZE' 17.95
- JUPITER JOYSTICK 'SUCTION BASE' 18.95
- QUICKJOY II TURBO JOYSTICK 21.95
- Competition Pro Mini JOYSTICK 20.95
- ZIPSTICK SUPERPRO JOYSTICK 20.95
- CURISER TURBO JOYSTICK 19.95
- SPEEDKING ANALOG JOYSTICK 24.95
- GRAVIS ADVANCED JOYSTICK 34.95
- CD-32 JOYPAD For cd-32 games 14.95
- Competition Pro GamePad . . . 27.95
- Alpha Data CRYSTAL TRACKBALL 27.95
- Parallel Port Joystick Adp/Addrs 2 19.95
- PC/AMIGA Analog Joystick Adapter 19.95
- Joystick Y-Splitter '2 in 1 port' 11.95

GREAT PD MUSIC DISKS:

- 84 SONIX PROGRESSIVE
- 192 MUSIC 2
- 207 SONIX # 2
- 272 SONIX # 3
- 309 SONIX # 10
- 635 SONIX DRUM KIT
- 657 MODERN MUSIC 1
- 658 MODERN MUSIC 2
- 791,792,793 METALLICA MED
- 830 OCTAMED
- 844 HEAVY METAL MUSIC
- 852 CHURCH MUSIC



CD DEALS THAT CAN'T BE BEAT, COMPARE PRICES

- | | |
|---------------------------------------|---|
| CD-PD # 3 \$ 12.95 | MEETING PEARLS II \$ 9.95 |
| CHAOS ENGINE 8.95 | MEETING PEARLS IV 12.95 |
| Chaos In Andromeda CD-TV 1.95 | MIND RUN CD-TV 4.95 |
| CHUCH ROCK CD-32 12.95 | MOVIE MAKER SPECIAL EFFECTS 14.95 |
| CIVILIZATION AGA/ECS 27.95 | MULTIMEDIA TOOLKIT II (2-CDS) 17.95 |
| Defender Of The Crown 2 cd-32 8.95 | MYST (020+ 8Mega) 44.95 |
| DELUXE PAINT V ECS/AGA 39.95 | NEMAC 4 'Directors Cut' 28.95 |
| DESK-TOP CLIPART/FONTS 7.95 | NETWORK CD 12.95 |
| DIGGERS & OSCAR CD-32 24.95 | NETWORK CD II 17.95 |
| DOOM TRILOGY AGA (3-CD) 39.95 | OH YES! MORE WORMS 8.95 |
| DOOM 'FINAL DOOM' AGA 27.95 | OnESCAPEE AGA 37.95 |
| EPIC COLLECTION 3 AGA 19.95 | PANDORAS CD (Clipart/snd/muisic) 9.95 |
| Epic Encyclopedia '96 ECS/AGA 18.95 | PINBALL ILLUSIONS 18.95 |
| Epic Encyclopedia '97 AGA 14.95 | PINBALL 'BRAINDAMAGE' 9.95 |
| Epic Encyclopedia '98 AGA 25.95 | POWER DRIVE CD-32 14.95 |
| Epic Paranormal Encyclopedia 29.95 | POWER PINBALL CD-TV 4.95 |
| EURO CD 12.95 | PSYCHO KILLER CD-TV 4.95 |
| EURO SCENE I 5.95 | QUAKE AGA/GFX 45.95 |
| EURO SCENE II 8.95 | SPORTS FOOTBALL CD-32 3.95 |
| EXILE CD-32 4.95 | SOUNDS TERRIFIC 9.95 |
| FEARS CD-32 14.95 | SOUNDS TERRIFIC II 14.95 |
| FINAL ODYSSEY 34.95 | STORM SCENE 17.95 |
| FIELDS OF GLORY CD-32 12.95 | STRANGERS AGA 34.95 |
| FOUNDATION 37.95 | SUPER SKIDMARKS CD-32 17.95 |
| FRACTAC UNIVERSE 9.95 | SHADOW OF THE 3rd MOON 37.95 |
| FUN SCHOOL 3 9.95 | TESTAMENT AGA 22.95 |
| GAMERS DELIGHT 2 16.95 | THEME PARK ECS/AGA 27.95 |
| GENETIC SPECIES AGA 34.95 | TOTAL CARNAGE CD-32 14.95 |
| GLOOM CD-32 14.95 | TOWN WITH NO NAME CD-TV 2.95 |
| GLOBAL EFFECT CD-32 12.95 | TRAPPED 29.95 |
| GOLF 'European Tour' 14.95 | TRAPPED II 34.95 |
| GRAND SLAM GAMERS GOLD 19.95 | ULTIMATE BLITZ BASIC 44.95 |
| GUINNESS DISC Of Records 7.95 | ULTIMATE GLOOM 27.95 |
| INSIGHT DINOSURS CD-32 7.95 | ULTIMATE SUPER SKIDMARKS 27.95 |
| INSIGHT TECHNOLOGY 9.95 | UROPA II ECS/AGA 34.95 |
| James Pond 2 Robocod cd-32 9.95 | VIDEO CREATOR CD-32 17.95 |
| LEMMINGS CD-TV 9.95 | WILD CUP SOCCER 6.95 |
| LIGHT ROM 3 17.95 | WEIRD SCIENCE CLIPART/FONTS 4.95 |

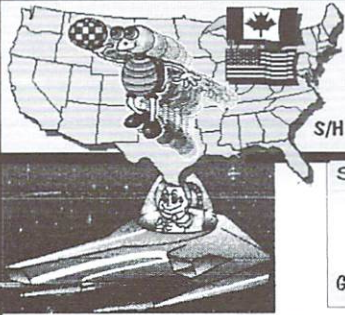
Great PD Disks : \$ 1.50 each or 20 for \$ 25

- | Disk # | GAMES: | Disk # | EDUCATIONAL: | Disk # | UTILITIES |
|--------|-----------------------|-------------|---------------------------|------------------|---------------------|
| 9 | ADVENTURE MAKER | 69 | COLOR & SHAPES | 16 | POWERPACKER |
| 13 | WANDERER (Arcade) | 95 | JAPANESE | 202 | Workbench Hacks |
| 14-15 | STAR TREK (2-Disk) | 188 | STAR CHARTING | 261,262,263 | C Manual |
| 21 | SEALANCE (SUB) | 200 | STATES/MATH | 429 | Compression Tools |
| 22 | YAHTZEE Times 3 | 338 | WORD SEARCH | 472 | MULTIDOS & Sid 2 |
| 24 | WHEEL OF FORTUNE | 345 | COMPUTER TUTOR | 496 | LAZYBENCH |
| 44 | DOWNHILL SKI | 350 | DESERT STORM | 606 | A1200 FIXES |
| 55 | ZERG (D&D ADV) | 399 | BIBLE PROSPER | 671 | KICK_1.3 INSTALL |
| 62 | DRIP (Arcade Action) | 495 | MATH DISK | 716 | Screen Blankers |
| 70 | MISSILE Times 3 | 669 | MATCH/MATH + | 767 | A1200 HACKS |
| 71 | MECHFIGHT | 672 | DINOSAURS | 821 | DISKSALVAGE 2 |
| 78 | PETERS QUEST | 683 | COLOR THE ALPHABET | 903 | VIRUS Z II |
| 80 | PAC MAN, SUNMAZE | 711 | BIRDS & MAMMALS | 905 | NEWICONS |
| 96 | GAMES GALORE #2 | 719 | ASTRONOMY | 913 | SCREEN Blankers |
| 103 | POKER & TETRIS | 801 | CHEMISTRY I | 922, 923 | Term V_4.2 |
| 128 | SPACE GAMES | 853 | NIGHT MATH ATTACK | 949 | Zip & UnZip |
| 137 | BLACKJACK | 856 | AMIGA DOS TUTOR 2.0x | 973 | MrBackUp Pro |
| 162 | VIDEO POKER | 892 | PAINT IT | 999 | Cannon Drivers For- |
| 190 | MORIA (D&D) | 893 | PICTURE MATH | the 600,800,4000 | series printers |
| 191 | KINGDOM AT WAR | 651,652,653 | BIBLE SEARCH | 1048 | MUI 3.3 (2.0x sys) |
| 240 | CHESS & PACER | | | | |
| 245 | CHECKERS & SLOT CARS | Disk # | HOME & OFFICE: | | |
| 276 | CAR & MINIBLAST | 116 | SPREADSHEETS (4) | | |
| 282 | SYS (ARCADE ACTION) | 151 | TEXT PLUS Wordprocessor | | |
| 378 | DOMINOS & CARDS | 170 | Bowling League Secretary | | |
| 398 | LEGEND OF LOTHIAN | 205 | LOAN INFO | | |
| 403 | INTRUDER ALERT | 321 | VIDEO FILER | | |
| 433 | SCUD BUSTER | 396 | BIZCALC / BUDGET | | |
| 492 | WALKER (STARWARS) | 400 | BANNER MAKER | | |
| 494 | ACT OF WAR | 455 | B. BASE III | | |
| 772 | POPEYE | 779 | COMMUNICATE ALL | | |
| 796 | MEGABALL V_3 | 788 | COPIERS UNLIMITED | | |
| 812 | SCORCHED TANKS V_1.77 | 891 | AWARD MAKER | | |
| 950 | DELUXE PAC-MAN ECS | 979 | EASYCALC | | |

Artwork: Vivian McAlexander



PD Software: We make no warranty on PD software. Public domain is distributed on as is basis.

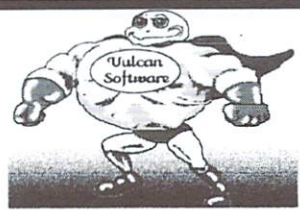


Serving Turtle Lightning 915-563-4925

The US & Canada 24 HR FAX: 915-563-4315 Open: Mon-Sat 9am - 8pm
 Visit At: WWW.Pantheonsys.com/TLAS
 E-mail: Turtleguy@Apex2000.net
 P.O. BOX 30499 - MIDLAND, TX 79712



SPACE PAC # 5
 For Any 1-Meg Amiga
 BATTLESTORM
 CYTRON
 DARK CENTURY
 GET ALL THREE FOR: \$ 12



QUAD-PAC
 FOR 2.0x Amigas Only
 NICE DEAL: \$ 8
 HIGH STEEL
 JAWS
 CROSSBOW
 GRAND PRIX

VALUE-PAC 2
ALL FOR: \$ 6
 For All Amiga Systems
 PORTS OF CALL
 KINDWORDS Wordprocessor
 DELUXE PAINT II

SPACE GAME PACK DEALS

SPACE PAC # 1
 For 1.3 Amiga Systems Only
PICK ANY 3 FOR \$ 9
 SPACE HARRIER
 SPACE RANGER
 STAR GOOSE PAL
 STAR RAY PAL
 RAIDER
 IMPOSSIBLE
 ARMALYTE

SPACE PAC # 6
 For 2.0 & 1.3 Amigas
GET ALL FOUR FOR: \$ 16
 BUCK ROGERS
 ROTOX
 SKYBLASTER
 SPACEWRECKED

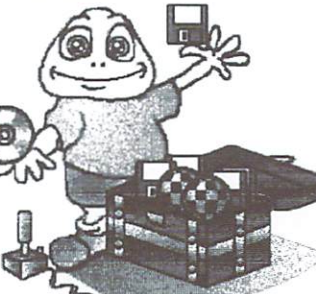
GOOD DEALS ON VULCAN TITLES
 BogRats AGA \$ 19.95
 Final Odyssey CD 34.95
 Genetic Species CD aga 34.95
 HillSea Lido 19.95
 JetPilot 29.95
 Strangers CD aga 34.95
 TimeKeepers 19.95
 TimeKeepers Expansion 9.95
 Tiny Troops 29.95
 Uropa II CD 34.95
 Valhalla I 22.95
 Valhalla II 22.95
 Valhalla III 24.95

S-K BUNDLE
ALL FOR: \$ 8
 KINDWORDS
 SUPER SKI 3-D
 CRAZY CARS
 HOLE IN ONE Golf
 FUSION PAINT

VALUE-PAC 6
ONLY: \$ 8
 INFOFILE Database
 F-40 PURSUIT
 MASTERTYPE
 Who/What/Where/When
 PORTS OF CALL

SPACE PAC # 2
 For 2.0x & 1.3 Amiga Systems
3 FOR \$ 18
 SPACE 1889
 BATTLESTORM
 CYTRON

SPACE PAC # 7
GET ALL THREE FOR: \$ 39
 XP-8
 SUPER SPACE INVADERS
 WORLDS AT WAR
 For 2.0x & 3.0x Amiga Systems



KIDS RULE PAC
 For 2.0 & 1.3 Amigas 'PAL'
 Piggy Bank Priced: \$ 6
 SOOTY & SWEEP
 POPEYE 2
 POSTMAN PAT 3

TRIPLE ACTION BUNDLE
 For 1.3 & 2.0x Systems
 'Pal' 3 Programs For: \$ 8
 SUPER TETRIS
 AIRBALL
 TIME BANDIT

SPACE PAC # 3
 For ALL AMIGA SYSTEMS
 These 5 FOR \$ 20
 CYBERPUNKS
 CYTRON
 DARK SIDE
 ORK
 ROTOX

MIXED PAC # 1
YOU CHOOSE YOUR PACK
 Pick Any 3 For \$ 36
 WING COMMANDER
 UNIVERSE
 SPACE HULK
 GUARDIAN AGA
 EXILE AGA
 JUNGLE STRIKE AGA
 DUNE II
 DESERT STRIKE
 B-17 FLYING FORTRESS
 BRAVO ROMEO DELTA
 DEATH MASK
 F117-A NIGHTHAWK
 DELUXE PAINT III
 AMIGAVISION PRO
 GLOOM AGA
 STARLORD

KIDS PAC # 2
 For 2.0 & 1.3 Amigas
LOTS OF FUN For: \$ 6
 DINO WARS
 D-PAINT II
 TABLE TENNIS

CLASSIC ARCADIA
 For 2.0 & 1.3 Amigas 'PAL'
 'Pal' 4 Programs For: \$ 8
 INVASION
 REBOUND
 GALAXY
 MUNCHER

SPACE PAC # 4
 For 2.0x & 1.3 Amiga Systems
 These 3 FOR \$ 5
 ZERO GRAVITY
 VINDEK
 HOUSE OF FLUX

DON'T PASS UP THESE GREAT DEALS TLAS SOFTWARE BLOW-OUT



KIDS PAC # 3
 For 1.3 Only
FUN For: \$ 12
 TIGER ROAD
 RINGS OF MEDUSA
 CLEVER & SMART
 WILD STREETS
 Powerplayer Joystick

KIDS PAC # 4
 Childs Play At: \$ 20
 PowerPlayer Joystick
 UNTOUCHABLES
 HOUSE OF FLUX
 LOOPZ
 TABLE TENNIS
 DICK TRACY

SCI-FI COLLECTION
 'Pal' 3 Programs For: \$ 8
 Galactic Warrior Rats
 Dalek Attack
 Suburban Commando



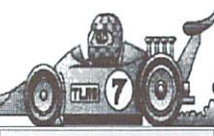
SPORTS PAC # 2
 For 2.0x & 1.3 Amiga Systems
 Some Are PAL: \$ 5
 TOURING CAR CHALLENGE
 F-1 GP CIRCUITS
 International Sports Challenge

KIDS PAC # 5
 Great Deal: \$ 20
 Powerplayer Joystick
 Mother Goose
 Math Blaster Plus
 Deluxe Paint II

KIDS PAC # 6
All For: \$ 6
 ACTION FIGHTER
 BATTLESTORM
 Crime Doesn't Pay
 Dark Side

THE POWER PACK
 4- HITS IN ONE PAC
CLOSE-OUT DEAL For: \$ 8
 XENON II
 TV SPORTS FOOTBALL
 BLOODWYCH
 LOMBARD RALLY

SPORTS PAC # 3
 For 1.3 Amigas Only \$ 5
 WILD STREETS
 DOUBLE DRAGON 2
 CARL LEWIS CHALLENGE



SPORTS PAC # 8
Two Hits For: \$ 29
GRAND PRIX
 LINKS GOLF (HD)

CD PAC # 1 CD-TV Format
 Pick Any 3 for \$ 5
 Pandora's CD 'Clipart-Sounds'
 Advanced Military Systems
 Chaos In Andromeda
 Town With No Name
 Wrath Of The Demon
 Psycho Killer

MIND GAMES PAC
 3 Strategy Games \$ 7
 CONFLICT EUROPE
 AUSTERLITZ
 WATERLOO

SPORTS PAC # 4
 For 2.0x & 1.3 Amiga Systems
 512K or More: \$ 5
 CARL LEWIS CHALLENGE
 GREENS 3-D GOLF
 International Sports Challenge

SPORTS PAC # 5
 All Three For: \$ 9
 HORSE RACING
 PRO TENNIS TOUR
 Touring Car Challenge

AGA PAC # 2
 Three HITS For: \$ 49
 All Are On CD
 Epic Encyclopedia '98
 EXILE
 THE STRANGERS

CD PAC # 3 CD-ROM Format
 Pick Any 4 for \$ 25
 AMINET # 18
 DESKTOP CLIPART & FONTS
 EURO SCENE
 AMIGA CD SENSATION DEMOS
 INSIGHT DINOSAURS
 MULTIMEDIA TOOLKIT 2
 NETWORK CD
 SOUNDS TERRIFIC I
 Oh Yes! More Worms
 Wemby International Soccer

CD PAC # 2 CD-32 Format
ALL SEVEN (7) for \$ 29
 BUMP 'N' BURN
 AKIRA
 JETSTRIKE
 INSIGHT DINOSAURS
 EXILE
 SPORTS FOOTBALL
 NICK FALDOS GOLF

SPORTS PAC # 6
GREAT DEAL FOR: \$ 24
 JOHN MADDEN FOOTBALL
 BURNING RUBBER
 WORLD TROPHY SOCCER

AGA PAC # 1
 Three HITS For: \$ 36
 ALIEN BREED 3-D
 Marvins Marvelous Adventure
 PINBALL MANIA

AGA PAC # 3
PICK 3 For: \$ 33
 SPERIS LEGACY
 Pinball ILLUSIONS CD
 Epic Encyclopedia '96
 EXILE CD
 BURNING RUBBER
 BANSHEE
 X-TREME RACING
 VIRTUAL KARTING

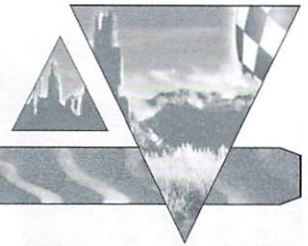


THE BIG FUN PAC
 All work on 2.0x & 1.3
 ROTOX, SKYBLASTER,
 STEALTH AFFAIR, THEME
 PARK MYSTERY, ACTION FIGHTER
 ALTERED DESTINY
 BARBARIAN II
 BATTLESTORM
 ARTHUR 'QUEST FOR EXCALIBUR'
 BOPPIN, BIG BUSINESS, CRIME
 DOES NOT PAY, DARK SIDE,
 DARKMAN, DINO WARS, HOUSE
 OF FLUX, GREENS 3-D GOLF,
 HARLEY DAVISON, HILL STREET
 BLUES, INTERNATIONAL SPORTS
 WOW --> A \$ 130 VALUE, THAT'S
20 GAMES FOR JUST: \$ 50

SPORTS PAC # 7
ALL AMIGA SYSTEMS, PAL \$ 15
 INTERNATIONAL GOLF
 BULLY'S SPORTING DARTS
 FOOTBALL MASTERS
 FORMULA ONE MASTERS
 TACTICAL MANAGER



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.

Adiboo

From: Alive Media Software
Email: stevenalive@innotts.co.uk

Alive Media Software will soon release the first of many planned educational titles for the Amiga. Adiboo is an exact port of the Macintosh program of the same name. It ships on two CDROMs and aims at children between the ages of 4 and 8 years old. Adiboo is fully expandable with future add-ins already planned. The program comes packaged in a big gift box containing both CDs, a full color manual, and a free activity book and coloring crayons. It requires 68040 or PPC, 8 Mb RAM, Hard drive and CDROM. Adiboo runs in 256 colors on a 640 x 480 screen and offers graphic card support. A price for Adiboo has not yet been set.

Amiga Survival Kit

From: Paxtron
URL: www.paxtron.com

Paxtron released the Amiga Survival Kit, a hardware kit containing various Amiga chips and parts. Paxtron claims 90% of Amiga problems can be solved with this kit. Kits for the A500, A1200, A2000, A3000T, A4000 and C64 have been released, each containing slight variations in the package. Generally the kit contains diagnostic software, a replacement battery, Kickstart ROMs, replacement CIAs and, in the A3000s case, a new Buster chip. Prices and components vary substantially between kits with the A2000 kit costing US \$136, and the A1200 kit cost US \$239.

Amiga Web Miner

From: Global Posse Software
Email: amicom@nfinity.com

Amiga Web Miner (AWM) takes the work out of surfing the net and automatically gathers the information from the internet that you want and need. Once this information is gathered AWM presents it as an HTML webpage with optional readable text. This information can be automatically emailed to any address, uploaded to your web server, or saved to your hard drive (or any combination

thereof). The output can be read with any text or HTML viewing program. It can be run automatically by an AmigaDOS script (such as "user-startup") or by a program such as Jim Hines' "EZCron." AWM also supports an unlimited number of users, can be maintained remotely via email commands (with optional add-on module), and it can check multiple websites multiple times daily. AWM is available for US \$30 and requires a recent version of AWeb and Miami, and optionally YAM and AmFTP. Purchasers will get unlimited free updates via email and may recommend enhancements for the next update. To order or ask questions, send an email with "AWM Order Information" in the subject.

ImageFX 3.2

From: Nova Design
URL: www.novadesign.com

Nova Design released version 3.2 of their image processing software ImageFX. This is mainly a maintenance update which claims to have virtually eliminated all the reported problems in previous releases. There are new features as well, including support for more BMP and JPEG image file subformats and support for images made in the Brilliance paint program. Minor updates have been made to the IMP batch processor as well as new commands being added to the ARexx interface. Support for scanners has been improved and for those with drawing tablets, the airbrush tool is now pressure sensitive. The patch is available free from ftp://ftp.nova.design.com/pub/imagefx/Official_Upgrades. Non net-connected Amigans can receive the update on floppy disk for US \$5.

LightROM 6 and Rexecute

From: Weird Science
URL: www.weirdscience.co.uk

Weird Science released LightROM 6, a four CD set containing high quality scenes and objects for LightWave. The set includes a massive collection of object and scene files, including: Dean Scott's "ABomb-ROM," a LightWave scene file of an atomic bomb exploding that uses over 550 Mb of image maps; PuppetMaster LightWave files, imagemaps, seamless textures and demos of PolyTrans, NuGraf & World Construction Set version 3; and, a Desktop Video collection with over 550 Desktop Video images. LightROM 6 is

available now for around US \$45.

Also from Weird Science is Rexecute, a compiler for ARexx scripts. The compiler promises to be full featured and includes a comprehensive online help system said to get even a neophyte programming in ARexx quickly. The program ships on one disk, includes a hard disk installer and has on-disk documentation. Rexecute is available now directly from Weird Science for about US \$30.

New Products from Randomize

From: Randomize
URL: www.randomize.com

Randomize Computers announced the release of the Genesis, a super powered Amiga clone. Featuring AmigaOS 3.1, 68060 50 MHz, 32 Mb RAM, 24-bit Retargetable 2 Mb Graphics Board providing 800x600 in 24-bit, 4.3 Gb IDE hard drive, 32x IDE CDROM and a High Density Floppy drive (PC & Mac compatible). The Genesis is SVGA/VGA monitor compatible and comes complete with a copy of Personal Paint 7.1. Optional extras include a PPC card, additional RAM, and a SCSI controller. Prices start at US \$1,760.

Randomize now distributes Individual Computers' products which include Catweasel PC Floppy Drive controller, the Buddha Multi-IDE Controller, the 4-way IDE adapter IDE-Fix'97, and two soon to be released products, Atlantis, an external audio module, and KickFlash, an erasable ROM Switcher.

Randomize also released Multivision, an external flicker fixer and scan doubler for all Amiga computers. The unit connects to the Amiga's RGB port and automatically "doubles" the scan rate of all native Amiga display modes so they can be viewed on any inexpensive SVGA/VGA monitor. The Flicker fixer version doubles the scan rate and removes the "flicker" from the display.

NetConnect 2

From: Active Technologies
URL: www.active-net.co.uk/

Active Technologies finally released the long awaited NetConnect 2. The package provides a full suite of high quality Internet tools and programs. These include AmiTCP-Genesis (brand new TCP/IP stack), Microdot-II, Voyager, AmIRC, AmFTP, AmTalk,





AmTernet, AmTerm, NetInfo, X-Arc (Winzip style archive management tool) and the Contact Manager which is a centralized address book that stores all your user information, websites, ftp servers and chat channels. Of most interest to those looking to get connected to the net is the Genesis Wizard, which promises to have you online in minutes, pain free. NetConnect 2 is available now for about US \$90.

PageStream 4.0

From: SoftLogik
URL: www.softlogik.com

Almost three years after the release of PageStream 3.0, SoftLogik has announced version 4.0 for the Amiga. Due in December, SoftLogik promise this release won't be plagued with crippling bugs and missing features that made version 3.0 an initial disappointment. The new version is largely composed of implemented user requests as well as PDF (Adobe Acrobat) export, HTML import/export, native indexing, drag and drop text, table of contents, lasso select and much more. While the final release will not be ready until December, advance purchasers are entitled to all beta versions as well as the final release. PageStream 4 will ship on CDROM. Upgrades from previous versions are available for between US \$75 and \$95. No final price has yet been announced on the retail version.

Storm DSK

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

Haage & Partner keep showing their commitment to quality Amiga development software by releasing the Amiga Developer Survival Kit. Included in the package is both 68k and PPC versions of Storm C 3.0, Storm-PowerASM 3.0, StormWizard 2.2, Storm-MESA 3.0, Warp3D, WarpUP 3.1 and the Amiga Developer CD. A beta version of the new PowerPC 68k emulator is included as well as a huge array of sample source files highlighting the power of the included packages. A CDROM with English manual and extended online docs is provided. The package is available in two forms: Commercial and Private. Only the Commercial version can be used to produce commercial or shareware software. The Private edition (for personal use only) can be upgraded to the Commercial version at any time. The Storm DSK is due for release by the end of September. The Commercial edition will cost around US \$400 and the Private edition about US \$300. Upgrades and cross-grades from other Storm products are available.

Studio Professional V2.2

From: Schatztruhe
URL: www.schatztruhe.de

Schatztruhe released Studio Professional 2.2. Studio Professional has long been regarded as one of the Amiga's best printing utilities. It allows Amiga users to get the most from their modern printers, something the Amiga's standard drivers and printer subsystem lack. The latest version includes improved drivers, a utility to print images, support for a huge range of image formats, ARexx interface and the inclusion of a Color Management System (CMS), ensuring the colors printed match the colors on your screen. The program ships on CDROM and requires Workbench 2.04 and 1.5 Mb RAM or greater. Studio Professional is available for approximately US \$40.

Tornado3D 2.0 Upgrade

From: Eyelight
Email: info@tornado3d.com
URL: www.tornado3d.com

Eyelight released the 2.0 "professional" update to Tornado3D, their high quality 3D rendering software. To show their gratitude to purchasers of previous versions of Tornado, the 2.0 update is free to all registered users. New features include bones and muscles, Golem scripting language, hair generator, furry and soft particles, improved animation control and a cleanup and optimization of the GUI. PPC rendering has also been optimized and is now between 6 to 9 times quicker than rendering on a 68060. The free update is available directly from the Eyelight website while copies of Tornado 2.0 are for sale for approximately US \$245.



Let an ImageFX Master SUPER CHARGE your brain!

NEW! Vol. 3:
ImageFX 3.0

Rev-up for ImageFX 3.0! This tape gets you up and running with the new features in 3.0, plus Cinemorph, scanning, printing and more!

CATALYZER

**Power-Up Tutorial Videos
for ImageFX**

Now YOU can use ImageFX like a pro! Each Catalyzer video leads you through fantastic projects from start to finish using ImageFX. Work along with the tape using material on the included floppy disk! Your teacher is Bohus Blahut, the creator of the ImageFX demo video. Bohus shows you new techniques and new ways of thinking that you WILL apply to your creative work over and over. What are you waiting for?

Get Catalyzed!

"If you own ImageFX, you've GOT TO own these tapes. Bohus makes it look so easy, you wonder why you never figured it out for yourself." - Jeff White, Visual Inspirations

"I look at the scads of features in ImageFX, and just sigh. After spending a little time with Catalyzer 1 and 2, getting from A to B is much easier - and I might just try going to C and D, too." - Steve Braker, Worthwhile Films

Introducing **"PLUS"**

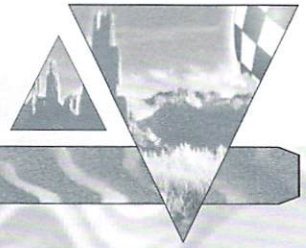
-Plug-Ins for ImageFX- check our website for the latest releases!

PanCanvas is a motion-control plug-in for ImageFX. Sweep the virtual camera over still images to create dramatic "documentary style" sequences! Download the demo version from our website!

Videos are only \$39.95 ea. +\$5.95 s&h. PanCanvas is \$35.95 + \$3.95 s&h. Visa, MC accepted. Include exp. date and signature or check payable to: Legacy Maker, Inc., PO Box 60711, Chicago, IL 60660, or call us at 773.465.5158. IL residents add 8% sales tax.

www.legacymakerinc.com

Enhancements



Workbench
Extras

By Brad Webb

Amiga Automation with Docket

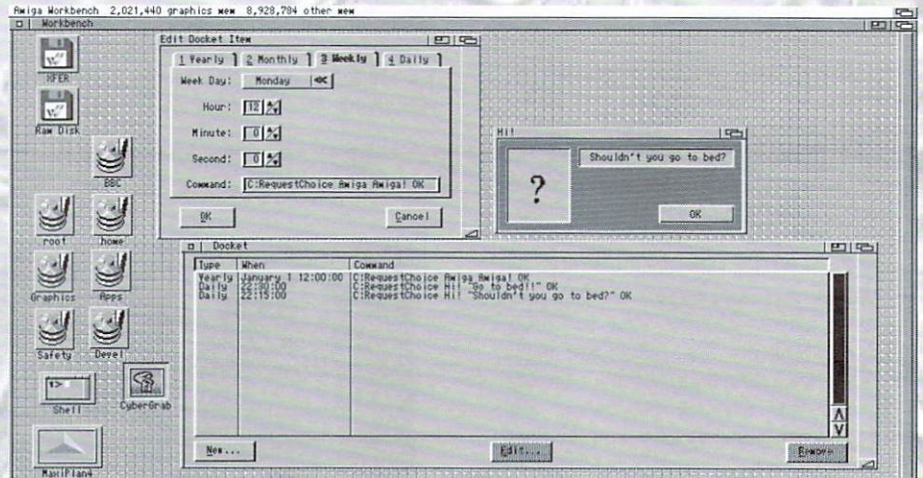
Automating and scheduling tasks on an Amiga can be a struggle. It would be nice to perform backups at specific times; login to your mail server to check for new mail at night, when the server would be quicker; or remind you when it's time to shut the machine down and head for bed. While scripts can handle these chores, they're cumbersome compared to what's available on operating systems like Unix. Fortunately, the always creative Amiga community has come up with some good answers to this need.

Most of these solutions are based on the "cron" program from Unix. Cron-style programs typically maintain a scheduled list of tasks you want the computer to perform. Of the many such programs for the Amiga, a good general purpose example is Docket by Steven Solie.

Docket has a simple GUI yet enough flexibility to meet most people's needs. Docket allows you to schedule events on a yearly, monthly, weekly or daily basis. It provides click-on gadgets for all timing needs, and a type-in box for entering the command or program you want to run. The scheduled events are visible in the program's main window, from which you can remove or edit existing events, or call up the scheduling window to create new ones.

While Docket's excellent AmigaGuide format documentation points out it's not designed as a reminder program, clear guidelines are provided on how to use it for this purpose. The AmigaOS 3.x command RequestChoice is in fact the default entry for new tasks. By scheduling this command for a time you need to be reminded of something, the cron program becomes a simple but effective reminder program.

When scheduling a new task, you need only edit the "Amiga!" portion of the default command and it's ready to go. The only tricky part is remembering to enclose the text in double quotes if it contains any spaces. The default command even adds an "OK" gadget to the resulting requester so



You can sure tell that Brad has been working way too hard if he needs his Amiga to tell him when to sleep! The good thing is that Docket will wake him up and tell him when to eat too!

you can click it off after reading the reminder. The requester will pop up on whatever screen is active at the time of the scheduled event (see the illustration for examples of commands.)

Of course, you can use RequestChoice with most other cron programs. Depending on your needs, one of these many other programs might be more suitable to you. For instance, if you need to schedule an event hourly, Docket's smallest time period of "daily" would require 24 entries! For this sort of flexibility, you might want to consider CyberCron.

CyberCron gives you the full scheduling flexibility of the Unix cron program. It does require learning a fairly cryptic scheduling syntax to prepare your schedules in an editor rather than a GUI. However, it's not that hard to master, and there's little it won't be able to handle. CyberCron even offers some handy extensions to the Unix cron format, and comes with good documentation in AmigaGuide format to get you up and running.

Good software will usually suggest practical uses to your subconscious. Docket

goes one step further by providing suggestions in the documentation, such as deleting all files from T: daily, synchronizing the Amiga's clock to an atomic clock monthly, and reminding you of birthdays yearly. The author of Docket is "now planning on adding more fun tasks such as displaying the daily Dilbert® cartoon every morning."

You'll have to decide for yourself if you have tasks that would benefit from automation, but I'd be very surprised if you don't. Most people I know can benefit from reminders now and then.

Docket's current revision is 2.0. It should run on any Amiga with OS 3.0 (Version 39) or better, and requires Class Act 2.0 or better. Docket is available on Aminet as util/edity/Docket.lha. ClassAct classes can be obtained at www.Finale-Dev.com/download.html. CyberCron 1.5 (Aminet: util/time/CyberCron15.lha) dates back to 1992, and should run on any Amiga with OS 2.04 or better.



TO ORDER
CALL 800-544-6599
 MONDAY-FRIDAY 9-6, CST
 INFORMATION 414-548-8120 • FAX 414-548-8130
 TECH SUPPORT/RMAs 414-548-8159 • 12-4 PM, Mon-Fri.

VISIT OUR
Internet site
 www.sharbor.com

Shop our secure online store for a bigger selection and more information about each product at
www.sharbor.com

MasterCard

VISA

COVER
 DISCOVER

SOFTWARE

Air Mail	32.99
Amiga Forever 2.0	58.99
Audio Thunder	65.99
Aussie's Fast Frames 2.0	75.00
Batch Factory	43.99
Control Tower	129.99
Co-Pilot Audio/Video	170.00
Decision Maker	179.00
Diavolo Backup Pro	98.00
Digital Quill	33.99
Dir Opus Magellan Upgrade	69.00
Elastic Dreams	88.00
Fiber Factory	59.00
Fusion	68.99
Imagine 5.0	100.00
LightWave Upgrade 4-5.0	299.00
MacroForm 2.0	215.00
Monument Designer 3.0	289.99
Moving Textures 100/200	229.99
Multicam Editor	129.00
New York	33.99
Oxy Patcher	25.99
PageStream 2.2SE	20.00
PageStream 3.3	195.00
Pro Mix	80.00
Real 3D	289.00
Render FX	125.00
Render FX/Flight Notes Bundle	150.00
Seamless Textures You Can Really Use	95.00
Scala MM 400	138.99
Studio Printer II	Call
Surface Effectors	79.00
Tornado 3D	229.00
Turbo Print Pro 6.x	88.00
TypeSmith 2.5	20.00
Visual FX/Image FX	Call
Voodoo email	33.99
WaveMaker 2.5	125.00
Web FTP	32.99
Wildfire	149.00
Wordworth 7	75.00
ZIP/JAZ Tools	23.99

Call us for Joe Tracy's
Flyer Mastery Guide..125.00

HARDWARE

A2040-40MHz	599.00
A2060-50MHz	749.00
Amiga DOS 3.1	Call
Apollo 1230 40MHz Mark II	149.00
Calibar	Call
Cyberstorm Mark III	Call
DSS+ Sound Sampler	95.00
Floppy Drives, High Density	Call
Harddrives, Seagate/Quantum	Call
JAZ Drive, Iomega 1GB, Ext.	389.00
Keyboard	79.00
Megalosound	59.00
Monitor YCP-13" or 20"	Call
Picasso IV 4MB	418.99
Scan Doubler 4000/4000T	129.00
Sony SDT 9000 DAT Drive 12GB w/cartridge	1065.00
Squirrel	99.99
SupraExpress 56 Ext. Modem	128.00
Syquest EZ Flyer	149.00
Syquest, SyJet	Call
TBC IV/TBC Plus	829/1229.00
Topolino	38.99
Whippet Serial Card 1200	79.00
Wiz Mouse	29.00

A Web II version 3.145.00
 Version 3.1 web browser, Includes HTML- Heaven! Make your own Web pages too! MUI not required.

Amiga-Link / Envoy Starter Kit210.00
 Peer to peer local area network system to share printers and storage devices; operates transparently on all Amigas.

Amiga-Link Envoy Expansion Kit135.00
 Use to add one more Amiga to your existing network.

AmiTriX Development

Reduced prices on Toaster/Flyer Bundle! Call for best pricing. Now is the time to buy!

- Video Toaster/Flyer Bundle/LightWave 4.0
- Video Toaster v.3.5 and 4.1
- Toaster Flyer v.3.5 and 4.2
- Toaster 4.1d Upgrade
- LightWave 4.0 to 5.0 Upgrade

Call us for crossgrades and for school/government pricing.

We also carry many LightWave Tutorials!

NewTek

HAAGE&PARTNER

ArtEffect 2.5	139.00
AE: PowerEffects 1	38.00
AE: PowerEffects 2	39.00
AE: SuperView	45.00
DrawSTUDIO 2.0	99.00
DrawSTUDIO 1.1, 3.5"- CD Upgrade	20.00
Font Machine 3	75.00
NetConnect	Call
STFax Professional	59.00
Tableau Pro	85.00
Upgrade: StormC 2.0-3.0 CD	25.00
X-DVE	145.00

Aladdin 4D 5.0

just **\$189.00**
 The perfect 3D package for the beginner! Professional 3D modeling, rendering and animating at a great price. An Amiga classic reborn!

Buy Aladdin 4D for only \$125.00 with any other purchase!!

Image FX 3.0...only \$229.00
 The Amiga's top rated professional image editing and special effects program. Painting, compositing, image format conversion, morphing, warping and more!

CONSULTRON

CrossMAC V1 Rel 1.0569.00
 Read/write files from MAC floppies and harddrives directly from your favorite Amiga program.

CrossDOS 7.049.00
 The classic PC to Amiga utility has just been improved. It now supports Windows95 long file names.

Terms: POs accepted from schools and government agencies • Personal checks require 7 days to clear • Defective products replaced promptly. RMA number required (call 414-548-8159) for all merchandise returns. Returns not accepted after 15 days. Returned products must be in original packaging, postage prepaid. Opened software not returnable. Shipping charges not refundable. Returns subject to a 15% restocking fee • Not responsible for typos. Prices subject to change.

CD ROM

DRIVES & TITLES

Goldstar 32X IDE	85.00
Toshiba SCSI-II 32X Int.135.99	
External	199.99

Amiga Repair Kit	39.00
Aminet Set 6	36.00
Aminet Vol. 21-24	17.00
ASIM CD FS 3.9	39.99
Corp Video Backgrounds	89.99
Creative Impulse Vol.1 CD	30.00
CygnusEd Prof Release 4 CD	39.00
Fire CD	38.99
Imagine PD CD	12.00
Kara Collection	55.00
Light ROM Vol. 5	29.00
Light ROM Vol. 6 CD	39.99
Light ROM Gold	18.00
Master ISO CD V. 2	74.99
Master ISO/ASIM CD FS Bundle	115.99
Personal Paint 7.1	59.00
Surface Pro/LW 3D	55.99

CATALYZER

Finally, video tutorials for **ImageFX with Catalyzer!**

Volume 2 features composing, alpha channel, blue screen and video techniques. Floppy disk included.

Volume 1 reveals the secrets of IMP, AutoFX, and lightning.
 CALL FOR PRICING!

PanCanvas: Motion control plug-in for ImageFX



For Toaster or Flyer users! Contains over 30 explosive visual effects sequences, including explosions, fire, smoke, Zero-G explosions and shockwaves, 2 set CD

1987-1998
SAFE HARBOR COMPUTERS
 NOW IN OUR SECOND DECADE
 OF SERVICE TO THE AMIGA
 COMMUNITY



W226 N900 EASTMOUND DR., WAUKESHA, WI 53186

De Vine

COMPUTER SALES

302 235 1204 Orderline
302 235 1506 Infoline
302 235 1507 24 Hour Fax

4142 Ogletown-Stanton Road
#314
Newark DE 19713

SAME DAY SHIPPING!
<http://www.devineinc.com>
EMAIL: devine@devineinc.com
ORDERLINE 1 800 499 8954

Amiga Hardware

Clarity 16	(#02703)	\$ 179
Cybervision 64 3D w/4MB	(#02245)	249
Cybervision 64 Scan Doub	(#02251)	125
DKB Cobra 1200 33/33/00	(#02052)	139.95
DKB Megachip 2000/500	(#02400)	169.95
DKB Multistart II 6A	(#03902)	29.95
DKB Rapidfire	(#02101)	129.95
DKB Spitfire	(#02111)	69.95
DKB Wildfire 68060 A2000	(#02050)	1099
GVP I/O Extender	(#02301)	109
ICD Flicker Free Video II	(#02207)	239
Little Magic Box (Y/C)	(#02216)	699
Megalosound	(#02704)	49
Midi Interface, Pyramid	(#02700)	39
Retina Z2	(#02231)	509
Retina Z3	(#02224)	549
Supergen SX	(#02206)	689
Supergen SX Studio	(#02218)	739
Sync Strainer	(#03202)	45
Video Flyer v4.1+	(#02202)	call
Video Toaster v4.1+	(#02201)	call
Vidi 24 RT	(#02238)	269
Vidi 24 RT Pro	(#02222)	379
Villagetronic Ariadne	(#07004)	249
Villagetronic Liana	(#07011)	89
Villagetronic Picasso II+	(#02213)	249
Villagetronic Picasso IV	(#02233)	369
Vlab Motion	(#02223)	1499
Vlab Motion/Z2/Tocatta	(#02253)	2499
Vlab Motion/Z3/Tocatta	(#02225)	2749
Vlab Y/C External	(#02242)	call
Vlab Y/C Internal	(#02226)	call
Wizard 560DPI Mouse	(#04401)	24
YCP-GA Y/C Adapter	(#02240)	95
Y/C Plus	(#02241)	849

SAS/C Development	(#51085)	149
Scala Art Library II	(#55006)	19.95
Scala Art Library III	(#55007)	19.95
Scala MM300	(#55002)	139
Scala MM400	(#55000)	199
Scala MM400 Upgrade	(#55004)	69.95
Sequencer One+	(#54004)	35
Termite TCP/IBrowse	(#53005)	79
Turbo Calc 3.5	(#54005)	59
Twist 2 Database	(#54006)	119
Typesmith 2.5	(#54007)	20
Upper Disk Tools	(#53052)	26
WordWorth 5.0	(#54008)	119
World Construc. Set 2.0	(#51004)	375
World Atlas CD	(#56000)	44
Zip/Jazz Tools	(#53019)	24.95

Apollo / Phase 5

Apollo MiniMegaChip	129
Apollo A600 68030@33mhz	199
Apollo A600 68030@50mhz	call
Apollo 1260 68060@50mhz	699
Blizzard 2060 68060 w/SCSI	749
Blizzard 1260 68060@50mhz	645
Blizzard 1260 SCSI II Controller	129
Cyberstorm 68060@50mhz MK2	675
Cyberstorm MK2 SCSI II FAST	139
Apollo 3060 68060 @ 50mhz	499
Cyberstorm 68040@40mhz	499
MPEG Decoder for CV64	call

Amiga Dos OS 3.1 Kits
\$69.95 +

Great Valley Products T-REXX-II

- Up to 1600% speed increase Desktop 4000/030 & 800% for 68040 25mhz owners
- Available for A4000 Desktop with 128MB ram expansion for A4000Desktop
- SCSI I & II FAST HARD DRIVE CONTROLLER INCLUDED - Up to 10 MB/Second transfer rate
68060@50MHZ BOARD(#02084) \$659
Low heat, power & profile simms for maximum performance -
REMEMBER! We have our LIFETIME WARRANTY on CPU, FPU and RAM (MEMORY) chips!

4 MB 60NS	15
8 MB 60NS	30
16 MB 60NS	25
32 MB 60NS	50

TRADE IN YOUR OLD ACCELERATOR & PAY ONLY \$ (call for details)

Warp Engine upgrade kits -
40mhz(#03600)\$145.00
33mhz(#03605)\$125.00

Amiga Systems

We have older A4000/3000/2000 CALL
reconditioned systems now available. (Limited quantities)

Amiga 600 SYSTEM \$169
HD Controller Card - Software bundle

Amiga 1200 SYSTEM (#01107) \$399
68020 @ 16MHZ - HDs Available-2MB RAM

Lightwave 5.6 Intel
\$ 1699
Adobe Premiere 4.2 \$479.00
ANTEX STUDIO CARD
AWESOME Price \$1299.00

Non Linear HW

TRUEVISION
TARGA 2000 RTX Call for
TARGA 2000 DTX low-
TARGA 2000 (PRO CALL) (#02276) est
TARGA 1000 (PRO CALL) (#02210) price
BRAVADO 1000 (#02219)

DV100
\$519
Video or Motion DC 10 349
Video or Motion DC 20+ 499
Video or Motion DC 30+ 845

Amiga Software

3D Rom Volume 1 or 2	(#51077)	69
AMITCP/IP	(#50002)	69
AWeb II	(#53047)	44
Audio Thunder	(#54002)	69
Address it 1.5	(#53048)	26
Blitz Basic 2.1	(#51033)	65
Cinema 4D	(#51079)	239
Control Tower	(#53011)	139
Co Pilot Audio	(#54000)	84
Co Pilot Video	(#55003)	84
Cross Mac	(#50000)	69
Cross DOS 6.0 Pro	(#50001)	39
Cybergraphix	(#53004)	49
Dem-Rom	(#51080)	29
Deluxe Paint 5	(#51017)	119
Diavolo B-Up Standard	(#53049)	69
Diavolo Backup Pro	(#53050)	98
Digital Universe	(#56001)	124
Directory Opus 5.5	(#53013)	89
Easy Ledgers II	(#51081)	145
En Print 2.1	(#53024)	29
Diskmagic	(#53033)	39
Gamesmith	(#56002)	68
Gigamem 3.12	(#53051)	59
GP FAX Generic	(#53030)	47
Hi Soft Basic 2	(#51082)	95
Hollywood F/X	(#50003)	225
Image F/X 2.6+	(#53006)	215
Imagemaster R/T	(#51083)	75
Impact! 1.05	(#51051)	195
Interchange Plus	(#53010)	95
Kara Collection	(#51011)	79
Lightwave 5.0	(#51037)	1095
Lightwave 5.0 Upgrade	(#51031)	275
Lock & Key	(#51086)	159
Macroform 2.0	(#53053)	229
Main Actor Broadcast	(#51013)	269
Main Actor Professional	(#51141)	79
Multimedia Backdrops	(#55008)	34
On the ball	(#53041)	34
Pagestream 3.0+	(#51012)	175
Pro Vector 3	(#51084)	179
Pro Wipes 2.0 Vol 1or2	(#53054)	59
Radar 4000	(#51007)	299

NEWTEK VIDEO TOASTER & FLYER SYSTEMS

Amiga 4000T System - Motherboard with two video slots, five zorro III slots, 3.5" floppy disk drive, mouse, keyboard, two megabytes of \$1795.00
Requires a must purchase processor option listed below.

Processor Options - A4640/A3640 68040 @ 25mhz w/CPU, FPU & MMU (#02085) \$ 149.00
(up to 400% faster)Two simm sockets MS Warp Engine 68040 @ 40mhz w/CPU, FPU & MMU (#02079) \$ 495.00
(up to 800% faster)Four simm sockets 68060 @ 50mhz w/CPU, FPU & MMU \$ 659.00

Memory Options - (Minimum of ten megabytes of ram required, more recommended)
REMEMBER! We have a lifetime warranty on all memory purchased from De Vine Computer Sales !
4MB 1x32 60ns simm (#03400) \$ 10
8MB 2x32 60ns simm (#03401) 20
16 & 32 MB SIMMS are for use with MS Warp Engine & A4660 16MB 4x32 60ns simm (#03402) 25
Processor Options, they will not work on the A4000T Motherboard! 32MB 8x32 60ns simm (#03403) 50

Video Toaster - (Hardware + Lightwave, Switcher, Character Generator, Paint Prg.) \$699.00

Video Flyer 4.1+ - (Video Toaster REQUIRED!) (#02202) \$2399

9.1 GB HD Video Tested \$599.00
Stores 99%+ HQ5 Mode! That's approximately 35 minutes of HQ5 footage! (Standard mode stores even more!)

4.6 GB HD Video Tested \$ 349.00
Stores 99%+ HQ5 Mode! That's approximately 18 minutes of HQ5 footage! (Standard mode stores even more!)

2.1 GB HD Video Tested (#14568) \$ 259.00
Stores 99%+ HQ5 Mode! That's approximately 8 minutes of HQ5 footage! (Standard mode stores even more!)

Octopus Cable - (Required to connect flyer to external cabinet) (#03205) \$ 99.00

Midtower Chassis / External Cabinet - (#03304) \$ 149.00
Houses up to NINE devices, five 3.5" bays, four 5.25" bays, 250 watt power supply, three internal scsi daisy chain cables, 7.7" wide x 18.1" tall, 16.6" long

32x Teac CDROM Drive & ASIM CDFS 3.8+ - \$ 89.00
Required to install toaster / flyer software (#53001) \$ 49.00

Need some reasons to buy from De Vine ?

- Same Day Shipping - No Sales Tax In Delaware
- Lowest Restocking Fee - Express Delivery Services Available
- Lifetime Warranty On CPU & Memory (Ram) Chips

Do your shopping then call us for the LOWEST price, or save yourself time and order from us now!



DIGITAL PROCESSING SYSTEMS INC.

Perception Video Recorder (#02217)	1590
Perception Capture Option (#02248)	859
RS 422 Option (#02249)	185
Bundle with external cable (#02227)	2369
Perception Audio A4V (#02243)	1229
PerceptionFXAccelerator (#02250)	819
Time Base Corrector IV (#02203)	795
Edit Bay (#02299)	699
Vector Scope (#02221)	795
Animation recorder A / PC (02236/7)	1599
SPARK w/o Adobe (#02281)	449
Spark w/ Adobe Premiere (#02280)	595

Tape Backup Drives

EXABYTE

8700 LT External (#14951) \$ 549



7GB uncompressed 14GB compressed
60MB per minute
2 year warranty
SCSI I & II
8MM 160M

Eliant 820 (#14964) \$1149.00

Internal Same specs as above 8700LT but can also turn off compression and can verify data. Its also twice as fast!

8MM 160M Tape (#15205) \$15.00

Sony SDT9000 12GB/24GB \$ 999.00

Works great with Flyer, Perception, Targa, etc! - Two year warranty
12GB uncompressed - 1.2MB/Second
24GB compressed - 2.4MB/Second
SCSI I & II - Uses DDS3 TAPES
DDS3 4MM 125M TAPE \$ 29.95

SONY

SDX 300 25 / 50 (#14953) 2399

3072k / second - two year warranty
25 GB uncompressed / SCSI I & II
50 GB compressed / 8mm 170m
8MM 170M TAPE (#15209) \$95.00

Pinnacle Systems

Miro DC 30+ \$699.00

Miro DC 20+ \$469.00

FAST

Fast AV Master \$699.00

- Includes Media Studio Pro 5.0 Full Version

Hollywood FX 3.0 \$349

CPU & FPU Upgrades and Replacements

68040RC40 W/MMU & FPU (#03404)	95
68040RC33 W/MMU & FPU (#03405)	85
68040RC25 W/MMU & FPU (#03406)	49
68030RC50 W/MMU (#03408)	49
68030RC40 W/MMU (#03409)	39
68030RC33 W/MMU (#03411)	35
68030RC25 W/MMU (#03412)	29
68882RC50 MATH CO-PROCESSOR (#03414)	45
68882RC40 MATH CO-PROCESSOR (#03415)	39
68882RC33 MATH CO-PROCESSOR (#03416)	35
68882RC25 MATH CO-PROCESSOR (#03440)	29
68881RC25 MATH CO-PROCESSOR (#03417)	20
INTEL PENTIUM 233 MMX	325
INTEL PENTIUM 200 MMX	225
INTEL PENTIUM 166 MMX	125
INTEL PENTIUM II 400	719

Extensive stock of Motorola, Intel, & Cyrix processors available, so if what you are looking for isn't listed, call us!

Memory / Ram Chips

SIMMS

64MB 72PIN 16x32 60ns (#03442)	249
32 MB 72 PIN 8x32 60ns (#03403)	60
16 MB 72 PIN 4x32 60ns (#03402)	30
08 MB 72 PIN 2x32 60ns (#03401)	20
04 MB 72 PIN 1x32 60ns (#03400)	10
1X4 Static Column Zips 60ns (A3000)	\$4
1x4 Page Zips 60ns (A2386 BB)	\$9
256x4 Page Dips (A2091, 2080, etc)	\$3
1x1 Page Dips (8up ramboard, etc)	\$3
1x8 simm (1mb) 30 pin	\$10.00
4x8 simm (4mb) 30 pin	\$30.00

DIMM, SIMM, ZIP, DIP, 8 PIN to 168 PIN

PC Software

3D Rom Volume 1 or 2 (#51087)	29
3000 Jpeg Textures (#51089)	29
Add Depth 1.1 (#51090)	49
Animator Studio 1.1 (#51091)	269
Air/Sea/Land Vehicles (#51092)	169
Canvas 5 (#51093)	284
Clip Model Library (#51094)	109
Corel DRAW! 8 (#51095)	469
Corel DRAW! 8 upgrade (#51096)	249
CorelXARA (#51097)	197
Dem-Rom (#51098)	47
Detailer (#51099)	285
Director 6.0 (#51100)	999
Director Multi. Studio (#51101)	999
Expression (#51113)	call
Extreme 3D (#51110)	329
Fiber Factory (#51102)	99
Freehand 5.0 (#51103)	404
Freehand Gphx Studio (#51104)	434
Garden Hose (#51105)	64
Graphic Design Studio (#51106)	649
Hijack's Graphics Suite (#51111)	127
Kai's Power GOO (#51107)	47
Truespace 3D	589
Wavefilter Net Plus (#51112)	399
Wavenet Pro 5 User (#51109)	269
World Construction Set 3+	599

http://www.devineinc.com
devine@devineinc.com

Removable Hard Drives

IOmega Jaz Internal (#14908)	299
IOmega Jaz External (#14907)	399
IOmega Zip Internal (#14906)	139
IOmega Zip External (#14905)	139
SyQuest 44MB Internal (#14900)	99
SyQuest 270MB Int. (#14960)	149
SyQuest 1.5GB SCSI (#14913)	275
SyQuest 1.5GB IDE (#14916)	275
44MB Syquest Cart. (#15200)	39
88MB Syquest Cart. (#15201)	49
270 3.5" Syquest Cart. (#15202)	54
Jazz Cartridge (#15213)	85
Zip Cartridge (#15210)	19

CD Rom Readers

Toshiba 32x IDE Internal	69.00
PLEXTOR 32X Internal	149.00
4800k/second - 85ms seek time - 512k buffer SCSI I & II - Caddyless	
PLEXTOR 32X External	208.00
CASE, power supply, fan & DB25M-CENT50M Cable	
Teac 32X Internal	89.00
4800k/second - 85ms seek time-512k buffer SCSI I & II - Caddyless	
Teac 32X External	148.00
also includes case with power supply, fan & DB25-CENT50 cable	
ASIM CDFS (AMIGA) (#53001)	49.95
FWB TOOLKIT (MAC) (#53043)	15.00

CDRom Recorders

Yamaha 4260t
6x Reader & 4x Writer
2x Rewriter

SCSI INTERNAL (#14224)	\$ 409.00
SCSI EXTERNAL (#142248)	\$ 459.00
SCSI TX EXTERNAL (#14224C)	\$ 489.00

Yamaha CDR-400AT
6x Reader & 4X Writer

SCSI INTERNAL	\$ 389.00
SCSI EXTERNAL	\$ 449.00

Panasonic 7502-B
8x Reader & 4X Writer

SCSI INTERNAL (#14223)	\$ 249.00
SCSI EXTERNAL (#14708)	\$ 309.00

RICOH 6201

6x Reader / 2x Writer & 2x Rewriter

SCSI INTERNAL (#14215B)	\$ 358.00
SCSI EXTERNAL (#14708)	\$ 418.00

Mastering Software

Master ISO v2.0 (Amiga)	\$ 59.00
Toast (MAC) (#53038)	\$ 40.00
Easy CDPRO (IBM) (#53037)	\$ 40.00
Version 2.11c with Direct CD Software!	

CD-R Media (Qty 100)	\$.99 Each
CD-RW Media	\$15.00 Each

Hard Disk Drives

Quantum

18.2 GB Atlas III SCSI	1199
1024k Buffer (cache)	
7200 rpm - 7.5ms - 5 Years	
9.1 GB Atlas II-N SCSI (#14548)	649
9.1 GB Atlas II-W SCSI (#14576)	649
1024k Buffer (cache)	
7200 rpm - 8ms - 5 Years	
4.5 GB Atlas II-N SCSI (#14544)	449
4.5 GB Atlas II-W SCSI (#14574)	449
512k Buffer (cache)	
7200 rpm - 8ms - 5 Years	
4.5 GB Viking SCSI (#14631)	349
7200 rpm - 8ms - 5 Years	
6.4 GB Fireball ST SCSI (#14635)	375
6.4 GB Fireball ST IDE (#14632)	229
5400 rpm - >10ms-3 Years	
4.3 GB Fireball ST SCSI (#14571B)	275
4.3 GB Fireball ST IDE (#14571)	229
5400 rpm - >10ms-3 Years	
3.2 GB Fireball ST SCSI (#14556)	259
3.2 GB Fireball ST IDE (#14562)	199
5400 rpm - >10ms - 3 Years	
2.1 GB Fireball ST SCSI (#14572)	239
5400 rpm - 10ms - 5 Years	
2.2 GB Atlas II N SCSI (#14625B)	259
2.2 GB Atlas II W SCSI (#14625)	259
7200 rpm - 8ms - 5 Years	

Seagate

18GB Barracuda Narrow	1199
18GB Barracuda Wide	1199
9.1GB CHEETAH 19101N (#14613)	799
9.1GB CHEETAH 19101W (#14614)	799
10000 RPM! 7.5 MS!	
NOTHING IS FASTER!	
9.1GB Barracuda 39173N	599
9.1GB Barracuda 39173W	599
7200 rpm - 7.5ms - 5 yrs	
Low Profile 1" Tall 3.5"	
4.5GB CHEETAH 34501N (#14615)	594
4.5GB CHEETAH 34501W (#14616)	627
10000 RPM! 7.5 MS!	
NOTHING FASTER!	
4.5GB Barracuda 34572N	475
4.5GB Barracuda 34572W	475
7200 rpm - 8ms - 5 yrs	
2.1GB Barracuda 32272N	357
2.1GB Barracuda 32272W	385
7200 rpm - 8ms - 5 yrs	
3.2GB (IDE)	199

Drives we have sold have proven to be very reliable! Up to 100% usage Digitally on DPS Perception, Newtek Video Flyer, Targa Series, Miro Series, Avid Systems, Media 100

Not sure which drive suits you best? Call us!

NEWTek

Lightwave 3D 5.6 Intel (#51160)	Call
Lwave 3D 5.6 Intel Upgrade (#51158)	Call
Lightwave 3D 5.6 Mac (#51161)	Call
Lwave 3D 5.6 Mac Upgrade (#51159)	Call
Lightwave 3D 5.6 DecAlpha (#51162)	Call
Lwave 3D 5.6 D/A Upgrade (#51163)	Call
LW 3D 5.0 Amiga Upgrade (#51031)	Call



Video Toaster	695
Video Flyer	2399

De Vine
COMPUTER SALES

302 235 1204 Orderline
302 235 1506 Information
302 235 1507 24 Hour Fax

4142 Ogletown-Stanton Road #314
Newark DE 19713

Orderline 1 800 499 8954

AMEX, DISCOVER, MASTER CARD, VISA, DINERS CLUB AND COD ALL ACCEPTED. MAIL PREPAYMENTS TO THE ADDRESS ON LEFT. PRICES AND SPECIFICATION ARE SUBJECT TO CHANGE WITHOUT NOTICE. DEFECTIVE ITEMS REPLACED WITH SAME ITEM. ALL SALES ARE FINAL AFTER TEN DAYS. RETURNS ARE SUBJECT TO 10% RESTOCKING FEE up to 15% restocking fee. No returns of product if not in original condition. PLEASE CALL 302 235 1506 FOR RMA# BEFORE RETURNING MERCHANDISE. RETURNS WITHOUT RMA# WILL BE REFUSED. SHIPPING IS NOT REFUNDABLE. WE ARE NOT RESPONSIBLE FOR INCOMPATIBILITY OF PRODUCTS. CODS ARE CASH ONLY COD FEE IS \$6.00.

*** An Amiga 60% FASTER than a Pentium Pro 200Mhz ! ***
It's now possible with Phase5's Cyberstorm PPC boards !
CALL FOR LOWEST PRICING 1 800 499 8954

phase 5
 DIGITAL PRODUCTS

WHERE DO YOU WANT TO BE TOMORROW?™

Breaking through the barriers

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

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

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

Solutions for everybody

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

Software that comes along with the PowerUp accelerator boards

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

Cyberstorm PPC 233Mhz (3000/4000(t)) \$949.00 CALL
 Blizzard 2604e (A2000/1500) for
 Blizzard 603e (A1200(t)) prices
 Blizzard 603e+ (A1200(t))
 Cybervision PPC (for Cyberstorm PPC and Blizzard 2604e)

PowerUp specials for owners of phase 5 accelerators

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

CYBERSTORM

POWERUP
 AMIGA™ GOES POWERPC™

Cyberstorm MK III (A4000/4000T A3000/3000T) 68060 @ 50mhz \$ 659
 Cyberstorm MK III (A4000/4000T A3000/3000T) 68040 @ 40mhz \$ call
 Both include built in Ultra SCSI III
 Cybervision 64 3D w/4MB Ram \$ 249
 Scan Doubler for Cybervision 64 3D \$ 119
 Blizzard 1260 (A1200) 68060 @ 50mhz \$ 589

CYBERSTORM PPC -150, -180, -200

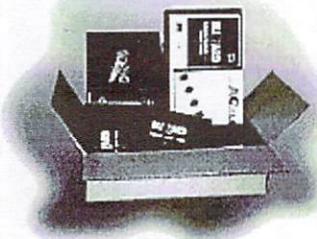
PowerPC 604e Accelerator Board for AMIGA 3000(T) and 4000(T)

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

Technical Data CYBERSTORM PPC Accelerator Board:

PowerPC Processor	PowerPC604e
Clock Speed	150-200 MHz
Companion CPU	68040/68060 25-50 MHz
est. PPC Performance	@200 MHz
MIPS	appx. 350
SpecFP95	appx. 7.1
Memory Option	max. 128 MB
SIMM Sockets	four
SCSI on board	Ultra-Wide
Suitable	A3000/A4000(T)

PHASE 5
 products
 arrive !



De Vine
 COMPUTER
 SALES

302 235 1204 Orderline
 302 235 1506 Information
 302 235 1507 24 Hour Fax
 4142 Ogletown-Stanton Road
 #314
 Newark DE 19713

ORDERLINE 1 800 499 8954

AMEX, DISCOVER, MASTER CARD, VISA, DINERS CLUB AND COD ALL ACCEPTED. MAIL PREPAYMENTS TO THE ADDRESS ON LEFT. Prepayments take two to ten working days to clear unless they are USPS Money Orders PRICES AND SPECIFICATION ARE SUBJECT TO CHANGE WITHOUT NOTICE. All sales are final. DEFECTIVE ITEMS REPLACED WITH SAME ITEM. No returns after ten days. RETURNS ARE SUBJECT TO 10% RESTOCKING FEE. PLEASE CALL 302 235 1506 FOR RMA# BEFORE RETURNING MERCHANDISE. RETURNS WITHOUT RMA# WILL BE REFUSED. SHIPPING IS NOT REFUNDABLE. WE ARE NOT RESPONSIBLE FOR INCOMPATIBILITY OF PRODUCTS. CODS ARE CASH ONLY COD FEE IS \$6.00.

Need reasons to
buy from De Vine ?

-New TOLL FREE ORDERLINE 800 499 8954

-Same Day Shipping On Orders Placed By 3PM EST

-No Sales Tax In Delaware

-Lifetime Warranty On CPU & Memory (Ram) Chips

Amiga Accelerators

A2620 68020 @ 16Mhz w/68881 125
math co processor & MMU and
four megabytes of memory. Not
expandable past four mb (A2000)

A2630 68030 @ 25Mhz w/68882 209
math co processor & MMU and
4 megabytes of memory (A2000)

A3640 68040 @ 25Mhz with built in 149
math co processor and MMU, up
to 400% increase in speed!
(A3000 & A4000 Series Machines)

DKB Cobra 68030 @ 33Mhz 135
w/68882 math co processor, FPU
and battery backed clock, expand
able to 128mb of memory (A1200)
(Limited Quantity)

GVP 1230 Turbo I 68EC030 89
@ 40mhz, expandable to 32mb of
memory (A1200)

GVP 1230 Turbo Series II 68030 139
@ 50mhz with MMU, battery
backed clock, expandable
to 32 MB of memory (A1200)

GVP A530 Turbo 68030 @ 40Mhz, 249
SCSI I & II hard drive controller
with internal and external SCSI
connectors and memory expansion
up to eight megabytes (A500)

GVP-M Falcon 68040 @ 25Mhz 299
w/built in math co processor &
MMU, expandable to 128mb ram
(A1200)

Microbotics VXL30 68030 @ 50Mhz 99
w/Memory Management Unit.
Requires VXL 32 for memory
expansion. These brand new left
over accelerator boards are from
their last batch and are of the
newest revision. Great for people
who have a VXL 30 and want to
speed up their system. (The older
VXL 30 accelerators cannot be
upgraded to 50mhz) If you're look
ing for an inexpensive way to add
a fast processing MMU, this is it!
Plugs internally into the CPU
SOCKET of Amiga 500 or 2000

CSA 12 Gauge 68030 @ 50mhz 299
- For the Amiga 1200 Only. 68030
with 68882 and MMU and SCSI!
Expandable memory socket
onboard! (Limited Quantity)

GVP/PC286 Emulator
Must have A500HD8+ or 530
16Mhz 80286 Speed Index rating 15!
512k memory - Now Only \$49.00

Amiga Custom Chips & Upgrades

1.3 Kickstart Rom (A2000/500) \$ 9
2.04 Kickstart Rom (A2000/500) 16

2.04 Kickstart Rom (A3000) 24
2.05-2 Kickstart Rom (A600) 19

3.1 Kickstart Rom (Single Rom) 29
- Amiga 500, 2000 Series (Add \$

3.1 Kickstart Rom (Dual Rom) 37
- Amiga 1200, 3000, 4000 Series

3.1 OS Complete Kits 69
- Includes Roms, Software and
Manuals for 500, 600, 1200, 3000
and 4000D Series

2091 v7.0 Upgrade Roms 19
- Allows use of 2.04 or higher kick
start roms & has bug fixes. Don't
forget the Western Digital v8 chip!

2630 v7.0 Upgrade Roms 19
- Allows use of 2.04 or higher kick
start roms & has bug fixes.

8362 Denise (Resolution) 10

8364 Paula Audio Chip 10

8372A 1MB Agnus (Graphics 24
Memory)

8373 Super Denise (Resolution) 19

8375B (A3000 2MB Agnus) 24

8520 CIA Chip PD 6

8520 CIA Chip PLCC 19
- For Amiga 4000, 1200 and 600

Amber Display Chip (replace- 19
ment)
- A3000, 2320 Flicker Fixer

Lisa (391227-01) 24
- PLCC replacement for
A1200/4000 Series for AGA

Ramsey Revision 07 29
- Fixes memory access problems
with the Amiga 3000 Series

Super Buster Revision 11 24
- Fixes bus problems with the
Amiga 3000 series machines and
Amiga 4000 series machines

Super Dmac Revision 04 34
- Fixes many problems with the
Amiga 3000 Series Machines

68000-8 Mhz DIP (CPU) 5
Western Digital SCSI Revision 8 22
- A3000 and A2091 HDC Bugfixes
and Upgrades (Get the 2091 v7
roms as well if you have a 2091!)

Amiga Ramboards

Microbotics 8 Up Ramboard 59
- A2000/3000/4000 16 Bit Memory
board with no memory DIPS ver
-sion

Microbotics 8 Up Ramboard 59
- A2000/3000/4000 16 Bit Memory
board with no memory SIMM ver
-sion

Fastlane Z3A3000/4000Ramboard 299
- A3000 or 4000 Series 32 Bit
Ramboard and Fast SCSI II
Controller card Expandable to 256
megabytes of memory using 30pin
simms.

GVP SCSI+/Ram A1200 49
- Expandable to 32mb of ram
and includes SCSI I & II controller
plugs into internal slot on a1200.

**CDTV & CD32
Closeouts
New Prices!
\$ 19.95 Each**

Aminet 3

Eadward Muybridge CDTV "Women In 24
Motion

CD32 Pinball Fantasies

CD32 Defender of the Crown

CD32 John Barnes European Football

CD32 The Chaos Engine

CD32 Demo Disk

Toast CD Rom Pro 3

CD32 Insight Technology

CDI "The Firm" (mpeg for cd32 req)

3D Model Library II

CD 32 Pirates Gold - Return to the

Golden Age of Bucaneering

CD32 International Karate

CDTV Illustrated Holy Bible

Aminet 4

Cover Girl Strip Poker

CD32 American Heritage Illustrated

Encyclopedic Dictionary

CD32 Trolls

Gallery of Dreams

Solar System Kit

Microcosm

Fractal Pro Image Library

Apple Internet Connection Kit

Photo Pro Volume II People Doing

Things

Fractal Pro Image Library Vol. 1

CDI "Patriot Games" (mpeg 4 cd32 req)

GIF's Galore

Euroscene

BCI Net

CD32 Impossible Mission 2025

CDTV The New Grolier Electronic

Encyclopedia

CDTV Lemmings

Classics Now Only \$19.95 ea.

ADVANCED D&D "HILLSFAR"
THE IMMORTAL
SHANGHAI
BLOODWYCH
CIVILIZATION
THE ULTIMATE HINT KIT
ARKANOID
MAVIS BEACON TEACHES TYPING
APB or ISHIDO
FLOORPLAN CONSTRUCTION SET
GOLD OF THE AMERICAS
ZANY GOLF or INTELLITYPE
THE BUDDY SYSTEM FOR DELUXE PAINT III
ARCHIPELAGOS or CAPTAIN BLOOD
BLACK CRYPT or DELUXE PAINT III
PRO WRITE or AMAX
WHERE IN THE WORLD IS CARMEN
SANDIEGO
FLOW or SWORD OF SODAN
QIX or WONDERLAND
SHADOW OF THE BEAST
TOTAL ECLIPSE or SANTA PARAVIA
DEATH BRINGER or DOS LAB
LEATHER GODDESSES OF PHOBOS
ELECTRIC THESAURUS
PRISON or OOZE
KINGS QUEST or DESKTOP BUDGET
DREAM ZONE or SUPERBASE PERSONAL 2
PALADIN or HOSTAGE RESCUE MISSION
PIPE DREAM
AMIGA ENHANCER SOFTWARE 1.3
SIEGE & THE SWORD
FIENDISH FREDDY'S BIG TOP O' FUN
BATTELECH THE CRESCENT HAWKS
INCEPTION
AD&D "DEATH KNIGHTS OF KRYNN"
DUNGEON MASTER ADVANCED TEST COPY
CASTLES or THE DUGEON MASTER EDITOR
MASTER TYPE or THE TAROT MASTER
DRAGONS LAIR or RINGS OF MEDUSA
DUNGEON MASTER or MASTERING CLI
THE DELUXE PAINT IV VIDEO GUIDE
DELUXE PAINT IV
KEEF THE THIEF or CHRONO QUEST
QUARTERBACK
POWER PINBALL or NEUROMANCER
CAPTIVE
QUEST FOR GLORY II "TRIAL BY FIRE"
HEROS QUEST or FAERY TALE
POWER MONGER
REACH FOR THE STARS THIRD EDITION
THE FOOLS ERRAND or WELLTRIS
HOYLE BOOK OF GAMES
SWORDS OF TWILIGHT
WAR IN MIDDLE EARTH
LORD OF THE RINGS or JOURNEY
LOST DUTCHMAN MINE
STARFLIGHT CLUEBOOK
SWORD OF ARAGON
TETRIS or RAILROAD TYCOON
BARDS TALE II
MASTER POPULOUS TXT.
THE LOST TREASURES OF INFOCOM
THEIR FINEST HOUR
Buck Rodgers COUNTDOWN TO DOOMS DAY
ELVIRA or STARFLIGHT
SHUFFLEPUCK CAFE
NUCLEAR WAR or LOOM
MANHUNTER NEW YORK
DRACONIAN "FULL METAL PLANET"
DRAKKHEN or FUTURE WARS
FAERY TALE CLUEBOOK
CHESSMASTER 2000
ADVENTURE CONSTRUCTION SET
GOLDEN OLDIES or PIRATES
THE PERFECT GENERAL
CHAMBER SCI-MUTANT PRIESTESS
THIEF OF FATE
BATTLE CHESS
BALANCE OF POWER
MIGHT & MAGIC II

Most of these titles are still in their original
boxes! These are the Amiga CLASSICS!
Own a part of Amiga History and a
GREAT game! All these titles come on
floppy disks.

De Vine
COMPUTER
SALES

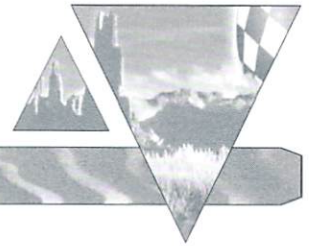
302 235 1204 Orderline

302 235 1506 Information

302 235 1507 24 Hour Fax

4142 Ogletown-Stanton Road #314
Newark DE 19713

Site Seeing



Caught In The Ami-Net

By dthomas trenn

System Essentials Part 2

We continue this issue by discussing some must-have utilities that enhance the operating system and increase the efficiency of everyday Amiga use. As always, this software has been tested and determined to be system friendly through extended periods of use.

A Watchful Eye

One of the common difficulties with installing software is that it does not always work the first time you try it. Sometimes the problem is caused by a missing or misplaced library, font or other necessary file. Unfortunately, most programs assume that everything is where it should be and do not bother to tell you if that is not the case. Many times the program will not start, or in worse cases the program causes a system crash. These problems can be extremely difficult, if at all possible, to track down. But, there is help available. Eddy Carroll's *SnoopDos* (Aminet:util/moni/SnoopDos30.lha) is a must have for every Amiga user. SnoopDos works by installing a patch that monitors various system and AmigaDOS function calls. With SnoopDos on the watch, you will be told what an application is looking for, where it expects to find it and a lot of other possibly important information. Too much information? No need to worry, because SnoopDos can be told what function calls to monitor.

Requesters

Over the years, developers have tried to improve on the Amiga requesters—each creating alternative libraries of functions with different enhancements. One of the more popular is the *reqtools.library* (Aminet:util/libs/ReqToolsUsr.lha) now developed by Magnus Holmgren, which provides impressive replacements for file, font, palette, volume, screen mode, query, string, and number

requesters. A preferences editor is included that allows configuration of various requester options. Because developers of other applications each chose to use their favorite requesters, applications have become inconsistently interfaced. To remedy this, the ReqTools archive includes *RTPatch*, now developed by Dave Jones, designed to watch for calls to other requesters and substitute the ReqTools requesters instead.

Keeping Time

Everyone keeps some kind of schedule, though perhaps some more relaxed than others, so a good clock would be useful. Ideally, the clock should appear on the currently active screen, so that we do not have to keep jumping screens to see what time it is. Some applications, such as Directory Opus, include an optional clock of their own. One possibility would be to enable these clock options in each program, but that would really be a waste of CPU time. Why have multiple tasks all doing the same thing when we could just have one? There must be a better solu-

tion. Unlike most clock programs, of which there are many, Thomas Igracki's *ScreenClock* (Aminet:util/time/ScreenClock.lha) is able to display itself on the frontmost screen, so you can always find the time at a glance. You do not have to worry about it covering up other important information, because it adds itself into the right end of the title bar. It is fully configurable and includes options for date and CPU usage as well. A nice alternative, or even a companion, to the visual clock is a talking clock. The simplest being one that uses the Amiga's built-in speech resources. *TimeSpeak* (Aminet:util/time/TimeSpeak.lha) is such a program, and in addition to telling you the current time, it will also tell you the date—if you ask it nicely.

If you have a program that you think should be considered for this column send an email to caught@youngmonkey.ca. Please, do not send programs unless requested.



NO HIDDEN COSTS

<p>Distant Suns CD 5.01 desktop planetarium</p> <p>\$32.90 CDN \$23.50 USD</p>	<p>Cloanto CD BLOWOUT</p> <p>CDN / USD</p> <p>Per. Paint v7.1 \$59.99 / \$39.99 Kara Collection \$29.99 / \$19.99 Personal Suite \$19.99 / \$14.99</p>	<p>Power Solutions 35-2855 Pembina Hwy. Winnipeg, Manitoba CANADA R3T 2H5</p> <p>204-453-0527 www.PowerSolutions.mb.ca Info@PowerSolutions.mb.ca</p>
<p>Wordworth 6 Office CD - Wordworth 6 - Datastore 2 - Organiser 2 - Money Matters 4</p> <p>\$69.99 CDN \$49.99 USD</p>	<p>YOU CHOOSE \$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>

Videology, Inc.

36 Mill Plain Rd, #410, Danbury, CT 06811-5114

videology@snet.net

Info: 203-744-0100 • Orders: (800) 411-3332

Complete sales/support for Newtek
Toasters, Flyers, Aura,
Calibar, Inspire 3D.

We provide complete Dec Alpha, and Intel workstations,
with optional Amiga networking

QUALITY AMIGA LICENSEWARE

Previously Only Available
For The UK.

We also stock titles exclusively
from Paul Burkey, author of the
recent smash hit FOUNDATION.
Simply mail your name & address
to receive a free catalogue.

Demo's of Paul's games,
as well as other titles,
are all available on request.

Mushroom Software

75 North Perry Street
Elizabethtown, PA 17022
Tel: (717) 367-6210

Email: mushypd@redrose.net



Let Advertisers Know You Saw Their Ad In The Amiga Informer

NATIONAL AMIGA

AMIGA PRODUCTS AND SERVICES INTERNATIONAL

Phone: 1-519-858-8760

FAX: 1-519-858-8762

sales@nationalamiga.com

4 IDE Devices On Your A1200/4000

IDE Splitter for A4000 w/IDEFix	\$69	\$45
IDE Splitter for A1200 w/IDEFix	\$79	\$62

Phase5 and Village Tronic

	CAD	USD
CyberStorm 060-50Mhz with 604e-233	\$1749	\$1154
CyberStorm MkIII 060-50Mhz	\$999	\$660
CyberVisionPPC Graphics Card for aboe	\$459	\$300
Blizzard 040-25Mhz PPC603e+ 240MHZ	\$1049	\$675
Blizzard 060-50Mhz PPC603e+ 240MHZ	\$1599	\$1030
Picasso4 Graphics Card	\$549	\$362
Concierto Audio Card for P4	\$199	\$131

NIMIQ

Ethernet Card for your Amiga 600 or 1200

- 10-base-T RJ45 and 10-base-2 BNC/Coax
- FCC and CE approval
- 16K buffer for maximum data throughput
- Auto senses between 10-base-T and 10-base-2
- Does not require power supply
- Link and activity lights
- Works with CPU caches turned on
- Standard SANA-II device driver for use with Envoy, INet225, AmiTCP and Miami!
- Great for cable modems!
- Dealer enquiries welcome!

\$89USD

\$129CAD

Go here..

www.nationalamiga.com

..to buy Amiga stuff.

Amiga Tower Cases

	CAD	USD
RBM TowerHawk 4000 w/7 Z3 & 2 Video	\$699	\$461
RBM TowerHawk 1200	\$419	\$276
RBM TowerHawk 1200 w/5 Zorro2 Slots	\$775	\$511
ATEO 1200 Case	\$299	\$197
ATEO 1200 Case w/BusBoard &Pixel64	\$798	\$526



RBM Case

External SCSI Cases:

2 Drive Bays	\$129	\$89
4 Drive Bays	\$179	\$121
8 Drive Bays	\$289	\$196



2 Drive Case

All cases have LEDs and ID selectors. All cases are also available with WIDE SCSI connections.

Complete information and pictures available at:
www.nationalamiga.com

NEW AND USED

- Hardware
- Software
- T-Shirts
- Accessories
- Magazines
- Flyer Systems
- Networking
- Chips and Parts

NATIONAL AMIGA

a division of archtech incorporated

111 Waterloo St #101

London, Ontario

N6B2M4

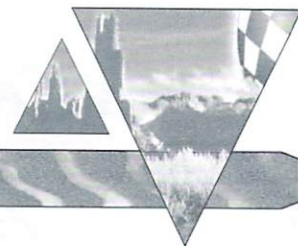
Monday-Saturday

10am-6pm EST



We ship by Postal Service, UPS, FedEx and Purolator to anywhere in the world. Pricing and availability subject to change without notice. USD pricing is subject to daily exchange rates. In stock orders paid for before 3pm ship the same day. We are not responsible for blindness caused by squinting to read fine print. Please have a nice day.

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.

Wildfire

Wildfire is a professional animation processor. It allows you to sequence animations, adding 3D effects and transitions. Wildfire is unique among Amiga applications in two ways: It supports the PowerPC processor, and introduces an interface style formerly seen only on high-end computer graphics workstations.

Wildfire has many features—so many that it may overwhelm the user at first. Its power is in the way it allows you to manipulate animations and still images, adding effects, transitions and frame-synchronized sounds. Many of the 3D and warping effects are on par with those created on high-end Silicon Graphics Flint or Flame workstations costing up to \$200,000! Such systems are heavily used in the film industry to create the stunning effects seen in many modern films, such as folding video cubes, perspective transforms, warping, twisting and twirling sequences, etc. The eye candy that Wildfire produces is simply amazing, and new operators are being added and enhanced all the time thanks to the open architecture and third-party plug-ins.

When Wildfire was initially released, many thought it was just another image processing package similar to ImageFX. In fact, Wildfire is very different from ImageFX and any other current image processing program. Andreas Maschke, Wildfire's creator, has raised the bar on what's expected with Amiga graphics software. Wildfire supports many animation formats including the standard Amiga IFF-

ANIM and the new YAFA format. The YAFA format is faster than IFF-ANIM, supports sound, and may be played on lower-end Amigas using a freely-distributable YAFA player (Aminet:gfx/show/yp.lha).

The interface might surprise some users. It is not laid out like any other Amiga application. Wildfire uses icons and a layered storyboard approach. While not necessarily StyleGuide compliant, the interface is designed intelligently. For example, the animation operators are all together, as are the file conversion operators. Due to these differences, be prepared to invest some time to fully grasp how to use all the tools effectively; there is a steep learning curve. This

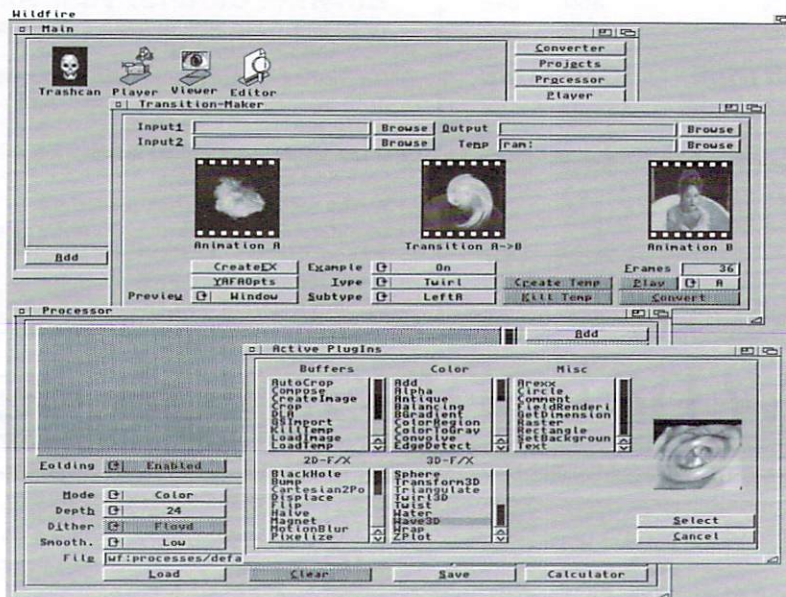
most effects. This is important because you can more easily keep the creative flow going if you are not constantly waiting for the computer to catch up. Wildfire will work on Amigas without a PowerPC but will be much slower. A wave 3D operation took 68.48 seconds per frame on a 50 MHz 68060, but only 17.34 seconds on a 200 MHz PowerPC. With animations of several hundred or thousand frames, the time saved with a PowerPC can be substantial.

Wildfire can be switch between 68K and PPC via a menu selection in the program. The switch is transparent to the user and created no bottlenecks that I could see and the speed difference is strikingly obvious. Many users have complained about this apparent 68K/PowerPC task switching problem in some PPC applications. In the case of Wildfire, this problem did not appear. The task switching issue has been debated on many Usenet postings by people that often don't even have PPC cards, and I think it has been overblown.

It's refreshing to see a new developer embrace the PowerPC in their initial release of a software package when so many have adopted a 'wait and see' attitude. While we all know that Amiga Inc. is working on a new Super Amiga, there are Amiga users today that need improved speed and flexibility and a PowerPC can provide just that.

I was very impressed with Wildfire and recommend it highly. It is very stable and did not crash or hang on my system during extensive testing. The only thing I found lacking was

Video Toaster/Flyer support. I would like to see special ARexx hooks (beyond the full ARexx command set included) or even special operators or plug-ins to tightly integrate the two. As it stands, they can be made



Wildfire offers powerful features that can create animation effects that mimic those created on top-end systems. Couple this software with a PowerPC board, and you'll increase your production times four-fold.

investment will pay off, though, when you create your first animation.

Most of Wildfire's effects are very computationally intense and it pays to own a PowerPC card. With a fast PowerPC, you will get real-time or near real-time feedback on



to work together with some ingenuity. This alone is why I rate Wildfire a B+ and not an A.

Wildfire is available from many Amiga dealers or direct from Nova Design (www.novadesign.com) for around US \$200 (\$150 for the non-PowerPC version). The current 4.xx version has undergone extensive refinement in Germany, and updates are constantly available via the Internet (the wildfire home page, www.oberland.com/amiga/wildfire, is in German). Nova Design has professionally packaged it for American customers and included a nice box and comprehensive manual. The documentation is in pleasingly clear and concise English.

Wildfire is available in two versions and both are CDROM only. The PowerPC version (tested) requires a PowerPC processor, OS 3.1, CDROM drive, Hard drive, and 8 Mb

RAM. A GFX card using CyberGraphX is preferred but not required. It was tested on an A4000T PowerPC 200MHz/060 50MHz, with 64 Mb of RAM. The 68k version requires an 020 CPU or better. A demo version is available on Aminet as biz/demo/WildfirePPC.lha.

Rating: B+

By Bill Panagouleas



When sending your DTP masterpiece to a professional printer, you can get richer, darker black solids using the color C - 40%, Y - 40%, M - 50%, K - 100%.

OSHAWA AMIGA

e-Mail: oshamiga@idirect.ca



EPSON



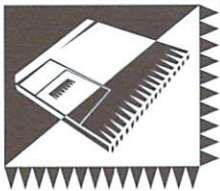
AMIGA

Free catalogues by mail or FAX!

Now Open:
THE CABLE DEPOT!

Drop by and visit us online:
web.idirect.com/~oshamiga
or Phone: (905)728-7048
FAX: (905)728-4118

LIGHTWAVE - ALL PLATFORMS



THE LIVELY COMPUTER

8314 Parkway Drive, La Mesa, Ca 91942

Voice: (619) 589-9455 Fax: (619) 589-5230

Email: tlively@connectnet.com



Amiga Service Center

NEW!
AURA BUNDLE
FREE CALL!

MANY EUROPEAN ITEMS IN STOCK

REMOVABLE MEDIA:

JAZ, DAT, & CD-ROM WRITERS

A4000T & A1200'S

ATEO A1200 TOWER W/ PIXEL 64 GRAPHICS CARD

CD32: Hardware & Software

Amtrade Hi-Density Floppies

IMPORTED CD TITLES SUCH AS

**Amiga Forever, Scala Plug in's
Elastic Dreams, Aminet Series**

Multi-Platform Networking
Internet Software

**T-Shirts, Sweat Shirts,
Baseball Hats, Beach Balls**

<http://www.iworks.com/tlc/>

POWER UP
AMIGA GOES POWER PC

Phase V Graphics & Accelerator Cards

CyberVision PPC

Games

Foundation, Genetic Species
Myst, Quake and more...

DIGITAL CREATIONS

VIDEO SLOT BOX
DCTV RGB CONVERTER
SUPERGEN -USED

NONLINEAR EDITING

MONITORS - VIDEO - MULTIMEDIA

REPAIR - UPGRADES - NETWORKING

TOASTER/FLYER

TBC'S, G-LOCKS, CABLES
Video Quality Hard Drives
S-Video Adapters

LIGHTWAVE 3D

ALL PLATFORMS

Plug-ins & Video Tape Tutorials
Textures, Models, Surfaces
Fonts, and much more!!!



Software Hut

Bolmar Industrial Park

991 S. Bolmar St. Units F&G

West Chester, PA 19382

Our Web Page:

www.softhut.com

softhut@erols.com

Info 610-701-6303
Tech 610-701-6305
FAX 610-701-6306

Orders 800-93-AMIGA

Hours: Mon-Fri 9 to 6
Sat - Sun Closed

• All our customers worldwide can now reach us by E-Mail. We always respond within 24 hours on Quotes & Technical Info, and ship orders the same day. Our address is softhut@erols.com

GVP-M

DSS 8+ with 3.0 Software \$79.95
A2060-50 060 50Mz accl
w/SCSI2 for A2000 739.95
TBC+ timebase corrector 679.95
Spectrum EGS board
w/CybergraphX software 174.95
GVP SIMMS for 4Mb - \$44.95
older boards: 16Mb - \$109.95

A2000 Computers

We have a limited amount of refurbished A2000 computers with Rev 6 motherboard, 2.04 ROM, keyboard, mouse and 90 day warranty for
\$349.95

Modems & InterNet

Sportster 56K x2 Fax Modem \$149.95
Supra Express 56K x2 Modem 144.95
Sportster 33.6 FAX Modem 114.95
Prac. Periph. 14.4 FAX Modem 49.95
Cardinal 56K FAX Modem 139.95
Wisecom V34 bis 28.8 Ext. Modem 59.95
Racal V34 bis 28.8 Ext. Modem 54.95
IBrowse 1.2 41.95
Termite 39.95
Termite TCP 36.95
Termite TCP/IBrowse bundle 74.95
GP Fax Software - Class 1 & 2 49.95
AWeb 3.1 w/HTML-Heaven 39.95
Air Mail, e-mail program 29.95
Miami 3.0 59.95
Termite TCP/Aweb II V3 bundle 74.95

Village Tronic

Picasso IV 399.95
Concerto Module for Picasso IV 169.95
Pablo II Module for Picasso IV 129.95
Paloma Module for Picasso IV 199.95

Books and Tutorials

PhotoReal FX 42.95
Power FX for LW 5.0 27.95
Connect Your Amiga 7.95
LightWave Power Guide 42.95
Flyer Mastery Guide (book) 129.95
Catalyzer Video Vol 1 38.95
Catalyzer Video Vol 2 38.95
Catalyzer Video Vol 1 and Vol 2 Bdl 74.95

Storage Devices

Zip Drive SCSI External \$139.95
Zip Drive SCSI Internal 119.95
100Mb Removable Disk 11.95
100Mb Disks (3 Pack) 33.95
Zip/Jaz Tools Software 26.95
Jaz Drive, 1Gb internal 279.95
Jax Drive, 1Gb external 389.95
1Gb removable disk 89.95
1Gb rem. disks - 5 Pack 424.95
Power Computing 1.76 XL Ext. 129.95
Quantum 2.1Gig SCSI2 HD 239.95
Seagate Hawk 2.1Gig SCSI2 HD 239.95
Seagate 2.5" IDE 240 MB HD 119.95
Quantum 2.5 inch IDE 80MB 89.95
Seagate 2.5 inch IDE 540MB 159.95
Toshiba 2.5 inch IDE 2.1Gig 249.95
Other Hard Drives Call

Memory, CPUs & FPUs
Call! Prices changing daily.
Complete line of Amiga Custom Chips call for pricing

Newtek & 4000T Computers
Call for the latest pricing and availability of Video Toasters, Flyers, A4000T computers and complete configured systems.

New Scan Doublers in stock!

Use any PC Monitor w/any Amiga
Apollo Ext Scan Doubler \$129.95
Apollo Ext Scan Doubler w/Flicker Fixer \$189.95
Power Computing Int Scan Doubler for 1200 w/Flicker Fixer \$169.95
Micronik Ext Scan Doubler \$149.95
Petroff Int Scan Doubler for A4000/4000T \$149.95
Add a 17" AOC Monitor w/1280 x 1024 resolution \$375.00

Power Supplies & Expansion Boards

A2000 300W Bigfoot Pwr Sply \$169.00
Megalosound 57.95
Pro Midi 47.95
Bigfoot A500, 600, 1200 Pwr Supply 84.95
Bigfoot A3000 250W Pwr Supply 219.95
Bigfoot A4000 300W Pwr Supply 229.95
Squirrel PCMCIA Card 89.95
Surf Squirrel PCMCIA Card 134.95
Siamese 2.5 software only (Ethernet) 159.95
Hydra Ethernet bd Zorro II 269.95
A1200 PCMCIA Ethernet bd 189.95
Siamese&Zorro II Ethernet bdl 399.95
Siamese&PCMCIA Ethernet bdl 309.95
Buddha EIDE Z2 Controller 84.95
Cat Weasel Z2 w/Buddha 134.95
Cat Weasel A1200/4000 MKII 109.95
Cat Weasel for PC ISA slot 109.95
HD Floppy w/any Cat Weasel purch. 24.95
DataFlyer CDS-XDS 89.95
RapidFire SCSI2/RAM Controller 139.95
Delfina Lite 16-Bit Audio Card 299.95
VIPER 520 020/8MB/IDE3.0 189.95

Phase 5

Blizzard 1260 Turbo Board \$529.95
Blizzard 12x0 SCSI Module 124.95
Blizzard 603e PPC 160Mz w/040 25Mz CPU - no SCSI 429.95
Blizzard 603e PPC 160Mz w/040 25Mz CPU - w/ SCSI 519.95
Blizzard 603e PPC 200Mz w/040 25Mz CPU 599.95
Blizzard 603e PPC 240Mz w/060 socket - w/SCSI 619.95
Blizzard 603e PPC 240Mz w/040 25Mz CPU w/SCSI 659.95
CyberGraphx Software 44.95
Scan Doubler Switch for CV64 3D 119.95
Cyberstorm 060 MkII w/SCSI3 719.95
Cyberstorm PowerPC 200Mz 819.95
Cyberstorm PowerPC 233Mz 889.95
Motorola 060 50Mz RC CPU Call
Cybervision PPC Module 8mb 299.95
B-Vision Module 4mb 279.95

Amiga Parts

A2000/A3000 Keyboard \$59.95
A4000 Keyboard 58.95
A600/1200 Internal Floppy Drive 59.95
A2000 or A3000 Int. Floppy Drive 69.95
Mouse for CDTV, wired - black 16.95
286 Bridgeboard PCB Only 29.95
A2386 SX Bridgeboard 25Mz 149.95
CBM CDTV Control Pad 34.95
2088XT Bridgeboard complete 15.00
A500 Disk Drive 44.95
A500/600/1200 Power Supply 44.95
A1200 Keyboard 44.95
Amiga Service Manuals CALL
Amtrade HD Floppy A4000/4000T 99.95
Amtrade A2000 series HD Floppy 104.95
Amtrade A1200 HD Floppy 104.95

CD-ROM Drives

NEC 24X Internal SCSI \$84.95
NEC 24X External SCSI \$144.95
NEC 32X Internal SCSI \$99.95
NEC 32X External SCSI \$159.95
Toshiba 32X Internal SCSI \$114.95
Toshiba 32X External SCSI \$174.95
Sony 926S 2x6 writable SCSI Int \$289.95
Sony 926S 2x6 writable SCSI Ext \$349.95
Teac 55S 4X12 writable SCSI Int \$399.95
Teac 55S 4X12 writable SCSI Ext \$469.95
Yamaha 4x2x6 Rewritable SCSI Int \$439.95
Yamaha 4x2x6 Rewritable SCSI Ext \$499.95
Add Asim CDFS to any CD rom Drive \$39.95
Add Master ISO for writable/rewritable CD rom drives \$74.95

Video Products

Personal Anim. Recorder (Used) \$850.00
Personal TBC 4 \$829.00
Vid Amiga 24 RT Pro 299.95
Graffiti Graphics Box 99.95
Scan Doubler by petsoff 4000/4000T 149.95
Octopus Cable 129.95

Input Devices

Mindscape Powerplayers Joystick \$9.95
Cruiser Turbo Joystick 21.95
Prostick Joystick 7.95
Wizard 560DPI Black 3 But Mouse 24.95
Wizard 560DPI Beige 3 But Mouse 24.95
Amiga Technologies Mouse, 2 button 16.95
Golden Image JP-100 Pen Mouse 12.95
4 Player Joystick Adapter 12.95
Competition 5000 Joystick 22.95
KB-10 Adapter for AT Keyboard 46.95
Wacom ArtZ-2 12x12 Tablet 399.95
Topolino PC Mouse Adapter 39.95
15 to 23 pin Adapter 26.95
Sync Strainer Adapter 49.95

CD-ROM Software Titles

3D CD-1 Objects 12.95
17 Bit Level 6 19.95
1078 Weird Textures 17.95
3000 JPEG Textures 19.95
AGA Experience 2 12.95
AGA Experience 3 24.95
AGA Toolkit 97 14.95
Amiga Developers CD 2.0 NEW 29.95
Amiga Emulator for PCs 32.95
Amiga Forever 2.0 59.95
Amiga Forever 2.0 upgrade 29.95
Amiga Repair Kit 45.95
AmiNet Set 1, 2, or 3 (Specify) 26.95
AmiNet Set 4 (Specify) 34.95
AmiNet Set 5 or 6 (Specify) 37.95
AmiNet 13, 14, 15 (Specify) 13.95
AmiNet 16, 17, 18 (Specify) 14.95
AmiNet 19, 20 (Specify) 17.95
AmiNet 22, 23, 24, 25 (Specify) 17.95
AmiNet 26 NEW 114.95
AmiNet Bumper Bundle 1-21 114.95
Ami Resources - US Edition Vol 1 22.95
Anime Babes Special Edition 28.95
Arcade Classics Plus 23.95
Assassins Games 2 or 3 (specify) 22.95
Blanker Collection 19.95
Cynus Ed For V4 39.95
DataMix 16.00
da Capo Mods & Sounds 22.95
Deluxe Paint 5 NEW 49.95
DEM ROM 22.95
Desktop Video CD 2 29.95
Distant Suns 5.01 CD NEW 39.95
Elastic Dreams w/PPC support 99.95
Epic Interactive Encyclopedia 1998 29.95
Epic Collection 3 34.95
Epic Paranormal Encyclopedia 27.95
Euro CD Vol 1, 2, or 3 (Specify) 19.95
Fractal Pro Image Library 19.95
Fresh Fronts Vol 2 16.95
Gamer's Delight 2 24.95
Gateway 3 (2 CD set) 18.95
Geek Gadgets 2 34.95
Geek Gadgets CD 5/98 18.95
Giga Graphics 32.95
Global Amiga Experience 22.95
Hidden Truth 44.95
Hottest 4, 5, 6 (Specify) 24.95
Imagined 3D 23.95
Insight Technology 8.95
Kara Fonts Complete Collection 44.95
Learning Curve 21.95
Light ROM 3 19.95
Light ROM 4, 5 or 6 (Specify) 36.95

Amiga Monitors

Y/C Plus 13" Monitor \$289.95
Y/C Plus 20" Monitor \$579.95
Both Y/C Plus monitors feature RGB/ composite and Y/C inputs

A1200Computers

Back in stock from Amiga International
A1200 w/Magic Bundle \$329.95
A1200 w/260Mb HD Magic Pack 419.95
A1200 w/2.1Gig HD Magic Pack \$579.95

Power Tower A1200 upgrade w/ case, keyboard, & 200 watt power supply \$299.95

Amiga Intl. 3.1 OS Kits

A2000/A500 \$89.95
A600 \$89.95
A1200, 3000 or 4000 (Specify) \$103.95

3.1 ROM for A500, A600, A2000 (Specify) \$35.95
3.1 ROM set for A3000, A4000, A1200 (Specify) 49.95
3.1 Manuals & Disks (no ROMs) 56.95

Scala MM400 Is Back

Under official license from Scala Inc. we will be distributing this excellent multimedia/character generator program
Scala MM400 \$139.95
Scala Art Pack #2 \$9.95
Scala Art Pack #3 \$9.95
Scala Plug In CD \$44.95
Call for special A1200 kioski bundles w/Scala MM400

CD-ROM Software Titles Continued

Light ROM Gold 24.95
Magic Publisher 34.95
Magic Workbench Enhancer 26.95
Meeting Paris 3 or 4 (Specify) 11.95
Micro R&D Volume 5 12.95
MODS Anthology 36.95
Movie Maker Special FX 1 17.95
Multimedia Backdrops 24.95
Multimedia Toolkit 2 (2CDs) 26.95
NetNews Offline 1 or 2 (Specify) 16.95
Octamed Sound Studio 19.95
o OS Operating System 26.95
Paperback Princess 10.00
Personal Paint 7.1 59.95
Personal Suite from Cloanto 29.95
PhotoCD Manager 33.95
Print Studio Pro 34.95
Pro Pics 24.95
Retro Goid C64 Games & Emulator 22.95
Sci Fi Sensation v2 19.95
Siamese 2.1 CD 49.95
Sound Effects Vol 1 or 2 (Specify) 12.95
Surface CD 97 27.95
Surface Pro & Pro Textures Combo 55.95
System Booster 26.95
Ten on Ten (10 CDs) 39.95
Texture Heaven 2 12.95
TurboCalc 5.0 99.95
Ultimate Blitz Basic 44.95
Utilities Volume 2 29.95
Visual FX LW 1, 2 (Specify) 129.00
Visual FX for ImageFX 129.00
Weird Science Clip Art 14.00
Weird Science Animations 19.95
Women on the Web 39.95
WordWorth 7.0 CD 89.95
WordWorth Office 59.95
Workbench Add On 24.95
World Atlas from Wisedrome 34.95

MORE TITLES IN STOCK CALL IF YOU DO NOT SEE WHAT YOU WANT

Games for Amiga

Foundation CD \$39.95
Genetic Species CD \$39.95
Kang Fu CD \$22.95
Worms Director Cut \$29.95
Myst CD \$54.95
Quake CD \$49.95
Gloom Deluxe \$19.95
Time of Reckoning CD for Quake \$23.50
Hundreds more in stock. Call for a complete list.

Amiga Specialty Items

Official Amiga T-Shirt M.L., XL \$19.95
Official Amiga T-Shirt XL Only \$14.95
Official Amiga Beachball \$6.95
Official Amiga Button \$3.95
Official Amiga Coffee Cup \$7.95
Official Amiga Mouse and Boing Mouse Pad \$24.95

Productivity - Utilities

Air Mail e Email \$28.95
ASIM CDFS w/2 CD titles \$99.95
Auto 16 Debugger w/soundprobe 124.95
AWeb 3 w/HTML Heaven 41.95
Batch Factory 49.00
Cinema 4D v4 CD 199.95
Cinema 4D CD (Upgrade from v3) 124.95
Composite Studio Pro 149.95
Control Tower 139.95
Co-Pilot Audio or Video (Specify) 99.00
Cross DOS v7 Gold 59.95
Cross MAC 79.00
Deluxe Paint 5 Disk or CD (Specify) 99.95
Dev Pac 3 74.95
Directory Opus Magellan 74.95
Disk Salv 4 29.95
Distant Suns 5.02 Floppy 52.95
Draw Studio 2.0 CD 124.95
Elastic Dreams w/PPC support 99.95
Fast Frames 2.0 79.95
Final Data Release 3 59.00
FontMachine 3 79.95
Fractal Pro 6.10 w/FPIL v1 CD 85.00
Fusion version 3.1 79.95
Fusion PC Software Module 79.95
GameSmith Development System 68.00
Gigamex 3.x 29.95
GP FAX Class 1&2 49.95
HiSoft Basic 2 84.95
Hisoft C++ Lite 109.95
Hisoft C++ Developer 249.95
Hi-Speed Pascal 99.95
iBrowse 1.2 41.95
Image FX 3.0 239.95
Make CD DAO 69.95
Master ISO Ver 2 from ASIMware 79.95
Media Magic 79.95
Money Matter by Digita 39.95
Net Connect 2 99.95
Network PC 32.95
OxyFatcher 27.95
PageStream 3.3 159.00
Pancanus 39.95
PC Task 4.4 89.95
Pagestream 3.3 159.00
Pcx Software PC Emulation 55.95
Peggy 29.95
Picture Manager Professional CD 74.95
Power Macros/Lightwave 89.95
Pro Vector 3 179.00
Quarterback + Tools Bundle 49.95
Quill Text Editor 24.95
RenderFX Ver 2.0 139.95
SCALA Plug-In CD 44.95
Scape Maker 4.0 39.95
Siamese 2.5 RTG 209.95
Siamese 2.1 CD 49.95
ScourProbe 39.95
SquirrelZ Jaz Tools 26.95
Studio Printer 2.2 B CD 39.95
Surface Pro 55.95
Termite TCP 39.95
Turbo Print Pro Ver. 6 69.95
Turbo Print Upgrade 4.0 to 6.0 29.95
Twist 2.5 Relational Database 119.95
TypeSmith 2.0 69.00
Vista Pro 3.05 49.95
Visual FX CD Lightwave - 1 or 2 129.00
Visual FX CD Image FX1, 2, 3, or 4 129.00
Web FTP 32.95
Wipe Studio 137.95
X-News 34.95
X-DVE 179.95

We Accept



We also ship Prepaid, U.P.N. COD and approved School and Government POs. All returns will be issued full store credit or 15% restocking fee on returns.

Software Hut announces inventory clearance sale at unbelievable pricing. Call 1-800-932-6442 to order.

ITEM	Price	ITEM	Price	Item	Price
Detroit A1200/4000	\$ 9.00	Oscar A1200/4000	\$ 11.00	The Simpsons Bart vs Wor	\$ 18.00
Impossible Mission 2025	\$ 9.00	Super Street Fighter II	\$ 15.00	Bump n Burn	\$ 10.00
Blastar	\$ 5.00	Shadow of the Beast III	\$ 12.00	Deluxe Strip Poker 2	\$ 15.00
Out to Lunch AGA	\$ 8.00	Guardian	\$ 6.00	Obsession	\$ 12.00
Oh no More lemmings data	\$ 7.00	A500 PCB Rev 6A w/chips	\$ 49.00	Winter Camp	\$ 5.00
Castles Northern Campaign	\$ 10.00	Bravo Romeo Delta	\$ 12.00	Sabre Team	\$ 12.00
Deepcore	\$ 9.00	Flames of Freedom	\$ 14.00	Robinson's Requim	\$ 16.00
Robosport	\$ 8.00	Exile Data disk	\$ 6.00	I/O serial port add on	\$ 12.00
Kings Table	\$ 12.00	Knightmare	\$ 8.00	GVP PhonePak 2.0 upgra	\$ 15.00
Ishido	\$ 10.00	Clockwiser	\$ 7.00	GVP TBC+ Comb Filter	\$ 55.00
The Clue	\$ 9.00	Nicky Boom	\$ 6.00	<u>CD/CD32 Titles</u>	
Dennis	\$ 11.00	Mindscape Power Joystick	\$ 6.00	Death Mask CD32	\$ 14.00
Body Blows	\$ 8.00	Apidya	\$ 6.00	Whale's Voyage CD32	\$ 12.00
Alien Breed	\$ 7.00	F-17 Challenge	\$ 6.00	Prey Alien Enclounter	\$ 16.00
Assasins	\$ 6.00	Qwak	\$ 6.00	International Karate +	\$ 9.00
Guy Spy	\$ 14.00	One Step Beyound	\$ 10.00	Case of Cautious Condor	\$ 8.00
Innocent	\$ 8.00	Alfred Chicken AGA	\$ 11.00	Arcade Pool CD32	\$ 8.00
Donk	\$ 16.00	Global Gladiators	\$ 8.00	Skeleton Krew CD32	\$ 15.00
Super Methane Brothers	\$ 16.00	Wonder Dog	\$ 7.00	Sensible Soccer CD32	\$ 14.00
Power Pack games	\$ 15.00	Super Frog	\$ 9.00	Heimdall 2 CD32	\$ 15.00
Nitro	\$ 14.00	Hook	\$ 12.00	Universe CD32	\$ 18.00
Tiger Road	\$ 12.00	Bobs Ead Day	\$ 12.00	Super Skidmarks CD32	\$ 16.00
Vengence of Excalibur	\$ 15.00	Chips Challenge	\$ 7.00	Surf Ninjas CD32	\$ 8.00
Sleepwalker	\$ 10.00	Woodys World	\$ 9.00	Cannon Fodder CD32	\$ 12.00
Sleeping Gods Lie	\$ 17.00	One Step Beyound	\$ 8.00	Castles II CD32	\$ 18.00
Shaq-Fu	\$ 14.00	Disposable Hero	\$ 7.00	Fire Force CD32	\$ 9.00
B.A.T. II	\$ 12.00	Golden Image Pen Mouse	\$ 7.00	soccer kid CD32	\$ 8.00
Robocop 3	\$ 24.00	WF European Rampage	\$ 9.00	Insight Technology CD32	\$ 5.00
Lethal Weapon	\$ 8.00	Utopia	\$ 12.00	Guinness Book World Rec	\$ 5.00
Triple Action Vol 1	\$ 9.00	Kid Chaos	\$ 5.00	Summer Olympix CD32	\$ 7.00
Heimdall 2	\$ 11.00	Skeleton krew	\$ 7.00	Sports Football CD32	\$ 5.00
Gear Works	\$ 14.00	Dojo Dan	\$ 8.00	Brutal Sports football	\$ 8.00
Bubba Stix	\$ 7.00	James Pond 3	\$ 22.00	Zool CD32	\$ 8.00
Traps and Treasures	\$ 8.00	UMS II Matians at War	\$ 18.00	Impossible Mission CD32	\$ 9.00
Campaign	\$ 8.00	Space Quest IV	\$ 12.00	Bubble and Squeak CD32	\$ 15.00
Bit Map Brothers vol 1	\$ 15.00	Scala MM200 complete	\$ 25.00	Microcasm CD32	\$ 19.00
Cytron	\$ 9.00	Alien 3	\$ 12.00	Fly harder CD32	\$ 10.00
White Death	\$ 10.00	Battlesorm	\$ 10.00	OverKill and Lunar C	\$ 8.00
Charge of Light Brigade	\$ 5.00	Sub Version 1.0	\$ 9.00	Top Gear 2 CD32	\$ 15.00
K240	\$ 12.00	Double Dragon II	\$ 5.00	The Lost Viking	\$ 18.00
Furry of the Furries	\$ 12.00	Space Ranger	\$ 6.00	Sleepwalker/Pinball Fan	\$ 12.00
Arkanoid	\$ 10.00	D/Generation AGA	\$ 12.00	Diggers/Oscar CD32	\$ 12.00
F-29 Retailiator	\$ 12.00	Cal Challenge, test dr	\$ 8.00	Donk CD32	\$ 14.00
Barbarian II	\$ 7.00	Action Stations data di	\$ 8.00	Marvins Marvelous Adven	\$ 15.00
Dream Web	\$ 8.00	Desert Strike	\$ 17.00	Arcade Pool CD32	\$ 9.00
F117A Stealth Fighter	\$ 17.00	Wing Commander	\$ 17.00	Total Carnage CD32	\$ 8.00
Second Samurai	\$ 8.00	Colonization	\$ 27.00	BCI NET 1	\$ 3.00
Railroad Tycoon	\$ 21.00	Cyberpunks	\$ 8.00	Dangerous Streets CD32	\$ 10.00
Rise of the Dragon	\$ 15.00	Team Suzuki	\$ 12.00	Aminet 4	\$ 3.00
Burntime AGA	\$ 15.00	Cohort II	\$ 15.00	Chuck Rock II CD32	\$ 16.00
Global Effect	\$ 9.00	Strip Pot	\$ 6.00	Chuck Rock CD32	\$ 14.00
Virocop AGA	\$ 12.00	Dark Mere	\$ 18.00	Lotus Trilogy CD32	\$ 14.00
Puggsy	\$ 10.00	Liberation AGA	\$ 15.00	Tie Break Tennis	\$ 8.00
Artic Baron	\$ 7.00	Brian the Lion	\$ 8.00	Morph CD32	\$ 18.00
Abandoned Places	\$ 9.00	Street Fighter II	\$ 12.00	Super Methane Brothers	\$ 14.00
Battletoads	\$ 8.00	Award Winner Bundle	\$ 12.00	Grandslam Collection	\$ 15.00
Dennis AGA	\$ 8.00	Benefactor	\$ 8.00	Disposable Hero	\$ 8.00
Turrican 3	\$ 15.00	Elfmania	\$ 8.00	Beavers CD32	\$ 8.00
Fly Harder	\$ 8.00	Ishar Trilogy	\$ 18.00	John Barnes Soccer	\$ 11.00

EZ-VGA ScanDoubler/FlickerFixer

While the Amiga's native video output (NTSC and PAL) is great for video work, it has always posed a problem for those wishing to find an affordable monitor. Nearly all monitors today are VGA/SVGA and therefore need only scan down to a horizontal rate of 30 kHz. Since the Amiga normally scans at 15.75 kHz, it becomes necessary to buy a special multiscan monitor that supported the 15.75 kHz scan rate, and these are very expensive. Through monitor driver software AGA Amigas are afforded some display modes that can utilize VGA monitors, but any program that displays only in the native NTSC or PAL modes (like most games) cannot be displayed.

Realizing there was a great need to bring affordable VGA monitors to Amiga users, there has recently been a wealth of ScanDoublers/FlickerFixers available. One such device is the EZ-VGA from Eyetech of England. The Eyetech EZ-VGA converts all 15.x kHz modes to standard 31.5 kHz VGA modes and supports full 24-bit color in all non-15.x kHz modes. It claims to work with genlock devices (we did not test this statement), work on all Amiga models, and is completely external so you don't have to open up your Amiga to install it.

The EZ-VGA plugs into the 23-pin video port of any Amiga. It is about 4" long, 2" wide and 1" thick. There is a 23-pin socket on one end (video in) and a 15-pin plug on the other (video out). Installation is as simple as plugging the EZ-VGA into your Amiga and plugging your VGA monitor into the EZ-VGA. There are several versions of the EZ-

VGA, some with just a ScanDoubler only and those with a ScanDoubler/FlickerFixer. We reviewed the later version and that is what I recommend you purchase. However, there is an easy option to upgrade if you chose to purchase just the ScanDoubler version.

The small but adequate manual suggests that AGA users install the VGAonly monitor driver. This can be done by opening your system:storage/monitors drawer and dragging the VGAonly driver to your System:devs/monitors drawer. You should do this for all the monitor drivers you plan on using for display.

I hooked the EZ-VGA to a ViewSonic E771 17" monitor, turned on the system and got a rock solid, flicker-free display in NTSC Hires laced mode. I then ran various programs and found that everyone display fine, including all games. Games that displayed in NTSC Hires laced looked fabulous without the flicker.

Of note is the fact that DoubleNTSC or DoublePAL laced modes still produce flicker. This is because the signal output of these modes is not 15.x kHz and therefore bypasses the flicker fixer. The flicker fixer only corrects flicker from native 15.x video outputs. All the 29.x kHz modes (DBLNTSC, DBLPAL, etc.) displayed fine, but if used in laced modes they still produce flicker. The only mode that didn't display was the Super72 mode which displays at 24.62 kHz. This mode bypasses the ScanDoubler and is too low a rate to be displayable by most VGA monitors, which generally scan down to only 30 kHz (although our monitor did display 29.x kHz output modes). I found Multiscan:Productivity to be the perfect all around display.

The EZ-VGA was tested on an A1200 (with an external 230 watt power supply) and an A2000 ECS machine. All the limited display modes of the A2000 worked perfectly.

There are a couple things I didn't like about the EZ-VGA, but they are minor. It really isn't that nice looking in its silver case and the workmanship is less than journeyman quality. It also got very hot to the touch in operation, but this didn't seem to have any adverse effect on the test system. Aside from that, the EZ-VGA is a wonderful device and is highly recommended for anyone wanting to get a good, inexpensive VGA monitor running perfectly on their Amiga system. This product deserves an A rating.

A North American distributor for Eyetech products has not yet been established, but you can order the EZ-VGA directly from Eyetech. Their order number is +44 164-271-3185 (you must first dial your long distance carriers out of country code). Hours are 9-6 M-F and 10-2 Sat. (They are 5 hours ahead of EST.) You can also email (info@eyetech.co.uk) or Fax (+44 164-271-3634) and request a FaxBack Form for easy ordering anytime by Fax. The EZ-VGA FlickerFixer/ScanDoubler cost about US \$168, the ScanDoubler-only version costs about US \$105 and a FlickerFixer upgrade cost about US \$69. Visit www.eyetech.co.uk for complete details.

Rating: A

By Fletcher Haug



FontMachine 3

FontMachine 3 is written by the ClassX programming team and is designed to make it easier for users to create their own color fonts. Color fonts are popular for use in video, World Wide Web pages, desktop publishing, Scala presentations, etc. FontMachine is not designed to create new font styles—it converts existing bit-mapped fonts into color fonts.

Installation is straightforward using the standard Installer. After the installation, however, I ran into a snag. FontMachine asks for a User ID number and password, neither of which are included with the software. To get them, you send the registration card to

ClassX in Italy, and they respond with this information. For those of us in the US, this could amount to a several week delay before being able to use FontMachine.

The 75-page manual states that the first version of FontMachine was heavily pirated and the current version requires the original install disk to be inserted every time the program is started, but this did not appear to be the case. The install disk was never requested and the protection scheme consisted of the above-outlined UID and password requirement. I would much rather have dealt with the method outlined in the manual. I tried FontMachine anyway without the UID and

password and it worked fine until I rendered my first font. The word "FontMachine" was appended to the bottom of random characters in the set, thereby making them useless.

The included example fonts demonstrated an impressive array of the different effects FontMachine can create. FontMachine comes with a good number of professional large-scale bitmap fonts and professional-quality textures. FontMachine will render 256-color fonts with an AGA machine, and the 16-color fonts appeared quite usable on my ECS machine.

A neat feature allows the user to save all or

continued on page 28

FWD COMPUTING

P.O. BOX 17

MEXICO, IN 46958 USA

Email:fdavis@iquest.net

FAX:(765) 472-0783 anytime

Voice: (765) 473-8031 Tues-Thurs 1 to 6 P.M.

*We want to
be your # 1
Amiga CD
Merchant!*

We attend Amiga Computer Shows!

CALL, EMAIL OR FAX FOR OUR CATALOG

We will ship COD on orders over \$50. Shipping is by USPS, UPS \$2 extra. Total order shipping in USA per order is \$5 and elsewhere \$8. COD charge is \$5

SPECCY CLASSICS	\$25
GENETIC SPECIES	\$39
MYST	\$47
QUAKE	\$47
FOUNDATION	\$39
MAGIC PUBLISHER	\$27
PERSONAL PAINT 7.1	\$48
KARA COLLECTION	\$35
WORDSWORTH 7	\$67
Siefried ANTI-VIRUS	\$25
ANIME BABES S. E.	\$28
ULT. BLITZ BASIC 2.1	\$42
ARTSTUDIO PRO	\$55
AMIGA FOREVER	\$57
PERSONAL SUITE	\$18

Used Amiga Equipment For Sale

- 4000-040/18 MB desktops \$ 729
- PAR cards \$429; TBC-IV's \$ 525
- Toasters \$325 up; Flyers \$2195
- Sunrize AD516 cards \$ 499
- 3000's \$325 up; 3000T-040 \$ 750
- Amiga 1200's \$260; 2000's \$ 210
- CyberStorm Mark III 060(New) \$ 649

BUY/SELL USED/NEW AMIGA SYSTEMS
MICRONIK TOWER KITS /ALL MODELS
WE REPAIR ALL AMIGAS

HARDDRIVERS Co.

407-636-3393

hrgreen@worldnet.att.net

Mile High Towers Here!

A1200:(10 Bays, KB extension)
4A(v5)- 5 Z2 - \$449. 2 PCI slots
4A(v4)- 5 Z2 - \$359. 4 ISA slots
4B- 7 Z2 -\$399. 4C- 5 Z3 -\$649.
6A- 4 AteoBus/Pixel 64 - \$499.00
A500: Towers 250W-300W
3B Plus - 3 Z2, 2 ISA, CPU- \$379.
Slots separate : \$199 & up.

1260,1230,Oktagon,Picasso compatible.

Other items of interest (USED or NEW in stock):

A500 MB 1.3 OS, 1MB RAM - \$119.00

1200 MB 3.0 OS, 2 MB RAM - \$250.00

Demo Z2 (Board Only) for A1200 Tower - \$199.99

CeV Design 11 Spring St.

Reading, MA 01867-2640

call: 6:30-7:30 Tue&Wed for support

(781) 942-0209 email:cev@shore.net

web page : shore.net/~cev/cev.html

Amiga Web Miner



Automate your Web browsing!
Gather all your information into
an easy-to-read format!
Save time and increase
efficiency!

Have your customized Internet-
based news delivered to your
printer every morning!

only US\$30⁰⁰

Free upgrades at no additional charge
including S&H in North America
<http://www.nfinity.com/~amicom/awm.html>

AWeb-II™

The Amiga Web Browser!

Now!
v3.0b

with
HTTX text - Print/Save,
AWebMailto, AWebNews,
FTPMount, Play16, ARexx
macros, & many new features

Including
HTML-Heaven™

Now, you can make your own Web pages!

AWeb Requires Workbench 3.x,
3MB or more Ram, Hard
Drive, & TCP/IP software.

AWeb-II v3.1 is here!

- Full JavaScript support, internal Mail & News readers.
- Additional HTML 4.0 functions, support for MiamiSSL.
- New Startup status window, new Frames popup menu.
- Spoof-as & Spambloc options, Configurable Hotkeys.
- Network auto-search, AWeb does search, Image scaling.
- Full Frame and Table support, Hotlist Manager, FTP.
- Configurable buttons/popup menus, Clipboard support.
- Expanded ARexx commands, enhanced Cache browser.
- More Cookie support, Page Info window & text Search.
- Graphical & Text Printing, Edit / View source functions.
- ClassAct GUI interface included, full Datatype support.
- New settings windows, server push / client pull support.
- Support for graphics cards, public and private screens.
- Proxy authorization, Network status, Background colour & sound including player, multiple windows, and more!
- Extensive support for animation plugins & other viewers.
- Includes the HTML-Heaven web page authoring toolkit.

The v3.1 update patch for v3.0 customers will be
available directly from our AWeb page.

v2.x to v3.x upgrades are also available directly
from AmiTriX. See our AWeb page for more info!

AmiTriX Development

Email: sales@amitrix.com
Phone / Fax: +1 (403) 929-8459
Web Pages: <http://www.amitrix.com>
5312 - 47 St., Beaumont, AB, Canada T4X 1H9

SCSI-TV & SCSI-TV570

The SCSI Hard Drive controllers for the
CDTV and A570 CD-ROM systems!

"Still Available"

for a limited time at 25% off regular prices,
get them while supplies last!

Amiga-Link & Envoy 2.0b

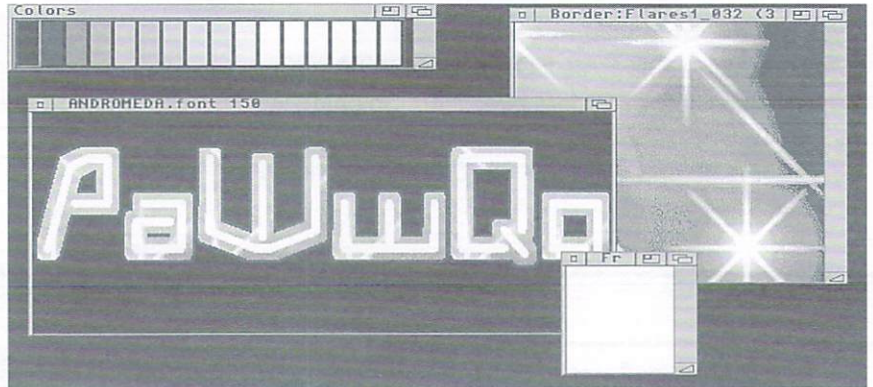
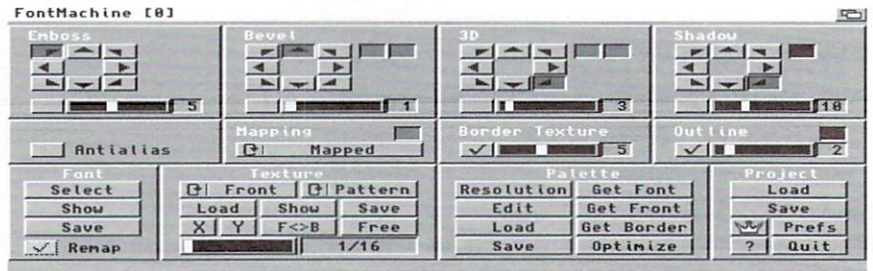
- The peer-to-peer networking system for all Amigas!
- Uses external floppy port, connects up to 20 Amigas
- File and Printer sharing, removable device support
- Faster, more reliable than parallel / serial networks
- GUI interface, SANA-II driver, works with TCP/IP
- Includes RG-58 cable, BNC connectors/terminators
- AmigaLink requires WB1.3, Envoy requires WB2.x

FontMachine con't from page 26

part of a font set (i.e. standard characters, international characters, etc.) and to apply custom textures (e.g. framegrabs) to the fonts. Using AmigaOS 3.0 or higher, the program allows any graphic to be used as a texture as long as it has a supporting datatype. Textures may also be programmed. The user selects a palette and a few other parameters, and FontMachine computes a texture. These parameters can be programmed via text files.

FontMachine has a preferences section in which the user sets the desired screenmode, automatic/manual rendering upon each change, the texture remap quality and whether or not to close the Workbench.

I tried a few of the included ARexx scripts and was pleased with the power of the command set, though the lack of user-friendliness left me feeling slightly frustrated at first. It took me the better part of an hour to figure out how to get a few of the scripts to work correctly. An especially powerful script for webmasters converts an animated brush to an animated texture on a font, saving it as an animated GIF. A number of animated brushes are included for use with this and other scripts. You can see the results of my attempts at www.nfinity.com/~amicom/amiga_omaha.html. FontMachine's power, ease of use and quality of results would rate it a B+, but the installation fiasco drops it to a C+

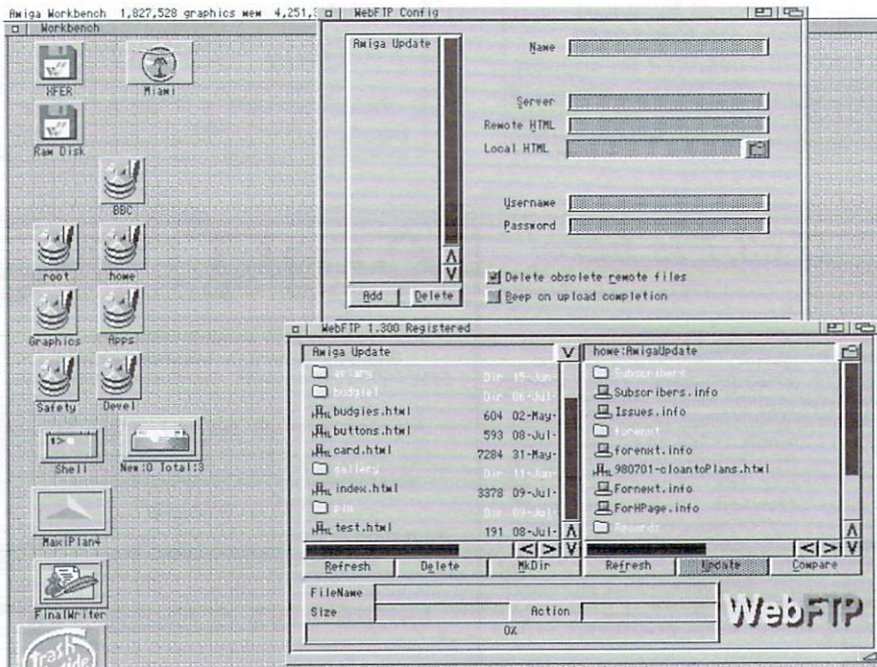


FontMachine allows you to easily create color fonts that are well suited for video or websites. You can use practically any graphic or pattern as a texture on your fonts, allowing for some stunning output.

overall. FontMachine was reviewed on an ECS A3000 running OS3.1, 68040/25 MHz CPU, 2 Mb Chip and 8 Mb Fast RAM. It is distributed by Haage & Partner of Germany and is available from many Amiga dealers for about US \$75.

Function and Power: B+
Overall Rating: C+

By Bohdan Lechnowsky



Take most of the tedious work out of maintaining your website with WebFTP. With a few clicks and selections, you can easily and safely add and delete files from your host server. Webmasters take note!

WebFTP

It's rare to find a program so easy to use that once you're familiar with it, you almost forget it's there. WebFTP, from Finale Development, is such a program. WebFTP is a World Wide Web (WWW) site maintenance program. It facilitates near-automatic updating of your web site from a local directory on your Amiga's hard drive. The program connects to your Internet Service Provider (ISP), compares files and updates the server to match your local directory.

The advantages of preparing your website locally are many. You are able to use programs and tools you're familiar with, avoid worries about maintaining a connection with your server (not to mention telephone time), and have your site completely prepared and tested before being released to the general public. Additionally, WebFTP's 'all at once' approach minimizes the chances of interrupting a visitor by updating a file being viewed.

WebFTP is easy to install and set up. You tell it how to find and log in to your ISP account, and the local directory on your Amiga where your pages are stored. As installed, the default setting "delete on server" is enabled. This means that WebFTP will automatically delete any file it finds in your server account that it

continued on page 30



Efficient, resourceful and the finest in it's field

Better video editing in half the time

Reduce the time you spend editing your videos in half, by doing non-linear. The Mega Toaster Flyer System gives you a broadcast quality, online non-linear editing system at a price you can afford. It's incredibly easy to install, to learn, and to operate. You will be amazed at the efficiency and resourcefulness of this system.

Each system includes the Flyer board with version 4.2 software, two or more Newtek certified Ultra SCSI video drives, 2 GB audio drive. Each system is fully assembled, tested and installed. Order today and you will receive a one hour tutorial on VHS tape FREE.

Mega Toaster System

- Mega 4000AT
- 50 MHZ 060 w/ 66MS RAM
- 16 x SCSI CD-ROM
- 2 GB Drive
- Video Toaster w/ 4.2 Software
- 17" High Resolution Multiscan Monitor with De-Interlaced Display



**The Mega Toaster
Flyer System**

Mega 4000AT

- 100% Amiga Compatible
- High Density Floppy Drive
- 10 Drive Bays
- 300w Power Supply Upgradable to 600w
- Optional De-Interlaced Display Works with the Video Toaster for Flicker-Free Display

**DVS
DIRECT**

69 Beaver Dr. Suite 110 • DuBois PA. 15801

Orders: (800) 379 7267
Information call: (814) 371 5640
Fax: (814) 371 2033
url: www.dvsdirect.com
email: jed@penn.com

Prices are subject to change without notice. Call for current pricing. We are not responsible for typographical errors. 15% restocking fee for all items returned and not exchanged for same. Prices do not include shipping. PA residents add 6% sales tax. All warranties subject to manufactures terms and conditions. Lease subject to approval by Bankvest Capitol.

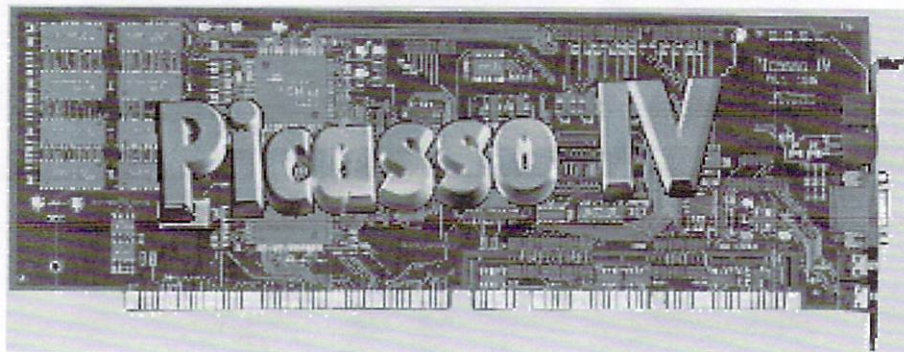
Picasso IV Long-Term Report

I recently added a Picasso IV graphics board to my trusty A3000, based largely on the reports I'd read claiming this was the best graphics board ever to grace the Amiga market. After using it for several months, I can now offer some "after the novelty wears off" opinions.

Once the Picasso IV hardware and software are installed, they provide your Amiga with an entire suite of new graphics modes which function as if they were native to the Amiga. This approach works amazingly well. There's no way to tell they weren't built-in when your Amiga was born. These modes can be used with any program which allows you to select a screen mode, meaning virtually all programs can take advantage of them. I'll mention that the Picasso IV does not provide AGA emulation, but it was not intended to do so.

I found the board and its Picasso96 software to be among the most stable and useful products I've ever had in my Amiga, with perhaps one exception (more on that below). They have essentially made my A3000 into a new computer.

I have only encountered one problem, but it's one that could bother many Amigans. When I was using version 1.2 of IBrowse, the Amiga's most popular web browser, it consistently crashed when run on my Picasso board.



The latest version, 1.22, is more stable but still causes some problems. By comparison, IBrowse works perfectly on my A3000 with a Retina Z2 board, and the A4000 and A1200 AGA machines I also checked. To confuse things, AWeb II works perfectly on the Picasso board. It's only the combination of the Picasso and IBrowse that has problems, usually resulting in a crash with credit being given to the Picasso software's internal image decoder. These things can often be due to a particular machine's configuration, so not everyone will experience these problems.

The board has many features, including some that make it a real multimedia system. These include the ability to input CD audio; there's a PCI expansion buss; it's rated 95% Cybergraphics compatible; it has a built in flicker fixer; it supports up to 1280 x1024 pixels in 24-bit and 1600 x1200 in 16 bit; and boasts 4 Mb of fast EDO RAM.

Despite the problem with IBrowse, this

board might well be considered a required update for any non-AGA Amiga with a video slot. Owners of AGA machines who want to go beyond HAM8 would also do well to install one. This hardware, even with the IBrowse incompatibility, rates a solid A.

Rating: A

By Brad Webb



When preparing graphics for use on web pages, use ADPro, ImageFX or something similar to reduce the number of colors as low as you can go. Images with fewer colors are smaller in file size, load faster, and are more likely to display correctly on other computers.

WebFTP con't from page 28

does not find in the local directory. There may well be files you don't want deleted from the server in this way, so you can change that setting and have WebFTP ask before deletion. I learned quickly to change that setting though it may work well for others.

WebFTP compares files in three ways. First is a case sensitive file name comparison, then the dates are examined. If necessary, the final check is of file size. WebFTP takes time of creation into account, and even compensates for time zones in case your server is in a different zone from your Amiga.

There are some other features of WebFTP worth noting. In the WebFTP window, you can select a file on the server or Amiga, and by

double-clicking it bring up a small menu. The remote file menu offers View, Delete, Rename, chmod, Touch, Ignore, and Info commands, and the local file menu has just View, Delete, Ignore and Info. View will display the file using Multiview. Chmod is a Unix command to set permissions on the server files and must be supported by your ISP to work. Touch sets the file date, and Info displays further information about the file. The ignore option deserves special note, as it can serve as a workaround to the "delete on server" setting mentioned previously, and can (for example) prevent Amiga icon files from being uploaded to the server.

WebFTP is available from most Amiga dealers, with a suggested retail price of US \$35.

The current revision is 1.310 and will run on all Amigas. The documentation is in AmigaGuide format and is sparse, not explaining all functions as well as might be wished.

This is a specialized tool that website maintainers really shouldn't be without, despite the minor limitations noted. I rate it a solid B, missing an A largely because of the level of documentation and because I felt the safeguards could be somewhat stronger.

Rating: B

By Brad Webb



Pablo II: Picasso IV Video Encoder

If you're one of the many who purchased a Picasso IV board with the expectation of a fabulous VGA display, you're probably quite pleased. However, if you expected to output that display to video, you're probably not quite so pleased. To do this you need to purchase a video encoder daughterboard for the Picasso, called Pablo II.

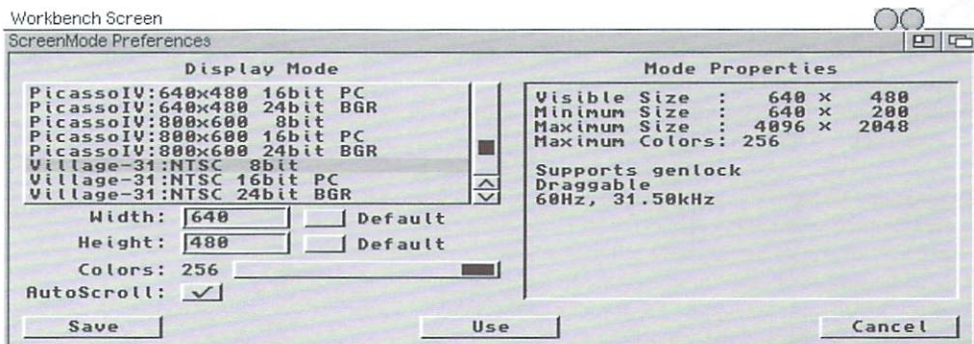
For just over US \$200, you'll receive the Pablo daughterboard, a bound manual, software, and a Y/C to composite video adapter. The manual is in German and English with reasonably clear and understandable directions and explanations, although I would have liked more pictures and diagrams. The software installation and configuration sections were particularly useful, although incomplete. I was also impressed with the troubleshooting section, despite its brevity. Reading this section before installation helped me to avoid several (but not all) problems.

Installation of the hardware was simple. Although Picasso IV has a number of "male" insert connectors, mating them with the Pablo connectors is very obvious. In fact, I didn't even have to remove the Picasso to install the Pablo, though I did pull it out later, remove the Pablo, and reinstall it just to evaluate the process. There were no jumpers, switches or special procedures involved with my A4000 desktop with a modified HighFlyer expansion system. If you can take the cover off your computer, you can install the Pablo II in about 15 minutes.

After installing hardware, software, and rebooting, I immediately went to my prefs drawer, double-clicked the Pablo icon and then clicked each of the two test displays. After closing the test displays, I clicked the "Display Offset" gadget, and used the test screen to adjust the vertical and horizontal positioning.

I connected a video monitor to the Y/C output of the Picasso, expecting to see video and got. . . Nothing! I rebooted. Still nothing! I opened the Pablo prefs and clicked on the test bars. I had nice color bars on my video monitor (which are generated by the Pablo encoder), but still no video. After a few hours of "playing" with the Pablo II prefs program, the Picasso 96 program and my screen prefs, it was back to the manuals. I discovered my Picasso software was version 1.24. The Pablo manual said you must have at least version 1.27. I located version 1.36 on Aminet (the latest then available), installed it, but still no video. Thinking the problem might be a faulty board, I exchanged it for a new one, but this still resulted in no video.

Over the next few days I poured over the



If you have the Picasso IV graphics card and need to record video, the Pablo II is a good buy. Getting the software configured is the hard part, but after reading this review, you'll be fine.

manuals, looking for something I'd missed. Village Tronic had little advice to offer. I believed it to be a software problem (for no real reason) and experimented with different combinations of the Picasso 96 program and the Amiga screen prefs. The manual said the user must select NTSC in the prefs menu, with PicassoIV:NTSC in the Picasso 96 preferences, but that didn't work. After crashing, freezing and simply not working with over a dozen combinations, I selected "Village-31:NTSC 8bit" on both programs. Eureka! Video! Nearly 3 weeks after I originally installed the Pablo II, I had it working. Much frustration could have been avoided by a simple statement in the manual that users MUST select "Village-31:NTSC 8bit" on both Picasso 96 and screen preferences.

After all that, how's the picture? Pretty good, considering. If you don't mind con-

figuring all your programs to 640x480 (with no overscan), the output is certainly acceptable. If you're using the Y/C or the composite video out, be sure to enable the "RGB loads." I selected the 3 lines of "flicker filter" and found it to be an acceptable display on video. It's certainly not broadcast quality, and it has some serious limitations, but for US \$200, it is still the best bang for the buck if you are using the Picasso IV and need to record to video.

You can find the Pablo II from most full service Amiga dealers. Visit the Village Tronic website at www.villagetric.com for further info.

Rating: B

By Mel Strait



VIDEOLINK INC. NewTek Centre
animation canada for Canada

- sales & service
- plugins & content CD's
- tutorial CD's & tapes
- special student pricing
- authorized DPS dealer

powered by AMIGA

Free LENY CD with the purchase of Lightwave 5.6 while supplies last.

Animation systems, Software
PC>TV converters, 3D video cards
Professional genlocks, Cameras

Web: www.videolink.ca

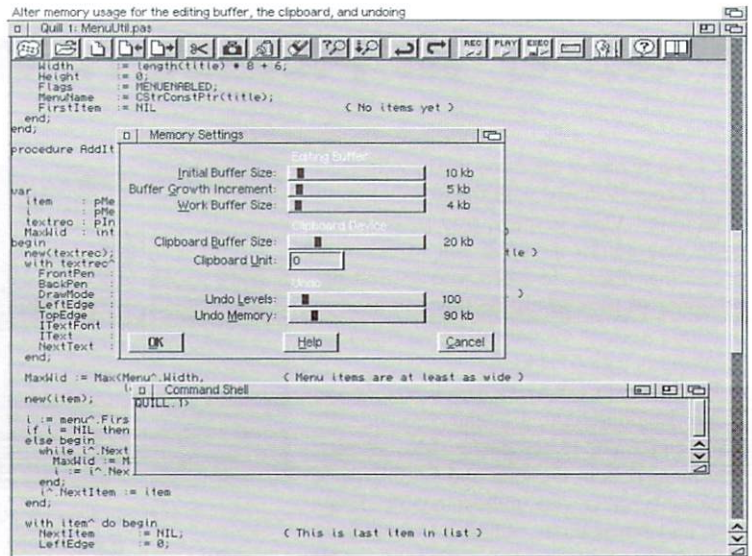
In Toronto call: 1-416-690-1690 Toll Free: 1800-567-8481
SGI - PowerMAC - SUN - Win98/NT - DEC Alpha - Amiga

Digital Quill

Digital Quill is the latest commercial text editor to appear for the Amiga. Written by Timothy J. Aston and published by Finale Development, Digital Quill (DQ) comes in a shrink wrapped manual with the single floppy neatly inserted in the center. Promising fast text handling and an ARexx interface, with support for Modula 2, SAS and DICE C compilers, my first impression was that CygnusEd may finally have some solid competition in the commercial text editor arena.

Like a lot of Amiga users, I have religiously used CygnusEd for what seems an eternity and for everything from editing my startup sequence to full-on C coding. As DQ is aimed at this market, I will make the odd comparison to CygnusEd.

After a painless installation using the standard Commodore Installer, the program opens on the Workbench public screen and presents the main DQ screen. On-screen controls are neatly organized and very well thought out, situated where you would expect things to be. To the average user (or one unaccustomed to text



Offering power features, context-sensitive help, full ARexx support, undos, and a friendly interface, Digital Quill is a serious option for users needing a text editor. It excels as a general purpose editor or as a code-banging tool!

ProStationAudio
the new software solution for non-linear editing and realtime automated mixing
by AudioLabs

AudioLabs www.audiolabs.it
email: info@audiolabs.it

editors), DQ's excellent interface will prove a very welcome feature, and should encourage most to dive into the 'power-user' features often left untouched in more complex editors.

Context-sensitive help is always available and menu options are easily accessed. Macros may be recorded, thus removing the need for users to learn ARexx. Of most importance to programmers are the text editing and compiling facilities available. Full clipboard support, fast text finding, multiple level undos, bookmarking, autoindenting, true tabs, bracket matching and fence posting are all supported. Bracket matching in my experience is very welcome. It involves matching opening brackets with closing brackets and can save a frustrated programmer lots of time in solving syntax and run-time errors.

I tested the SAS C support and was quite pleased. There were no problems though it wasn't as feature-laden as other editors such as CygnusED and GoldED. CygnusED, due to it being available for over ten years, has spawned a cottage industry around scripts. Should DQ prove popular, the very complete ARexx interface should allow for similar third-party support.

Digital Quill allows many options to be configured. The screen on which DQ opens may be easily set to a custom or any public screen. DQ allows user-definable undo levels and clipboard size, and an autosave feature is available. Buried away in the Settings/Environment menu is the very useful Show Hex command, which allows DQ to show the Hex code of the character under the cursor. I am, however, disappointed that the toolbar cannot be configured beyond selection of large or small buttons.

The manual provided with DQ is well laid out but a bit plain in areas. It includes a quick-start tutorial and full explanations (with examples) of the command line arguments and Workbench



tooltips available to the program—something not always found in commercial Amiga software documentation. There is an in-depth and very thorough description of every menu option and requester with labeled screenshots where applicable. Almost half the manual is consumed with documentation of the ARexx-based macro language. A full list and comprehensive description of every available command is provided, along with sample scripts on the disk. A small but handy glossary and index keep the manual useful. The manual looks to have been written by Mr. Aston himself and I find it hard to knock, though it could have used a more general run down of the program and its features.

I had only a few minor gripes about DQ. A drag and drop or AppIcon option would speed file loading, and a moveable (dockable) toolbar would make the interface even friendlier. Also, DQ changes the mouse pointer to a fairly standard cursor-like icon when dragged over the text area, which sometimes appeared oversized and possibly corrupted on my 640x480 screen (though this may be the fault of my system and the many nasty hacks I have running).

I was quite impressed with Digital Quill. While not offering the raw power and speed of CygnusED, it has many advantages for the average user including context-sensitive help and a generally more friendly interface. DQ excels as a general purpose text editor, but for coding I still lean towards CygnusED. I rate Digital Quill a hardy A-.

Digital Quill is compatible with all Amigas with 1 Mb of RAM and Workbench 2.1+, and is 100% RTG compatible. The version reviewed was 37.146. A demo of DQ is available on Aminet as text/edit/QuillDemo.lha. Visit Finale Development at www.Finale-Dev.com. The full commercial package is available through Amiga dealers for around US \$40.

Rating: A-

By Paul Morabito



Save time by not using your word processor to print that ASCII text file you just downloaded. Use the Shell command COPY FILENAME.TXT PRT: instead.

Soundprobe II

When it comes to audio sampling and waveform editing software, Amiga musicians have been left wanting for far too long. Good tools are essential for working with digital audio and, until recently, quality applications have been hard to find.

David O'Reilly set out to change that and has successfully created a system-friendly application with professional features and modular design that allows for easy future expansion. Soundprobe has had quite a history, having already gone through several incarnations (SuperSound, Megalosound, and Danae) as well as a few upgrades. The result of David's efforts thus far is Soundprobe II.

For those of you considering an upgrade from

the previous release, Soundprobe II has lots new to offer, including new and improved digital effects, a project mixer, enhanced GUI (faster, font sensitivity, x/y scaling, better organized menus), preset sampling rates, low-level AHI routines, enhanced keyboard control, improved graphing, extended coordinate input (allowing simple calculations and defined variables), plus cosmetic changes and bug fixes. Most importantly though, is the addition of an ARexx port which allows extensive control of almost all aspects of Soundprobe.

Direct sampling and playback support is included for the Aura, Clarity16 and Megalosound samplers as well as other generic PCMCIA and parallel port hardware (Audio

continued on page 34

AMIGA
The True Meaning Of Compatibility
Visit Mr. Hardware on the World Wide Web
www.li.net/~hardware/ and check us out.
Not on the web yet? Call us at 516-234-8110

DKB Ferret SCSI, Special Deal!

Add the power of a SCSI II controller with DKB's Ferret SCSI II add-on for all DKB designed AMIGA 1200 accelerators. Ferret is fully compatible with Mongoose and Cobra accelerators as well as Power Computing's Viper II. Check out these great features:

- * Rear mounted external 25 pin SCSI controller for AMIGA 1200
- * Easy trapdoor installation using only 2 screws
- * Transfers data at speeds up to 2.8MB per second
- * True SCSI II add-on for Cobra, Mongoose, & Viper II accelerators
- * Interfaces with all standard SCSI devices such as:
 - * Hard Drives
 - * CD-ROMs
 - * Tape Drives
 - * Removable Media Drives

For You? * Compatible with Workbench 3.x or higher. Just \$75.00

Created with AMIGA
Mr. Hardware
100%
AMIGA
COMPUTERS

For expert personal Amiga assistance call us on our Amiga Based PhonePak Voice & Fax System, 2:00 PM - 8:00 PM EST
516-234-8110
Email: hardware@li.net
A.M.U.G. BBS 516-234-6046

Games Master System

Years ago, the Shoot 'Em Up Construction Kit allowed a programmer to create simple games by editing graphics blocks and setting up patterns for enemy attack. Since then, a great number of products have appeared to assist in the creation of games. Most of these products were rather inflexible and geared toward a specific type of game, which resulted in a tiresome homogeneity among the results.

GMS, the Games Master System, takes an entirely different approach. GMS is a library system designed not to create games, but to take

the hassle out of creating games. This distinction is a subtle but important one. The Amiga OS has many built-in program routines aimed to help programmers, but ironically not games programmers. It is this gap that GMS' author, Paul Manias, has attempted to fill.

Normally, when programming a game, it's necessary to break the project down into smaller and smaller levels of detail. Programmers find that certain fundamental bits of code have to be written over and over again and as you can imagine, this can take an extraordinary amount of

time. GMS in this sense is a set of pre-existing fundamental bits of program with every conceivable function that might be useful to a games programmer built in. Using GMS, you can focus on programming your game and rely on the GMS routines to simplify and handle many detailed tasks such as setting up double-buffered screens, scrolling, sprite printing, joystick control, etc.

Examples are supplied in C, 68k Assembler and E. I used E v3.2e and had no problem at all compiling the demo programs. I grew more

Soundprobe con't from page 33

Master/Engineer, DSS8(+), Stereo Master, etc.). When used with these supported devices, Soundprobe allows real-time digital audio effects processing (even with a 68030 CPU).

Other hardware is supported through AHI (Delfina, Maestro Pro, Tocatta, etc.), but real-time effects are not possible. Output can also be produced through the Amiga's built-in audio hardware, with several 8, 12 and 14-bit implementations. All the standard sound formats are supported.

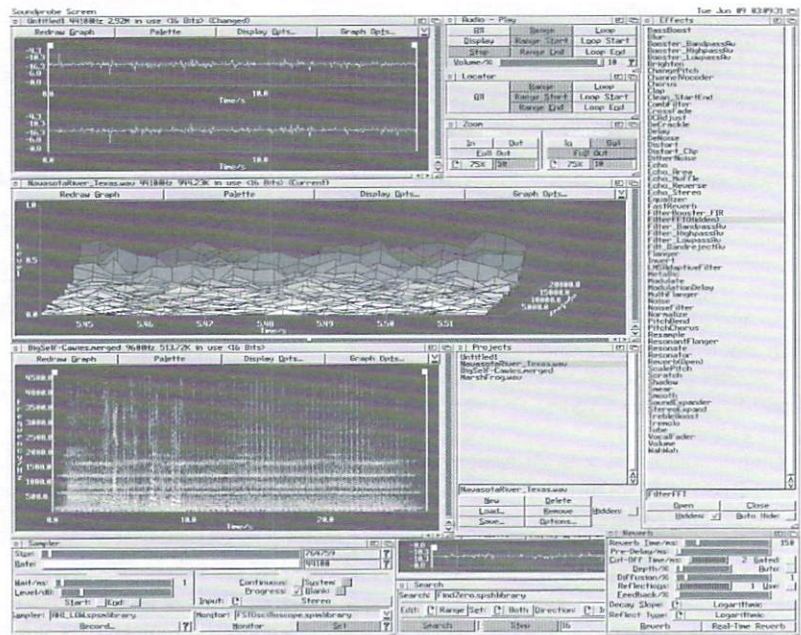
Soundprobe includes numerous input monitoring methods such as 2D/3D Spectrum Analyzers, Color Multiscopes, etc. With a sufficiently fast system, multiple monitors may be used simultaneously.

One of the best features of Soundprobe is its variety of graphing modes. For the majority of editing, you will likely use the standard 2D TimeGraph. For more specific frequency oriented work, the 2D and 3D FrequencyGraphs are useful. It is even possible to see the same waveform in multiple sizeable windows with different graph modes.

Soundprobe includes an extensive selection of more than 30 digital effects from Blur to Wah Wah. The monitors and graphs work well and the digital effects are accurate and reasonably fast. As always with this kind of application, a fast system with lots of memory is a big plus.

Previous versions of Soundprobe had problems with AHI implementation, but a new low-level driver seems to have fixed things. I tested the program with a Maestro Pro digital audio card via AHI at 44.1 kHz, and while I did encounter some problems with recording, monitoring and general playback were stable.

Support from the author is tremendous; he replied to my questions and concerns very



The modular design and system-friendly approach of Soundprobe II, coupled with the powerful digital effects, full ARExx port, and sound card support will be music to the ears of audioheads.

quickly. David is very open to suggestions and should be commended for his aim to please. I am convinced that he added the ARExx port solely at my request (Thanks, Dave). From past experience with HiSOFT, I'm sure that they will be just as helpful.

The only comparable software is Stefan Kost's SoundFX (shareware). The main difference is that Soundprobe has recording capability where SoundFX is for waveform editing/processing only. SoundFX has more extensive import/export capability and better integrated ARExx, but lacks some of the more up-to-date (and colorful) features of Soundprobe. For now, I continue to use both.

I highly recommend Soundprobe and give it

an A- as there is room for improvement and the fixing of minor bugs. For more information, visit the Soundprobe website at www.york.ac.uk/~djr100/sprobe.htm or HiSOFT's Soundprobe product page at www.hisoft.co.uk/soundprobe/.

Soundprobe II is distributed by HiSOFT Systems and should sell for around US \$50. Call your favorite dealer for availability. Upgrades for Soundprobe 1.x users should be available for roughly US \$12.

Rating: A-

By dthomas trenn





ambitious as the evening went on, so I wrote a simple scrolling starfield with several parallax layers. From start to finish, the task took only half an hour and as a programmer, I am rusty and hesitant!

GMS makes experimentation exceptionally easy. To make my program run in low resolution rather than high resolution, I only had to change a few lines of code. I later discovered that even this minimum effort wasn't necessary as GMS allows the end user to select the preferred screen settings (amongst other things) entirely independent of the programmed settings.

GMS is a huge improvement over the tools available when I first started programming. The libraries are used in a different way than the standard Amiga libraries and whether this is a good thing is entirely up to your personal tastes. Personally I found it nicer to use, but

only after careful scrutiny of the pleasingly extensive documentation.

GMS will not make you a games writer overnight. Lots of effort and plenty of design work are still required to write a fun, engaging and challenging game. GMS will aid the process by allowing you to concentrate on writing the bits that matter. With point-and-click game designers and full assembler coding from scratch on opposite ends of the difficulty scale, GMS sits squarely in the middle. As such it represents an ideal balance between flexibility and difficulty.

GMS is distributed in two archives, one with the user files and the other containing the developer files. Both may be obtained from Aminet (dev/misc/gms_user.lha and dev/misc/gms_dev.lha, respectively) or directly from the GMS website (<http://homepages.ihug.co.nz/~pmanias/>). Shareware distribution of games created with GMS requires a license, with the cost starting

at \$20. Freeware games do not require such a license. The user files must be installed before a GMS-created game may be run, much like MUI applications. The unregistered user archive is freely redistributable, and may therefore be included in game distribution.

Paul Manias is continually updating the product, and has informed me that version 2.0 is now available, superceding the 1.0 version reviewed. The user archive shareware fee of US \$20 provides an unrestricted version of the preferences program and emailed updates.

If and when I finally get around to writing that dream game I've been promising myself, I won't even consider using anything else. This program deserves an A rating.

Rating: A

By Steve Hammond



Arrange Those Icons! Arrange the icons in any drawer alphabetically by: 1) Open the drawer and select all the icons (Right-Amiga-A). 2) Select UnSnapShot from the Icons menu or type Right-Amiga-U. 3) Close and reopen the drawer. 4) Select Clean Up from the Windows menu. 5) Select SnapShot/All from the Window menu.

THE COUNTDOWN. THE EXCITEMENT. THE LAUNCH.

SERIOUS NET EFFECT.

WWW.AMIGA.COM

Pantheon Systems is the leading supplier of Amiga based Internet solutions and software products.

Pantheon Systems builds solutions from the desktop to the front office. Just ask Nolan and Cunnings, Amiga Inc., WomenBiz, or any of our other satisfied clients.

Give us a call to develop some net effect of your own.

PANTHEON SYSTEMS COMPANY

Web Hosting and Development
Amiga Internet Software
Firewall Systems
Web Commerce
Electronic Media Buying
www.pantheonsys.com
(440) 353WEB2

COMPUQUICK

MEDIA CENTER

Phone: 614-235-3601

Phone/Fax: 614-235-1180

M-F 11:00-7:30, Sat. 11:00-7:00

SYSTEMS		OS 3.1 Upgrades (Roms, Books & Software)	
Amiga 1200, 2.1Gb HD,		A500/2000	\$90
Magic Pack	\$575	A600	\$90
Power Tower	\$299	A3000	\$104
Amiga 1200 HD	\$409	A4000	\$104
Amiga 1200	\$339	A1200	\$104
CD32+ 6 CD's	\$200		
SX32 PRO 030/50	\$389		
Amiga 600 HD	\$245		
A1200, 030 Scala	\$670		
Viper 520, 8Mb	\$189		
		ROMS Only	
		AGA (incl. A3000)	\$52
		ECS	\$36
		Books w/software	\$57
ACCELERATORS		PERIPHERALS	
CyberStorm 060 Mk-3	\$720	Siamese SW	\$195
PPC 200Mhz-060	\$1200	Megalo Sound	\$58
603ePPC 160Mhz-040	\$500	Pro Midi	\$43
Apollo 1230/40	\$150	Nec 4x ext. CD	\$110
Blizzard 1260/50	\$509	Pioneer 12xCD int.	\$120
		Sony 6xR/2xW	\$330
		AmTrade HD Floppy	
		Internal	\$109
		External	\$113
VIDEO CARDS & SYSTEMS		A2k/4k Keyboards	\$59
Toaster, Flyer,		Wizard Mice	\$25
& Lightwave	\$3385	Acid Mice	\$19
Toaster & Lightwave	\$949	Alfa Trackball	\$35
Flyer system	\$2595	Joysticks	\$10/26
Delphina 16-Bit Audio	\$289	YC+ RGB Monitor	
Picasso IV GFX Card	\$379	13"/20"	\$320/\$539
Concerto Module for		SOFTWARE	
Picasso IV	\$170	Termite TCP	\$42
CyberVision PPC	\$299	Miami	\$59
Vidi 24 RT Pro	\$295	IBrowse	\$42
		AWeb 3.1	\$42
		Final Odyssey	\$38
		OnEscapee	\$40
		Myst	\$55
		Quake	\$55
		Nemac 4	\$35
		Slam Tilt	\$30
		Sword	\$35
		Strangers	\$40
		Shadow 3rd Moon	\$40
		Testament	\$25
		Trapped 2	\$39
		Brain Damage	\$35
		Foundation	\$40
EXPANSIONS, ETC.			
Blizzard 1260 SCSI	\$125		
GVP 4008	\$110		
DKB Rapidfire	\$140		
Surf Squirrel	\$140		
Squirrel SCSI	\$95		
Dataflyer XDS	\$88		
Mega Chip (2Mb)	\$170		
GVP I/O Card	\$115		
Micronik Scandoubler	\$99/129		

URL: www.infinet.com/~comquick

Email: comquick@infinet.com

Secure On-line Website Ordering

3758 Town & Country Rd. Columbus, OH 43213

Quake

Quake is the long awaited and highly anticipated mother of all Doom beaters from ID Software, PXL computers and clickBOOM. Quake is one monster of a game. In Quake, you are a soldier assigned to locate and destroy an interdimensional enemy code-named Quake. He has been using a slipgate to transport his evil soldiers and monsters into your bases to cause death and destruction. You will be armed with many powerful weapons such as grenades, rockets, nail guns, shotguns, and even a weapon that shoots an electrical lightning bolt, but in the end you'll still need to rely upon quick thinking and problem solving to get the job done.

My first impression upon running Quake was that the 3D graphics really do make you feel as if you've been transported to another world. I was particularly impressed by the gloomy thick dark cloud cover ominously moving overhead, the beautifully detailed stained moving glass windows, an amazingly realistic underwater effect, large wooden doors with intricate carved designs, and very scary life-like monsters.

Quake has high quality sound effects (even without a sound card), and you will actually find yourself relying on them to determine what perils lie ahead, and to distinguish between your foes by what type of grunt, groan, or growl they make. Quake has a mesmerizing CD audio soundtrack that is sometimes better left off because it can be distracting. The integration of graphics, audio, and gameplay is seamless.

Configurations of gameplay controls are nearly limitless—you can set them up any way you like in the options screen. Many people play Quake with a combination of the keyboard and mouse, using the mouse to look around just as you do with your eyes and head. Quake also has a slew of ways to play it; there's the regular game where you battle the multiple enemies, network play where you take on human opponents, and Internet play where you battle online.

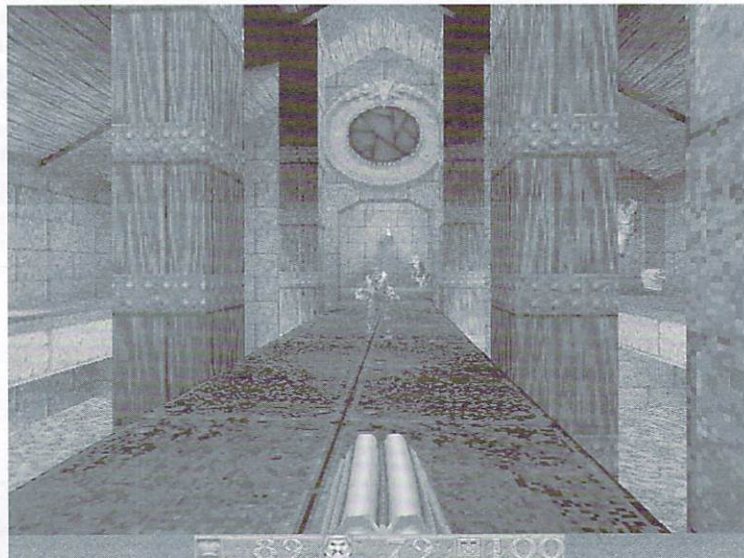
Quake comes with a nice poster with all the installation instructions and general information on the back. I would rather have had a booklet, but the poster was sufficient and the on-disk documentation more than made up the slack. With my review copy, I also received ID's official guide to Quake. This 208-page

book is loaded with beneficial tips and tricks and is worth the \$10 price just for the cheat codes and step-by-step instructions provided.

Installation was as simple as double clicking the install icon and didn't take as long as expected, considering it takes up 60 Mb of hard disk space.

I was a little disappointed that at least some of the game couldn't run from the CDROM, but Quake is ported from the PC, so I guess I shouldn't be surprised.

The first time I ran Quake on my 68060/50 MHz A1200, the frame rate was so choppy it was barely playable. After some research and trial and error, I found the perfect combination to get the smoothest frame rate out of Quake. First, you need either the latest version

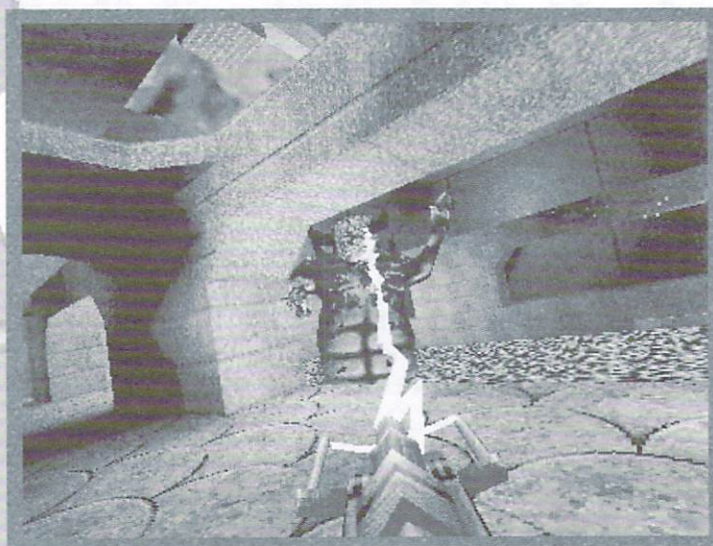


Before crossing this bridge, you'll have to toast that rifle-toting grunt and the chainsaw-wielding ogre. If things get too hot, you can make an escape off the bridge into the water below, but more trouble awaits you there too!

of Cyberpatcher (for phase5 accelerators) or OxyPatcher (for other accelerators). You can download the latest version of Cyberpatcher on the Phase5 webpage (www.phase5.de). Second, you need QuakePatch by Ian Greenway (available on Amiga Format cover CDROM #29 August 98). First run Cyberpatcher, then QuakePatch, then run Quake. With these patches, the game truly becomes a thing of beauty. I noticed a several frames per second increase in speed,

and smooth animation even with a full screen display. Rumors speak of a 68060-specific version of Quake so I emailed clickBOOM for information, but have received no response as of yet.

In order for the CD soundtrack to play, I had to edit the provided q-nolan startup script, adding the name of my SCSI device and the CDROM's SCSI



This fireball-throwing demon is one tough bugger! You'll need more than a lightning gun to defeat him. Chances are you'll be face down on the floor before he is!!

Big Red Adventure

The Big Red Adventure is a point-and-click graphic adventure game, combining colorful, comic-book style graphics with healthy doses of object collecting, character interaction and puzzle solving. The whole mix is liberally seasoned with corny, pun-laden humor. Big Red Adventure, like so many Amiga games these days, is a decidedly European effort. It was originally authored for the PC by the Italian programming team Dynabyte, and then published for the Amiga by England's Power Computing (www.powerc.com).

Big Red Adventure is mainly set in a parody of post-communist Russia, where capitalism reigns and everybody is just out to make a ruble (honestly or otherwise). But as the clever animated introduction points out, there are shadowy old-regime types longing to plunge Russia back into the Communist dark ages. Uncovering their schemes is one of the sub-plots of this sprawling game.

You control one of three characters: Doug Nuts (who thinks up these names?!), a computer geek and petty thief; Dino Fagoli, a burly and not-overly-bright boxer, and Donna Fatale (perhaps a cousin of Natasha Fatale of "Rocky and Bullwinkle" fame?), a woman-with-a-past. Each of these characters is



Big Red is full of gorgeous Hanna-Barbera style graphics and pun-laden tounge-in-cheek humor. Dig deeper and you will find an easy interface, balanced puzzle-solving and a captivating storyline. A must for adventure lovers.

featured in one of the first three sections of the game; in the fourth, they all come together. You can play the first three sections in any order, even moving to a different section if you get stuck.

The game comes with a printed manual, but play is so simple that you'll hardly need it. Everything is mouse controlled. A left click moves your character to the cursor position on the screen. A right click brings up a small floating window containing action buttons (Open/Close, Pick Up Object, Speak, and Examine), and buttons representing your inventory of objects. Some objects may be combined (e.g., camera plus film) to function in

new ways. As in other games of this genre, whenever you get to a new location, it's wise to pass your cursor over the entire screen to see what objects can be acted upon (as indicated by a word popping up next to the cursor). The rule of thumb is: If you can pick it up, do so. You never know what you might need to solve a puzzle later on. The puzzles are pretty nicely balanced between "too easy" and "sadistically hard."

"Eye candy" fans will not be disappointed here. Many of the graphics, especially the location backgrounds, are gorgeous. I would guess they were hand painted and then scanned. The characters are drawn in a nice, pseudo-Hanna-Barbera style, although some pointlessly ugly, racist stereotypes do crop up, like Asian characters with buck teeth and speaking in mangled English. Simple spot animations are well utilized and often very amusing. I especially liked the waitress on roller skates who whooshes in and out of the scene at "MacRomanov's Fat Food." As indicated by this pun, the level of humor throughout the game isn't exactly on par with Oscar Wilde, but will elicit an occasional smile nonetheless.

Each scene has its own looping stereo music track which can thankfully be turned off when desired. There are lots of nice spot sound effects, too. I had only one disappointment with the sound: The game takes up "only" 32 Mb on the CD. With around 600 Mb of unused space, sampled speech for the dialogue sections would have been quite nice.

The game runs on any AGA Amiga with a CDROM drive, and as usual, the faster the better. A small installation script sets the game language and creates a directory for saved games on the hard drive. You may save at any time using a standard file requester,

continued on page 38



ID number. I wasn't terribly surprised by this, as I've had to do something similar to get the CD audio working on other titles.

I was slightly annoyed by how slowly the game loaded initially and very annoyed by how slowly saved games loaded. One saving grace is the fact that it does a very precise job of saving every little detail and believe me, there's a lot to save on these huge levels.

I realize that many people's systems just aren't going to be able to handle Quake's intensive storage, processor, memory, and graphics demands. Quake is one of the most enthralling games I've ever played and may very well prompt you to beef up your machine. If you want to get an idea of how Quake might run on your system, download QuakePlayer from the clickBOOM website (www.clickboom.com).

I found that Quake was not very Chip RAM hungry and multitasked extremely well, but upon execution gobbled up about 35 Mb of

my Fast RAM. Quake will not run without a math co-processor (FPU) and the minimum system requirements are a 68020 CPU with FPU, 8 Mb RAM, AGA or graphics card, and 60 Mb of hard drive space. I recommend a 68060 CPU and 16 Mb RAM. Quake was tested on an A1200 with 68060/50 MHz CPU, 3.0 OS, 50 Mb RAM, and 32X CDROM drive. Quake retails for around US \$50, and is available from just about any Amiga retailer.

The phrase 'playing Quake' doesn't do this game justice. You experience it, and if you're not careful, become its slave. I give Quake an A+ rating. You too should become a part of the Quake universe and experience it for yourself!

Rating: A+

By Jerimy Campbell



Big Red con't from page 37

thereby allowing helpfully descriptive names for your saved positions. The game multitasks nicely within the Amiga OS and even runs happily in NTSC.

There are some glitches and caveats, however. Though not mentioned in the printed manual, you may need to use IControl in Workbench Prefs to turn off Mode Promotion to keep the game from running in a tiny window about one-third your screen size. On my system (an A1200 with 68030/50 MHz CPU and 32 Mb Fast RAM), I did experience random gurus, although this problem may be peculiar to something in my set up. Multitasking with the game running sometimes caused the music to continue to play after quitting the game. The game also had an annoying habit of leaving its CD icon on the Workbench (using AsimCDFs) after ejecting the CD.

Overall, I give Big Red Adventure a rating of



B due to the slight bugginess and sophomoric, occasionally ugly humor. It's so absorbing and huge, though, it is a purchase to consider for the serious adventure games fan. It is available through Amiga dealers for around US \$30.

Rating: B



By Steve Folberg

Reduce the size of your saved Final Writer files by un-checking all the 'Save With Each Document' options on the I/O tab of the Project/PREFERENCES menu.

Virtual Karting 2

Virtual Karting 2 (VK2) from programmer Fabio Bizzetti is the latest incarnation of his go-kart racing simulation. The long wait between the release of Virtual Karting and Virtual Karting 2 was due to a change of publishers. Virtual Karting 2 is licensed by Isonia Entertainment and distributed by Epic Marketing.

If you're a driving game enthusiast, then I think you'll enjoy the extreme challenge of VK2's realistic gameplay. The casual driving game player will probably appreciate the provided cheat mode. The cheat mode gives your kart more power, improved gearing, and better traction, which can make the game fun for even a small child—all at the expense of realism, of course.

You can play VK2 in either 2D or 3D modes; 2D mode is an overhead view that zooms out as you speed up, and I found it to be rather boring compared to the realistic feel of the 3D view. The manual recommends playing the game on a large screen television rather than a monitor. The graphics look better on a television because a good monitor reveals in detail the rather ordered dithering method used. When battling for first or second position, though, you really don't notice it much. VK2 has realistic sound and an impressive 50 frames per second even on an unexpanded A1200.

This is a tough game, and if you want to get a decent qualifying position you have to drive very aggressively and cut every corner possi-

ble. When in a race, you'll find yourself actually drafting to speed up and knocking your opponents out of your way to pass them.

Here are a few tips to help you get the most out of Virtual Karting 2: First, use the options screen to set up the display detail level, shifting mode, and control device (digital joystick, analog joystick, or mouse) to your liking. Next, use the joystick (or cursor keys) to scroll the track selection screen, which at first seems to only list three tracks (six are available, though three are just carried over from the previous release). Finally, you will find the difficulty level to be much lower on the carry-over tracks than the new tracks.

The most significant improvements to the game since its first release are better graphics, added tracks and greatly improved stability. The game comes on CDROM and will run completely from the CD, or may be installed to the hard drive. The CDROM includes small multimedia presentations and demos of other Isonia titles. While these extras are nice, I felt the CD space could have been better filled with more than six racing circuits, a CD-audio soundtrack, and maybe an entertaining intro animation. These are things I've come to expect from CDROM titles. I'd also hoped to see a 1x1 pixel mode and a two-player option.

I had great fun playing this game, and that's what games are all about, so it gets a B rating. Virtual Karting 2 requires an AGA Amiga with 2 Mb RAM, and was tested on an A1200 with 68060 CPU and 50 Mb RAM. It is available from many Amiga dealers and sells for around US \$25.

Rating: B



By Jeremy Campbell

A-Z of Amiga Games

A-Z of Amiga Games is a CDROM containing a cross-referenced, fully indexed HTML database of Amiga-based games. It was produced on a small scale, as it's a recordable CDROM with good looking, if obviously low-budget, packaging.

Upon inserting and double clicking the CD, I was presented with an empty window. The Show All Files command was necessary to reveal the starting Amiga.htm file. As the entire database is HTML-based, you'll have to scrounge up some browser software—none is included on the CDROM.

The information in the database is reasonably complete, with major indices and included information extensively cross-referenced. By clicking on a letter, the appropriate page of games is displayed. Also included is an index of publishers and the games they produced. Other indices include games by type and by author. All indices are cross-linked so it is easy to jump from one game description to another.

Once a game title is clicked on, a page will be displayed showing the following information: Compatibility, Release date, Suggested retail price, Publisher, Ratings (from various publications if available), Program type classification, and Comments. These fields often include a cross-link for easy referencing. If there are cheats, level codes, advertisements, inlays, solutions, maps, screenshots or playing

continued on page 40

Alpha

Towerhawk



*Giving you what you always wanted in an Amiga ...
Speed, True Colour Graphics and PC Monitor
compatibility to name a few!*

*The completely expandable Amiga from Genesis.
We introduce to you the Genesis TowerHawk.
Giving you a Zorro Based Amiga with speed and
flexibility!*

- AmigaOS 3.1 with pre-emptive multitasking
- Motorola 68060 50 Mhz
- 32 MB RAM optionally expandable to 128 MB
- CyberGraphX compatible 24-bit Retargetable 2MB Graphics Board (provides 800x600 in 24-Bit, 1024 x 768 in 16-Bit)
- 4.3 GB IDE harddisk
- 32x IDE CD-Rom
- High Density Floppy Disk Drive - PC format and Mac (with Optional CrossMac) compatible
- Compatible with any Standard PC-type Multisync Monitor
- Windows95 Keyboard Compatible (104 Windows95 Keyboard Included)
- AGA Graphics System included on board
- Video and Genlock capable
- 4-Channel Stereo Sound standard, each 8 Bit DMA
- Interfaces: 1 x serial RS-232c (modem), 1 x parallel (printer), 1 x external floppy drive, 2 x mouse/joystick, 1 x 23 pin video RGB (monitor) output from AGA Chipset, 1 x 15 pin video RGB (monitor) output from 24-Bit Graphics Board, 1 x video composite (TV, video recorder), 1 x RF modulator (TV antenna), 2 x stereo audio
- 250 Watt AT Standard Power Supply
- Personal Paint 7.1 CD - Full Version - To get you working quickly!
- Full Documentation For AmigaOS 3.1, and hardware

System Price: \$2949.95 CDN, \$1924.95 US
Optional Fast SCSI Controller:
Add to System Price -\$134.95 CDN, \$94.95 US

- AmigaOS 3.1 with pre-emptive multitasking
- Motorola 68060 50 Mhz
- 32 MB RAM optionally expandable to 128 MB
- 5 Zorro II slots - Optionally upgradeable to Zorro III
- 4.3 GB IDE harddisk, 32x IDE CD-Rom
- High Density Floppy Disk Drive - PC format and Mac (with Optional CrossMac) compatible
- PC-type Multisync Monitor Compatible via MultiVision Flicker Fixer
- Windows95 Keyboard Compatible - 104 Windows95 Keyboard Included
- AGA Graphics System included on board
- Video and Genlock capable
- 4-Channel Stereo Sound standard, each 8 Bit DMA
- Interfaces: 1 x serial RS-232c (modem), 1 x parallel (printer), 1 x external floppy drive, 2 x mouse/joystick, 1 x 23 pin video RGB (monitor) output from AGA Chipset, 1 x 15 pin video RGB (monitor) output from MultiVision Flicker Fixer connected 23 pin (just above), 1 x video composite (TV, video recorder), 1 x RF modulator (TV antenna), 2 x stereo audio
- 250 Watt ATX Power Supply
- Personal Paint 7.1 CD - Full Version - To get you working quickly!
- Full Documentation For AmigaOS 3.1, and hardware
- System Price:** \$2949.95 CDN, \$1924.95 US
- Optional Fast SCSI Controller:**
Add to System Price \$134.95 CDN, \$94.95 US

Genesis PPC Systems

*When 060 is simply not enough and
you need real speed with the
PPC.*

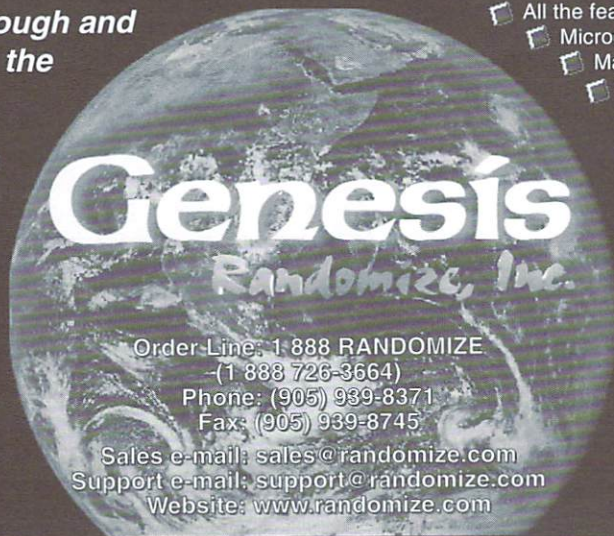
Genesis Mac Systems

Add a Mac to your Amiga for complete flexibility!

- All the features of the Alpha or Towerhawk respectively
- Microcode's Fusion Mac Emulator
- MacOS 8.1 pre-installed
- Add to System Price - \$244.95 CDN, \$169.95 US

Application Suitability

- The Alpha is perfect for most Amiga applications especially system friendly applications with screen requesters
- The Alpha is not Zorro Bus compatible, but uses the Ateo Concept's Ateo Bus
- The Towerhawk is perfect for applications requiring many internal devices due to it's large number of bays
- The Towerhawk is well suited for any applications requiring ZorroII compatibility
- The Alpha and Towerhawk are *not* yet Video Toaster / Flyer compatible



Order-Line: 1-888-RANDOMIZE
-(1-888-726-3664)
Phone: (905) 939-8371
Fax: (905) 939-8745

Sales e-mail: sales@randomize.com
Support e-mail: support@randomize.com
Website: www.randomize.com

All the features of the Alpha or Towerhawk respectively:

- Motorola PPC 603e 240 Mhz with Fast SCSI Controller built-in
Add to System Price - \$969.95 CDN, \$669.95 US
- Optional 4.3 GB SCSI hard disk
Add to System Price - \$89.95 CDN, \$64.95 US
- Optional 32x SCSI CD-Rom
Add to System Price - \$124.95 CDN, \$84.95 US

For Complete Product Information visit our website at <http://www.randomize.com/genesis.html>

Shadow Of The Third Moon

Shadow of the Third Moon is a flight and battle simulator from Black Blade software Design and Titan Computer. It is somewhat unique in its use of a 3D Terrain Imaging System. Black Blade has optimized the landscape-generation engine (voxel engine) for 68030, 68040, and 68060 CPUs to ensure smooth operation with any processor.

The mission objectives in Shadow of the Third Moon are straight forward, with scenarios that involve blowing up tanks with air to ground missiles, air to air combat (dog-fighting), elimination of stationary targets, etc. The real differences between this flight simulator and others are the unique 3D terrain and the alien setting. Your craft is a Star Wars-like fighter and your main weapon blasts pulses of energy complete with sound effects. The feeling of flight seemed very realistic to me, and was reminiscent of the game WINGS (one of my all time favorites). The dogfights were very stimulating and challenging. You really have to pay attention to your surroundings and not become distracted by the delightful CD audio soundtrack to remain among the living.

One thing that really stood out for me was the vividness of explosions combined with smoke and haze. There's nothing like the feeling of shooting down an opponent and watching him crash and burn into the side of a mountain as you laugh manically. Ah, such pleasure!

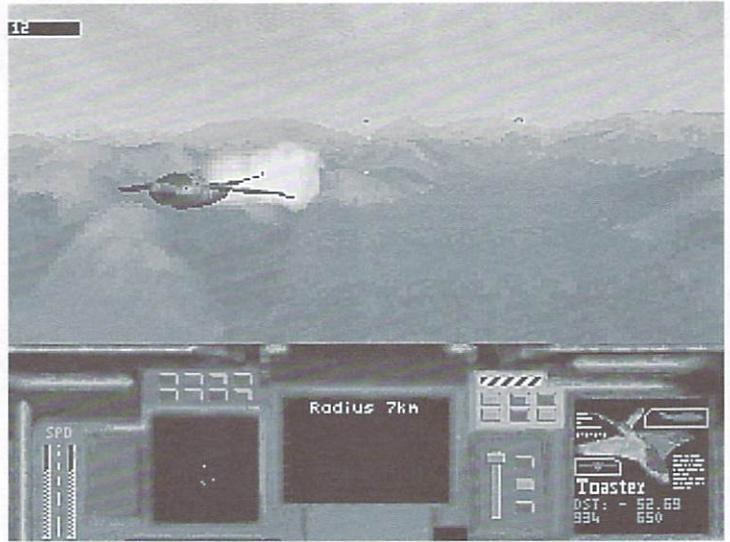
After the initial exhilaration of flying around eliminating the enemy, I began to uncover features of the game simply not covered in the manual. I was able to figure out several of the menus and keys through trial and error,

but am still totally in the dark about some of them. I emailed Titan Computer about these omission but have not as yet received a reply. While their website (www.TitanComputer.de) did yield an updated executable file, it too came with sparse instructions. This update offers bug fixes and smoother animation on 68060-equipped machines, but I could discern no significant differences.

Digging deeper into the manual, I found further inconsistencies and omissions. For example, the manual covers some 'in game' options, but neglects to mention which key activates the 'in game' options screen! Trial and error found this one to be the escape key, oddly enough. Fortunately, there are only a few keys that will likely be used in regular play, and these are documented reasonably well.

This fragmented documentation and lack of proper support certainly affected the rating of this innovative piece of programming. I really enjoyed playing this game but until I get a more detailed description of certain controls, I rate it a C-. There is no excuse for such poor support and mechanics.

Shadow of the Third Moon requires OS 3.0,



Realistic flight, vivid explosions, Voxel 3D Terrain Imaging System, and CPU-optimized programming give Shadow of the 3rd Moon a unique feel.

68030/25 MHz CPU, 4 Mb Fast RAM, CDROM, 13 Mb hard drive space, and AGA or a graphics card, with 1 Mb Chip RAM required for audio. I recommend OS 3.1, 68040/25 MHz or faster CPU, 8 Mb Fast RAM, 4X CDROM, and a graphics card. I tested the game on an A1200 with 68060/50 MHz CPU, 50 Mb Fast RAM and a 32X CDROM drive.

I'd like to give special thanks to Gudrun Lively of The Lively Computer (www.iworks.com/tlc) for providing the review copy of this game. Shadow of the Third Moon is available through most dealers for around US \$40.

Rating: C-

By Jeremy Campbell



A-Z con't from page 38

tips available for that title, links to those items are also included on the page. A fair number of titles (actually most of them) have at least one of the extra items mentioned above. Moving around the database is straightforward enough with the provided navigation buttons, though there is no built-in search capacity.

There are lots of interesting bits of trivia to be found on this CD. For example, MicroProse released their last Amiga title in 1995, and had five releases in that year. They released 47 Amiga titles between 1988 and 1995, with the first being Navcom 6. One of the first games I

looked for was Lemmings, and I found a wealth of information along with plenty of graphics. Looking further I found new and old titles to be included, though the quantity of information included with each varied greatly.

To the die-hard gamer, this CD is probably worth getting for the few cheat codes and playing tips included. If you only occasionally play games, it may still be a good buy, especially if you easily get frustrated or are impatient with games. The HTML browsing method is quite capable and flexible, but of course is not usable for those with older versions of the OS (which

don't support browser software). I rate this CD an A-.

A-Z of Amiga is created by C.E. Lister. It is previewable through the Ad Astra website at www.adastrauk.com. It sells for US \$35 including shipping and complete ordering information is available on the website. You can also contact them at: Dept OL, Ad Astra Publishing, PO Box 90, Leeds LS11 BXU, England.

Rating: A-

By Bohdan Lechnowsky



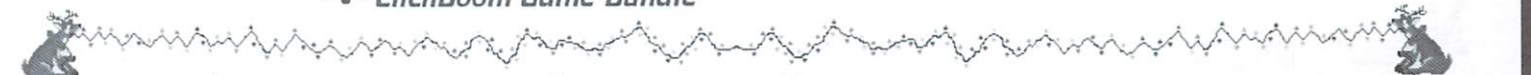


Neila Phase-498 \$Call

- ➔ 060 @ 66MHZ
- ➔ 16MB Ram
- ➔ 2GB HardDisk
- ➔ 24xCD-Rom
- ➔ High Density Floppy
- ➔ 56K Internal Modem
- ➔ Internet Software Kit
- ➔ ClickBoom Game Bundle

UPGRADES

- Neila 75MHZ SPEED \$295
- Neila-POWERPC \$Call
- 2GB - 4GB IDEHardDisk \$45
- 24X - 32X CD-ROM \$25
- 16 to 32MB (1x32MB) \$45
- 16 to 64MB (2x32MB) \$95
- Neila Full Size Tower \$95
- GVP SCSI CARD \$145
- ETHERNET ISA CARD \$45



Holiday Specials



\$295

Ariadne II 500



\$735



\$380

infinitiv-2 Mega System \$1995

Slots (5-zorro & 1-Video) / 060-50MHz / 16MB Ram/2GB SCSI HardDisk / 24xCD-Rom / Keyboard / Mouse / AmigaOS 3.1 / Manuals / 235Watt Power Supply

Other infinitiv Products & Optional Add-Ons

- infinitiv 1300 System \$365
- infinitiv 1200 Case Upgrade \$175
- PCMCIA Right-Angle Adapter \$70
- Keyboard Case \$65
- Top Case 5.25" \$45
- Top Case Snap-In 3.5" \$25
- Video Slot Adapter \$85

!!! Blow Out !!!



*Get a free GVP-M Spectrum 2MB Card with the Purchase of a 17" Hansol 701A Monitor. Price Includes Federal Express Shipping. Limited Time Offer!

17" Monitor ONLY \$565



- Bridge Your Amiga & PC Siamese System
- V2.5 EtherNet \$125
- V2.1 Serial \$ 42
- ETHERNET BUNDLES
- Siamese V2.5 with Amiganet Ethernet \$295
- Ariadne II Ethernet \$220
- A1200 Ethernet \$295

NEW AMIGA GENLOCK!

- YCP-JENNY \$325

GVP-DSS8 Stereo Sound Sampler \$35**

- GVP A4060 50MHz-060\$725
- GVP Spectrum Display Board\$175
- GVP I/O Extender\$110

- CD-ROM DRIVES
- 24X SCSI/IDE \$90
- 32X SCSI/IDE \$95
- CD-RECORDERS
- 2X8 IDE Mitsumi \$295
- 2X8 IDE Sony \$395
- 4X8 SCSI Panasonic \$395
- 4X8 SCSI Yamaha \$435
- 4X8 SCSI Sony \$475
- 8X20SCSI \$795

XMass Bundle \$385

- 2x8 IDE CD Recordable Asim DFS & Master-ISO
- HARDDISKS
- 1 GB SCSI-UW \$145
- 2.1 GB SCSI-UW \$175
- 2.1 GB IDE \$150
- 4.8GB IDE \$195
- 4.5 GB SCSI-3 \$395
- 9.1GB SCSI-3 \$695
- 18GB SCSI-3 \$1345

- 10s and 20s
- Address It \$10
- Cathedral LW3D Model \$10
- Checks & Balances \$10
- Connect Your Amiga Net-Book \$10
- Plantation LW3D Net Render \$10
- Edge- Text Editor \$10
- PhotoPro Toolkit \$10
- Batch Factory \$10
- Road Signs- LW3D Textures \$20
- Ami File Safe V1 \$20
- DiskSalv V3 \$20
- Surface Pro \$20

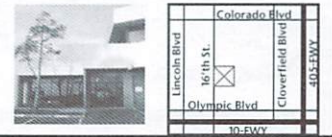
- Only 95
- T NET- LW3D Net Render \$95
- Corporate Video Backgrou \$95
- Digital Motions- Flyer Clips \$95
- ENLAN-DFS Ethernet SW \$95
- ModelMonger LW3D Objects \$95
- Replica- LW3D Objects
- Interior DesignCol. \$95
- Camelot Col. \$95
- Wright Col. \$95
- Snap Maps
- Fields & Foliage \$95
- Building Materials \$95

- Grand Products
- Video Toaster 4000 \$945
- Video Toaster Flyer \$2645
- Toaster & Flyer Bundle \$3445

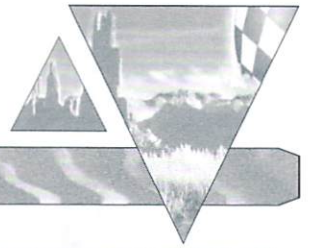


Anti Gravity Products Welcomes You To antigravity.com Your Internet Direct Specialist!

Terms and Conditions: Call for complete shipping rates, warranties, and other policies that apply. Quantities are limited and prices are subject to change without notice. Anti Gravity Products (AGP) accepts COD orders payable by cashier's check only. Payment must accompany all purchase orders. We are able to offer quantity discounts to dealers and system builders. Orders may be paid by Visa/Mastercard. All sales are final. No refunds. Defective exchanges are for same product only and must have a Return Material Authorization number (RMA), be in original packaging, and condition. No guarantees are implied as to product performance with your system or as to manufacturers claims and specifications. A 20% restocking fee applies to all exchanges of unlike products or any orders that are cancelled after shipping. All orders cancelled must obtain a cancellation number. All exchanges are at our option. This advertisement, its contents, and its style are the Copyright of AGP and cannot be duplicated without express written permission. Copyright 1998 Anti Gravity Products, All Rights Reserved. Alien Boxer, Neila Phase-498, & Neila are trademarks of Anti Gravity Products. All trademarks are the property of their respective companies. ** Limited Supply/Time



Audio Adventures



By Robert B. Pigford

Rob has been a composer and student of the musical and recording arts for 18 years, and runs RBProductions, a recording & audio production studio in Connecticut. Email Rob with Amiga audio topics and questions you'd like to see addressed at cyrano@calweb.com. You can visit the RBProductions website at <http://www.calweb.com/~cyrano>.

Getting MODern

Now that we have that Amiga physically hooked up, let's get some cool sound flowing from it. In this installment, we'll continue our focus on using the Amiga's built-in audio capabilities.

A MOD is a self-contained music module. A MOD file contains both the information on what to play and the audio samples that become actual sound. Because the samples are stored inside the MOD file itself, a MOD sounds the same regardless of the playback platform. MODs created on Amigas (we'll get into PC-based MODs later on) are usually designed to play on any Amiga with audio capability—that's the four-channel, 8-bit, stereo output we discussed in a previous column.

So let's hear something. One of the simplest ways to hear a MOD file is to load up a handy Aminet CD, open the Guides drawer, and fire up the Mods guide. The AmigaGuide presentation gives easy click-and-play access to all the MOD files on the CD, using DeliTracker (`mus/play/DeliTracker227.lha`) for the playback.

A player program is a necessary part of the equation. The player is the interpreter—it takes the highly compressed MOD file, sorts the

audio samples from the song information, and plays the song. While there seem to be as many MOD players as there are MOD formats (peruse the `/mods/play` directory on Aminet for a sampling), I recommend DeliTracker. It supports numerous MOD formats and provides a host of options and features to personalize your MOD listening experience. Directory Opus can play some formats of MODs using its internal player, though the only way I've found to make it stop playing is to quit Opus.

After listening to a few MODs you should have a feel for the variety of music being written and programmed by Amiga musicians worldwide. The somewhat rigid timing structure of MODs makes them particularly suited for Techno or other dance styles of music, but many creative artists have pushed the limits of their tracking software and published some stunning tracks.

As MODs are completely sample-based, many include sound bites from other media, like movies and television. This might lead you to think of using a MOD to score your next home video production. So long as precise timing and video synchronization are not important, and you can deal with 8-bit audio, go right ahead. Used as simple background music, MODs can add a certain ambience to your home videos. Be aware,

though, that most MOD trackers do not have the ability to synchronize to industry-standard timing formats like MIDI Time Code (MTC) or SMPTE. Usually, MOD files are freely redistributable for private listening pleasure, but use in any published or commercial work requires permission of the author—just like with any other music.

Like so many other things, MODs were originally invented on the Amiga and have migrated to other platforms. In the early days

What is a Sample?

A sample is a sequence of digitized audio data. Audible sound is analog (made up of smooth continuous waves), and is converted to digital (ones and zeros) in the process of sampling. The computer identifies the coordinates of the analog wave several thousand times per second. Upon playback, the computer converts the digital information back into analog and routes it to the Amiga's audio ports. Any sound may be sampled and played back, thus giving your Amiga the ability to recreate any sound you like.

Common MOD Styles

A quick look at the Aminet MOD listings shows several styles. They're briefly explained here, but the best way to understand the differences is to listen to some.

Pop: in the style of today's popular music.

Rock: characterized by 4/4 with a heavy back-beat. Similar to what's played on the radio.

Funk: sometimes polyrhythmic, always grooving.

Chip: all the sounds generated by the Amiga. No samples are used, which gives them a very synthesized sound.

Demo: similar to the audio portion of the still popular hard-coded animation/sound Amiga demos.

Slow: slow, melodic sound. These are some-

times considered the most 'musical' or 'prettiest' of MODs.

Synth: sounds are reminiscent of old analog synthesizers. Very retro.

Techno: typically straight driving time with reasonably melodic melodies. Very modern sounding.

Trance: driving, straight drum beats and repetitive, throbbing melodies try to hypnotize the listener.

Jungle: Deep, half-time bass lines and complex breakbeats (drum loops).

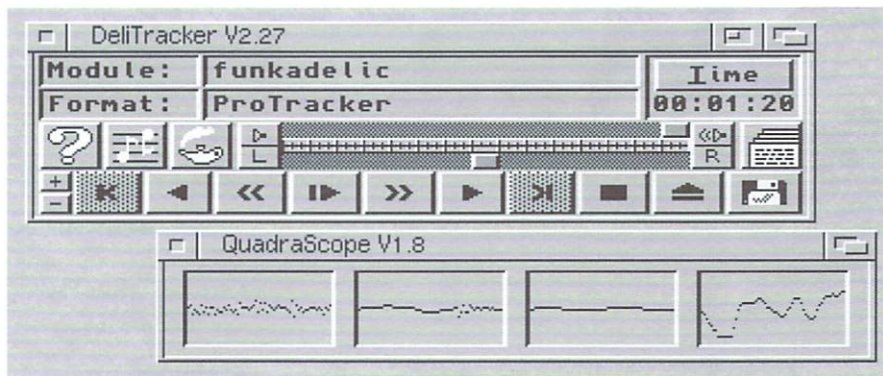
Hardcore: Complex, high-impact breakbeats combined with equally intense melodies. Almost punk-like, which makes the music seem angry.

What is a Tracker?

A tracker is a program used to compose MODs. Named for their use of multiple tracks, or channels, trackers comes in several flavors. Trackers are not to be confused with sequencers, which typically control external sound modules through MIDI. Trackers are commonly list-based, meaning they use a text list of the notes to be played rather than classical notation. Once a song has been completed using internal sound samples, the tracker converts it into the compressed MOD format for distribution.

of MODs, ProTracker was the software to have for tracking, and MODs are still prepared with it even now. Once the PC people picked up on the absolute coolness of the MOD format, PC trackers were born. The only significant difference between Amiga and PC MODs is the software used to generate them. PC MODs are generally playable on the Amiga by using a player that supports the format. Two of the more popular PC MOD formats, FastTracker and ImpulseTracker, are playable with DeliTracker.

In addition to Aminet, which contains an entire directory structure (/mods/#?) dedicated to MOD files, several CDROMs are available, containing thousands of MODs. From Epic Marketing's *Sounds Terrific* series, to the Fred Fish published *da capo* CD, to the colossal



DeliTracker is a great choice for playing MODs. It supports many MOD formats through plug-ins, including those created on PCs, and takes up little space.

multi-platform four-CD MODS *Anthology* from Schatztruhe, there's no shortage of MOD files out there.

What differentiates a good MOD file from a

bad one? Well, all the same things that separate good music from bad music, and there's no accounting for taste. Happy listening!



AMIGA SURVIVAL KIT

LET'S FACE IT, AMIGA SERVICE CENTERS AND AMIGA PARTS ARE GETTING MORE DIFFICULT TO FIND TO KEEP YOUR AMIGA RUNNING.

Protect your investment now with the **AMIGA SURVIVAL KIT** from Paxtron. Each kit for the A500, A1200, A2000, A3000, A4000 and C64 contains the popular easy to install replacement chips to allow your computer extended life for years and years. Each kit corrects 90% of all Amiga failures which include up to 28 symptoms. Replacement chips are of the "plug-in" type (unless otherwise noted) and contain instructions allowing anyone with a little knowledge and a screwdriver to get their computer up and running in most cases. (A4000 kit being worked on.)

Amiga 500 Computer	Amiga 2000 Computer	Amiga 3000/3000T Computer	Amiga 1200 Computer
Internal floppy drive.....\$34.50	Internal floppy drive.....\$34.50	8520 CIA (318029-03).....\$9.75	3.1 O/S ROMDisks.....\$54.50
2.05 O/S Rom.....\$16.95	2.05 O/S Rom.....\$16.95	DMAC-4 (390537-04).....\$49.95	8520 CIA (318029-3).....\$9.75
8520 CIA (318029-03).....\$9.75	8520 CIA (318029-03).....\$9.75	Ramsey-4 (390544-04).....\$19.95	1488 IC (318029-3).....\$9.75
Paula 8364 (391077-01).....\$8.25	Paula 8364 (391077-01).....\$8.25	Buster-9 (390539-09).....\$22.50	1489 IC.....\$4.00
Gary 5719.....\$8.25	Gary 5719.....\$8.25	Fat Gary 5719 (390540-02).....\$17.95	Video Dac (ADV101KP30).....\$17.50
68000-8Mhz CPU.....\$11.50	68000-8Mhz CPU.....\$11.50	8372B 2MB-Agnus CPU.....\$25.50	68020-16 CPU.....\$16.50
Amiga Diagnostician.....\$7.95	Amiga Diagnostician.....\$7.95	Amber (390538-03).....\$24.50	Keyboard MPU 391508.....\$8.95
Final Test diskette.....\$7.95	Amiga replacement battery.....\$7.95	390526, 27, 28, 29 PAL.....\$12.95 each	Paula (391077).....\$19.95
Monitor cable (valued @10.00).....n/c	Final Test Diskette.....\$7.95	A3000 Keyboard.....\$39.95	Alice 8374 (391010).....\$19.95
Amiga replacement battery.....\$10.00	A2000 service manual.....\$16.95	Chip puller.....\$4.00	Lisa (391227).....\$34.95
Original A500 service manual.....\$19.00	Chip puller.....\$4.00	SELLING PRICE FOR ABOVE.....\$265.85	A1200 power supply.....\$34.95
Chip puller.....\$4.00	SELLING PRICE FOR ABOVE.....\$136.00	PAXTRON SURVIVAL PRICE	SELLING PRICE FOR ABOVE.....\$239.50
SELLING PRICE FOR ABOVE.....\$138.00	PAXTRON SURVIVAL PRICE	\$190.00	PAXTRON SURVIVAL PRICE
PAXTRON SURVIVAL PRICE	\$77.00	(\$76.00 SAVINGS)	\$149.00
\$77.00	(\$60.00 SAVINGS)	Options	(\$90.50 SAVINGS)
		3.1 OS system ROM disks...add \$37.95	
		A3000 internal power supply...add \$89.95	

AMERICA'S ONLY AMIGA AUTHORIZED REPAIR CENTER

GO TO THE SOURCE - Most Amiga Dealers send their Amiga to Paxtron for repair. You too can save time and money and go directly to us. Paxtron has the resources and the technical people to keep your Amiga running for years and years. Our prices are more than fair and we just recently added a second (SMT) Surface Mount Station to our repair department. Our replacements parts and components are new and our technicians were originally trained by Commodore. In July of 1997, Paxtron was appointed a direct authorized Amiga repair center by Amiga International and officially listed on their web page as such.

Want to talk to technician before you send in your computer? The tech lines are open 2-4pm EST Monday - Friday.

If you want to take advantage of our rapid turnaround and low repair costs, give us a call on our toll free number 800-595-5534. Our service department will give you an RMA (return material authorization) and instructions for sending in your Amiga.

MODEL	COST FOR BOARD ALONE	COST FOR WHOLE COMPUTER	MODEL	COST FOR BOARD ALONE	COST FOR WHOLE COMPUTER
C64	\$30.00 flat rate	\$35.00 flat rate	A1200	\$100.00 flat rate	\$130.00 plus parts
A500	\$50.00 plus parts	\$55.00 plus parts	A4000	\$189.00 plus parts	\$199.00 plus parts
A2000	\$110.00 plus parts	\$125.00 plus parts	A4000 Tower	\$189.00 plus parts	\$219.00 plus parts
A3000	\$165.00 plus parts	\$189.00 plus parts	CD32	\$85.00 plus parts	\$95.00 plus parts
A3000Tower	\$165.00 plus parts	\$199.00 plus parts	CDTV	\$85.00 plus parts	\$95.00 plus parts
A2000,3.4 Keyboard	\$35.00 flat rate	-----	A3000 Upgrade 16 MHz to 25 MHz - \$79.95		

Look on our web page(www.paxtron.com) for a complete listing of all the repairs we do.

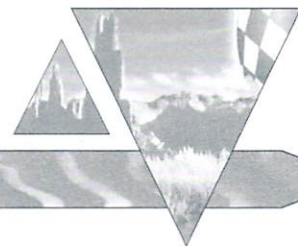
PAXTRON CORPORATION
28 Grove Street, Spring Valley, NY 10977

Toll Free: 800-595-5534
Phone: 914-578-6522 e-mail: paxtron@cyburban.com
Fax: 914-578-6550 web: www.paxtron.com

REPLACEMENT BATTERIES

If your Amiga computer is approaching 4 years old we suggest you replace your old Ni/Cd battery with a new lithium battery for \$14.95 each plus shipping.

Marketplace



Classified space is available for subscribers to advertise used Amiga products. Each ad must be 30 words or less, and no more than 2 ads per person per issue. All prices are in US \$ unless otherwise noted. (We are not responsible for the validity of posted ads.) To place your ad send it by email to: informer@idsi.net, or if you don't have email, send it to the address listed on page 3.

For Sale: A4000 040/25MHz, 16 Mb RAM, Rapidfire SCSI-II, 250 Mb IDE HD, 500 Mb SCSI HD, Int. 6x CD drive, Int. high density floppy, Ext. Floppy, Ext. 14.4 modem, 1084s monitor, mouse and keyboard, various installed software, box of UK mags with CD and floppy cover disks. Asking \$1,100. Call Joe at 914-627-0198

For Sale: A2000 with Video Toaster2000 (4.1), AmiLink Toaster control edit system, Supra RAM board (4 Mb), GVP 030/50 MHz w/4 Mb RAM, 2 Mb Chip RAM, 240 & 560 Mb HD, Divalo Tape Backup, Bigfoot PSU, OS 3.1, Club Toaster Wipes, Pro Wipes, keyboard, monitor, and tons of software. Asking: \$1,500. Call Ray at 954-421-1167 or email at ray.lenahan@gte.net.

For Sale: A4000 040/25MHZ with 16 Mb RAM, FastLane SCSI-II controller, Int. high density floppy, and hard drive. Call Bill at 203-348-3237.

The Informer is available from any of the following retail locations:

ADA Computer, Alberta, AL
 AV Solutions, St. Paul, MN
 Commodore Bob, Winnipeg, MB
 Computer City, The Neatherlands
 First Midcontinent, Oklahoma City, OK
 JW's Lil Shoppe, Walla Walla, WA
 National Amiga, London, ON
 Systems For Tomorrow, Independence, MO
 The Lively Computer, La Mesa, CA
 VideoLink, Toronto, ON
 Wonder Computers, Ottawa, ON & Vancouver, BC

Special Thanks to the following dealers for helping to distribute this issue of The Amiga Informer.

Anti Gravity, Santa Monica, CA
 Compuquick, Columbus, OH
 Mr. Hardware, Central Islip, NY
 Paxtron Corp., Spring Valley, NY
 Power Solutions, Winnipeg, Canada
 Safe Harbor, Waukesha, WI
 Software Hut, Sharon Hill, PA
 Turtle Lightning, Midland, TX

Wanted: Amiga users in the central Alabama region of the US for a new User Group. Please contact David at 205-477-0358 or email targhan_aga@yahoo.com

Wanted: Information on connecting DF1: in a Bodaga Bay expansion box formerly sold by California Access. I have it physically mounted in the bay, but don't know how to hook it up. Power connections (black & red) are done, no data ribbon connection yet. Email cmartin@freeway.net.

For Sale: A500, OS 1.3, 1 Mb RAM, Dataflyer w/120 Mb hard drive and 8 Mb RAM, 1084 Monitor, Star NP-10 printer, manuals, software and more. Asking \$400 plus shipping. Call Joe after 4PM CST at 847-695-0532

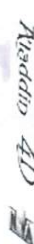
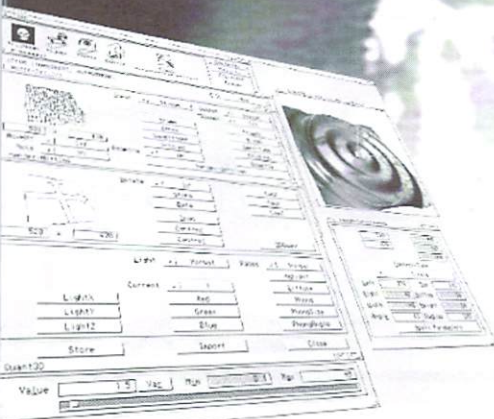
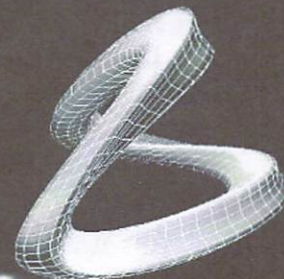
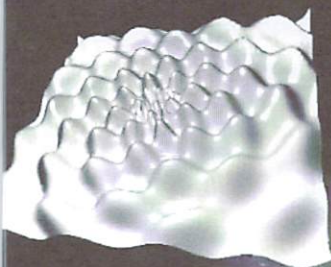
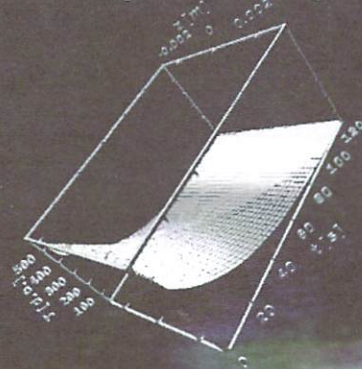
Wanted: The LightWorks CD, any MovieShop Effects Operator Disks, and Real 3D v3+.
 Contact William Brown, 165 Blossom Hill Rd., Space 157, San Jose, CA 95123; 408-365-9211; Email: zaxxon@primenet.com

Advertisers Index

AmiTriX Development	27
Anti Gravity Products	41
AudioLabs	32
CEV Design	27
Compuquick	35
De Vine Computer Sales	16-19
DVS Direct	29
FWD Computing	27
Global Posse Software	27
Hard Drivers	27
Legacy Maker	13
Lively Computer	23
Mr. Hardware Computers	33
Mushroom Software	21
National Amiga	21
Nova Design, Inc.	2 & 45
Oshawa Amiga	23
Pantheon Systems	35
Paxtron Corporation	43
Power Solutions	20
Randomize Computers	39 & Back Cover
Safe Harbor Computers	15
Software Hut	24 & 25
Turtle Lightning	9-11
Videolink	31
Videology	21
Visual Inspirations	47

WILD FIRE

Animation Sequencing, Sound Synchronizing, and Time Dependent 3D Effects and Transitions!



We Have What You Need To Stay Connected & Stay Informed!

Who else gives you.....



Easy access to our columnist through email so you can directly influence column subject matter

Special offers to subscribers from advertisers on select products

Free classified ads where you can sell your used Amiga goods



Six or more graded product reviews in every issue

An interactive website where you can browse through past articles and reviews and participate in cool giveaways



Relevant news, columns and feature articles that are useable by all Amigans

Free Amiga Update newsletter sent directly to your email address

A 100% Amiga produced magazine

An interconnected worldwide staff of over 17 regular contributors. Amigans all!

Call Toll FREE

1-888-88-AMIGA

1-888-882-6442

Outside US & Canada Call: 1-914-566-4665

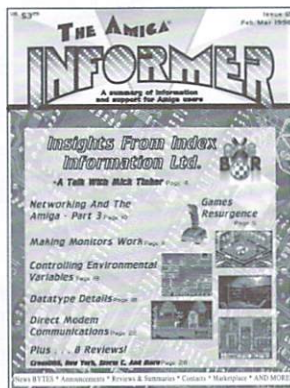


Special Offers

For Informer subscribers, the shareware fee of **AEMail**, the internet email client, is reduced to US \$24. This is a 20% savings from the normal US \$30 shareware fee. Be sure and include your name and address as it appears on your Informer subscription label and write "Informer Subscriber" on the registration form. Visit www.calweb.com/~jzachar/ for full details on AEMail.

Power Solutions is offering Informer subscribers **Word-worth 7 CD** \$99.99 CAN/ \$69.99 USD including shipping. No COD's or Credit Card orders. Send payment and return address to Power Solutions, 35-2855 Pembina Hwy, Winnipeg, MB, R3T 2H5, Canada. Be sure to tell them you're a subscriber when you order. For more info call 204-453-0527; Email: info@powersolutions.mb.ca; URL: www.powersolutions.mb.ca.

DON'T FORGET:
Limited Quantities Of Back Issues (#'s 5 - 15) Are Available For:
US \$2⁰⁰ in the US,
US \$3⁰⁰ To CAN, &
US \$4⁰⁰ All Others
 Call Toll Free 888-882-6442
 To Order By VISA or MC



Informer Subscription Form

116

The Informer is printed six times a year. Rate for six issues is (in US dollars) \$15 USA, \$18 Canada, and \$28 all others. Personal checks (USA only), Money Orders or Bank Checks must be in US dollars and made payable to **Eldritch Enterprises**. Mail payment to: The Informer, PO Box 21, Newburgh, NY 12551-0021. Credit Card orders call toll free 1-888-88-AMIGA (subscription orders only). We are not responsible for cash sent through the mail.

PLEASE PRINT

Name _____ Date _____

Address _____ Phone () _____

Email _____

How did you get The Informer?

Method of Payment: VISA MasterCard Check or MO

Credit Card No.: _____

Exp. Date: __ / __ / __ Signature _____

VisualFX

for ImageFX

Visual FX Volumes

Suggested Retail \$199.95 each

Sale Price:

\$129.95 each



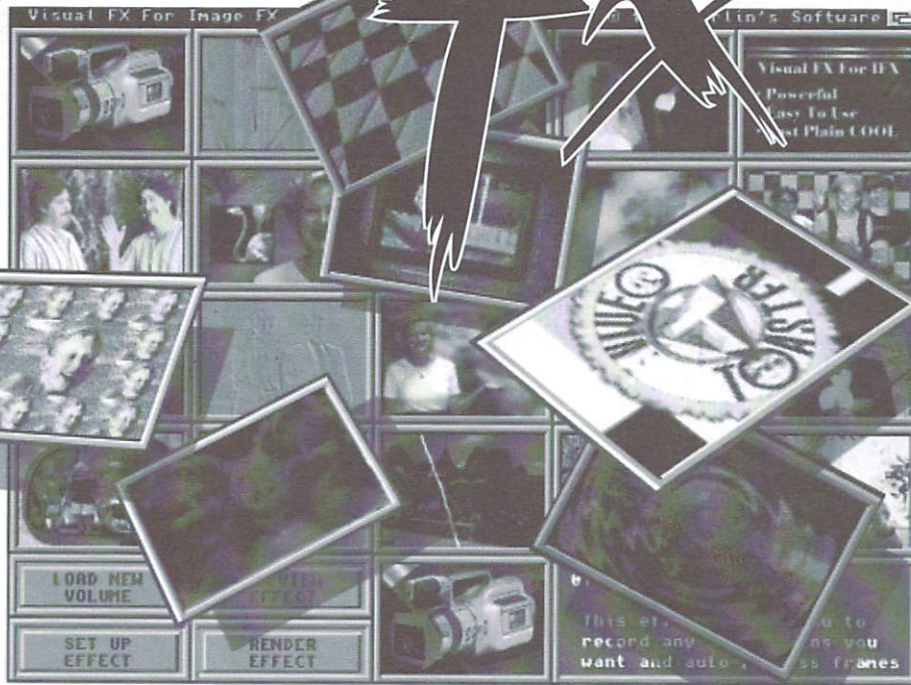
Visual Inspirations, Inc.

809 West Hollywood

Tampa, Florida 33604

Phone or Fax: 813-935-6410

<http://www.vionline.com>



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
Expand-Flip-Shrink
Liquid Stretch
Punch
Earth Quake
Straw Effect & Hockney
Tile Image
Corner Pivot
Slide Process A > B
Zoom Step & Pinch

Shrink-Flip-Expand
Ripple Wave Distort
Pinch
Mosaic
Swirl Image
Swing Image
Film Grain-Rough-Displace
Fade To Color Or Texture
Slide Bar
Fire Effect

Volume Two FX Descriptions

Growing Peep Hole
Fade With Operator
Clock Wipe
Pivot Off & Fade In
Pull Off Split
Zoom In & Out
Paint Brush
Swirl & Recede
Corner Expand
X & Y Flip

Bubbles
Move On Axis
Spin & Fade
Rotate & Move
Mosaic Swirl
Split Crawl
Flip Off - Flip On
Pivot Off & Swing On
Quadrant Fade
Object Change

Volume Three FX Descriptions

Scrolling Background
Quadruple Display
Vignette
Picture Template
Fancy Letter Box
Lens Flare
Multi Image Composite
Moving Spot Lights
Blue & Green Glint
Burning Image

Picture On Picture
Board Game
Oval Cut Out
Multi Layer Composite
Cut Out Overlay
Composite Texture
Dream Sequence
Blue Print
Alpha Channel Composite

Volume Four FX Descriptions

Record User Input
Magnifying Glass
Bullet Build
Picture In Picture
ChromaKey or CineMatte
Moving Brush & Shadow
Rack Focus
Camera Zoom
Perspective Slant
Dual Window

Antique Charcoal & Wood
Painting Effects
Split Screen Composite
Polaroid Picture
Flip & Mirror
Emboss Light Source Move
Checker Board
Rear View Mirror
Lightning Strike
Rain Drops

All manufacturers trademarks are acknowledged.

VISUAL INSPIRATIONS

AMIGA Wares

Christmas Gift Specials

Christmas Bundle Includes:

- Amiga Polo Sweat Shirt (black or white)
 - Amiga Turtleneck (black or white)
 - Amiga Theme CD
- \$99.95 CDN, \$64.95 US
- add Amiga Polar Fleece Sweat Shirt - \$79.00 CDN, \$49.00 US
 - add Amiga Forever - \$79.95 CDN, \$49.95 US
 - add Amiga CropTop T-Shirt - \$20.00 CDN, \$12.50 US
 - add Amiga Premium T-Shirt - \$20.00 CDN, \$12.50 US
 - add Powered-by-Amiga T-Shirt - \$15.00 CDN, \$10.00 US
 - add Amiga Boing Beach Ball - \$4.00 CDN, \$2.75 US

or any AmigaWares purchase of \$100 CDN or more receives a 15% discount off our retail prices

Keeps you Cozy!

Stay in AmigaWares this Fall / Winter

Amiga Wares now has it own website at <http://www.amigawares.com>.

Check out our full selection of Amiga Wares including some great pictures and QuickTime movie clips!

Amiga Polo Sweat Shirt -

\$59 CDN, \$39 US
Embroidered Amiga Logo front left - high quality
Polo Sweat Shirt - available in black or white

Amiga Turtleneck -

\$35 CDN, \$25 US
Embroidered Amiga Logo on neck -
Made by Kombi - available in black
or white - see website for picture

Amiga Polar Fleece Sweat Shirt -

\$79 CDN, \$49 US
Embroidered Amiga Logo on left
- incredibly warm - available in
black or white - see website for
picture



Get Your Amiga in a Tower!!

Randomize has the best selection of Tower Cases and expansion solutions this side of the Atlantic. Expand your A1200, A4000 or A3000 with products from Ateo Concepts, RBM Computertechnic or Micronik. Contact us for details for visit our website.

Amiga-to-PC Networking Solution

Everything you need to get your Amiga and PC connected Quickly and Easily!

The Bundle includes:

- Complete Setup, Configuration and Installation Documentation on CD-Rom
- Hydra Ethernet Card for the Amiga (Zorro)
 - GVC PCI Ethernet Card for the PC
 - Miami TCP/IP Software
- Amiga Forever for Fast and Easy File Transfers
 - Additional Utilities for added functionality

\$649.95 CDN, \$414.95 US



DIGITAL PRODUCTS

Providing full service, warranty and technical support to our Canadian and American customers, Randomize is your direct source for Phase5 with pricing and technical expertise that just can't be beat!

For Complete Product
Information and Pricing
Visit our website at
<http://www.randomize.com>

Randomize, Inc.

www.randomize.com

Order Line: 1 888 RANDOMIZE
(1 888 726-3664)
Phone: (905) 939-8371
Fax: (905) 939-8745

Sales e-mail: sales@randomize.com
Support e-mail: support@randomize.com
Website: www.randomize.com

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



Change Service Requested



BULK RATE
U.S. Postage
PAID
Permit No. 316
Poughkeepsie, NY